

Scene/ScreenSpaceCameraController

X rotate counter-clockwise in 2D

Expected (-0.999999457482276, 0.0010416502069355296, 0) to equal epsilon (-1, 0, 0), 1e-15.

Expected (0.0010416502069355296, 0.999999457482276, 0) to equal epsilon (0, 1, 0), 1e-15.

Scene/ScreenSpaceCameraController

X rotate clockwise in 2D

Expected (0.999999457482276, 0.0010416502069355296, 0) to equal epsilon (1, 0, 0), 1e-15.

Expected (0.0010416502069355296, -0.999999457482276, 0) to equal epsilon (0, -1, 0), 1e-15.

Scene/ScreenSpaceCameraController

X rotates counter-clockwise with mouse position at bottom of the screen

Expected (-0.9999994569164257, -0.0010421932899661868, 0) to equal epsilon (-1, 0, 0), 1e-15.

Expected (-0.0010421932899661868, 0.9999994569164257, 0) to equal epsilon (0, 1, 0), 1e-15.

Scene/ScreenSpaceCameraController

X translate right in Columbus view

Expected 0 to equal -2.2737367544323206e-13.

Scene/ScreenSpaceCameraController

X translate left in Columbus view

Expected 0 to equal 2.2737367544323206e-13.

Scene/Pick

X pickVoxelCoordinate picks a voxel coordinate from a VoxelPrimitive

DeveloperError: Height must be less than or equal to the maximum texture size (8192).
Check maximumTextureSize.

Scene/Pick

X pickVoxel picks a voxel cell from a VoxelPrimitive

DeveloperError: Height must be less than or equal to the maximum texture size (8192).

Check maximumTextureSize.

Scene/VoxelCell

X constructs

Not run because a beforeAll function failed. The beforeAll failure will be reported on the suite that caused it.