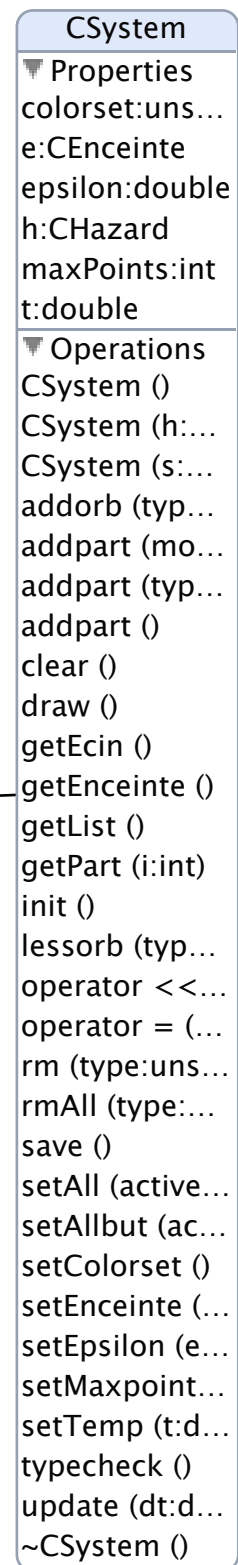
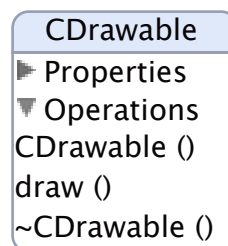
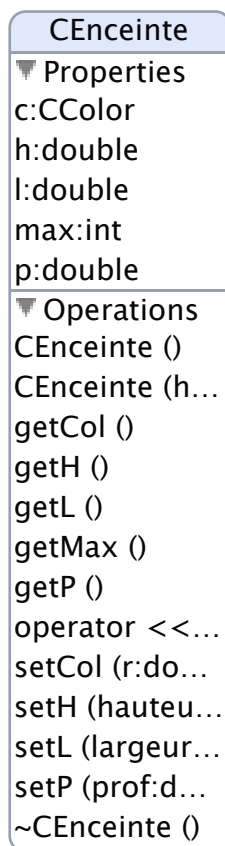


CVector3D
▼ Properties
x:double
y:double
z:double
▼ Operations
CVector3D (...)
CVector3D ()
CVector3D (...)
getCoords (x...
getNorm ()
getX ()
getY ()
getZ ()
normalize ()
norme ()
nullify ()
operator != (...)
operator * (d...
operator * (d...
operator *= ...
operator + (...)
operator +=...
operator - (...)
operator - (v...
operator -= ...
operator / (d...
operator /= ...
operator <<...
operator ==...
operator ^ (v...
operator ^= ...
operator (v...
setCoords (x...
setX (x:double)
setY (y:double)
setZ (z:double)
~CVector3D ()

CHazard
► Properties
▼ Operations
CHazard ()
gauss (moye...
unif (a:doub...
~CHazard ()

COrbit
▼ Properties
c:CColor
<u>maxPoints:u...</u>
p:CVector3D
▼ Operations
COrbit ()
clear ()
draw (c:CColor)
operator <<...
resize (i:uns...
setMaxpoint...
update (p:C...
~COrbit ()

CColor
▼ Properties
alpha:double
blue:double
green:double
red:double
▼ Operations
CColor (c:CC...
CColor ()
CColor (r:co...
getAlpha ()
getBlue ()
getGreen ()
getRed ()
operator + (...)
operator +=...
operator - (...)
operator <<...
setAlpha (i:c...
setBlue (i:co...



Camera
<div>▼ Properties</div> angle1:double angle2:double position:CVector3D riding:int <u>step:double</u>
<div>▼ Operations</div> Camera () Camera (cam:Camera) Camera (position:CVector3D) getAngle1 () getAngle2 () getPosition () getRiding () getVertical () moveLR (i:int) moveUD (i:int) operator << (ostream:Unknown) operator = (cam:Camera) save (ofstream:Unknown) setAngle1 (angle1:const double) setAngle2 (angle2:const double) setAngles (angle1:const double, angle... setPosition (position:CVector3D) setRiding (riding:const int) setStep (step:const double) zoom (i:int) ~Camera ()

GUI
<div>▼ Properties</div> a_dessiner:CSystem alpha:double beta:double fullscreen:bool leftMouse:bool ma_camera:Camera ma_fenetre:int mouse_ancienne_x:int mouse_ancienne_y:int mouse_x:int mouse_y:int ratio:double ridingpart:bool temps:unsigned int timer_on:bool type:unsigned int
<div>▼ Operations</div> GUI (argc:int, argv:char [] *, a_d... clavier_special (touche:int, mou... demarre () draw () getCamera () getSystem () getTemps () getTimer_on () idle (_UnnamedParametervoid1... keyboard (_UnnamedParameter... menu () mouse_clic (bouton:int, etat:int... mouse_rotate (mouse_x:int, mo... passive_mouse (x:int, y:int) reshape (largeur:int, hauteur:int) save () setCamera (camera:Camera) setRatio (i:int) setTemps (temps:unsigned int) setTimer_on (timer_on:bool) simulation (id:int) up_keyboard (_UnnamedParam...

CParser

► Properties

▼ Operations

CParser (file_name:Unknown)

extract_angle ()

extract_color ()

extract_double ()

extract_enceinte ()

extract_enceinte (system:CSystem)

extract_int ()

extract_mass ()

extract_part (system:CSystem)

extract_pos ()

extract_step ()

extract_string ()

extract_tag ()

extract_type ()

extract_vector ()

extract_vel ()

extract_word ()

load (system:CSystem, cam:Camera)

load (system:CSystem)

skip_comment ()

~CParser ()

