Geometry Kernel

Visual Interface

<<Interface>>
Visual::IGeometryObserver

+ SlotRegisterPoint(Point, int): void
+ SlotPushVisualPoint(Point, Visual::Point, int): void
+ SlotPopVisualPoint(Point, int): void

<<Interface>>
Visual::IObservableGeometry

+ SigRegisterPoint(Point, int): void
+ SigPushVisualPoint(Point, Visual::Point, int): void
+ SigPopVisualPoint(Point, int): void

Visual::Geometry

+ <<IGeometryObserver methods>>
+ <<IObservableGeometry methods>>

Visual::Point

+ material: Visual::Material

Visual::Segment

+ material: Visual::Material

Visual::Triangle

+ material: Visual::Material

Visual::Material

+ ambient: Visual::Color
+ diffuse: Visual::Color
+ specular: Visual::Color
+ coverage: Visual::Coverage::Type
+ lighting: Visual::Lighting::Type