

Ray< T, U >

- + Ray(const vec3< T > &position, const vec3< T > &direction.
- U wavelength, U intensity)
 + const vec3< T > & getPosition
 () const
- + const vec3< T > & getDirection
 () const
- + U getWavelength() const
- + U getIntensity() const
- + void setPosition(const vec3< T > &newPosition)
- + void setDirection(const vec3< T > &newDirection)
- + void setWavelength (U newWavelength)
- + void setIntensity(U newIntensity)