

FreeWRL/FreeX3D

2.3.3

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# Contents

<b>1</b>	<b>Hierarchical Index</b>	<b>1</b>
1.1	Class Hierarchy . . . . .	1
<b>2</b>	<b>Data Structure Index</b>	<b>17</b>
2.1	Data Structures . . . . .	17
<b>3</b>	<b>Data Structure Documentation</b>	<b>33</b>
3.1	_BrowserNative Struct Reference . . . . .	33
3.1.1	Detailed Description . . . . .	33
3.2	_cd_list_t Struct Reference . . . . .	33
3.2.1	Detailed Description . . . . .	33
3.3	_CRnodeStruct Struct Reference . . . . .	33
3.3.1	Detailed Description . . . . .	34
3.4	_FW_PluginInstance Struct Reference . . . . .	34
3.4.1	Detailed Description . . . . .	34
3.5	_intX3D_MFBool Struct Reference . . . . .	34
3.5.1	Detailed Description . . . . .	34
3.6	_intX3D_MFColor Struct Reference . . . . .	35
3.6.1	Detailed Description . . . . .	35
3.7	_intX3D_MFColorRGBA Struct Reference . . . . .	35
3.7.1	Detailed Description . . . . .	35
3.8	_intX3D_MFFloat Struct Reference . . . . .	35
3.8.1	Detailed Description . . . . .	35
3.9	_intX3D_MFImage Struct Reference . . . . .	36
3.9.1	Detailed Description . . . . .	36
3.10	_intX3D_MFInt32 Struct Reference . . . . .	36
3.10.1	Detailed Description . . . . .	36
3.11	_intX3D_MFNode Struct Reference . . . . .	36
3.11.1	Detailed Description . . . . .	36
3.12	_intX3D_MFRotation Struct Reference . . . . .	37
3.12.1	Detailed Description . . . . .	37
3.13	_intX3D_MFString Struct Reference . . . . .	37

3.13.1 Detailed Description . . . . .	37
3.14 _intX3D_MFTime Struct Reference . . . . .	37
3.14.1 Detailed Description . . . . .	37
3.15 _intX3D_MFVec2d Struct Reference . . . . .	38
3.15.1 Detailed Description . . . . .	38
3.16 _intX3D_MFVec2f Struct Reference . . . . .	38
3.16.1 Detailed Description . . . . .	38
3.17 _intX3D_MFVec3d Struct Reference . . . . .	38
3.17.1 Detailed Description . . . . .	38
3.18 _intX3D_MFVec3f Struct Reference . . . . .	39
3.18.1 Detailed Description . . . . .	39
3.19 _intX3D_SFBool Struct Reference . . . . .	39
3.19.1 Detailed Description . . . . .	39
3.20 _intX3D_SFColor Struct Reference . . . . .	39
3.20.1 Detailed Description . . . . .	39
3.21 _intX3D_SFColorRGBA Struct Reference . . . . .	39
3.21.1 Detailed Description . . . . .	40
3.22 _intX3D_SFFloat Struct Reference . . . . .	40
3.22.1 Detailed Description . . . . .	40
3.23 _intX3D_SFImage Struct Reference . . . . .	40
3.23.1 Detailed Description . . . . .	40
3.24 _intX3D_SFInt32 Struct Reference . . . . .	40
3.24.1 Detailed Description . . . . .	40
3.25 _intX3D_SFNode Struct Reference . . . . .	41
3.25.1 Detailed Description . . . . .	41
3.26 _intX3D_SFRotation Struct Reference . . . . .	41
3.26.1 Detailed Description . . . . .	41
3.27 _intX3D_SFString Struct Reference . . . . .	41
3.27.1 Detailed Description . . . . .	41
3.28 _intX3D_SFTime Struct Reference . . . . .	41
3.28.1 Detailed Description . . . . .	42
3.29 _intX3D_SFVec2d Struct Reference . . . . .	42
3.29.1 Detailed Description . . . . .	42
3.30 _intX3D_SFVec2f Struct Reference . . . . .	42
3.30.1 Detailed Description . . . . .	42
3.31 _intX3D_SFVec3d Struct Reference . . . . .	42
3.31.1 Detailed Description . . . . .	42
3.32 _intX3D_SFVec3f Struct Reference . . . . .	43
3.32.1 Detailed Description . . . . .	43
3.33 _intX3DEventIn Struct Reference . . . . .	43

3.33.1 Detailed Description . . . . .	43
3.34 _s_list_t Struct Reference . . . . .	43
3.34.1 Detailed Description . . . . .	43
3.35 _SFColorNative Struct Reference . . . . .	44
3.35.1 Detailed Description . . . . .	44
3.36 _SFColorRGBANative Struct Reference . . . . .	44
3.36.1 Detailed Description . . . . .	44
3.37 _SFImageNative Struct Reference . . . . .	44
3.37.1 Detailed Description . . . . .	44
3.38 _SFNodeNative Struct Reference . . . . .	44
3.38.1 Detailed Description . . . . .	45
3.39 _SFRotationNative Struct Reference . . . . .	45
3.39.1 Detailed Description . . . . .	45
3.40 _SFVec2fNative Struct Reference . . . . .	45
3.40.1 Detailed Description . . . . .	45
3.41 _SFVec3dNative Struct Reference . . . . .	45
3.41.1 Detailed Description . . . . .	45
3.42 _SFVec3fNative Struct Reference . . . . .	46
3.42.1 Detailed Description . . . . .	46
3.43 _SFVec4dNative Struct Reference . . . . .	46
3.43.1 Detailed Description . . . . .	46
3.44 _SFVec4fNative Struct Reference . . . . .	46
3.44.1 Detailed Description . . . . .	46
3.45 _urlRequest Struct Reference . . . . .	46
3.45.1 Detailed Description . . . . .	47
3.46 _X3DNode Union Reference . . . . .	47
3.46.1 Detailed Description . . . . .	47
3.47 ActiveRegion Struct Reference . . . . .	48
3.47.1 Detailed Description . . . . .	48
3.48 anyVrml Union Reference . . . . .	48
3.48.1 Detailed Description . . . . .	48
3.49 vrml.BaseNode Class Reference . . . . .	48
3.49.1 Detailed Description . . . . .	49
3.50 block Struct Reference . . . . .	49
3.50.1 Detailed Description . . . . .	49
3.51 brotoDefpair Struct Reference . . . . .	49
3.51.1 Detailed Description . . . . .	49
3.52 brotoIS Struct Reference . . . . .	49
3.52.1 Detailed Description . . . . .	50
3.53 brotoRoute Struct Reference . . . . .	50

3.53.1 Detailed Description . . . . .	50
3.54 org.web3d.x3d.sai.Browser Interface Reference . . . . .	50
3.54.1 Detailed Description . . . . .	51
3.55 vrml.Browser Class Reference . . . . .	51
3.55.1 Detailed Description . . . . .	51
3.56 vrml.external.Browser Class Reference . . . . .	52
3.56.1 Detailed Description . . . . .	53
3.57 org.web3d.x3d.sai.BrowserEvent Class Reference . . . . .	53
3.57.1 Detailed Description . . . . .	54
3.58 sai.BrowserFactory Class Reference . . . . .	54
3.58.1 Detailed Description . . . . .	54
3.59 org.web3d.x3d.sai.BrowserFactoryImpl Interface Reference . . . . .	54
3.59.1 Detailed Description . . . . .	54
3.60 vrml.external.BrowserGlobals Class Reference . . . . .	55
3.60.1 Detailed Description . . . . .	55
3.61 sai.BrowserGlobals Class Reference . . . . .	55
3.61.1 Detailed Description . . . . .	55
3.62 org.web3d.x3d.sai.BrowserInterface Interface Reference . . . . .	55
3.62.1 Detailed Description . . . . .	56
3.63 vrml.external.BrowserInterface Interface Reference . . . . .	56
3.63.1 Detailed Description . . . . .	56
3.64 org.web3d.x3d.sai.BrowserListener Interface Reference . . . . .	56
3.64.1 Detailed Description . . . . .	57
3.65 org.web3d.x3d.sai.BrowserNotSharedException Class Reference . . . . .	57
3.65.1 Detailed Description . . . . .	57
3.66 CachedVertex Struct Reference . . . . .	57
3.66.1 Detailed Description . . . . .	57
3.67 cbDataExactName Struct Reference . . . . .	57
3.67.1 Detailed Description . . . . .	58
3.68 cbDataRootNameAndRouteDir Struct Reference . . . . .	58
3.68.1 Detailed Description . . . . .	58
3.69 coded_block_pattern_entry Struct Reference . . . . .	58
3.69.1 Detailed Description . . . . .	58
3.70 org.web3d.x3d.sai.ComponentInfo Interface Reference . . . . .	59
3.70.1 Detailed Description . . . . .	59
3.71 org.web3d.x3d.sai.ConnectionException Class Reference . . . . .	59
3.71.1 Detailed Description . . . . .	59
3.72 vrml.ConstField Class Reference . . . . .	60
3.72.1 Detailed Description . . . . .	60
3.73 vrml.field.ConstMFColor Class Reference . . . . .	60

3.73.1 Detailed Description . . . . .	61
3.74 vrml.field.ConstMFFloat Class Reference . . . . .	61
3.74.1 Detailed Description . . . . .	62
3.75 vrml.ConstMField Class Reference . . . . .	62
3.75.1 Detailed Description . . . . .	63
3.76 vrml.field.ConstMFInt32 Class Reference . . . . .	63
3.76.1 Detailed Description . . . . .	63
3.77 vrml.field.ConstMFNode Class Reference . . . . .	64
3.77.1 Detailed Description . . . . .	64
3.78 vrml.field.ConstMFRotation Class Reference . . . . .	64
3.78.1 Detailed Description . . . . .	65
3.79 vrml.field.ConstMFString Class Reference . . . . .	65
3.79.1 Detailed Description . . . . .	66
3.80 vrml.field.ConstMFTime Class Reference . . . . .	66
3.80.1 Detailed Description . . . . .	66
3.81 vrml.field.ConstMFVec2f Class Reference . . . . .	67
3.81.1 Detailed Description . . . . .	67
3.82 vrml.field.ConstMFVec3f Class Reference . . . . .	67
3.82.1 Detailed Description . . . . .	68
3.83 vrml.field.ConstSFBool Class Reference . . . . .	68
3.83.1 Detailed Description . . . . .	69
3.84 vrml.field.ConstSFColor Class Reference . . . . .	69
3.84.1 Detailed Description . . . . .	69
3.85 vrml.field.ConstSFFloat Class Reference . . . . .	70
3.85.1 Detailed Description . . . . .	70
3.86 vrml.field.ConstSFImage Class Reference . . . . .	70
3.86.1 Detailed Description . . . . .	71
3.87 vrml.field.ConstSFInt32 Class Reference . . . . .	71
3.87.1 Detailed Description . . . . .	71
3.88 vrml.field.ConstSFNode Class Reference . . . . .	72
3.88.1 Detailed Description . . . . .	72
3.89 vrml.field.ConstSFRotation Class Reference . . . . .	72
3.89.1 Detailed Description . . . . .	73
3.90 vrml.field.ConstSFString Class Reference . . . . .	73
3.90.1 Detailed Description . . . . .	73
3.91 vrml.field.ConstSFTime Class Reference . . . . .	73
3.91.1 Detailed Description . . . . .	74
3.92 vrml.field.ConstSFVec2f Class Reference . . . . .	74
3.92.1 Detailed Description . . . . .	75
3.93 vrml.field.ConstSFVec3f Class Reference . . . . .	75

3.93.1 Detailed Description . . . . .	75
3.94 CR_RegStruct Struct Reference . . . . .	75
3.94.1 Detailed Description . . . . .	76
3.95 CRjsnameStruct Struct Reference . . . . .	76
3.95.1 Detailed Description . . . . .	76
3.96 CRscriptStruct Struct Reference . . . . .	76
3.96.1 Detailed Description . . . . .	76
3.97 CRStruct Struct Reference . . . . .	77
3.97.1 Detailed Description . . . . .	77
3.98 currayhit Struct Reference . . . . .	77
3.98.1 Detailed Description . . . . .	77
3.99 datChnk Struct Reference . . . . .	77
3.99.1 Detailed Description . . . . .	77
3.100dct_dc_size_entry Struct Reference . . . . .	78
3.100.1 Detailed Description . . . . .	78
3.101DDS_header Union Reference . . . . .	78
3.101.1 Detailed Description . . . . .	78
3.102DdsLoadInfo Struct Reference . . . . .	79
3.102.1 Detailed Description . . . . .	79
3.103Dict Struct Reference . . . . .	79
3.103.1 Detailed Description . . . . .	79
3.104DictNode Struct Reference . . . . .	79
3.104.1 Detailed Description . . . . .	80
3.105EAI_ListenerStruct Struct Reference . . . . .	80
3.105.1 Detailed Description . . . . .	80
3.106vrml.external.FreeWRLEAI.EAIAsyncMessage Class Reference . . . . .	80
3.106.1 Detailed Description . . . . .	80
3.107sai.eai.EAIAsyncMessage Class Reference . . . . .	80
3.107.1 Detailed Description . . . . .	81
3.108vrml.external.FreeWRLEAI.EAIAsyncQueue Class Reference . . . . .	81
3.108.1 Detailed Description . . . . .	81
3.109sai.eai.EAIAsyncQueue Class Reference . . . . .	81
3.109.1 Detailed Description . . . . .	81
3.110vrml.external.FreeWRLEAI.EAIAsyncThread Class Reference . . . . .	81
3.110.1 Detailed Description . . . . .	82
3.111sai.eai.EAIAsyncThread Class Reference . . . . .	82
3.111.1 Detailed Description . . . . .	82
3.112sai.eai.EAIinThread Class Reference . . . . .	82
3.112.1 Detailed Description . . . . .	83
3.113vrml.external.FreeWRLEAI.EAIinThread Class Reference . . . . .	83



3.113.1 Detailed Description . . . . .	83
3.114sai.eai.EAImessage Class Reference . . . . .	83
3.114.1 Detailed Description . . . . .	83
3.115vrml.external.FreeWRLEAI.EAImessage Class Reference . . . . .	84
3.115.1 Detailed Description . . . . .	84
3.116EAINodeIndexStruct Struct Reference . . . . .	84
3.116.1 Detailed Description . . . . .	84
3.117EAINodeParams Struct Reference . . . . .	84
3.117.1 Detailed Description . . . . .	85
3.118sai.eai.EAloutQueue Class Reference . . . . .	85
3.118.1 Detailed Description . . . . .	85
3.119vrml.external.FreeWRLEAI.EAloutQueue Class Reference . . . . .	85
3.119.1 Detailed Description . . . . .	85
3.120sai.eai.EAloutThread Class Reference . . . . .	85
3.120.1 Detailed Description . . . . .	86
3.121vrml.external.FreeWRLEAI.EAloutThread Class Reference . . . . .	86
3.121.1 Detailed Description . . . . .	86
3.122ECMAValueStruct Struct Reference . . . . .	86
3.122.1 Detailed Description . . . . .	87
3.123EdgePair Struct Reference . . . . .	87
3.123.1 Detailed Description . . . . .	87
3.124vrml.Event Class Reference . . . . .	87
3.124.1 Detailed Description . . . . .	87
3.125vrml.external.field.EventIn Class Reference . . . . .	88
3.125.1 Detailed Description . . . . .	88
3.126vrml.external.field.EventInMFColor Class Reference . . . . .	89
3.126.1 Detailed Description . . . . .	89
3.127vrml.external.field.EventInMFFloat Class Reference . . . . .	89
3.127.1 Detailed Description . . . . .	89
3.128vrml.external.field.EventInMFInt32 Class Reference . . . . .	90
3.128.1 Detailed Description . . . . .	90
3.129vrml.external.field.EventInMFNode Class Reference . . . . .	90
3.129.1 Detailed Description . . . . .	90
3.130vrml.external.field.EventInMFRotation Class Reference . . . . .	91
3.130.1 Detailed Description . . . . .	91
3.131vrml.external.field.EventInMFString Class Reference . . . . .	91
3.131.1 Detailed Description . . . . .	91
3.132vrml.external.field.EventInMFVec2f Class Reference . . . . .	92
3.132.1 Detailed Description . . . . .	92
3.133vrml.external.field.EventInMFVec3f Class Reference . . . . .	92

3.133.1 Detailed Description . . . . .	92
3.134vrml.external.field.EventInSFBool Class Reference . . . . .	93
3.134.1 Detailed Description . . . . .	93
3.135vrml.external.field.EventInSFColor Class Reference . . . . .	93
3.135.1 Detailed Description . . . . .	93
3.136vrml.external.field.EventInSFFloat Class Reference . . . . .	94
3.136.1 Detailed Description . . . . .	94
3.137vrml.external.field.EventInSFImage Class Reference . . . . .	94
3.137.1 Detailed Description . . . . .	94
3.138vrml.external.field.EventInSFInt32 Class Reference . . . . .	95
3.138.1 Detailed Description . . . . .	95
3.139vrml.external.field.EventInSFNode Class Reference . . . . .	95
3.139.1 Detailed Description . . . . .	95
3.140vrml.external.field.EventInSFRotation Class Reference . . . . .	96
3.140.1 Detailed Description . . . . .	96
3.141vrml.external.field.EventInSFString Class Reference . . . . .	96
3.141.1 Detailed Description . . . . .	96
3.142vrml.external.field.EventInSFTime Class Reference . . . . .	97
3.142.1 Detailed Description . . . . .	97
3.143vrml.external.field.EventInSFVec2f Class Reference . . . . .	97
3.143.1 Detailed Description . . . . .	97
3.144vrml.external.field.EventInSFVec3f Class Reference . . . . .	98
3.144.1 Detailed Description . . . . .	98
3.145vrml.external.field.EventOut Class Reference . . . . .	98
3.145.1 Detailed Description . . . . .	99
3.146vrml.external.field.EventOutMFColor Class Reference . . . . .	100
3.146.1 Detailed Description . . . . .	100
3.147vrml.external.field.EventOutMFFloat Class Reference . . . . .	100
3.147.1 Detailed Description . . . . .	100
3.148vrml.external.field.EventOutMField Class Reference . . . . .	101
3.148.1 Detailed Description . . . . .	101
3.149vrml.external.field.EventOutMFInt32 Class Reference . . . . .	101
3.149.1 Detailed Description . . . . .	102
3.150vrml.external.field.EventOutMFNode Class Reference . . . . .	102
3.150.1 Detailed Description . . . . .	102
3.151vrml.external.field.EventOutMFRotation Class Reference . . . . .	103
3.151.1 Detailed Description . . . . .	103
3.152vrml.external.field.EventOutMFString Class Reference . . . . .	103
3.152.1 Detailed Description . . . . .	103
3.153vrml.external.field.EventOutMFVec2f Class Reference . . . . .	104

3.153.1 Detailed Description . . . . .	104
3.154vrml.external.field.EventOutMFVec3f Class Reference . . . . .	104
3.154.1 Detailed Description . . . . .	105
3.155vrml.external.field.EventOutObserver Interface Reference . . . . .	105
3.155.1 Detailed Description . . . . .	105
3.156vrml.external.field.EventOutSFBool Class Reference . . . . .	105
3.156.1 Detailed Description . . . . .	105
3.157vrml.external.field.EventOutSFColor Class Reference . . . . .	106
3.157.1 Detailed Description . . . . .	106
3.158vrml.external.field.EventOutSFFloat Class Reference . . . . .	106
3.158.1 Detailed Description . . . . .	106
3.159vrml.external.field.EventOutSFImage Class Reference . . . . .	107
3.159.1 Detailed Description . . . . .	107
3.160vrml.external.field.EventOutSFInt32 Class Reference . . . . .	107
3.160.1 Detailed Description . . . . .	107
3.161vrml.external.field.EventOutSFNode Class Reference . . . . .	108
3.161.1 Detailed Description . . . . .	108
3.162vrml.external.field.EventOutSFRotation Class Reference . . . . .	108
3.162.1 Detailed Description . . . . .	108
3.163vrml.external.field.EventOutSFString Class Reference . . . . .	109
3.163.1 Detailed Description . . . . .	109
3.164vrml.external.field.EventOutSFTime Class Reference . . . . .	109
3.164.1 Detailed Description . . . . .	109
3.165vrml.external.field.EventOutSFVec2f Class Reference . . . . .	110
3.165.1 Detailed Description . . . . .	110
3.166vrml.external.field.EventOutSFVec3f Class Reference . . . . .	110
3.166.1 Detailed Description . . . . .	110
3.167org.web3d.x3d.sai.ExternalBrowser Interface Reference . . . . .	111
3.167.1 Detailed Description . . . . .	111
3.168FaceCount Struct Reference . . . . .	111
3.168.1 Detailed Description . . . . .	111
3.169vrml.Field Class Reference . . . . .	111
3.169.1 Detailed Description . . . . .	112
3.170FieldDecl Struct Reference . . . . .	112
3.170.1 Detailed Description . . . . .	113
3.171fieldNodeState Struct Reference . . . . .	113
3.171.1 Detailed Description . . . . .	113
3.172vrml.external.field.FieldTypes Class Reference . . . . .	113
3.172.1 Detailed Description . . . . .	114
3.173FirstStruct Struct Reference . . . . .	114

3.173.1 Detailed Description . . . . .	114
3.174fmtChnk Struct Reference . . . . .	114
3.174.1 Detailed Description . . . . .	114
3.175freewrl_params Struct Reference . . . . .	115
3.175.1 Detailed Description . . . . .	115
3.176sai.FreeWRLBrowser Class Reference . . . . .	115
3.176.1 Detailed Description . . . . .	117
3.177sai.FreeWRLBrowserInfo Class Reference . . . . .	117
3.177.1 Detailed Description . . . . .	117
3.178sai.FreeWRLComponent Class Reference . . . . .	117
3.178.1 Detailed Description . . . . .	118
3.179sai.FreeWRLField Class Reference . . . . .	118
3.179.1 Detailed Description . . . . .	119
3.180sai.FreeWRLFieldDefinition Class Reference . . . . .	119
3.180.1 Detailed Description . . . . .	120
3.181sai.FreeWRLFieldTypes Class Reference . . . . .	120
3.181.1 Detailed Description . . . . .	121
3.182sai.FreeWRLMField Class Reference . . . . .	121
3.182.1 Detailed Description . . . . .	122
3.183sai.FreeWRLNode Class Reference . . . . .	122
3.183.1 Detailed Description . . . . .	122
3.184sai.FreeWRLNodeTypes Class Reference . . . . .	123
3.184.1 Detailed Description . . . . .	123
3.185sai.FreeWRLRendererInfo Class Reference . . . . .	123
3.185.1 Detailed Description . . . . .	124
3.186sai.FreeWRLScene Class Reference . . . . .	124
3.186.1 Detailed Description . . . . .	125
3.187fw_MaterialParameters Struct Reference . . . . .	125
3.187.1 Detailed Description . . . . .	125
3.188FWBITMAPFILEHEADER Struct Reference . . . . .	126
3.188.1 Detailed Description . . . . .	126
3.189FWBITMAPINFO Struct Reference . . . . .	126
3.189.1 Detailed Description . . . . .	126
3.190FWBITMAPINFOHEADER Struct Reference . . . . .	126
3.190.1 Detailed Description . . . . .	127
3.191sai.FWComponentInfo Class Reference . . . . .	127
3.191.1 Detailed Description . . . . .	127
3.192vrml.FWCreateField Class Reference . . . . .	127
3.192.1 Detailed Description . . . . .	127
3.193sai.FWExternProtoDeclaration Class Reference . . . . .	128

3.193.1 Detailed Description . . . . .	128
3.194vrml.FWHelper Class Reference . . . . .	128
3.194.1 Detailed Description . . . . .	128
3.195vrml.FWJavaScript Class Reference . . . . .	129
3.195.1 Detailed Description . . . . .	129
3.196vrml.FWJavaScriptBinding Class Reference . . . . .	129
3.196.1 Detailed Description . . . . .	129
3.197vrml.FWJavaScriptClassLoader Class Reference . . . . .	129
3.197.1 Detailed Description . . . . .	130
3.197.2 Constructor & Destructor Documentation . . . . .	130
3.197.2.1 FWJavaScriptClassLoader . . . . .	130
3.198sai.FWMFColor Class Reference . . . . .	130
3.198.1 Detailed Description . . . . .	131
3.199sai.FWMFColorRGBA Class Reference . . . . .	131
3.199.1 Detailed Description . . . . .	131
3.200sai.FWMFDouble Class Reference . . . . .	132
3.200.1 Detailed Description . . . . .	132
3.201sai.FWMFFloat Class Reference . . . . .	132
3.201.1 Detailed Description . . . . .	133
3.202sai.FWMFInt32 Class Reference . . . . .	133
3.202.1 Detailed Description . . . . .	133
3.203sai.FWMFNode Class Reference . . . . .	134
3.203.1 Detailed Description . . . . .	134
3.204sai.FWMFRotation Class Reference . . . . .	134
3.204.1 Detailed Description . . . . .	135
3.205sai.FWMFString Class Reference . . . . .	135
3.205.1 Detailed Description . . . . .	135
3.206sai.FWMFVec2d Class Reference . . . . .	136
3.206.1 Detailed Description . . . . .	136
3.207sai.FWMFVec2f Class Reference . . . . .	136
3.207.1 Detailed Description . . . . .	137
3.208sai.FWMFVec3d Class Reference . . . . .	137
3.208.1 Detailed Description . . . . .	138
3.209sai.FWMFVec3f Class Reference . . . . .	138
3.209.1 Detailed Description . . . . .	138
3.210sai.FWProfileInfo Class Reference . . . . .	138
3.210.1 Detailed Description . . . . .	139
3.211sai.FWProfInfo Class Reference . . . . .	139
3.211.1 Detailed Description . . . . .	139
3.212sai.FWProtoDeclaration Class Reference . . . . .	139

3.212.1 Detailed Description . . . . .	140
3.213sai.FWProtoInstance Class Reference . . . . .	140
3.213.1 Detailed Description . . . . .	140
3.214FWRGBQUAD Struct Reference . . . . .	141
3.214.1 Detailed Description . . . . .	141
3.215sai.FWRoute Class Reference . . . . .	141
3.215.1 Detailed Description . . . . .	141
3.216sai.FWSFBool Class Reference . . . . .	141
3.216.1 Detailed Description . . . . .	142
3.217sai.FWSFColor Class Reference . . . . .	142
3.217.1 Detailed Description . . . . .	142
3.218sai.FWSFColorRGBA Class Reference . . . . .	143
3.218.1 Detailed Description . . . . .	143
3.219sai.FWSFDouble Class Reference . . . . .	143
3.219.1 Detailed Description . . . . .	143
3.220sai.FWSFFloat Class Reference . . . . .	144
3.220.1 Detailed Description . . . . .	144
3.221sai.FWSFImage Class Reference . . . . .	144
3.221.1 Detailed Description . . . . .	145
3.222sai.FWSFInt32 Class Reference . . . . .	145
3.222.1 Detailed Description . . . . .	145
3.223sai.FWSFNode Class Reference . . . . .	145
3.223.1 Detailed Description . . . . .	146
3.224sai.FWSFRotation Class Reference . . . . .	146
3.224.1 Detailed Description . . . . .	146
3.225sai.FWSFString Class Reference . . . . .	147
3.225.1 Detailed Description . . . . .	147
3.226sai.FWSFTime Class Reference . . . . .	147
3.226.1 Detailed Description . . . . .	148
3.227sai.FWSFVec2d Class Reference . . . . .	148
3.227.1 Detailed Description . . . . .	148
3.228sai.FWSFVec2f Class Reference . . . . .	148
3.228.1 Detailed Description . . . . .	149
3.229sai.FWSFVec3d Class Reference . . . . .	149
3.229.1 Detailed Description . . . . .	149
3.230sai.FWSFVec3f Class Reference . . . . .	149
3.230.1 Detailed Description . . . . .	150
3.231FWSNDMSG Struct Reference . . . . .	150
3.231.1 Detailed Description . . . . .	150
3.232FXYS Struct Reference . . . . .	150

3.232.1 Detailed Description . . . . .	151
3.233GLUface Struct Reference . . . . .	151
3.233.1 Detailed Description . . . . .	151
3.234GLUhalfEdge Struct Reference . . . . .	151
3.234.1 Detailed Description . . . . .	151
3.235GLUmesh Struct Reference . . . . .	152
3.235.1 Detailed Description . . . . .	152
3.236GLUtesselator Struct Reference . . . . .	152
3.236.1 Detailed Description . . . . .	153
3.237GLUvertex Struct Reference . . . . .	153
3.237.1 Detailed Description . . . . .	153
3.238GoP Struct Reference . . . . .	153
3.238.1 Detailed Description . . . . .	154
3.239vrml.external.IBrowser Interface Reference . . . . .	154
3.239.1 Detailed Description . . . . .	155
3.240iiglobal Struct Reference . . . . .	155
3.240.1 Detailed Description . . . . .	157
3.241org.web3d.x3d.sai.ImportedException Class Reference . . . . .	157
3.241.1 Detailed Description . . . . .	157
3.242initialRouteStruct Struct Reference . . . . .	157
3.242.1 Detailed Description . . . . .	158
3.243org.web3d.x3d.sai.InsufficientCapabilitiesException Class Reference . . . . .	158
3.243.1 Detailed Description . . . . .	158
3.244org.web3d.x3d.sai.InvalidBrowserException Class Reference . . . . .	158
3.244.1 Detailed Description . . . . .	159
3.245org.web3d.x3d.sai.InvalidDocumentException Class Reference . . . . .	159
3.245.1 Detailed Description . . . . .	159
3.246vrml.external.exception.InvalidEventInException Class Reference . . . . .	159
3.246.1 Detailed Description . . . . .	160
3.246.2 Constructor & Destructor Documentation . . . . .	160
3.246.2.1 InvalidEventInException . . . . .	160
3.247vrml.InvalidEventInException Class Reference . . . . .	160
3.247.1 Detailed Description . . . . .	160
3.248vrml.InvalidEventOutException Class Reference . . . . .	160
3.248.1 Detailed Description . . . . .	161
3.249vrml.external.exception.InvalidEventOutException Class Reference . . . . .	161
3.249.1 Detailed Description . . . . .	161
3.250org.web3d.x3d.sai.InvalidExecutionContextException Class Reference . . . . .	161
3.250.1 Detailed Description . . . . .	162
3.251vrml.InvalidExposedFieldException Class Reference . . . . .	162

3.251.1 Detailed Description . . . . .	162
3.252vrml.InvalidFieldChangeException Class Reference . . . . .	162
3.252.1 Detailed Description . . . . .	162
3.253vrml.InvalidFieldException Class Reference . . . . .	163
3.253.1 Detailed Description . . . . .	163
3.254org.web3d.x3d.sai.InvalidFieldException Class Reference . . . . .	163
3.254.1 Detailed Description . . . . .	163
3.255org.web3d.x3d.sai.InvalidFieldValueException Class Reference . . . . .	163
3.255.1 Detailed Description . . . . .	164
3.256org.web3d.x3d.sai.InvalidNameException Class Reference . . . . .	164
3.256.1 Detailed Description . . . . .	164
3.257org.web3d.x3d.sai.InvalidNodeException Class Reference . . . . .	164
3.257.1 Detailed Description . . . . .	165
3.258vrml.external.exception.InvalidNodeException Class Reference . . . . .	165
3.258.1 Detailed Description . . . . .	165
3.258.2 Constructor & Destructor Documentation . . . . .	165
3.258.2.1 InvalidNodeException . . . . .	165
3.259org.web3d.x3d.sai.InvalidOperationTimingException Class Reference . . . . .	166
3.259.1 Detailed Description . . . . .	166
3.260org.web3d.x3d.sai.InvalidProtoException Class Reference . . . . .	166
3.260.1 Detailed Description . . . . .	167
3.261org.web3d.x3d.sai.InvalidRouteException Class Reference . . . . .	167
3.261.1 Detailed Description . . . . .	167
3.262vrml.InvalidRouteException Class Reference . . . . .	167
3.262.1 Detailed Description . . . . .	167
3.263org.web3d.x3d.sai.InvalidURLException Class Reference . . . . .	168
3.263.1 Detailed Description . . . . .	168
3.264vrml.external.exception.InvalidVrmlException Class Reference . . . . .	168
3.264.1 Detailed Description . . . . .	168
3.264.2 Constructor & Destructor Documentation . . . . .	169
3.264.2.1 InvalidVrmlException . . . . .	169
3.265vrml.InvalidVRMLSyntaxException Class Reference . . . . .	169
3.265.1 Detailed Description . . . . .	169
3.266org.web3d.x3d.sai.InvalidX3DException Class Reference . . . . .	169
3.266.1 Detailed Description . . . . .	170
3.267vrml.InvalidX3DSyntaxException Class Reference . . . . .	170
3.267.1 Detailed Description . . . . .	170
3.268key Struct Reference . . . . .	170
3.268.1 Detailed Description . . . . .	170
3.269keypressTuple Struct Reference . . . . .	171



3.269.1 Detailed Description . . . . .	171
3.270macroblock Struct Reference . . . . .	171
3.270.1 Detailed Description . . . . .	171
3.271matpropstruct Struct Reference . . . . .	171
3.271.1 Detailed Description . . . . .	172
3.272org.web3d.x3d.sai.Matrix Interface Reference . . . . .	172
3.272.1 Detailed Description . . . . .	172
3.273org.web3d.x3d.sai.Matrix3 Class Reference . . . . .	172
3.273.1 Detailed Description . . . . .	173
3.274org.web3d.x3d.sai.Matrix4 Class Reference . . . . .	173
3.274.1 Detailed Description . . . . .	174
3.275mb_addr_inc_entry Struct Reference . . . . .	174
3.275.1 Detailed Description . . . . .	174
3.276mb_type_entry Struct Reference . . . . .	174
3.276.1 Detailed Description . . . . .	174
3.277org.web3d.x3d.sai.MFBool Interface Reference . . . . .	174
3.277.1 Detailed Description . . . . .	175
3.278vrml.field.MFColor Class Reference . . . . .	175
3.278.1 Detailed Description . . . . .	176
3.279org.web3d.x3d.sai.MFColor Interface Reference . . . . .	176
3.279.1 Detailed Description . . . . .	176
3.280org.web3d.x3d.sai.MFColorRGBA Interface Reference . . . . .	177
3.280.1 Detailed Description . . . . .	177
3.281org.web3d.x3d.sai.MFDouble Interface Reference . . . . .	177
3.281.1 Detailed Description . . . . .	178
3.282vrml.field.MFFloat Class Reference . . . . .	178
3.282.1 Detailed Description . . . . .	179
3.283org.web3d.x3d.sai.MFFloat Interface Reference . . . . .	179
3.283.1 Detailed Description . . . . .	179
3.284org.web3d.x3d.sai.MField Interface Reference . . . . .	179
3.284.1 Detailed Description . . . . .	180
3.285vrml.MField Class Reference . . . . .	180
3.285.1 Detailed Description . . . . .	181
3.286org.web3d.x3d.sai.MFImage Interface Reference . . . . .	182
3.286.1 Detailed Description . . . . .	182
3.287org.web3d.x3d.sai.MFInt32 Interface Reference . . . . .	182
3.287.1 Detailed Description . . . . .	183
3.288vrml.field.MFInt32 Class Reference . . . . .	183
3.288.1 Detailed Description . . . . .	184
3.289org.web3d.x3d.sai.MFNode Interface Reference . . . . .	184

3.289.1 Detailed Description . . . . .	184
3.290vrml.field.MFNode Class Reference . . . . .	184
3.290.1 Detailed Description . . . . .	185
3.291org.web3d.x3d.sai.MFRotation Interface Reference . . . . .	185
3.291.1 Detailed Description . . . . .	186
3.292vrml.field.MFRotation Class Reference . . . . .	186
3.292.1 Detailed Description . . . . .	187
3.293org.web3d.x3d.sai.MFString Interface Reference . . . . .	187
3.293.1 Detailed Description . . . . .	188
3.294vrml.field.MFString Class Reference . . . . .	188
3.294.1 Detailed Description . . . . .	188
3.295org.web3d.x3d.sai.MFTime Interface Reference . . . . .	189
3.295.1 Detailed Description . . . . .	189
3.296vrml.field.MFTime Class Reference . . . . .	189
3.296.1 Detailed Description . . . . .	190
3.297org.web3d.x3d.sai.MFVec2d Interface Reference . . . . .	190
3.297.1 Detailed Description . . . . .	191
3.298org.web3d.x3d.sai.MFVec2f Interface Reference . . . . .	191
3.298.1 Detailed Description . . . . .	191
3.299vrml.field.MFVec2f Class Reference . . . . .	191
3.299.1 Detailed Description . . . . .	192
3.300org.web3d.x3d.sai.MFVec3d Interface Reference . . . . .	192
3.300.1 Detailed Description . . . . .	193
3.301vrml.field.MFVec3f Class Reference . . . . .	193
3.301.1 Detailed Description . . . . .	194
3.302org.web3d.x3d.sai.MFVec3f Interface Reference . . . . .	194
3.302.1 Detailed Description . . . . .	195
3.303motion_vectors_entry Struct Reference . . . . .	195
3.303.1 Detailed Description . . . . .	195
3.304mouseTuple Struct Reference . . . . .	195
3.304.1 Detailed Description . . . . .	195
3.305Multi_Bool Struct Reference . . . . .	195
3.305.1 Detailed Description . . . . .	196
3.306Multi_Color Struct Reference . . . . .	196
3.306.1 Detailed Description . . . . .	196
3.307Multi_ColorRGBA Struct Reference . . . . .	196
3.307.1 Detailed Description . . . . .	196
3.308Multi_Double Struct Reference . . . . .	196
3.308.1 Detailed Description . . . . .	197
3.309Multi_Float Struct Reference . . . . .	197

3.309.1 Detailed Description . . . . .	197
3.310Multi_Int32 Struct Reference . . . . .	197
3.310.1 Detailed Description . . . . .	197
3.311Multi_Matrix3d Struct Reference . . . . .	197
3.311.1 Detailed Description . . . . .	198
3.312Multi_Matrix3f Struct Reference . . . . .	198
3.312.1 Detailed Description . . . . .	198
3.313Multi_Matrix4d Struct Reference . . . . .	198
3.313.1 Detailed Description . . . . .	198
3.314Multi_Matrix4f Struct Reference . . . . .	198
3.314.1 Detailed Description . . . . .	199
3.315Multi_Node Struct Reference . . . . .	199
3.315.1 Detailed Description . . . . .	199
3.316Multi_Rotation Struct Reference . . . . .	199
3.316.1 Detailed Description . . . . .	199
3.317Multi_String Struct Reference . . . . .	199
3.317.1 Detailed Description . . . . .	200
3.318Multi_Time Struct Reference . . . . .	200
3.318.1 Detailed Description . . . . .	200
3.319Multi_Vec2d Struct Reference . . . . .	200
3.319.1 Detailed Description . . . . .	200
3.320Multi_Vec2f Struct Reference . . . . .	200
3.320.1 Detailed Description . . . . .	201
3.321Multi_Vec3d Struct Reference . . . . .	201
3.321.1 Detailed Description . . . . .	201
3.322Multi_Vec3f Struct Reference . . . . .	201
3.322.1 Detailed Description . . . . .	201
3.323Multi_Vec4d Struct Reference . . . . .	201
3.323.1 Detailed Description . . . . .	202
3.324Multi_Vec4f Struct Reference . . . . .	202
3.324.1 Detailed Description . . . . .	202
3.325multiTexParams Struct Reference . . . . .	202
3.325.1 Detailed Description . . . . .	202
3.326myArgs Struct Reference . . . . .	202
3.326.1 Detailed Description . . . . .	203
3.327MyVertex Struct Reference . . . . .	203
3.327.1 Detailed Description . . . . .	203
3.328nameValuePairs Struct Reference . . . . .	203
3.328.1 Detailed Description . . . . .	203
3.329NestedProtoField Struct Reference . . . . .	203

3.329.1 Detailed Description . . . . .	204
3.330vrml.external.Node Class Reference . . . . .	204
3.330.1 Detailed Description . . . . .	204
3.331vrml.node.Node Class Reference . . . . .	204
3.331.1 Detailed Description . . . . .	205
3.332org.web3d.x3d.sai.NodeInUseException Class Reference . . . . .	205
3.332.1 Detailed Description . . . . .	205
3.333org.web3d.x3d.sai.NodeUnavailableException Class Reference . . . . .	205
3.333.1 Detailed Description . . . . .	206
3.334org.web3d.x3d.sai.NoSuchBrowserException Class Reference . . . . .	206
3.334.1 Detailed Description . . . . .	206
3.335org.web3d.x3d.sai.NotSupportedException Class Reference . . . . .	206
3.335.1 Detailed Description . . . . .	207
3.336opened_file Struct Reference . . . . .	207
3.336.1 Detailed Description . . . . .	207
3.337orient_XYZA Struct Reference . . . . .	207
3.337.1 Detailed Description . . . . .	207
3.338pcollision Struct Reference . . . . .	207
3.338.1 Detailed Description . . . . .	208
3.339pcommon Struct Reference . . . . .	208
3.339.1 Detailed Description . . . . .	208
3.340pComponent_EnvironSensor Struct Reference . . . . .	208
3.340.1 Detailed Description . . . . .	209
3.341pComponent_Geometry3D Struct Reference . . . . .	209
3.341.1 Detailed Description . . . . .	209
3.342pComponent_Geospatial Struct Reference . . . . .	209
3.342.1 Detailed Description . . . . .	209
3.343pComponent_HAnim Struct Reference . . . . .	209
3.343.1 Detailed Description . . . . .	209
3.344pComponent_KeyDevice Struct Reference . . . . .	210
3.344.1 Detailed Description . . . . .	210
3.345pComponent_Shape Struct Reference . . . . .	210
3.345.1 Detailed Description . . . . .	210
3.346pComponent_Sound Struct Reference . . . . .	210
3.346.1 Detailed Description . . . . .	210
3.347pComponent_Text Struct Reference . . . . .	211
3.347.1 Detailed Description . . . . .	211
3.348pConsoleMessage Struct Reference . . . . .	211
3.348.1 Detailed Description . . . . .	212
3.349pCParse Struct Reference . . . . .	212

3.349.1 Detailed Description . . . . .	212
3.350pCParseParser Struct Reference . . . . .	212
3.350.1 Detailed Description . . . . .	212
3.351pCProto Struct Reference . . . . .	212
3.351.1 Detailed Description . . . . .	212
3.352pCRoutes Struct Reference . . . . .	213
3.352.1 Detailed Description . . . . .	213
3.353pCScripts Struct Reference . . . . .	213
3.353.1 Detailed Description . . . . .	213
3.354pCursorDraw Struct Reference . . . . .	213
3.354.1 Detailed Description . . . . .	214
3.355pEAI_C_CommonFunctions Struct Reference . . . . .	214
3.355.1 Detailed Description . . . . .	214
3.356pEAICore Struct Reference . . . . .	214
3.356.1 Detailed Description . . . . .	214
3.357pEAIEventsIn Struct Reference . . . . .	214
3.357.1 Detailed Description . . . . .	214
3.358pEAIHelpers Struct Reference . . . . .	215
3.358.1 Detailed Description . . . . .	215
3.359pFrustum Struct Reference . . . . .	215
3.359.1 Detailed Description . . . . .	215
3.360pict Struct Reference . . . . .	215
3.360.1 Detailed Description . . . . .	216
3.361pict_image Struct Reference . . . . .	216
3.361.1 Detailed Description . . . . .	216
3.362pio_http Struct Reference . . . . .	216
3.362.1 Detailed Description . . . . .	216
3.363pJScript Struct Reference . . . . .	216
3.363.1 Detailed Description . . . . .	217
3.364playbackRecord Struct Reference . . . . .	217
3.364.1 Detailed Description . . . . .	217
3.365pLoadTextures Struct Reference . . . . .	217
3.365.1 Detailed Description . . . . .	217
3.366pMainloop Struct Reference . . . . .	217
3.366.1 Detailed Description . . . . .	218
3.367point_XYZ Struct Reference . . . . .	219
3.367.1 Detailed Description . . . . .	219
3.368pointer2pointer Struct Reference . . . . .	219
3.368.1 Detailed Description . . . . .	219
3.369PointerHash Struct Reference . . . . .	219

3.369.1 Detailed Description . . . . .	219
3.370PointerHashEntry Struct Reference . . . . .	219
3.370.1 Detailed Description . . . . .	220
3.371pOpenGL_Utils Struct Reference . . . . .	220
3.371.1 Detailed Description . . . . .	220
3.372pPluginSocket Struct Reference . . . . .	220
3.372.1 Detailed Description . . . . .	221
3.373ppluginUtils Struct Reference . . . . .	221
3.373.1 Detailed Description . . . . .	221
3.374pProdCon Struct Reference . . . . .	221
3.374.1 Detailed Description . . . . .	221
3.375PQhandleElem Struct Reference . . . . .	221
3.375.1 Detailed Description . . . . .	222
3.376PQnode Struct Reference . . . . .	222
3.376.1 Detailed Description . . . . .	222
3.377pRasterFont Struct Reference . . . . .	222
3.377.1 Detailed Description . . . . .	222
3.378pRenderFuncs Struct Reference . . . . .	222
3.378.1 Detailed Description . . . . .	223
3.379pRenderTextures Struct Reference . . . . .	223
3.379.1 Detailed Description . . . . .	223
3.380PriorityQ Struct Reference . . . . .	224
3.380.1 Detailed Description . . . . .	224
3.381profile_entry Struct Reference . . . . .	224
3.381.1 Detailed Description . . . . .	224
3.382org.web3d.x3d.sai.ProfileInfo Interface Reference . . . . .	224
3.382.1 Detailed Description . . . . .	225
3.383proffablestruct Struct Reference . . . . .	225
3.383.1 Detailed Description . . . . .	225
3.384ProtoDefinition Struct Reference . . . . .	225
3.384.1 Detailed Description . . . . .	225
3.385ProtoElementPointer Struct Reference . . . . .	226
3.385.1 Detailed Description . . . . .	226
3.386ProtoFieldDecl Struct Reference . . . . .	226
3.386.1 Detailed Description . . . . .	226
3.387protoInsert Struct Reference . . . . .	226
3.387.1 Detailed Description . . . . .	226
3.388PROTOInstanceEntry Struct Reference . . . . .	227
3.388.1 Detailed Description . . . . .	227
3.389PROTOnameStruct Struct Reference . . . . .	227

3.389.1 Detailed Description . . . . .	227
3.390ProtoRoute Struct Reference . . . . .	227
3.390.1 Detailed Description . . . . .	228
3.391pSensInterps Struct Reference . . . . .	228
3.391.1 Detailed Description . . . . .	228
3.392pSnapshot Struct Reference . . . . .	228
3.392.1 Detailed Description . . . . .	228
3.393PSStruct Struct Reference . . . . .	229
3.393.1 Detailed Description . . . . .	229
3.394pstatusbar Struct Reference . . . . .	229
3.394.1 Detailed Description . . . . .	229
3.395pStreamPoly Struct Reference . . . . .	229
3.395.1 Detailed Description . . . . .	230
3.396pTess Struct Reference . . . . .	230
3.396.1 Detailed Description . . . . .	230
3.397pTextures Struct Reference . . . . .	230
3.397.1 Detailed Description . . . . .	230
3.398pViewer Struct Reference . . . . .	230
3.398.1 Detailed Description . . . . .	231
3.399pX3DParser Struct Reference . . . . .	231
3.399.1 Detailed Description . . . . .	231
3.400pX3DProtoScript Struct Reference . . . . .	232
3.400.1 Detailed Description . . . . .	232
3.401quaternion Struct Reference . . . . .	232
3.401.1 Detailed Description . . . . .	232
3.402rb1 Struct Reference . . . . .	232
3.402.1 Detailed Description . . . . .	233
3.403resource_item Struct Reference . . . . .	233
3.403.1 Detailed Description . . . . .	233
3.404s_renderer_capabilities_t Struct Reference . . . . .	233
3.404.1 Detailed Description . . . . .	234
3.405s_shader_capabilities Struct Reference . . . . .	234
3.405.1 Detailed Description . . . . .	235
3.406sCollisionGeometry Struct Reference . . . . .	235
3.406.1 Detailed Description . . . . .	235
3.407sCollisionInfo Struct Reference . . . . .	236
3.407.1 Detailed Description . . . . .	236
3.408vrml.node.Script Class Reference . . . . .	236
3.408.1 Detailed Description . . . . .	236
3.409ScriptFieldDecl Struct Reference . . . . .	237

3.409.1 Detailed Description . . . . .	237
3.410ScriptFieldInstanceInfo Struct Reference . . . . .	237
3.410.1 Detailed Description . . . . .	237
3.411ScriptParamList Struct Reference . . . . .	237
3.411.1 Detailed Description . . . . .	237
3.412SensStruct Struct Reference . . . . .	238
3.412.1 Detailed Description . . . . .	238
3.413sFallInfo Struct Reference . . . . .	238
3.413.1 Detailed Description . . . . .	238
3.414vrml.field.SFBool Class Reference . . . . .	239
3.414.1 Detailed Description . . . . .	239
3.415org.web3d.x3d.sai.SFBool Interface Reference . . . . .	239
3.415.1 Detailed Description . . . . .	240
3.416SFColor Struct Reference . . . . .	240
3.416.1 Detailed Description . . . . .	240
3.417vrml.field.SFColor Class Reference . . . . .	240
3.417.1 Detailed Description . . . . .	241
3.418org.web3d.x3d.sai.SFColor Interface Reference . . . . .	241
3.418.1 Detailed Description . . . . .	241
3.419SFColorRGBA Struct Reference . . . . .	241
3.419.1 Detailed Description . . . . .	241
3.420org.web3d.x3d.sai.SFColorRGBA Interface Reference . . . . .	242
3.420.1 Detailed Description . . . . .	242
3.421org.web3d.x3d.sai.SFDouble Interface Reference . . . . .	242
3.421.1 Detailed Description . . . . .	242
3.422vrml.field.SFFloat Class Reference . . . . .	243
3.422.1 Detailed Description . . . . .	243
3.423org.web3d.x3d.sai.SFFloat Interface Reference . . . . .	243
3.423.1 Detailed Description . . . . .	244
3.424vrml.field.SFImage Class Reference . . . . .	244
3.424.1 Detailed Description . . . . .	244
3.425org.web3d.x3d.sai.SFImage Interface Reference . . . . .	244
3.425.1 Detailed Description . . . . .	245
3.426vrml.field.SFInt32 Class Reference . . . . .	245
3.426.1 Detailed Description . . . . .	246
3.427org.web3d.x3d.sai.SFInt32 Interface Reference . . . . .	246
3.427.1 Detailed Description . . . . .	246
3.428SFMatrix3d Struct Reference . . . . .	246
3.428.1 Detailed Description . . . . .	246
3.429SFMatrix3f Struct Reference . . . . .	247



3.429.1 Detailed Description . . . . .	247
3.430SFMatrix4d Struct Reference . . . . .	247
3.430.1 Detailed Description . . . . .	247
3.431SFMatrix4f Struct Reference . . . . .	247
3.431.1 Detailed Description . . . . .	247
3.432vrml.field.SFNode Class Reference . . . . .	247
3.432.1 Detailed Description . . . . .	248
3.433org.web3d.x3d.sai.SFNode Interface Reference . . . . .	248
3.433.1 Detailed Description . . . . .	248
3.434SFRotation Struct Reference . . . . .	249
3.434.1 Detailed Description . . . . .	249
3.435vrml.field.SFRotation Class Reference . . . . .	249
3.435.1 Detailed Description . . . . .	249
3.436org.web3d.x3d.sai.SFRotation Interface Reference . . . . .	250
3.436.1 Detailed Description . . . . .	250
3.437vrml.field.SFString Class Reference . . . . .	250
3.437.1 Detailed Description . . . . .	251
3.438org.web3d.x3d.sai.SFString Interface Reference . . . . .	251
3.438.1 Detailed Description . . . . .	251
3.439vrml.field.SFTime Class Reference . . . . .	251
3.439.1 Detailed Description . . . . .	252
3.440org.web3d.x3d.sai.SFTime Interface Reference . . . . .	252
3.440.1 Detailed Description . . . . .	252
3.441SFVec2d Struct Reference . . . . .	252
3.441.1 Detailed Description . . . . .	253
3.442org.web3d.x3d.sai.SFVec2d Interface Reference . . . . .	253
3.442.1 Detailed Description . . . . .	253
3.443SFVec2f Struct Reference . . . . .	253
3.443.1 Detailed Description . . . . .	253
3.444vrml.field.SFVec2f Class Reference . . . . .	254
3.444.1 Detailed Description . . . . .	254
3.445org.web3d.x3d.sai.SFVec2f Interface Reference . . . . .	254
3.445.1 Detailed Description . . . . .	255
3.446SFVec3d Struct Reference . . . . .	255
3.446.1 Detailed Description . . . . .	255
3.447org.web3d.x3d.sai.SFVec3d Interface Reference . . . . .	255
3.447.1 Detailed Description . . . . .	255
3.448SFVec3f Struct Reference . . . . .	256
3.448.1 Detailed Description . . . . .	256
3.449vrml.field.SFVec3f Class Reference . . . . .	256

3.449.1 Detailed Description . . . . .	256
3.450org.web3d.x3d.sai.SFVec3f Interface Reference . . . . .	257
3.450.1 Detailed Description . . . . .	257
3.451SFVec4d Struct Reference . . . . .	257
3.451.1 Detailed Description . . . . .	257
3.452SFVec4f Struct Reference . . . . .	257
3.452.1 Detailed Description . . . . .	257
3.453Shader_Script Struct Reference . . . . .	258
3.453.1 Detailed Description . . . . .	258
3.454shaderTableEntry Struct Reference . . . . .	258
3.454.1 Detailed Description . . . . .	258
3.455slice Struct Reference . . . . .	258
3.455.1 Detailed Description . . . . .	258
3.456sNavInfo Struct Reference . . . . .	259
3.456.1 Detailed Description . . . . .	259
3.457SNDFILE Struct Reference . . . . .	259
3.457.1 Detailed Description . . . . .	259
3.458iiglobal::tBindable Struct Reference . . . . .	259
3.458.1 Detailed Description . . . . .	260
3.459iiglobal::tcollision Struct Reference . . . . .	260
3.459.1 Detailed Description . . . . .	260
3.460iiglobal::tcommon Struct Reference . . . . .	260
3.460.1 Detailed Description . . . . .	260
3.461iiglobal::tComponent_EnvironSensor Struct Reference . . . . .	260
3.461.1 Detailed Description . . . . .	260
3.462iiglobal::tComponent_Geometry3D Struct Reference . . . . .	261
3.462.1 Detailed Description . . . . .	261
3.463iiglobal::tComponent_Geospatial Struct Reference . . . . .	261
3.463.1 Detailed Description . . . . .	261
3.464iiglobal::tComponent_HAnim Struct Reference . . . . .	261
3.464.1 Detailed Description . . . . .	261
3.465iiglobal::tComponent_KeyDevice Struct Reference . . . . .	261
3.465.1 Detailed Description . . . . .	262
3.466iiglobal::tComponent_Shape Struct Reference . . . . .	262
3.466.1 Detailed Description . . . . .	262
3.467iiglobal::tComponent_Sound Struct Reference . . . . .	262
3.467.1 Detailed Description . . . . .	262
3.468iiglobal::tComponent_Text Struct Reference . . . . .	262
3.468.1 Detailed Description . . . . .	262
3.469iiglobal::tComponent_VRML1 Struct Reference . . . . .	263

3.469.1 Detailed Description . . . . .	263
3.470iiglobal::tConsoleMessage Struct Reference . . . . .	263
3.470.1 Detailed Description . . . . .	263
3.471iiglobal::tCParse Struct Reference . . . . .	263
3.471.1 Detailed Description . . . . .	263
3.472iiglobal::tCParseParser Struct Reference . . . . .	263
3.472.1 Detailed Description . . . . .	264
3.473iiglobal::tCProto Struct Reference . . . . .	264
3.473.1 Detailed Description . . . . .	264
3.474iiglobal::tCRoutes Struct Reference . . . . .	264
3.474.1 Detailed Description . . . . .	264
3.475iiglobal::tCScripts Struct Reference . . . . .	264
3.475.1 Detailed Description . . . . .	265
3.476iiglobal::tCursorDraw Struct Reference . . . . .	265
3.476.1 Detailed Description . . . . .	265
3.477iiglobal::tdisplay Struct Reference . . . . .	265
3.477.1 Detailed Description . . . . .	265
3.478iiglobal::tEAI_C_CommonFunctions Struct Reference . . . . .	266
3.478.1 Detailed Description . . . . .	266
3.479iiglobal::tEAICore Struct Reference . . . . .	266
3.479.1 Detailed Description . . . . .	266
3.480iiglobal::tEAIEventsIn Struct Reference . . . . .	266
3.480.1 Detailed Description . . . . .	266
3.481iiglobal::tEAHelpers Struct Reference . . . . .	267
3.481.1 Detailed Description . . . . .	267
3.482textureTableIndexStruct Struct Reference . . . . .	267
3.482.1 Detailed Description . . . . .	267
3.483textureVertexInfo Struct Reference . . . . .	267
3.483.1 Detailed Description . . . . .	268
3.484iiglobal::tFrustum Struct Reference . . . . .	268
3.484.1 Detailed Description . . . . .	268
3.485iiglobal::tinternalc Struct Reference . . . . .	268
3.485.1 Detailed Description . . . . .	268
3.486iiglobal::tio_http Struct Reference . . . . .	268
3.486.1 Detailed Description . . . . .	269
3.487iiglobal::tJScript Struct Reference . . . . .	269
3.487.1 Detailed Description . . . . .	269
3.488iiglobal::tjsUtils Struct Reference . . . . .	269
3.488.1 Detailed Description . . . . .	269
3.489iiglobal::tjsVRMLBrowser Struct Reference . . . . .	269

3.489.1 Detailed Description . . . . .	269
3.490iiglobal::tjsVRMLClasses Struct Reference . . . . .	270
3.490.1 Detailed Description . . . . .	270
3.491iiglobal::tLoadTextures Struct Reference . . . . .	270
3.491.1 Detailed Description . . . . .	270
3.492iiglobal::tMainloop Struct Reference . . . . .	270
3.492.1 Detailed Description . . . . .	271
3.493iiglobal::tOpenGL_Utils Struct Reference . . . . .	271
3.493.1 Detailed Description . . . . .	271
3.494Touch Struct Reference . . . . .	271
3.494.1 Detailed Description . . . . .	271
3.495iiglobal::tPluginSocket Struct Reference . . . . .	271
3.495.1 Detailed Description . . . . .	272
3.496iiglobal::tpluginUtils Struct Reference . . . . .	272
3.496.1 Detailed Description . . . . .	272
3.497iiglobal::tProdCon Struct Reference . . . . .	272
3.497.1 Detailed Description . . . . .	272
3.498iiglobal::tRasterFont Struct Reference . . . . .	272
3.498.1 Detailed Description . . . . .	273
3.499iiglobal::tRenderFuncs Struct Reference . . . . .	273
3.499.1 Detailed Description . . . . .	273
3.500trenderstate Struct Reference . . . . .	273
3.500.1 Detailed Description . . . . .	274
3.501iiglobal::tRenderTextures Struct Reference . . . . .	274
3.501.1 Detailed Description . . . . .	274
3.502iiglobal::tresources Struct Reference . . . . .	274
3.502.1 Detailed Description . . . . .	274
3.503iiglobal::tSensInterps Struct Reference . . . . .	274
3.503.1 Detailed Description . . . . .	274
3.504iiglobal::tSnapshot Struct Reference . . . . .	275
3.504.1 Detailed Description . . . . .	275
3.505iiglobal::tstatusbar Struct Reference . . . . .	275
3.505.1 Detailed Description . . . . .	275
3.506iiglobal::tStreamPoly Struct Reference . . . . .	275
3.506.1 Detailed Description . . . . .	275
3.507iiglobal::tTess Struct Reference . . . . .	275
3.507.1 Detailed Description . . . . .	276
3.508iiglobal::tTextures Struct Reference . . . . .	276
3.508.1 Detailed Description . . . . .	276
3.509iiglobal::tthreads Struct Reference . . . . .	276

3.509.1 Detailed Description . . . . .	277
3.510iiglobal::tViewer Struct Reference . . . . .	277
3.510.1 Detailed Description . . . . .	277
3.511iiglobal::tX3DParser Struct Reference . . . . .	277
3.511.1 Detailed Description . . . . .	277
3.512iiglobal::tX3DProtoScript Struct Reference . . . . .	277
3.512.1 Detailed Description . . . . .	277
3.513un1 Union Reference . . . . .	278
3.513.1 Detailed Description . . . . .	278
3.514Uni_String Struct Reference . . . . .	278
3.514.1 Detailed Description . . . . .	278
3.515sai.eai.UnsupportedFieldTypeException Class Reference . . . . .	278
3.515.1 Detailed Description . . . . .	279
3.516vrml.external.FreeWRLEAI.UnsupportedFieldTypeException Class Reference . . . . .	279
3.516.1 Detailed Description . . . . .	279
3.517org.web3d.x3d.sai.URLUnavailableException Class Reference . . . . .	279
3.517.1 Detailed Description . . . . .	279
3.518Vector Struct Reference . . . . .	280
3.518.1 Detailed Description . . . . .	280
3.519vrml.external.FreeWRLEAI.VField Class Reference . . . . .	280
3.519.1 Detailed Description . . . . .	281
3.520sai.eai.VField Class Reference . . . . .	281
3.520.1 Detailed Description . . . . .	283
3.521vid_stream Struct Reference . . . . .	283
3.521.1 Detailed Description . . . . .	284
3.522viewer Struct Reference . . . . .	284
3.522.1 Detailed Description . . . . .	285
3.523viewer_examine Struct Reference . . . . .	285
3.523.1 Detailed Description . . . . .	286
3.524viewer_fly Struct Reference . . . . .	286
3.524.1 Detailed Description . . . . .	286
3.525viewer_inplane Struct Reference . . . . .	286
3.525.1 Detailed Description . . . . .	286
3.526viewer_walk Struct Reference . . . . .	286
3.526.1 Detailed Description . . . . .	287
3.527viewer_ypz Struct Reference . . . . .	287
3.527.1 Detailed Description . . . . .	287
3.528sai.eai.VIP Class Reference . . . . .	287
3.528.1 Detailed Description . . . . .	288
3.529vrml.external.FreeWRLEAI.VIP Class Reference . . . . .	288

3.529.1 Detailed Description . . . . .	289
3.530sai.eai.VMFColor Class Reference . . . . .	289
3.530.1 Detailed Description . . . . .	289
3.531vrml.external.FreeWRLEAI.VMFColor Class Reference . . . . .	289
3.531.1 Detailed Description . . . . .	290
3.532sai.eai.VMFFloat Class Reference . . . . .	290
3.532.1 Detailed Description . . . . .	290
3.533vrml.external.FreeWRLEAI.VMFFloat Class Reference . . . . .	290
3.533.1 Detailed Description . . . . .	291
3.534vrml.external.FreeWRLEAI.VMFInt32 Class Reference . . . . .	291
3.534.1 Detailed Description . . . . .	291
3.535sai.eai.VMFInt32 Class Reference . . . . .	291
3.535.1 Detailed Description . . . . .	292
3.536sai.eai.VMFRotation Class Reference . . . . .	292
3.536.1 Detailed Description . . . . .	292
3.537vrml.external.FreeWRLEAI.VMFRotation Class Reference . . . . .	292
3.537.1 Detailed Description . . . . .	293
3.538sai.eai.VMFString Class Reference . . . . .	293
3.538.1 Detailed Description . . . . .	293
3.539vrml.external.FreeWRLEAI.VMFString Class Reference . . . . .	293
3.539.1 Detailed Description . . . . .	294
3.540sai.eai.VMFVec2f Class Reference . . . . .	294
3.540.1 Detailed Description . . . . .	294
3.541vrml.external.FreeWRLEAI.VMFVec2f Class Reference . . . . .	294
3.541.1 Detailed Description . . . . .	295
3.542sai.eai.VMFVec3f Class Reference . . . . .	295
3.542.1 Detailed Description . . . . .	295
3.543vrml.external.FreeWRLEAI.VMFVec3f Class Reference . . . . .	296
3.543.1 Detailed Description . . . . .	296
3.544VRMLLexer Struct Reference . . . . .	296
3.544.1 Detailed Description . . . . .	296
3.545sai.eai.VRMLObject Class Reference . . . . .	297
3.545.1 Detailed Description . . . . .	297
3.546vrml.external.FreeWRLEAI.VRMLObject Class Reference . . . . .	297
3.546.1 Detailed Description . . . . .	298
3.547vrml.external.FreeWRLEAI.VRMLObjectObserver Interface Reference . . . . .	298
3.547.1 Detailed Description . . . . .	298
3.548sai.eai.VRMLObjectObserver Interface Reference . . . . .	298
3.548.1 Detailed Description . . . . .	299
3.549VRMLParser Struct Reference . . . . .	299

3.549.1 Detailed Description . . . . .	299
3.550sai.eai.VSFBool Class Reference . . . . .	299
3.550.1 Detailed Description . . . . .	300
3.551vrml.external.FreeWRLEAI.VSFBool Class Reference . . . . .	300
3.551.1 Detailed Description . . . . .	300
3.552sai.eai.VSFColor Class Reference . . . . .	300
3.552.1 Detailed Description . . . . .	301
3.553vrml.external.FreeWRLEAI.VSFColor Class Reference . . . . .	301
3.553.1 Detailed Description . . . . .	301
3.554sai.eai.VSFFloat Class Reference . . . . .	301
3.554.1 Detailed Description . . . . .	302
3.555vrml.external.FreeWRLEAI.VSFFloat Class Reference . . . . .	302
3.555.1 Detailed Description . . . . .	302
3.556vrml.external.FreeWRLEAI.VSFImage Class Reference . . . . .	302
3.556.1 Detailed Description . . . . .	303
3.557sai.eai.VSFImage Class Reference . . . . .	303
3.557.1 Detailed Description . . . . .	303
3.558vrml.external.FreeWRLEAI.VSFInt32 Class Reference . . . . .	304
3.558.1 Detailed Description . . . . .	304
3.559sai.eai.VSFInt32 Class Reference . . . . .	304
3.559.1 Detailed Description . . . . .	304
3.560vrml.external.FreeWRLEAI.VSFRotation Class Reference . . . . .	305
3.560.1 Detailed Description . . . . .	305
3.561sai.eai.VSFRotation Class Reference . . . . .	305
3.561.1 Detailed Description . . . . .	306
3.562vrml.external.FreeWRLEAI.VSFString Class Reference . . . . .	306
3.562.1 Detailed Description . . . . .	306
3.563sai.eai.VSFString Class Reference . . . . .	306
3.563.1 Detailed Description . . . . .	307
3.564vrml.external.FreeWRLEAI.VSFTIME Class Reference . . . . .	307
3.564.1 Detailed Description . . . . .	307
3.565sai.eai.VSFTIME Class Reference . . . . .	308
3.565.1 Detailed Description . . . . .	308
3.566vrml.external.FreeWRLEAI.VSFVec2f Class Reference . . . . .	308
3.566.1 Detailed Description . . . . .	308
3.567sai.eai.VSFVec2f Class Reference . . . . .	309
3.567.1 Detailed Description . . . . .	309
3.568vrml.external.FreeWRLEAI.VSFVec3f Class Reference . . . . .	309
3.568.1 Detailed Description . . . . .	310
3.569sai.eai.VSFVec3f Class Reference . . . . .	310

3.569.1 Detailed Description . . . . .	310
3.570X3D_Anchor Struct Reference . . . . .	311
3.570.1 Detailed Description . . . . .	311
3.571X3D_Appearance Struct Reference . . . . .	311
3.571.1 Detailed Description . . . . .	312
3.572X3D_Arc2D Struct Reference . . . . .	312
3.572.1 Detailed Description . . . . .	312
3.573X3D_ArcClose2D Struct Reference . . . . .	312
3.573.1 Detailed Description . . . . .	313
3.574X3D_AudioClip Struct Reference . . . . .	313
3.574.1 Detailed Description . . . . .	314
3.575X3D_Background Struct Reference . . . . .	314
3.575.1 Detailed Description . . . . .	315
3.576X3D_Billboard Struct Reference . . . . .	315
3.576.1 Detailed Description . . . . .	315
3.577X3D_BooleanFilter Struct Reference . . . . .	316
3.577.1 Detailed Description . . . . .	316
3.578X3D_BooleanSequencer Struct Reference . . . . .	316
3.578.1 Detailed Description . . . . .	317
3.579X3D_BooleanToggle Struct Reference . . . . .	317
3.579.1 Detailed Description . . . . .	317
3.580X3D_BooleanTrigger Struct Reference . . . . .	317
3.580.1 Detailed Description . . . . .	318
3.581X3D_Box Struct Reference . . . . .	318
3.581.1 Detailed Description . . . . .	318
3.582X3D_CADAssembly Struct Reference . . . . .	318
3.582.1 Detailed Description . . . . .	319
3.583X3D_CADFace Struct Reference . . . . .	319
3.583.1 Detailed Description . . . . .	319
3.584X3D_CADLayer Struct Reference . . . . .	320
3.584.1 Detailed Description . . . . .	320
3.585X3D_CADPart Struct Reference . . . . .	320
3.585.1 Detailed Description . . . . .	321
3.586X3D_Circle2D Struct Reference . . . . .	321
3.586.1 Detailed Description . . . . .	321
3.587X3D_ClipPlane Struct Reference . . . . .	322
3.587.1 Detailed Description . . . . .	322
3.588X3D_Collision Struct Reference . . . . .	322
3.588.1 Detailed Description . . . . .	323
3.589X3D_Color Struct Reference . . . . .	323



3.589.1 Detailed Description . . . . .	323
3.590X3D_ColorInterpolator Struct Reference . . . . .	323
3.590.1 Detailed Description . . . . .	324
3.591X3D_ColorRGBA Struct Reference . . . . .	324
3.591.1 Detailed Description . . . . .	324
3.592X3D_ComposedCubeMapTexture Struct Reference . . . . .	324
3.592.1 Detailed Description . . . . .	325
3.593X3D_ComposedShader Struct Reference . . . . .	325
3.593.1 Detailed Description . . . . .	325
3.594X3D_Cone Struct Reference . . . . .	326
3.594.1 Detailed Description . . . . .	326
3.595X3D_Contour2D Struct Reference . . . . .	326
3.595.1 Detailed Description . . . . .	327
3.596X3D_ContourPolyLine2D Struct Reference . . . . .	327
3.596.1 Detailed Description . . . . .	327
3.597X3D_Coordinate Struct Reference . . . . .	327
3.597.1 Detailed Description . . . . .	328
3.598X3D_CoordinateDouble Struct Reference . . . . .	328
3.598.1 Detailed Description . . . . .	328
3.599X3D_CoordinateInterpolator Struct Reference . . . . .	328
3.599.1 Detailed Description . . . . .	329
3.600X3D_CoordinateInterpolator2D Struct Reference . . . . .	329
3.600.1 Detailed Description . . . . .	329
3.601X3D_Cylinder Struct Reference . . . . .	329
3.601.1 Detailed Description . . . . .	330
3.602X3D_CylinderSensor Struct Reference . . . . .	330
3.602.1 Detailed Description . . . . .	331
3.603X3D_DirectionalLight Struct Reference . . . . .	331
3.603.1 Detailed Description . . . . .	331
3.604X3D_DISEntityManager Struct Reference . . . . .	332
3.604.1 Detailed Description . . . . .	332
3.605X3D_DISEntityTypeMapping Struct Reference . . . . .	332
3.605.1 Detailed Description . . . . .	333
3.606X3D_Disk2D Struct Reference . . . . .	333
3.606.1 Detailed Description . . . . .	333
3.607X3D_EaseInEaseOut Struct Reference . . . . .	334
3.607.1 Detailed Description . . . . .	334
3.608X3D_ElevationGrid Struct Reference . . . . .	334
3.608.1 Detailed Description . . . . .	335
3.609X3D_EspduTransform Struct Reference . . . . .	335

3.609.1 Detailed Description . . . . .	337
3.610X3D_Extrusion Struct Reference . . . . .	337
3.610.1 Detailed Description . . . . .	338
3.611X3D_FillProperties Struct Reference . . . . .	338
3.611.1 Detailed Description . . . . .	338
3.612X3D_FloatVertexAttribute Struct Reference . . . . .	338
3.612.1 Detailed Description . . . . .	339
3.613X3D_Fog Struct Reference . . . . .	339
3.613.1 Detailed Description . . . . .	339
3.614X3D_FogCoordinate Struct Reference . . . . .	340
3.614.1 Detailed Description . . . . .	340
3.615X3D_FontStyle Struct Reference . . . . .	340
3.615.1 Detailed Description . . . . .	341
3.616X3D_GeneratedCubeMapTexture Struct Reference . . . . .	341
3.616.1 Detailed Description . . . . .	341
3.617X3D_GeoCoordinate Struct Reference . . . . .	341
3.617.1 Detailed Description . . . . .	342
3.618X3D_GeoElevationGrid Struct Reference . . . . .	342
3.618.1 Detailed Description . . . . .	343
3.619X3D_GeoLocation Struct Reference . . . . .	343
3.619.1 Detailed Description . . . . .	343
3.620X3D_GeoLOD Struct Reference . . . . .	344
3.620.1 Detailed Description . . . . .	344
3.621X3D_GeoMetadata Struct Reference . . . . .	345
3.621.1 Detailed Description . . . . .	345
3.622X3D_GeoOrigin Struct Reference . . . . .	345
3.622.1 Detailed Description . . . . .	346
3.623X3D_GeoPositionInterpolator Struct Reference . . . . .	346
3.623.1 Detailed Description . . . . .	346
3.624X3D_GeoProximitySensor Struct Reference . . . . .	346
3.624.1 Detailed Description . . . . .	347
3.625X3D_GeoTouchSensor Struct Reference . . . . .	347
3.625.1 Detailed Description . . . . .	348
3.626X3D_GeoTransform Struct Reference . . . . .	348
3.626.1 Detailed Description . . . . .	349
3.627X3D_GeoViewpoint Struct Reference . . . . .	349
3.627.1 Detailed Description . . . . .	350
3.628X3D_Group Struct Reference . . . . .	350
3.628.1 Detailed Description . . . . .	350
3.629X3D_HAnimDisplacer Struct Reference . . . . .	351

3.629.1 Detailed Description . . . . .	351
3.630X3D_HAnimHumanoid Struct Reference . . . . .	351
3.630.1 Detailed Description . . . . .	352
3.631X3D_HAnimJoint Struct Reference . . . . .	352
3.631.1 Detailed Description . . . . .	353
3.632X3D_HAnimSegment Struct Reference . . . . .	353
3.632.1 Detailed Description . . . . .	353
3.633X3D_HAnimSite Struct Reference . . . . .	354
3.633.1 Detailed Description . . . . .	354
3.634X3D_ImageCubeMapTexture Struct Reference . . . . .	354
3.634.1 Detailed Description . . . . .	355
3.635X3D_ImageTexture Struct Reference . . . . .	355
3.635.1 Detailed Description . . . . .	355
3.636X3D_IndexedFaceSet Struct Reference . . . . .	356
3.636.1 Detailed Description . . . . .	356
3.637X3D_IndexedLineSet Struct Reference . . . . .	356
3.637.1 Detailed Description . . . . .	357
3.638X3D_IndexedQuadSet Struct Reference . . . . .	357
3.638.1 Detailed Description . . . . .	358
3.639X3D_IndexedTriangleFanSet Struct Reference . . . . .	358
3.639.1 Detailed Description . . . . .	359
3.640X3D_IndexedTriangleSet Struct Reference . . . . .	359
3.640.1 Detailed Description . . . . .	359
3.641X3D_IndexedTriangleStripSet Struct Reference . . . . .	359
3.641.1 Detailed Description . . . . .	360
3.642X3D_Inline Struct Reference . . . . .	360
3.642.1 Detailed Description . . . . .	361
3.643X3D_IntegerSequencer Struct Reference . . . . .	361
3.643.1 Detailed Description . . . . .	361
3.644X3D_IntegerTrigger Struct Reference . . . . .	361
3.644.1 Detailed Description . . . . .	362
3.645X3D_KeySensor Struct Reference . . . . .	362
3.645.1 Detailed Description . . . . .	363
3.646X3D_LineProperties Struct Reference . . . . .	363
3.646.1 Detailed Description . . . . .	363
3.647X3D_LineSensor Struct Reference . . . . .	363
3.647.1 Detailed Description . . . . .	364
3.648X3D_LineSet Struct Reference . . . . .	364
3.648.1 Detailed Description . . . . .	365
3.649X3D_LoadSensor Struct Reference . . . . .	365

3.649.1 Detailed Description . . . . .	365
3.650X3D_LocalFog Struct Reference . . . . .	365
3.650.1 Detailed Description . . . . .	366
3.651X3D_LOD Struct Reference . . . . .	366
3.651.1 Detailed Description . . . . .	367
3.652X3D_Material Struct Reference . . . . .	367
3.652.1 Detailed Description . . . . .	367
3.653X3D_Matrix3VertexAttribute Struct Reference . . . . .	367
3.653.1 Detailed Description . . . . .	368
3.654X3D_Matrix4VertexAttribute Struct Reference . . . . .	368
3.654.1 Detailed Description . . . . .	368
3.655X3D_MetadataDouble Struct Reference . . . . .	368
3.655.1 Detailed Description . . . . .	369
3.656X3D_MetadataFloat Struct Reference . . . . .	369
3.656.1 Detailed Description . . . . .	369
3.657X3D_MetadataInteger Struct Reference . . . . .	370
3.657.1 Detailed Description . . . . .	370
3.658X3D_MetadataMFBool Struct Reference . . . . .	370
3.658.1 Detailed Description . . . . .	371
3.659X3D_MetadataMFColor Struct Reference . . . . .	371
3.659.1 Detailed Description . . . . .	371
3.660X3D_MetadataMFColorRGBA Struct Reference . . . . .	371
3.660.1 Detailed Description . . . . .	372
3.661X3D_MetadataMFDouble Struct Reference . . . . .	372
3.661.1 Detailed Description . . . . .	372
3.662X3D_MetadataMFFloat Struct Reference . . . . .	372
3.662.1 Detailed Description . . . . .	373
3.663X3D_MetadataMFInt32 Struct Reference . . . . .	373
3.663.1 Detailed Description . . . . .	373
3.664X3D_MetadataMFMatrix3d Struct Reference . . . . .	374
3.664.1 Detailed Description . . . . .	374
3.665X3D_MetadataMFMatrix3f Struct Reference . . . . .	374
3.665.1 Detailed Description . . . . .	375
3.666X3D_MetadataMFMatrix4d Struct Reference . . . . .	375
3.666.1 Detailed Description . . . . .	375
3.667X3D_MetadataMFMatrix4f Struct Reference . . . . .	375
3.667.1 Detailed Description . . . . .	376
3.668X3D_MetadataMFNode Struct Reference . . . . .	376
3.668.1 Detailed Description . . . . .	376
3.669X3D_MetadataMFRotation Struct Reference . . . . .	376

3.669.1 Detailed Description . . . . .	377
3.670X3D_MetadataMFString Struct Reference . . . . .	377
3.670.1 Detailed Description . . . . .	377
3.671X3D_MetadataMFTime Struct Reference . . . . .	378
3.671.1 Detailed Description . . . . .	378
3.672X3D_MetadataMFVec2d Struct Reference . . . . .	378
3.672.1 Detailed Description . . . . .	379
3.673X3D_MetadataMFVec2f Struct Reference . . . . .	379
3.673.1 Detailed Description . . . . .	379
3.674X3D_MetadataMFVec3d Struct Reference . . . . .	379
3.674.1 Detailed Description . . . . .	380
3.675X3D_MetadataMFVec3f Struct Reference . . . . .	380
3.675.1 Detailed Description . . . . .	380
3.676X3D_MetadataMFVec4d Struct Reference . . . . .	380
3.676.1 Detailed Description . . . . .	381
3.677X3D_MetadataMFVec4f Struct Reference . . . . .	381
3.677.1 Detailed Description . . . . .	381
3.678X3D_MetadataSet Struct Reference . . . . .	382
3.678.1 Detailed Description . . . . .	382
3.679X3D_MetadataSFBool Struct Reference . . . . .	382
3.679.1 Detailed Description . . . . .	383
3.680X3D_MetadataSFCOLOR Struct Reference . . . . .	383
3.680.1 Detailed Description . . . . .	383
3.681X3D_MetadataSFCOLORRGBA Struct Reference . . . . .	383
3.681.1 Detailed Description . . . . .	384
3.682X3D_MetadataSFDouble Struct Reference . . . . .	384
3.682.1 Detailed Description . . . . .	384
3.683X3D_MetadataSFFloat Struct Reference . . . . .	384
3.683.1 Detailed Description . . . . .	385
3.684X3D_MetadataSFImage Struct Reference . . . . .	385
3.684.1 Detailed Description . . . . .	385
3.685X3D_MetadataSFInt32 Struct Reference . . . . .	386
3.685.1 Detailed Description . . . . .	386
3.686X3D_MetadataSFMatrix3d Struct Reference . . . . .	386
3.686.1 Detailed Description . . . . .	387
3.687X3D_MetadataSFMatrix3f Struct Reference . . . . .	387
3.687.1 Detailed Description . . . . .	387
3.688X3D_MetadataSFMatrix4d Struct Reference . . . . .	387
3.688.1 Detailed Description . . . . .	388
3.689X3D_MetadataSFMatrix4f Struct Reference . . . . .	388

3.689.1 Detailed Description . . . . .	388
3.690X3D_MetadataSFNode Struct Reference . . . . .	388
3.690.1 Detailed Description . . . . .	389
3.691X3D_MetadataSFRotation Struct Reference . . . . .	389
3.691.1 Detailed Description . . . . .	389
3.692X3D_MetadataSFString Struct Reference . . . . .	390
3.692.1 Detailed Description . . . . .	390
3.693X3D_MetadataSFTime Struct Reference . . . . .	390
3.693.1 Detailed Description . . . . .	391
3.694X3D_MetadataSFVec2d Struct Reference . . . . .	391
3.694.1 Detailed Description . . . . .	391
3.695X3D_MetadataSFVec2f Struct Reference . . . . .	391
3.695.1 Detailed Description . . . . .	392
3.696X3D_MetadataSFVec3d Struct Reference . . . . .	392
3.696.1 Detailed Description . . . . .	392
3.697X3D_MetadataSFVec3f Struct Reference . . . . .	392
3.697.1 Detailed Description . . . . .	393
3.698X3D_MetadataSFVec4d Struct Reference . . . . .	393
3.698.1 Detailed Description . . . . .	393
3.699X3D_MetadataSFVec4f Struct Reference . . . . .	394
3.699.1 Detailed Description . . . . .	394
3.700X3D_MetadataString Struct Reference . . . . .	394
3.700.1 Detailed Description . . . . .	395
3.701X3D_MovieTexture Struct Reference . . . . .	395
3.701.1 Detailed Description . . . . .	395
3.702X3D_MultiTexture Struct Reference . . . . .	396
3.702.1 Detailed Description . . . . .	396
3.703X3D_MultiTextureCoordinate Struct Reference . . . . .	396
3.703.1 Detailed Description . . . . .	397
3.704X3D_MultiTextureTransform Struct Reference . . . . .	397
3.704.1 Detailed Description . . . . .	397
3.705X3D_NavigationInfo Struct Reference . . . . .	397
3.705.1 Detailed Description . . . . .	398
3.706X3D_Node Struct Reference . . . . .	398
3.706.1 Detailed Description . . . . .	398
3.707X3D_Normal Struct Reference . . . . .	398
3.707.1 Detailed Description . . . . .	399
3.708X3D_NormalInterpolator Struct Reference . . . . .	399
3.708.1 Detailed Description . . . . .	399
3.709X3D_NurbsCurve Struct Reference . . . . .	400

3.709.1 Detailed Description . . . . .	400
3.710X3D_NurbsCurve2D Struct Reference . . . . .	400
3.710.1 Detailed Description . . . . .	401
3.711X3D_NurbsOrientationInterpolator Struct Reference . . . . .	401
3.711.1 Detailed Description . . . . .	401
3.712X3D_NurbsPatchSurface Struct Reference . . . . .	401
3.712.1 Detailed Description . . . . .	402
3.713X3D_NurbsPositionInterpolator Struct Reference . . . . .	402
3.713.1 Detailed Description . . . . .	403
3.714X3D_NurbsSet Struct Reference . . . . .	403
3.714.1 Detailed Description . . . . .	403
3.715X3D_NurbsSurfaceInterpolator Struct Reference . . . . .	403
3.715.1 Detailed Description . . . . .	404
3.716X3D_NurbsSweptSurface Struct Reference . . . . .	404
3.716.1 Detailed Description . . . . .	404
3.717X3D_NurbsSwungSurface Struct Reference . . . . .	405
3.717.1 Detailed Description . . . . .	405
3.718X3D_NurbsTextureCoordinate Struct Reference . . . . .	405
3.718.1 Detailed Description . . . . .	406
3.719X3D_NurbsTrimmedSurface Struct Reference . . . . .	406
3.719.1 Detailed Description . . . . .	406
3.720X3D_OrientationInterpolator Struct Reference . . . . .	407
3.720.1 Detailed Description . . . . .	407
3.721X3D_OrthoViewpoint Struct Reference . . . . .	407
3.721.1 Detailed Description . . . . .	408
3.722X3D_OSC_Sensor Struct Reference . . . . .	408
3.722.1 Detailed Description . . . . .	409
3.723X3D_PackagedShader Struct Reference . . . . .	409
3.723.1 Detailed Description . . . . .	409
3.724X3D_PickableGroup Struct Reference . . . . .	409
3.724.1 Detailed Description . . . . .	410
3.725X3D_PixelTexture Struct Reference . . . . .	410
3.725.1 Detailed Description . . . . .	411
3.726X3D_PlaneSensor Struct Reference . . . . .	411
3.726.1 Detailed Description . . . . .	411
3.727X3D_PointLight Struct Reference . . . . .	412
3.727.1 Detailed Description . . . . .	412
3.728X3D_PointPickSensor Struct Reference . . . . .	412
3.728.1 Detailed Description . . . . .	413
3.729X3D_PointSet Struct Reference . . . . .	413

3.729.1 Detailed Description . . . . .	414
3.730X3D_Polyline2D Struct Reference . . . . .	414
3.730.1 Detailed Description . . . . .	414
3.731X3D_Polypoint2D Struct Reference . . . . .	414
3.731.1 Detailed Description . . . . .	415
3.732X3D_PolyRep Struct Reference . . . . .	415
3.732.1 Detailed Description . . . . .	415
3.733X3D_PositionInterpolator Struct Reference . . . . .	415
3.733.1 Detailed Description . . . . .	416
3.734X3D_PositionInterpolator2D Struct Reference . . . . .	416
3.734.1 Detailed Description . . . . .	416
3.735X3D_ProgramShader Struct Reference . . . . .	417
3.735.1 Detailed Description . . . . .	417
3.736X3D_Proto Struct Reference . . . . .	417
3.736.1 Detailed Description . . . . .	418
3.737X3D_ProximitySensor Struct Reference . . . . .	418
3.737.1 Detailed Description . . . . .	419
3.738X3D_QuadSet Struct Reference . . . . .	419
3.738.1 Detailed Description . . . . .	419
3.739X3D_ReceiverPdu Struct Reference . . . . .	419
3.739.1 Detailed Description . . . . .	420
3.740X3D_Rectangle2D Struct Reference . . . . .	420
3.740.1 Detailed Description . . . . .	421
3.741X3D_ScalarInterpolator Struct Reference . . . . .	421
3.741.1 Detailed Description . . . . .	421
3.742X3D_Script Struct Reference . . . . .	422
3.742.1 Detailed Description . . . . .	422
3.743X3D_ShaderPart Struct Reference . . . . .	422
3.743.1 Detailed Description . . . . .	423
3.744X3D_ShaderProgram Struct Reference . . . . .	423
3.744.1 Detailed Description . . . . .	423
3.745X3D_Shape Struct Reference . . . . .	423
3.745.1 Detailed Description . . . . .	424
3.746X3D_SignalPdu Struct Reference . . . . .	424
3.746.1 Detailed Description . . . . .	425
3.747X3D_Sound Struct Reference . . . . .	425
3.747.1 Detailed Description . . . . .	425
3.748X3D_Sphere Struct Reference . . . . .	426
3.748.1 Detailed Description . . . . .	426
3.749X3D_SphereSensor Struct Reference . . . . .	426



3.749.1 Detailed Description . . . . .	427
3.750X3D_SplinePositionInterpolator Struct Reference . . . . .	427
3.750.1 Detailed Description . . . . .	427
3.751X3D_SplinePositionInterpolator2D Struct Reference . . . . .	428
3.751.1 Detailed Description . . . . .	428
3.752X3D_SplineScalarInterpolator Struct Reference . . . . .	428
3.752.1 Detailed Description . . . . .	429
3.753X3D_SpotLight Struct Reference . . . . .	429
3.753.1 Detailed Description . . . . .	429
3.754X3D_SquadOrientationInterpolator Struct Reference . . . . .	430
3.754.1 Detailed Description . . . . .	430
3.755X3D_StaticGroup Struct Reference . . . . .	430
3.755.1 Detailed Description . . . . .	431
3.756X3D_StringSensor Struct Reference . . . . .	431
3.756.1 Detailed Description . . . . .	431
3.757X3D_Switch Struct Reference . . . . .	431
3.757.1 Detailed Description . . . . .	432
3.758X3D_Text Struct Reference . . . . .	432
3.758.1 Detailed Description . . . . .	432
3.759X3D_TextureBackground Struct Reference . . . . .	433
3.759.1 Detailed Description . . . . .	433
3.760X3D_TextureCoordinate Struct Reference . . . . .	433
3.760.1 Detailed Description . . . . .	434
3.761X3D_TextureCoordinateGenerator Struct Reference . . . . .	434
3.761.1 Detailed Description . . . . .	434
3.762X3D_TextureProperties Struct Reference . . . . .	435
3.762.1 Detailed Description . . . . .	435
3.763X3D_TextureTransform Struct Reference . . . . .	435
3.763.1 Detailed Description . . . . .	436
3.764X3D_TimeSensor Struct Reference . . . . .	436
3.764.1 Detailed Description . . . . .	436
3.765X3D_TimeTrigger Struct Reference . . . . .	437
3.765.1 Detailed Description . . . . .	437
3.766X3D_TouchSensor Struct Reference . . . . .	437
3.766.1 Detailed Description . . . . .	438
3.767X3D_Transform Struct Reference . . . . .	438
3.767.1 Detailed Description . . . . .	438
3.768X3D_TransmitterPdu Struct Reference . . . . .	439
3.768.1 Detailed Description . . . . .	440
3.769X3D_TriangleFanSet Struct Reference . . . . .	440

3.769.1 Detailed Description . . . . .	440
3.770X3D_TriangleSet Struct Reference . . . . .	441
3.770.1 Detailed Description . . . . .	441
3.771X3D_TriangleSet2D Struct Reference . . . . .	441
3.771.1 Detailed Description . . . . .	442
3.772X3D_TriangleStripSet Struct Reference . . . . .	442
3.772.1 Detailed Description . . . . .	442
3.773X3D_TwoSidedMaterial Struct Reference . . . . .	443
3.773.1 Detailed Description . . . . .	443
3.774X3D_Viewpoint Struct Reference . . . . .	443
3.774.1 Detailed Description . . . . .	444
3.775X3D_ViewpointGroup Struct Reference . . . . .	444
3.775.1 Detailed Description . . . . .	444
3.776X3D_Virt Struct Reference . . . . .	445
3.776.1 Detailed Description . . . . .	445
3.777X3D_VisibilitySensor Struct Reference . . . . .	445
3.777.1 Detailed Description . . . . .	446
3.778X3D_WorldInfo Struct Reference . . . . .	446
3.778.1 Detailed Description . . . . .	446
3.779org.web3d.x3d.sai.X3DAppearanceChildNode Interface Reference . . . . .	446
3.779.1 Detailed Description . . . . .	446
3.780org.web3d.x3d.sai.X3DAppearanceNode Interface Reference . . . . .	447
3.780.1 Detailed Description . . . . .	447
3.781org.web3d.x3d.sai.X3DAudioClipNode Interface Reference . . . . .	447
3.781.1 Detailed Description . . . . .	448
3.782org.web3d.x3d.sai.X3DBackgroundNode Interface Reference . . . . .	448
3.782.1 Detailed Description . . . . .	448
3.783org.web3d.x3d.sai.X3DBindableNode Interface Reference . . . . .	448
3.783.1 Detailed Description . . . . .	449
3.784org.web3d.x3d.sai.X3DBoundedObject Interface Reference . . . . .	449
3.784.1 Detailed Description . . . . .	449
3.785org.web3d.x3d.sai.X3DChildNode Interface Reference . . . . .	449
3.785.1 Detailed Description . . . . .	450
3.786org.web3d.x3d.sai.X3DColorNode Interface Reference . . . . .	450
3.786.1 Detailed Description . . . . .	451
3.787org.web3d.x3d.sai.X3DComponent Interface Reference . . . . .	451
3.787.1 Detailed Description . . . . .	451
3.788org.web3d.x3d.sai.X3DComposedGeometryNode Interface Reference . . . . .	451
3.788.1 Detailed Description . . . . .	452
3.789org.web3d.x3d.sai.X3DCoordinateNode Interface Reference . . . . .	452

3.789.1 Detailed Description . . . . .	453
3.790org.web3d.x3d.sai.X3DDragSensorNode Interface Reference . . . . .	453
3.790.1 Detailed Description . . . . .	453
3.791org.web3d.x3d.sai.X3DEnvironmentalSensorNode Interface Reference . . . . .	453
3.791.1 Detailed Description . . . . .	454
3.792org.web3d.x3d.sai.X3DException Class Reference . . . . .	454
3.792.1 Detailed Description . . . . .	455
3.793org.web3d.x3d.sai.X3DExecutionContext Interface Reference . . . . .	455
3.793.1 Detailed Description . . . . .	456
3.794org.web3d.x3d.sai.X3DExternProtoDeclaration Interface Reference . . . . .	456
3.794.1 Detailed Description . . . . .	456
3.795org.web3d.x3d.sai.X3DField Interface Reference . . . . .	456
3.795.1 Detailed Description . . . . .	457
3.796org.web3d.x3d.sai.X3DFieldDefinition Interface Reference . . . . .	457
3.796.1 Detailed Description . . . . .	458
3.797org.web3d.x3d.sai.X3DFieldEvent Class Reference . . . . .	458
3.797.1 Detailed Description . . . . .	458
3.798org.web3d.x3d.sai.X3DFieldEventListener Interface Reference . . . . .	458
3.798.1 Detailed Description . . . . .	459
3.799org.web3d.x3d.sai.X3DFieldTypes Interface Reference . . . . .	459
3.799.1 Detailed Description . . . . .	460
3.800org.web3d.x3d.sai.X3DFontStyleNode Interface Reference . . . . .	460
3.800.1 Detailed Description . . . . .	461
3.801org.web3d.x3d.sai.X3DGeometricPropertyNode Interface Reference . . . . .	461
3.801.1 Detailed Description . . . . .	461
3.802org.web3d.x3d.sai.X3DGeometryNode Interface Reference . . . . .	461
3.802.1 Detailed Description . . . . .	461
3.803org.web3d.x3d.sai.X3DGroupingNode Interface Reference . . . . .	461
3.803.1 Detailed Description . . . . .	462
3.804org.web3d.x3d.sai.X3DInfoNode Interface Reference . . . . .	462
3.804.1 Detailed Description . . . . .	462
3.805org.web3d.x3d.sai.X3DInterpolatorNode Interface Reference . . . . .	462
3.805.1 Detailed Description . . . . .	463
3.806org.web3d.x3d.sai.X3DKeyDeviceSensorNode Interface Reference . . . . .	463
3.806.1 Detailed Description . . . . .	463
3.807org.web3d.x3d.sai.X3DLightNode Interface Reference . . . . .	463
3.807.1 Detailed Description . . . . .	464
3.808org.web3d.x3d.sai.X3DMaterialNode Interface Reference . . . . .	464
3.808.1 Detailed Description . . . . .	464
3.809org.web3d.x3d.sai.X3DMetadataObject Interface Reference . . . . .	465

3.809.1 Detailed Description . . . . .	465
3.810org.web3d.x3d.sai.X3DNetworkSensorNode Interface Reference . . . . .	465
3.810.1 Detailed Description . . . . .	465
3.811org.web3d.x3d.sai.X3DNode Interface Reference . . . . .	465
3.811.1 Detailed Description . . . . .	466
3.812org.web3d.x3d.sai.X3DNodeTypes Interface Reference . . . . .	466
3.812.1 Detailed Description . . . . .	467
3.813org.web3d.x3d.sai.X3DNormalNode Interface Reference . . . . .	468
3.813.1 Detailed Description . . . . .	468
3.814org.web3d.x3d.sai.X3DParametricGeometryNode Interface Reference . . . . .	468
3.814.1 Detailed Description . . . . .	468
3.815org.web3d.x3d.sai.X3DPerFrameObserverScript Interface Reference . . . . .	468
3.815.1 Detailed Description . . . . .	469
3.816org.web3d.x3d.sai.X3DPointingDeviceSensorNode Interface Reference . . . . .	469
3.816.1 Detailed Description . . . . .	469
3.817org.web3d.x3d.sai.X3DProtoDeclaration Interface Reference . . . . .	469
3.817.1 Detailed Description . . . . .	470
3.818org.web3d.x3d.sai.X3DProtoInstance Interface Reference . . . . .	470
3.818.1 Detailed Description . . . . .	470
3.819org.web3d.x3d.sai.X3DRoute Interface Reference . . . . .	470
3.819.1 Detailed Description . . . . .	471
3.820org.web3d.x3d.sai.X3DScene Interface Reference . . . . .	471
3.820.1 Detailed Description . . . . .	472
3.821org.web3d.x3d.sai.X3DScriptImplementation Interface Reference . . . . .	472
3.821.1 Detailed Description . . . . .	472
3.822org.web3d.x3d.sai.X3DScriptNode Interface Reference . . . . .	472
3.822.1 Detailed Description . . . . .	472
3.823org.web3d.x3d.sai.X3DSensorNode Interface Reference . . . . .	473
3.823.1 Detailed Description . . . . .	473
3.824org.web3d.x3d.sai.X3DSequencerNode Interface Reference . . . . .	473
3.824.1 Detailed Description . . . . .	474
3.825org.web3d.x3d.sai.X3DShapeNode Interface Reference . . . . .	474
3.825.1 Detailed Description . . . . .	474
3.826org.web3d.x3d.sai.X3DSoundNode Interface Reference . . . . .	474
3.826.1 Detailed Description . . . . .	475
3.827org.web3d.x3d.sai.X3DSoundSourceNode Interface Reference . . . . .	475
3.827.1 Detailed Description . . . . .	475
3.828org.web3d.x3d.sai.X3DTextNode Interface Reference . . . . .	475
3.828.1 Detailed Description . . . . .	476
3.829org.web3d.x3d.sai.X3DTexture2DNode Interface Reference . . . . .	476

3.829.1 Detailed Description . . . . .	476
3.830org.web3d.x3d.sai.X3DTextureCoordinateNode Interface Reference . . . . .	476
3.830.1 Detailed Description . . . . .	477
3.831org.web3d.x3d.sai.X3DTextureNode Interface Reference . . . . .	477
3.831.1 Detailed Description . . . . .	477
3.832org.web3d.x3d.sai.X3DTextureTransform2DNode Interface Reference . . . . .	477
3.832.1 Detailed Description . . . . .	478
3.833org.web3d.x3d.sai.X3DTextureTransformNode Interface Reference . . . . .	478
3.833.1 Detailed Description . . . . .	478
3.834org.web3d.x3d.sai.X3DTimeDependentNode Interface Reference . . . . .	478
3.834.1 Detailed Description . . . . .	479
3.835org.web3d.x3d.sai.X3DTouchSensorNode Interface Reference . . . . .	479
3.835.1 Detailed Description . . . . .	480
3.836org.web3d.x3d.sai.X3DTriggerNode Interface Reference . . . . .	480
3.836.1 Detailed Description . . . . .	480
3.837org.web3d.x3d.sai.X3DUrlObject Interface Reference . . . . .	480
3.837.1 Detailed Description . . . . .	481
3.838XY Struct Reference . . . . .	481
3.838.1 Detailed Description . . . . .	481
<b>Index</b>	<b>483</b>



# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

_BrowserNative	33
_cd_list_t	33
_CRnodeStruct	33
_FW_PluginInstance	34
_intX3D_MFBool	34
_intX3D_MFColor	35
_intX3D_MFColorRGBA	35
_intX3D_MFFloat	35
_intX3D_MFImage	36
_intX3D_MFInt32	36
_intX3D_MFNode	36
_intX3D_MFRotation	37
_intX3D_MFString	37
_intX3D_MFTime	37
_intX3D_MFVec2d	38
_intX3D_MFVec2f	38
_intX3D_MFVec3d	38
_intX3D_MFVec3f	39
_intX3D_SFBool	39
_intX3D_SFColor	39
_intX3D_SFColorRGBA	39
_intX3D_SFFloat	40
_intX3D_SFImage	40
_intX3D_SFInt32	40
_intX3D_SFNode	41
_intX3D_SFRotation	41
_intX3D_SFString	41
_intX3D_SFTime	41
_intX3D_SFVec2d	42
_intX3D_SFVec2f	42
_intX3D_SFVec3d	42
_intX3D_SFVec3f	43
_intX3DEventIn	43
_s_list_t	43
_SFColorNative	44
_SFColorRGBANative	44
_SFImageNative	44
_SFNodeNative	44

_SFRotationNative	45
_SFVec2fNative	45
_SFVec3dNative	45
_SFVec3fNative	46
_SFVec4dNative	46
_SFVec4fNative	46
_urlRequest	46
_X3DNode	47
ActiveRegion	48
anyVrml	48
vrml.BaseNode	48
vrml.node.Node	204
vrml.node.Script	236
block	49
brotoDefpair	49
brotoIS	49
brotoRoute	50
org.web3d.x3d.sai.Browser	50
org.web3d.x3d.sai.ExternalBrowser	111
sai.FreeWRLBrowser	115
vrml.Browser	51
sai.BrowserFactory	54
org.web3d.x3d.sai.BrowserFactoryImpl	54
vrml.external.BrowserGlobals	55
sai.BrowserGlobals	55
org.web3d.x3d.sai.BrowserInterface	55
sai.FreeWRLBrowser	115
vrml.external.BrowserInterface	56
vrml.external.Browser	52
CachedVertex	57
cbDataExactName	57
cbDataRootNameAndRouteDir	58
Cloneable	
vrml.Event	87
vrml.Field	111
vrml.ConstField	60
vrml.ConstMField	62
vrml.field.ConstMFColor	60
vrml.field.ConstMFFloat	61
vrml.field.ConstMFInt32	63
vrml.field.ConstMFNode	64
vrml.field.ConstMFRotation	64
vrml.field.ConstMFString	65
vrml.field.ConstMFTime	66
vrml.field.ConstMFVec2f	67
vrml.field.ConstMFVec3f	67
vrml.field.ConstSFBool	68
vrml.field.ConstSFColor	69
vrml.field.ConstSFFloat	70
vrml.field.ConstSFImage	70
vrml.field.ConstSFInt32	71
vrml.field.ConstSFNode	72
vrml.field.ConstSFRotation	72
vrml.field.ConstSFString	73
vrml.field.ConstSFTime	73
vrml.field.ConstSFVec2f	74
vrml.field.ConstSFVec3f	75



vrml.field.SFBool	239
vrml.field.SFColor	240
vrml.field.SFFloat	243
vrml.field.SFImage	244
vrml.field.SFInt32	245
vrml.field.SFNode	247
vrml.field.SFRotation	249
vrml.field.SFString	250
vrml.field.SFTime	251
vrml.field.SFVec2f	254
vrml.field.SFVec3f	256
vrml.MField	180
vrml.field.MFColor	175
vrml.field.MFFloat	178
vrml.field.MFInt32	183
vrml.field.MFNode	184
vrml.field.MFRotation	186
vrml.field.MFString	188
vrml.field.MFTime	189
vrml.field.MFVec2f	191
vrml.field.MFVec3f	193
coded_block_pattern_entry	58
org.web3d.x3d.sai.ComponentInfo	59
sai.FWComponentInfo	127
CR_RegStruct	75
CRjsnameStruct	76
CRscriptStruct	76
CRStruct	77
currayhit	77
datChnk	77
dct_dc_size_entry	78
DDS_header	78
DdsLoadInfo	79
Dict	79
DictNode	79
EAI_ListenerStruct	80
vrml.external.FreeWRLEAI.EAIAsyncMessage	80
sai.eai.EAIAsyncMessage	80
vrml.external.FreeWRLEAI.EAIAsyncQueue	81
sai.eai.EAIAsyncQueue	81
sai.eai.EAIMessage	83
vrml.external.FreeWRLEAI.EAIMessage	84
EAINodeIndexStruct	84
EAINodeParams	84
sai.eai.EAIoutQueue	85
vrml.external.FreeWRLEAI.EAIoutQueue	85
ECMAValueStruct	86
EdgePair	87
vrml.external.field.EventIn	88
vrml.external.field.EventInMFColor	89
vrml.external.field.EventInMFFloat	89
vrml.external.field.EventInMFInt32	90
vrml.external.field.EventInMFNode	90
vrml.external.field.EventInMFRotation	91
vrml.external.field.EventInMFString	91
vrml.external.field.EventInMFVec2f	92
vrml.external.field.EventInMFVec3f	92
vrml.external.field.EventInSFBool	93

vrml.external.field.EventInSFColor . . . . .	93
vrml.external.field.EventInSFFloat . . . . .	94
vrml.external.field.EventInSFImage . . . . .	94
vrml.external.field.EventInSFInt32 . . . . .	95
vrml.external.field.EventInSFNode . . . . .	95
vrml.external.field.EventInSFRotation . . . . .	96
vrml.external.field.EventInSFString . . . . .	96
vrml.external.field.EventInSFTime . . . . .	97
vrml.external.field.EventInSFVec2f . . . . .	97
vrml.external.field.EventInSFVec3f . . . . .	98
EventListener	
org.web3d.x3d.sai.BrowserListener . . . . .	56
EventListener	
org.web3d.x3d.sai.X3DFieldEventListener . . . . .	458
EventObject	
org.web3d.x3d.sai.BrowserEvent . . . . .	53
org.web3d.x3d.sai.X3DFieldEvent . . . . .	458
vrml.external.field.EventOut . . . . .	98
vrml.external.field.EventOutMField . . . . .	101
vrml.external.field.EventOutMFColor . . . . .	100
vrml.external.field.EventOutMFFloat . . . . .	100
vrml.external.field.EventOutMFInt32 . . . . .	101
vrml.external.field.EventOutMFNode . . . . .	102
vrml.external.field.EventOutMFRotation . . . . .	103
vrml.external.field.EventOutMFString . . . . .	103
vrml.external.field.EventOutMFVec2f . . . . .	104
vrml.external.field.EventOutMFVec3f . . . . .	104
vrml.external.field.EventOutSFBool . . . . .	105
vrml.external.field.EventOutSFColor . . . . .	106
vrml.external.field.EventOutSFFloat . . . . .	106
vrml.external.field.EventOutSFImage . . . . .	107
vrml.external.field.EventOutSFInt32 . . . . .	107
vrml.external.field.EventOutSFNode . . . . .	108
vrml.external.field.EventOutSFRotation . . . . .	108
vrml.external.field.EventOutSFString . . . . .	109
vrml.external.field.EventOutSFTime . . . . .	109
vrml.external.field.EventOutSFVec2f . . . . .	110
vrml.external.field.EventOutSFVec3f . . . . .	110
vrml.external.field.EventOutObserver . . . . .	105
Exception	
vrml.InvalidVRMLSyntaxException . . . . .	169
vrml.InvalidX3DSyntaxException . . . . .	170
FaceCount . . . . .	111
FieldDecl . . . . .	112
fieldNodeState . . . . .	113
vrml.external.field.FieldTypes . . . . .	113
FirstStruct . . . . .	114
fmtChnk . . . . .	114
freewrl_params . . . . .	115
sai.FreeWRLBrowserInfo . . . . .	117
sai.FreeWRLRendererInfo . . . . .	123
fw_MaterialParameters . . . . .	125
FWBITMAPFILEHEADER . . . . .	126
FWBITMAPINFO . . . . .	126
FWBITMAPINFOHEADER . . . . .	126
vrml.FWCreateField . . . . .	127
vrml.FWHelper . . . . .	128
vrml.FWJavaScript . . . . .	129

vrml.FWJavaScriptBinding	129
sai.FWProfInfo	139
FWRGBQUAD	141
FWSNDMSG	150
FXV	150
GLUface	151
GLUhalfEdge	151
GLUmesh	152
GLUtesselator	152
GLUvertex	153
GoP	153
vrml.external.IBrowser	154
vrml.external.Browser	52
iiglobal	155
IllegalArgumentException	
vrml.InvalidEventInException	160
vrml.InvalidEventOutException	160
vrml.InvalidExposedFieldException	162
vrml.InvalidFieldChangeException	162
vrml.InvalidFieldException	163
vrml.InvalidRouteException	167
initialRouteStruct	157
key	170
keypressTuple	171
macroblock	171
matpropstruct	171
org.web3d.x3d.sai.Matrix	172
org.web3d.x3d.sai.Matrix3	172
org.web3d.x3d.sai.Matrix4	173
mb_addr_inc_entry	174
mb_type_entry	174
motion_vectors_entry	195
mouseTuple	195
Multi_Bool	195
Multi_Color	196
Multi_ColorRGBA	196
Multi_Double	196
Multi_Float	197
Multi_Int32	197
Multi_Matrix3d	197
Multi_Matrix3f	198
Multi_Matrix4d	198
Multi_Matrix4f	198
Multi_Node	199
Multi_Rotation	199
Multi_String	199
Multi_Time	200
Multi_Vec2d	200
Multi_Vec2f	200
Multi_Vec3d	201
Multi_Vec3f	201
Multi_Vec4d	201
Multi_Vec4f	202
multiTexParams	202
myArgs	202
MyVertex	203
nameValuePairs	203
NestedProtoField	203

vrml.external.Node	204
opened_file	207
orient_XYZA	207
pcollision	207
pcommon	208
pComponent_EnvironSensor	208
pComponent_Geometry3D	209
pComponent_Geospatial	209
pComponent_HAnim	209
pComponent_KeyDevice	210
pComponent_Shape	210
pComponent_Sound	210
pComponent_Text	211
pConsoleMessage	211
pCParse	212
pCParseParser	212
pCProto	212
pCRoutes	213
pCScripts	213
pCursorDraw	213
pEAI_C_CommonFunctions	214
pEAICore	214
pEAIEventsIn	214
pEAHelpers	215
pFrustum	215
pict	215
pict_image	216
pio_http	216
pJScript	216
playbackRecord	217
pLoadTextures	217
pMainloop	217
point_XYZ	219
pointer2pointer	219
PointerHash	219
PointerHashEntry	219
pOpenGL_Utils	220
pPluginSocket	220
ppluginUtils	221
pProdCon	221
PQhandleElem	221
PQnode	222
pRasterFont	222
pRenderFuncs	222
pRenderTextures	223
PriorityQ	224
profile_entry	224
org.web3d.x3d.sai.ProfileInfo	224
sai.FWPProfileInfo	138
proftablestruct	225
ProtoDefinition	225
ProtoElementPointer	226
ProtoFieldDecl	226
protoInsert	226
PROTOInstanceEntry	227
PROTOnameStruct	227
ProtoRoute	227
pSensInterps	228

pSnapshot . . . . .	228
PSStruct . . . . .	229
pstatusbar . . . . .	229
pStreamPoly . . . . .	229
pTess . . . . .	230
pTextures . . . . .	230
pViewer . . . . .	230
pX3DParser . . . . .	231
pX3DProtoScript . . . . .	232
quaternion . . . . .	232
rb1 . . . . .	232
resource_item . . . . .	233
Runnable	
sai.eai.EAInThread . . . . .	82
vrml.external.FreeWRLEAI.EAInThread . . . . .	83
RuntimeException	
org.web3d.x3d.sai.X3DException . . . . .	454
org.web3d.x3d.sai.BrowserNotSharedException . . . . .	57
org.web3d.x3d.sai.ConnectionException . . . . .	59
org.web3d.x3d.sai.ImportedNodeException . . . . .	157
org.web3d.x3d.sai.InsufficientCapabilitiesException . . . . .	158
org.web3d.x3d.sai.InvalidBrowserException . . . . .	158
org.web3d.x3d.sai.InvalidDocumentException . . . . .	159
org.web3d.x3d.sai.InvalidExecutionContextException . . . . .	161
org.web3d.x3d.sai.InvalidFieldException . . . . .	163
org.web3d.x3d.sai.InvalidFieldValueException . . . . .	163
org.web3d.x3d.sai.InvalidNameException . . . . .	164
org.web3d.x3d.sai.InvalidNodeException . . . . .	164
org.web3d.x3d.sai.InvalidOperationTimingException . . . . .	166
org.web3d.x3d.sai.InvalidProtoException . . . . .	166
org.web3d.x3d.sai.InvalidRouteException . . . . .	167
org.web3d.x3d.sai.InvalidURLException . . . . .	168
org.web3d.x3d.sai.InvalidX3DException . . . . .	169
org.web3d.x3d.sai.NodeInUseException . . . . .	205
org.web3d.x3d.sai.NodeUnavailableException . . . . .	205
org.web3d.x3d.sai.NoSuchBrowserException . . . . .	206
org.web3d.x3d.sai.NotSupportedException . . . . .	206
org.web3d.x3d.sai.URLUnavailableException . . . . .	279
sai.eai.UnsupportedFieldTypeException . . . . .	278
vrml.external.exception.InvalidEventInException . . . . .	159
vrml.external.exception.InvalidEventOutException . . . . .	161
vrml.external.exception.InvalidNodeException . . . . .	165
vrml.external.exception.InvalidVrmlException . . . . .	168
vrml.external.FreeWRLEAI.UnsupportedFieldTypeException . . . . .	279
s_renderer_capabilities_t . . . . .	233
s_shader_capabilities . . . . .	234
sCollisionGeometry . . . . .	235
sCollisionInfo . . . . .	236
ScriptFieldDecl . . . . .	237
ScriptFieldInstanceInfo . . . . .	237
ScriptParamList . . . . .	237
SecureClassLoader	
vrml.FWJavaScriptClassLoader . . . . .	129
SensStruct . . . . .	238
sFallInfo . . . . .	238
SFColor . . . . .	240
SFColorRGBA . . . . .	241
SFMatrix3d . . . . .	246

SFMatrix3f . . . . .	247
SFMatrix4d . . . . .	247
SFMatrix4f . . . . .	247
SFRotation . . . . .	249
SFVec2d . . . . .	252
SFVec2f . . . . .	253
SFVec3d . . . . .	255
SFVec3f . . . . .	256
SFVec4d . . . . .	257
SFVec4f . . . . .	257
Shader_Script . . . . .	258
shaderTableEntry . . . . .	258
slice . . . . .	258
sNavInfo . . . . .	259
SNDFILE . . . . .	259
iiglobal::tBindable . . . . .	259
iiglobal::tcollision . . . . .	260
iiglobal::tcommon . . . . .	260
iiglobal::tComponent_EnvironSensor . . . . .	260
iiglobal::tComponent_Geometry3D . . . . .	261
iiglobal::tComponent_Geospatial . . . . .	261
iiglobal::tComponent_HAnim . . . . .	261
iiglobal::tComponent_KeyDevice . . . . .	261
iiglobal::tComponent_Shape . . . . .	262
iiglobal::tComponent_Sound . . . . .	262
iiglobal::tComponent_Text . . . . .	262
iiglobal::tComponent_VRML1 . . . . .	263
iiglobal::tConsoleMessage . . . . .	263
iiglobal::tCParse . . . . .	263
iiglobal::tCParseParser . . . . .	263
iiglobal::tCProto . . . . .	264
iiglobal::tCRoutes . . . . .	264
iiglobal::tCScripts . . . . .	264
iiglobal::tCursorDraw . . . . .	265
iiglobal::tdisplay . . . . .	265
iiglobal::tEAI_C_CommonFunctions . . . . .	266
iiglobal::tEAICore . . . . .	266
iiglobal::tEAIEventsIn . . . . .	266
iiglobal::tEAHelpers . . . . .	267
textureTableIndexStruct . . . . .	267
textureVertexInfo . . . . .	267
iiglobal::tFrustum . . . . .	268
Thread . . . . .	
sai.eai.EAIAsyncThread . . . . .	82
sai.eai.EAIOutThread . . . . .	85
vrml.external.FreeWRLEAI.EAIAsyncThread . . . . .	81
vrml.external.FreeWRLEAI.EAIOutThread . . . . .	86
iiglobal::tinternalc . . . . .	268
iiglobal::tio_http . . . . .	268
iiglobal::tJScript . . . . .	269
iiglobal::tjsUtils . . . . .	269
iiglobal::tjsVRMLBrowser . . . . .	269
iiglobal::tjsVRMLClasses . . . . .	270
iiglobal::tLoadTextures . . . . .	270
iiglobal::tMainloop . . . . .	270
iiglobal::tOpenGL_Utils . . . . .	271
Touch . . . . .	271
iiglobal::tPluginSocket . . . . .	271

iiglobal::tpluginUtils	272
iiglobal::tProdCon	272
iiglobal::tRasterFont	272
iiglobal::tRenderFuncs	273
trenderstate	273
iiglobal::tRenderTextures	274
iiglobal::tresources	274
iiglobal::tSensInterps	274
iiglobal::tSnapshot	275
iiglobal::tstatusbar	275
iiglobal::tStreamPoly	275
iiglobal::tTess	275
iiglobal::tTextures	276
iiglobal::tthreads	276
iiglobal::tViewer	277
iiglobal::tX3DParser	277
iiglobal::tX3DProtoScript	277
un1	278
Uni_String	278
Vector	280
vrml.external.FreeWRLEAI.VField	280
vrml.external.FreeWRLEAI.VMFCOLOR	289
vrml.external.FreeWRLEAI.VMFFloat	290
vrml.external.FreeWRLEAI.VMFInt32	291
vrml.external.FreeWRLEAI.VMFRotation	292
vrml.external.FreeWRLEAI.VMFString	293
vrml.external.FreeWRLEAI.VMFVec2f	294
vrml.external.FreeWRLEAI.VMFVec3f	296
vrml.external.FreeWRLEAI.VSFBool	300
vrml.external.FreeWRLEAI.VSFColor	301
vrml.external.FreeWRLEAI.VSFFloat	302
vrml.external.FreeWRLEAI.VSFImage	302
vrml.external.FreeWRLEAI.VSFInt32	304
vrml.external.FreeWRLEAI.VSFRotation	305
vrml.external.FreeWRLEAI.VSFString	306
vrml.external.FreeWRLEAI.VSFTime	307
vrml.external.FreeWRLEAI.VSFVec2f	308
vrml.external.FreeWRLEAI.VSFVec3f	309
sai.eai.VField	281
sai.eai.VMFCOLOR	289
sai.eai.VMFFloat	290
sai.eai.VMFInt32	291
sai.eai.VMFRotation	292
sai.eai.VMFString	293
sai.eai.VMFVec2f	294
sai.eai.VMFVec3f	295
sai.eai.VSFBool	299
sai.eai.VSFColor	300
sai.eai.VSFFloat	301
sai.eai.VSFImage	303
sai.eai.VSFInt32	304
sai.eai.VSFRotation	305
sai.eai.VSFString	306
sai.eai.VSFTime	308
sai.eai.VSFVec2f	309
sai.eai.VSFVec3f	310
vid_stream	283
viewer	284

viewer_examine . . . . .	285
viewer_fly . . . . .	286
viewer_inplane . . . . .	286
viewer_walk . . . . .	286
viewer_ypz . . . . .	287
sai.eai.VIP . . . . .	287
vrml.external.FreeWRLEAI.VIP . . . . .	288
VRMLLexer . . . . .	296
sai.eai.VRMLObject . . . . .	297
vrml.external.FreeWRLEAI.VRMLObject . . . . .	297
vrml.external.FreeWRLEAI.VRMLObjectObserver . . . . .	298
sai.eai.VRMLObjectObserver . . . . .	298
VRMLParser . . . . .	299
X3D_Anchor . . . . .	311
X3D_Appearance . . . . .	311
X3D_Arc2D . . . . .	312
X3D_ArcClose2D . . . . .	312
X3D_AudioClip . . . . .	313
X3D_Background . . . . .	314
X3D_Billboard . . . . .	315
X3D_BooleanFilter . . . . .	316
X3D_BooleanSequencer . . . . .	316
X3D_BooleanToggle . . . . .	317
X3D_BooleanTrigger . . . . .	317
X3D_Box . . . . .	318
X3D_CADAssembly . . . . .	318
X3D_CADFace . . . . .	319
X3D_CADLayer . . . . .	320
X3D_CADPart . . . . .	320
X3D_Circle2D . . . . .	321
X3D_ClipPlane . . . . .	322
X3D_Collision . . . . .	322
X3D_Color . . . . .	323
X3D_ColorInterpolator . . . . .	323
X3D_ColorRGBA . . . . .	324
X3D_ComposedCubeMapTexture . . . . .	324
X3D_ComposedShader . . . . .	325
X3D_Cone . . . . .	326
X3D_Contour2D . . . . .	326
X3D_ContourPolyLine2D . . . . .	327
X3D_Coordinate . . . . .	327
X3D_CoordinateDouble . . . . .	328
X3D_CoordinateInterpolator . . . . .	328
X3D_CoordinateInterpolator2D . . . . .	329
X3D_Cylinder . . . . .	329
X3D_CylinderSensor . . . . .	330
X3D_DirectionalLight . . . . .	331
X3D_DISEntityManager . . . . .	332
X3D_DISEntityTypeMapping . . . . .	332
X3D_Disk2D . . . . .	333
X3D_EaseInEaseOut . . . . .	334
X3D_ElevationGrid . . . . .	334
X3D_EspduTransform . . . . .	335
X3D_Extrusion . . . . .	337
X3D_FillProperties . . . . .	338
X3D_FloatVertexAttribute . . . . .	338
X3D_Fog . . . . .	339
X3D_FogCoordinate . . . . .	340



X3D_FontStyle . . . . .	340
X3D_GeneratedCubeMapTexture . . . . .	341
X3D_GeoCoordinate . . . . .	341
X3D_GeoElevationGrid . . . . .	342
X3D_GeoLocation . . . . .	343
X3D_GeoLOD . . . . .	344
X3D_GeoMetadata . . . . .	345
X3D_GeoOrigin . . . . .	345
X3D_GeoPositionInterpolator . . . . .	346
X3D_GeoProximitySensor . . . . .	346
X3D_GeoTouchSensor . . . . .	347
X3D_GeoTransform . . . . .	348
X3D_GeoViewpoint . . . . .	349
X3D_Group . . . . .	350
X3D_HAnimDisplacer . . . . .	351
X3D_HAnimHumanoid . . . . .	351
X3D_HAnimJoint . . . . .	352
X3D_HAnimSegment . . . . .	353
X3D_HAnimSite . . . . .	354
X3D_ImageCubeMapTexture . . . . .	354
X3D_ImageTexture . . . . .	355
X3D_IndexedFaceSet . . . . .	356
X3D_IndexedLineSet . . . . .	356
X3D_IndexedQuadSet . . . . .	357
X3D_IndexedTriangleFanSet . . . . .	358
X3D_IndexedTriangleSet . . . . .	359
X3D_IndexedTriangleStripSet . . . . .	359
X3D_Inline . . . . .	360
X3D_IntegerSequencer . . . . .	361
X3D_IntegerTrigger . . . . .	361
X3D_KeySensor . . . . .	362
X3D_LineProperties . . . . .	363
X3D_LineSensor . . . . .	363
X3D_LineSet . . . . .	364
X3D_LoadSensor . . . . .	365
X3D_LocalFog . . . . .	365
X3D_LOD . . . . .	366
X3D_Material . . . . .	367
X3D_Matrix3VertexAttribute . . . . .	367
X3D_Matrix4VertexAttribute . . . . .	368
X3D_MetadataDouble . . . . .	368
X3D_MetadataFloat . . . . .	369
X3D_MetadataInteger . . . . .	370
X3D_MetadataMFBool . . . . .	370
X3D_MetadataMFColor . . . . .	371
X3D_MetadataMFColorRGBA . . . . .	371
X3D_MetadataMFDouble . . . . .	372
X3D_MetadataMFFloat . . . . .	372
X3D_MetadataMFInt32 . . . . .	373
X3D_MetadataMFMatrix3d . . . . .	374
X3D_MetadataMFMatrix3f . . . . .	374
X3D_MetadataMFMatrix4d . . . . .	375
X3D_MetadataMFMatrix4f . . . . .	375
X3D_MetadataMFNode . . . . .	376
X3D_MetadataMFRotation . . . . .	376
X3D_MetadataMFString . . . . .	377
X3D_MetadataMFTime . . . . .	378
X3D_MetadataMFVec2d . . . . .	378

X3D_MetadataMFVec2f . . . . .	379
X3D_MetadataMFVec3d . . . . .	379
X3D_MetadataMFVec3f . . . . .	380
X3D_MetadataMFVec4d . . . . .	380
X3D_MetadataMFVec4f . . . . .	381
X3D_MetadataSet . . . . .	382
X3D_MetadataSFBool . . . . .	382
X3D_MetadataSFColor . . . . .	383
X3D_MetadataSFColorRGBA . . . . .	383
X3D_MetadataSFDouble . . . . .	384
X3D_MetadataSFFloat . . . . .	384
X3D_MetadataSFImage . . . . .	385
X3D_MetadataSFInt32 . . . . .	386
X3D_MetadataSFMatrix3d . . . . .	386
X3D_MetadataSFMatrix3f . . . . .	387
X3D_MetadataSFMatrix4d . . . . .	387
X3D_MetadataSFMatrix4f . . . . .	388
X3D_MetadataSFNode . . . . .	388
X3D_MetadataSFRotation . . . . .	389
X3D_MetadataSFString . . . . .	390
X3D_MetadataSFTime . . . . .	390
X3D_MetadataSFVec2d . . . . .	391
X3D_MetadataSFVec2f . . . . .	391
X3D_MetadataSFVec3d . . . . .	392
X3D_MetadataSFVec3f . . . . .	392
X3D_MetadataSFVec4d . . . . .	393
X3D_MetadataSFVec4f . . . . .	394
X3D_MetadataString . . . . .	394
X3D_MovieTexture . . . . .	395
X3D_MultiTexture . . . . .	396
X3D_MultiTextureCoordinate . . . . .	396
X3D_MultiTextureTransform . . . . .	397
X3D_NavigationInfo . . . . .	397
X3D_Node . . . . .	398
X3D_Normal . . . . .	398
X3D_NormalInterpolator . . . . .	399
X3D_NurbsCurve . . . . .	400
X3D_NurbsCurve2D . . . . .	400
X3D_NurbsOrientationInterpolator . . . . .	401
X3D_NurbsPatchSurface . . . . .	401
X3D_NurbsPositionInterpolator . . . . .	402
X3D_NurbsSet . . . . .	403
X3D_NurbsSurfaceInterpolator . . . . .	403
X3D_NurbsSweptSurface . . . . .	404
X3D_NurbsSwungSurface . . . . .	405
X3D_NurbsTextureCoordinate . . . . .	405
X3D_NurbsTrimmedSurface . . . . .	406
X3D_OrientationInterpolator . . . . .	407
X3D_OrthoViewpoint . . . . .	407
X3D_OSC_Sensor . . . . .	408
X3D_PackagedShader . . . . .	409
X3D_PickableGroup . . . . .	409
X3D_PixelTexture . . . . .	410
X3D_PlaneSensor . . . . .	411
X3D_PointLight . . . . .	412
X3D_PointPickSensor . . . . .	412
X3D_PointSet . . . . .	413
X3D_Polyline2D . . . . .	414

X3D_Polypoint2D . . . . .	414
X3D_PolyRep . . . . .	415
X3D_PositionInterpolator . . . . .	415
X3D_PositionInterpolator2D . . . . .	416
X3D_ProgramShader . . . . .	417
X3D_Proto . . . . .	417
X3D_ProximitySensor . . . . .	418
X3D_QuadSet . . . . .	419
X3D_ReceiverPdu . . . . .	419
X3D_Rectangle2D . . . . .	420
X3D_ScalarInterpolator . . . . .	421
X3D_Script . . . . .	422
X3D_ShaderPart . . . . .	422
X3D_ShaderProgram . . . . .	423
X3D_Shape . . . . .	423
X3D_SignalPdu . . . . .	424
X3D_Sound . . . . .	425
X3D_Sphere . . . . .	426
X3D_SphereSensor . . . . .	426
X3D_SplinePositionInterpolator . . . . .	427
X3D_SplinePositionInterpolator2D . . . . .	428
X3D_SplineScalarInterpolator . . . . .	428
X3D_SpotLight . . . . .	429
X3D_SquadOrientationInterpolator . . . . .	430
X3D_StaticGroup . . . . .	430
X3D_StringSensor . . . . .	431
X3D_Switch . . . . .	431
X3D_Text . . . . .	432
X3D_TextureBackground . . . . .	433
X3D_TextureCoordinate . . . . .	433
X3D_TextureCoordinateGenerator . . . . .	434
X3D_TextureProperties . . . . .	435
X3D_TextureTransform . . . . .	435
X3D_TimeSensor . . . . .	436
X3D_TimeTrigger . . . . .	437
X3D_TouchSensor . . . . .	437
X3D_Transform . . . . .	438
X3D_TransmitterPdu . . . . .	439
X3D_TriangleFanSet . . . . .	440
X3D_TriangleSet . . . . .	441
X3D_TriangleSet2D . . . . .	441
X3D_TriangleStripSet . . . . .	442
X3D_TwoSidedMaterial . . . . .	443
X3D_Viewpoint . . . . .	443
X3D_ViewpointGroup . . . . .	444
X3D_Virt . . . . .	445
X3D_VisibilitySensor . . . . .	445
X3D_WorldInfo . . . . .	446
org.web3d.x3d.sai.X3DBoundedObject . . . . .	449
org.web3d.x3d.sai.X3DGroupingNode . . . . .	461
org.web3d.x3d.sai.X3DComponent . . . . .	451
sai.FreeWRLComponent . . . . .	117
org.web3d.x3d.sai.X3DExecutionContext . . . . .	455
org.web3d.x3d.sai.X3DScene . . . . .	471
sai.FreeWRLScene . . . . .	124
org.web3d.x3d.sai.X3DField . . . . .	456
org.web3d.x3d.sai.MField . . . . .	179

org.web3d.x3d.sai.MFBool . . . . .	174
org.web3d.x3d.sai.MFColor . . . . .	176
sai.FWMFColor . . . . .	130
org.web3d.x3d.sai.MFColorRGBA . . . . .	177
sai.FWMFColorRGBA . . . . .	131
org.web3d.x3d.sai.MFDouble . . . . .	177
sai.FWMFDouble . . . . .	132
org.web3d.x3d.sai.MFFloat . . . . .	179
sai.FWMFFloat . . . . .	132
org.web3d.x3d.sai.MFImage . . . . .	182
org.web3d.x3d.sai.MFInt32 . . . . .	182
sai.FWMFInt32 . . . . .	133
org.web3d.x3d.sai.MFNode . . . . .	184
sai.FWMFNode . . . . .	134
org.web3d.x3d.sai.MFRotation . . . . .	185
sai.FWMFRotation . . . . .	134
org.web3d.x3d.sai.MFString . . . . .	187
sai.FWMFString . . . . .	135
org.web3d.x3d.sai.MFTime . . . . .	189
org.web3d.x3d.sai.MFVec2d . . . . .	190
sai.FWMFVec2d . . . . .	136
org.web3d.x3d.sai.MFVec2f . . . . .	191
sai.FWMFVec2f . . . . .	136
org.web3d.x3d.sai.MFVec3d . . . . .	192
sai.FWMFVec3d . . . . .	137
org.web3d.x3d.sai.MFVec3f . . . . .	194
sai.FWMFVec3f . . . . .	138
sai.FreeWRLMField . . . . .	121
sai.FWMFColor . . . . .	130
sai.FWMFColorRGBA . . . . .	131
sai.FWMFDouble . . . . .	132
sai.FWMFFloat . . . . .	132
sai.FWMFInt32 . . . . .	133
sai.FWMFNode . . . . .	134
sai.FWMFRotation . . . . .	134
sai.FWMFString . . . . .	135
sai.FWMFVec2d . . . . .	136
sai.FWMFVec2f . . . . .	136
sai.FWMFVec3d . . . . .	137
sai.FWMFVec3f . . . . .	138
org.web3d.x3d.sai.SFBool . . . . .	239
sai.FWSFBool . . . . .	141
org.web3d.x3d.sai.SFColor . . . . .	241
sai.FWSFColor . . . . .	142
org.web3d.x3d.sai.SFColorRGBA . . . . .	242
sai.FWSFColorRGBA . . . . .	143
org.web3d.x3d.sai.SFDouble . . . . .	242
sai.FWSFDouble . . . . .	143
org.web3d.x3d.sai.SFFloat . . . . .	243
sai.FWSFFloat . . . . .	144
org.web3d.x3d.sai.SFImage . . . . .	244
sai.FWSFImage . . . . .	144
org.web3d.x3d.sai.SFInt32 . . . . .	246
sai.FWSFInt32 . . . . .	145
org.web3d.x3d.sai.SFNode . . . . .	248
sai.FWSFNode . . . . .	145

org.web3d.x3d.sai.SFRotation . . . . .	250
sai.FWSFRotation . . . . .	146
org.web3d.x3d.sai.SFString . . . . .	251
sai.FWSFString . . . . .	147
org.web3d.x3d.sai.SFTime . . . . .	252
sai.FWSFTime . . . . .	147
org.web3d.x3d.sai.SFVec2d . . . . .	253
sai.FWSFVec2d . . . . .	148
org.web3d.x3d.sai.SFVec2f . . . . .	254
sai.FWSFVec2f . . . . .	148
org.web3d.x3d.sai.SFVec3d . . . . .	255
sai.FWSFVec3d . . . . .	149
org.web3d.x3d.sai.SFVec3f . . . . .	257
sai.FWSFVec3f . . . . .	149
sai.FreeWRLField . . . . .	118
sai.FreeWRLMField . . . . .	121
sai.FWSFBool . . . . .	141
sai.FWSFColor . . . . .	142
sai.FWSFColorRGBA . . . . .	143
sai.FWSFDouble . . . . .	143
sai.FWSFFloat . . . . .	144
sai.FWSFImage . . . . .	144
sai.FWSFInt32 . . . . .	145
sai.FWSFNode . . . . .	145
sai.FWSFRotation . . . . .	146
sai.FWSFString . . . . .	147
sai.FWSFTime . . . . .	147
sai.FWSFVec2d . . . . .	148
sai.FWSFVec2f . . . . .	148
sai.FWSFVec3d . . . . .	149
sai.FWSFVec3f . . . . .	149
org.web3d.x3d.sai.X3DFieldDefinition . . . . .	457
sai.FreeWRLFieldDefinition . . . . .	119
org.web3d.x3d.sai.X3DFieldTypes . . . . .	459
sai.FreeWRLFieldTypes . . . . .	120
org.web3d.x3d.sai.X3DMetadataObject . . . . .	465
org.web3d.x3d.sai.X3DNode . . . . .	465
org.web3d.x3d.sai.X3DAppearanceChildNode . . . . .	446
org.web3d.x3d.sai.X3DMaterialNode . . . . .	464
org.web3d.x3d.sai.X3DTextureNode . . . . .	477
org.web3d.x3d.sai.X3DTexture2DNode . . . . .	476
org.web3d.x3d.sai.X3DTextureTransformNode . . . . .	478
org.web3d.x3d.sai.X3DTextureTransform2DNode . . . . .	477
org.web3d.x3d.sai.X3DAppearanceNode . . . . .	447
org.web3d.x3d.sai.X3DChildNode . . . . .	449
org.web3d.x3d.sai.X3DBindableNode . . . . .	448
org.web3d.x3d.sai.X3DBackgroundNode . . . . .	448
org.web3d.x3d.sai.X3DGroupingNode . . . . .	461
org.web3d.x3d.sai.X3DInfoNode . . . . .	462
org.web3d.x3d.sai.X3DInterpolatorNode . . . . .	462
org.web3d.x3d.sai.X3DLightNode . . . . .	463
org.web3d.x3d.sai.X3DScriptNode . . . . .	472
org.web3d.x3d.sai.X3DSensorNode . . . . .	473
org.web3d.x3d.sai.X3DEnvironmentalSensorNode . . . . .	453
org.web3d.x3d.sai.X3DKeyDeviceSensorNode . . . . .	463
org.web3d.x3d.sai.X3DNetworkSensorNode . . . . .	465

org.web3d.x3d.sai.X3DPointingDeviceSensorNode . . . . .	469
org.web3d.x3d.sai.X3DDragSensorNode . . . . .	453
org.web3d.x3d.sai.X3DTouchSensorNode . . . . .	479
org.web3d.x3d.sai.X3DSequencerNode . . . . .	473
org.web3d.x3d.sai.X3DShapeNode . . . . .	474
org.web3d.x3d.sai.X3DSoundNode . . . . .	474
org.web3d.x3d.sai.X3DTimeDependentNode . . . . .	478
org.web3d.x3d.sai.X3DAudioClipNode . . . . .	447
org.web3d.x3d.sai.X3DTriggerNode . . . . .	480
org.web3d.x3d.sai.X3DFontStyleNode . . . . .	460
org.web3d.x3d.sai.X3DGeometricPropertyNode . . . . .	461
org.web3d.x3d.sai.X3DColorNode . . . . .	450
org.web3d.x3d.sai.X3DCoordinateNode . . . . .	452
org.web3d.x3d.sai.X3DNormalNode . . . . .	468
org.web3d.x3d.sai.X3DTextureCoordinateNode . . . . .	476
org.web3d.x3d.sai.X3DGeometryNode . . . . .	461
org.web3d.x3d.sai.X3DComposedGeometryNode . . . . .	451
org.web3d.x3d.sai.X3DParametricGeometryNode . . . . .	468
org.web3d.x3d.sai.X3DTextNode . . . . .	475
org.web3d.x3d.sai.X3DProtoInstance . . . . .	470
sai.FWProtoInstance . . . . .	140
sai.FreeWRLNode . . . . .	122
sai.FWProtoInstance . . . . .	140
org.web3d.x3d.sai.X3DNodeTypes . . . . .	466
sai.FreeWRLNodeTypes . . . . .	123
org.web3d.x3d.sai.X3DProtoDeclaration . . . . .	469
org.web3d.x3d.sai.X3DExternProtoDeclaration . . . . .	456
sai.FWExternProtoDeclaration . . . . .	128
sai.FWProtoDeclaration . . . . .	139
sai.FWProtoDeclaration . . . . .	139
org.web3d.x3d.sai.X3DRoute . . . . .	470
sai.FWRoute . . . . .	141
org.web3d.x3d.sai.X3DScriptImplementation . . . . .	472
org.web3d.x3d.sai.X3DPerFrameObserverScript . . . . .	468
org.web3d.x3d.sai.X3DSoundSourceNode . . . . .	475
org.web3d.x3d.sai.X3DUrlObject . . . . .	480
org.web3d.x3d.sai.X3DAudioClipNode . . . . .	447
org.web3d.x3d.sai.X3DScriptNode . . . . .	472
XY . . . . .	481

## Chapter 2

# Data Structure Index

### 2.1 Data Structures

Here are the data structures with brief descriptions:

<b>_BrowserNative</b>	33
<b>_cd_list_t</b>	33
<b>_CRnodeStruct</b>	33
<b>_FW_PluginInstance</b>	34
<b>_intX3D_MFBool</b>	34
<b>_intX3D_MFColor</b>	35
<b>_intX3D_MFColorRGBA</b>	35
<b>_intX3D_MFFloat</b>	35
<b>_intX3D_MFImage</b>	36
<b>_intX3D_MFInt32</b>	36
<b>_intX3D_MFNode</b>	36
<b>_intX3D_MFRotation</b>	37
<b>_intX3D_MFString</b>	37
<b>_intX3D_MFTime</b>	37
<b>_intX3D_MFVec2d</b>	38
<b>_intX3D_MFVec2f</b>	38
<b>_intX3D_MFVec3d</b>	38
<b>_intX3D_MFVec3f</b>	39
<b>_intX3D_SFBool</b>	39
<b>_intX3D_SFColor</b>	39
<b>_intX3D_SFColorRGBA</b>	39
<b>_intX3D_SFFloat</b>	40
<b>_intX3D_SFImage</b>	40
<b>_intX3D_SFInt32</b>	40
<b>_intX3D_SFNode</b>	41
<b>_intX3D_SFRotation</b>	41
<b>_intX3D_SFString</b>	41
<b>_intX3D_SFTime</b>	41
<b>_intX3D_SFVec2d</b>	42
<b>_intX3D_SFVec2f</b>	42
<b>_intX3D_SFVec3d</b>	42
<b>_intX3D_SFVec3f</b>	43
<b>_intX3DEventIn</b>	43
<b>_s_list_t</b>	43
<b>_SFColorNative</b>	44
<b>_SFColorRGBANative</b>	44
<b>_SFImageNative</b>	44
<b>_SFNodeNative</b>	44

_SFRotationNative	45
_SFVec2fNative	45
_SFVec3dNative	45
_SFVec3fNative	46
_SFVec4dNative	46
_SFVec4fNative	46
_urlRequest	46
_X3DNode	47
ActiveRegion	48
anyVrml	48
vrml.BaseNode	48
block	49
brotoDefpair	49
brotoIS	49
brotoRoute	50
org.web3d.x3d.sai.Browser	50
vrml.Browser	51
vrml.external.Browser	52
org.web3d.x3d.sai.BrowserEvent	53
sai.BrowserFactory	54
org.web3d.x3d.sai.BrowserFactoryImpl	54
vrml.external.BrowserGlobals	55
sai.BrowserGlobals	55
org.web3d.x3d.sai.BrowserInterface	55
vrml.external.BrowserInterface	56
org.web3d.x3d.sai.BrowserListener	56
org.web3d.x3d.sai.BrowserNotSharedException	57
CachedVertex	57
cbDataExactName	57
cbDataRootNameAndRouteDir	58
coded_block_pattern_entry	58
org.web3d.x3d.sai.ComponentInfo	59
org.web3d.x3d.sai.ConnectionException	59
vrml.ConstField	60
vrml.field.ConstMFColor	60
vrml.field.ConstMFFloat	61
vrml.ConstMField	62
vrml.field.ConstMFInt32	63
vrml.field.ConstMFNode	64
vrml.field.ConstMFRotation	64
vrml.field.ConstMFString	65
vrml.field.ConstMFTIME	66
vrml.field.ConstMFVec2f	67
vrml.field.ConstMFVec3f	67
vrml.field.ConstSFBool	68
vrml.field.ConstSFColor	69
vrml.field.ConstSFFloat	70
vrml.field.ConstSFImage	70
vrml.field.ConstSFInt32	71
vrml.field.ConstSFNode	72
vrml.field.ConstSFRotation	72
vrml.field.ConstSFString	73
vrml.field.ConstSFTIME	73
vrml.field.ConstSFVec2f	74
vrml.field.ConstSFVec3f	75
CR_RegStruct	75
CRjsnameStruct	76
CRscriptStruct	76



CRStruct	77
currayhit	77
datChnk	77
dct_dc_size_entry	78
DDS_header	78
DdsLoadInfo	79
Dict	79
DictNode	79
EAI_ListenerStruct	80
vrml.external.FreeWRLEAI.EAIAsyncMessage	80
sai.eai.EAIAsyncMessage	80
vrml.external.FreeWRLEAI.EAIAsyncQueue	81
sai.eai.EAIAsyncQueue	81
vrml.external.FreeWRLEAI.EAIAsyncThread	81
sai.eai.EAIAsyncThread	82
sai.eai.EAIinThread	82
vrml.external.FreeWRLEAI.EAIinThread	83
sai.eai.EAIMessage	83
vrml.external.FreeWRLEAI.EAIMessage	84
EAINodeIndexStruct	84
EAINodeParams	84
sai.eai.EAIoutQueue	85
vrml.external.FreeWRLEAI.EAIoutQueue	85
sai.eai.EAIoutThread	85
vrml.external.FreeWRLEAI.EAIoutThread	86
ECMAValueStruct	86
EdgePair	87
vrml.Event	87
vrml.external.field.EventIn	88
vrml.external.field.EventInMFColor	89
vrml.external.field.EventInMFFloat	89
vrml.external.field.EventInMFInt32	90
vrml.external.field.EventInMFNode	90
vrml.external.field.EventInMFRotation	91
vrml.external.field.EventInMFString	91
vrml.external.field.EventInMFVec2f	92
vrml.external.field.EventInMFVec3f	92
vrml.external.field.EventInSFBool	93
vrml.external.field.EventInSFColor	93
vrml.external.field.EventInSFFloat	94
vrml.external.field.EventInSFImage	94
vrml.external.field.EventInSFInt32	95
vrml.external.field.EventInSFNode	95
vrml.external.field.EventInSFRotation	96
vrml.external.field.EventInSFString	96
vrml.external.field.EventInSFTime	97
vrml.external.field.EventInSFVec2f	97
vrml.external.field.EventInSFVec3f	98
vrml.external.field.EventOut	98
vrml.external.field.EventOutMFColor	100
vrml.external.field.EventOutMFFloat	100
vrml.external.field.EventOutMField	101
vrml.external.field.EventOutMFInt32	101
vrml.external.field.EventOutMFNode	102
vrml.external.field.EventOutMFRotation	103
vrml.external.field.EventOutMFString	103
vrml.external.field.EventOutMFVec2f	104
vrml.external.field.EventOutMFVec3f	104

vrml.external.field.EventOutObserver	105
vrml.external.field.EventOutSFBool	105
vrml.external.field.EventOutSFColor	106
vrml.external.field.EventOutSFFloat	106
vrml.external.field.EventOutSFImage	107
vrml.external.field.EventOutSFInt32	107
vrml.external.field.EventOutSFNode	108
vrml.external.field.EventOutSFRotation	108
vrml.external.field.EventOutSFString	109
vrml.external.field.EventOutSFTime	109
vrml.external.field.EventOutSFVec2f	110
vrml.external.field.EventOutSFVec3f	110
org.web3d.x3d.sai.ExternalBrowser	111
FaceCount	111
vrml.Field	111
FieldDecl	112
fieldNodeState	113
vrml.external.field.FieldTypes	113
FirstStruct	114
fmtChnk	114
freewrl_params	
Initialization	115
sai.FreeWRLBrowser	115
sai.FreeWRLBrowserInfo	117
sai.FreeWRLComponent	117
sai.FreeWRLField	118
sai.FreeWRLFieldDefinition	119
sai.FreeWRLFieldTypes	120
sai.FreeWRLMField	121
sai.FreeWRLNode	122
sai.FreeWRLNodeTypes	123
sai.FreeWRLRendererInfo	123
sai.FreeWRLScene	124
fw_MaterialParameters	125
FWBITMAPFILEHEADER	126
FWBITMAPINFO	126
FWBITMAPINFOHEADER	126
sai.FWComponentInfo	127
vrml.FWCreateField	127
sai.FWExternProtoDeclaration	128
vrml.FWHelper	128
vrml.FWJavaScript	129
vrml.FWJavaScriptBinding	129
vrml.FWJavaScriptClassLoader	129
sai.FWMFColor	130
sai.FWMFColorRGBA	131
sai.FWMFDouble	132
sai.FWMFFloat	132
sai.FWMFInt32	133
sai.FWMFNode	134
sai.FWMFRotation	134
sai.FWMFString	135
sai.FWMFVec2d	136
sai.FWMFVec2f	136
sai.FWMFVec3d	137
sai.FWMFVec3f	138
sai.FWProfileInfo	138
sai.FWProfInfo	139

sai.FWProtoDeclaration	139
sai.FWProtoInstance	140
FWRGBQUAD	141
sai.FWRoute	141
sai.FWSFBool	141
sai.FWSFColor	142
sai.FWSFColorRGBA	143
sai.FWSFDouble	143
sai.FWSFFloat	144
sai.FWSFImage	144
sai.FWSFInt32	145
sai.FWSFNode	145
sai.FWSFRotation	146
sai.FWSFString	147
sai.FWSFTime	147
sai.FWSFVec2d	148
sai.FWSFVec2f	148
sai.FWSFVec3d	149
sai.FWSFVec3f	149
FWSNDMSG	150
FXV	150
GLUface	151
GLUhalfEdge	151
GLUmesh	152
GLUtesselator	152
GLUvertex	153
GoP	153
vrml.external.IBrowser	154
iiglobal	155
org.web3d.x3d.sai.ImportedNodeException	157
initialRouteStruct	157
org.web3d.x3d.sai.InsufficientCapabilitiesException	158
org.web3d.x3d.sai.InvalidBrowserException	158
org.web3d.x3d.sai.InvalidDocumentException	159
vrml.external.exception.InvalidEventInException	159
vrml.InvalidEventInException	160
vrml.InvalidEventOutException	160
vrml.external.exception.InvalidEventOutException	161
org.web3d.x3d.sai.InvalidExecutionContextException	161
vrml.InvalidExposedFieldException	162
vrml.InvalidFieldChangeException	162
vrml.InvalidFieldException	163
org.web3d.x3d.sai.InvalidFieldException	163
org.web3d.x3d.sai.InvalidFieldValueException	163
org.web3d.x3d.sai.InvalidNameException	164
org.web3d.x3d.sai.InvalidNodeException	164
vrml.external.exception.InvalidNodeException	165
org.web3d.x3d.sai.InvalidOperationTimingException	166
org.web3d.x3d.sai.InvalidProtoException	166
org.web3d.x3d.sai.InvalidRouteException	167
vrml.InvalidRouteException	167
org.web3d.x3d.sai.InvalidURLException	168
vrml.external.exception.InvalidVrmlException	168
vrml.InvalidVRMLSyntaxException	169
org.web3d.x3d.sai.InvalidX3DException	169
vrml.InvalidX3DSyntaxException	170
key	170
keypressTuple	171

macroblock	171
matpropstruct	171
org.web3d.x3d.sai.Matrix	172
org.web3d.x3d.sai.Matrix3	172
org.web3d.x3d.sai.Matrix4	173
mb_addr_inc_entry	174
mb_type_entry	174
org.web3d.x3d.sai.MFBool	174
vrml.field.MFColor	175
org.web3d.x3d.sai.MFColor	176
org.web3d.x3d.sai.MFColorRGBA	177
org.web3d.x3d.sai.MFDouble	177
vrml.field.MFFloat	178
org.web3d.x3d.sai.MFFloat	179
org.web3d.x3d.sai.MField	179
vrml.MField	180
org.web3d.x3d.sai.MFImage	182
org.web3d.x3d.sai.MFInt32	182
vrml.field.MFInt32	183
org.web3d.x3d.sai.MFNode	184
vrml.field.MFNode	184
org.web3d.x3d.sai.MFRotation	185
vrml.field.MFRotation	186
org.web3d.x3d.sai.MFString	187
vrml.field.MFString	188
org.web3d.x3d.sai.MFTime	189
vrml.field.MFTime	189
org.web3d.x3d.sai.MFVec2d	190
org.web3d.x3d.sai.MFVec2f	191
vrml.field.MFVec2f	191
org.web3d.x3d.sai.MFVec3d	192
vrml.field.MFVec3f	193
org.web3d.x3d.sai.MFVec3f	194
motion_vectors_entry	195
mouseTuple	195
Multi_Bool	195
Multi_Color	196
Multi_ColorRGBA	196
Multi_Double	196
Multi_Float	197
Multi_Int32	197
Multi_Matrix3d	197
Multi_Matrix3f	198
Multi_Matrix4d	198
Multi_Matrix4f	198
Multi_Node	199
Multi_Rotation	199
Multi_String	199
Multi_Time	200
Multi_Vec2d	200
Multi_Vec2f	200
Multi_Vec3d	201
Multi_Vec3f	201
Multi_Vec4d	201
Multi_Vec4f	202
multiTexParams	202
myArgs	202
MyVertex	203

nameValuePairs	203
NestedProtoField	203
vrml.external.Node	204
vrml.node.Node	204
org.web3d.x3d.sai.NodeInUseException	205
org.web3d.x3d.sai.NodeUnavailableException	205
org.web3d.x3d.sai.NoSuchBrowserException	206
org.web3d.x3d.sai.NotSupportedException	206
opened_file	207
orient_XYZA	207
pcollision	207
pcommon	208
pComponent_EnvironSensor	208
pComponent_Geometry3D	209
pComponent_Geospatial	209
pComponent_HAnim	209
pComponent_KeyDevice	210
pComponent_Shape	210
pComponent_Sound	210
pComponent_Text	211
pConsoleMessage	211
pCParse	212
pCParseParser	212
pCProto	212
pCRoutes	213
pCScripts	213
pCursorDraw	213
pEAI_C_CommonFunctions	214
pEAICore	214
pEAIEventsIn	214
pEAHelpers	215
pFrustum	215
pict	215
pict_image	216
pio_http	216
pJScript	216
playbackRecord	217
pLoadTextures	217
pMainloop	217
point_XYZ	219
pointer2pointer	219
PointerHash	219
PointerHashEntry	219
pOpenGL_Utils	220
pPluginSocket	220
ppluginUtils	221
pProdCon	221
PQhandleElem	221
PQnode	222
pRasterFont	222
pRenderFuncs	222
pRenderTextures	223
PriorityQ	224
profile_entry	224
org.web3d.x3d.sai.ProfileInfo	224
proftablestruct	225
ProtoDefinition	225
ProtoElementPointer	226

ProtoFieldDecl	226
protoInsert	226
PROTOInstanceEntry	227
PROTOnameStruct	227
ProtoRoute	227
pSensInterps	228
pSnapshot	228
PSStruct	229
pstatusbar	229
pStreamPoly	229
pTess	230
pTextures	230
pViewer	230
pX3DParser	231
pX3DProtoScript	232
quaternion	232
rb1	232
resource_item	233
s_renderer_capabilities_t	233
s_shader_capabilities	234
sCollisionGeometry	235
sCollisionInfo	236
vrml.node.Script	236
ScriptFieldDecl	237
ScriptFieldInstanceInfo	237
ScriptParamList	237
SensStruct	238
sFallInfo	238
vrml.field.SFBool	239
org.web3d.x3d.sai.SFBool	239
SFColor	240
vrml.field.SFColor	240
org.web3d.x3d.sai.SFColor	241
SFColorRGBA	241
org.web3d.x3d.sai.SFColorRGBA	242
org.web3d.x3d.sai.SFDouble	242
vrml.field.SFFloat	243
org.web3d.x3d.sai.SFFloat	243
vrml.field.SFImage	244
org.web3d.x3d.sai.SFImage	244
vrml.field.SFInt32	245
org.web3d.x3d.sai.SFInt32	246
SFMatrix3d	246
SFMatrix3f	247
SFMatrix4d	247
SFMatrix4f	247
vrml.field.SFNode	247
org.web3d.x3d.sai.SFNode	248
SFRotation	249
vrml.field.SFRotation	249
org.web3d.x3d.sai.SFRotation	250
vrml.field.SFString	250
org.web3d.x3d.sai.SFString	251
vrml.field.SFTime	251
org.web3d.x3d.sai.SFTime	252
SFVec2d	252
org.web3d.x3d.sai.SFVec2d	253
SFVec2f	253

vrml.field.SFVec2f	254
org.web3d.x3d.sai.SFVec2f	254
SFVec3d	255
org.web3d.x3d.sai.SFVec3d	255
SFVec3f	256
vrml.field.SFVec3f	256
org.web3d.x3d.sai.SFVec3f	257
SFVec4d	257
SFVec4f	257
Shader_Script	258
shaderTableEntry	258
slice	258
sNavilInfo	259
SNDFILE	259
iiglobal::tBindable	259
iiglobal::tcollision	260
iiglobal::tcommon	260
iiglobal::tComponent_EnvironSensor	260
iiglobal::tComponent_Geometry3D	261
iiglobal::tComponent_Geospatial	261
iiglobal::tComponent_HAnim	261
iiglobal::tComponent_KeyDevice	261
iiglobal::tComponent_Shape	262
iiglobal::tComponent_Sound	262
iiglobal::tComponent_Text	262
iiglobal::tComponent_VRML1	263
iiglobal::tConsoleMessage	263
iiglobal::tCParse	263
iiglobal::tCParseParser	263
iiglobal::tCProto	264
iiglobal::tCRoutes	264
iiglobal::tCScripts	264
iiglobal::tCursorDraw	265
iiglobal::tdisplay	265
iiglobal::tEAI_C_CommonFunctions	266
iiglobal::tEAICore	266
iiglobal::tEAIEventsIn	266
iiglobal::tEAHelpers	267
textureTableIndexStruct	267
textureVertexInfo	267
iiglobal::tFrustum	268
iiglobal::tinternalc	268
iiglobal::tio_http	268
iiglobal::tJScript	269
iiglobal::tjsUtils	269
iiglobal::tjsVRMLBrowser	269
iiglobal::tjsVRMLClasses	270
iiglobal::tLoadTextures	270
iiglobal::tMainloop	270
iiglobal::tOpenGL_Utils	271
Touch	271
iiglobal::tPluginSocket	271
iiglobal::tpluginUtils	272
iiglobal::tProdCon	272
iiglobal::tRasterFont	272
iiglobal::tRenderFuncs	273
trenderstate	273
iiglobal::tRenderTextures	274

iiglobal::tresources	274
iiglobal::tSensInterps	274
iiglobal::tSnapshot	275
iiglobal::tstatusbar	275
iiglobal::tStreamPoly	275
iiglobal::tTess	275
iiglobal::tTextures	276
iiglobal::tthreads	276
iiglobal::tViewer	277
iiglobal::tX3DParser	277
iiglobal::tX3DProtoScript	277
un1	278
Uni_String	278
sai.eai.UnsupportedFieldTypeException	278
vrml.external.FreeWRLEAI.UnsupportedFieldTypeException	279
org.web3d.x3d.sai.URLUnavailableException	279
Vector	280
vrml.external.FreeWRLEAI.VField	280
sai.eai.VField	281
vid_stream	283
viewer	284
viewer_examine	285
viewer_fly	286
viewer_inplane	286
viewer_walk	286
viewer_ypz	287
sai.eai.VIP	287
vrml.external.FreeWRLEAI.VIP	288
sai.eai.VMFCColor	289
vrml.external.FreeWRLEAI.VMFCColor	289
sai.eai.VMFFloat	290
vrml.external.FreeWRLEAI.VMFFloat	290
vrml.external.FreeWRLEAI.VMFInt32	291
sai.eai.VMFInt32	291
sai.eai.VMFRotation	292
vrml.external.FreeWRLEAI.VMFRotation	292
sai.eai.VMFString	293
vrml.external.FreeWRLEAI.VMFString	293
sai.eai.VMFVec2f	294
vrml.external.FreeWRLEAI.VMFVec2f	294
sai.eai.VMFVec3f	295
vrml.external.FreeWRLEAI.VMFVec3f	296
VRMLLexer	296
sai.eai.VRMLObject	297
vrml.external.FreeWRLEAI.VRMLObject	297
vrml.external.FreeWRLEAI.VRMLObjectObserver	298
sai.eai.VRMLObjectObserver	298
VRMLParser	299
sai.eai.VSFBool	299
vrml.external.FreeWRLEAI.VSFBool	300
sai.eai.VSFColor	300
vrml.external.FreeWRLEAI.VSFColor	301
sai.eai.VSFFloat	301
vrml.external.FreeWRLEAI.VSFFloat	302
vrml.external.FreeWRLEAI.VSFImage	302
sai.eai.VSFImage	303
vrml.external.FreeWRLEAI.VSFInt32	304
sai.eai.VSFInt32	304



<b>vrml.external.FreeWRLEAI.VSFRotation</b>	305
<b>sai.eai.VSFRotation</b>	305
<b>vrml.external.FreeWRLEAI.VSFString</b>	306
<b>sai.eai.VSFString</b>	306
<b>vrml.external.FreeWRLEAI.VSFTime</b>	307
<b>sai.eai.VSFTime</b>	308
<b>vrml.external.FreeWRLEAI.VSFVec2f</b>	308
<b>sai.eai.VSFVec2f</b>	309
<b>vrml.external.FreeWRLEAI.VSFVec3f</b>	309
<b>sai.eai.VSFVec3f</b>	310
<b>X3D_Anchor</b>	311
<b>X3D_Appearance</b>	311
<b>X3D_Arc2D</b>	312
<b>X3D_ArcClose2D</b>	312
<b>X3D_AudioClip</b>	313
<b>X3D_Background</b>	314
<b>X3D_Billboard</b>	315
<b>X3D_BooleanFilter</b>	316
<b>X3D_BooleanSequencer</b>	316
<b>X3D_BooleanToggle</b>	317
<b>X3D_BooleanTrigger</b>	317
<b>X3D_Box</b>	318
<b>X3D_CADAssembly</b>	318
<b>X3D_CADFace</b>	319
<b>X3D_CADLayer</b>	320
<b>X3D_CADPart</b>	320
<b>X3D_Circle2D</b>	321
<b>X3D_ClipPlane</b>	322
<b>X3D_Collision</b>	322
<b>X3D_Color</b>	323
<b>X3D_ColorInterpolator</b>	323
<b>X3D_ColorRGBA</b>	324
<b>X3D_ComposedCubeMapTexture</b>	324
<b>X3D_ComposedShader</b>	325
<b>X3D_Cone</b>	326
<b>X3D_Contour2D</b>	326
<b>X3D_ContourPolyLine2D</b>	327
<b>X3D_Coordinate</b>	327
<b>X3D_CoordinateDouble</b>	328
<b>X3D_CoordinateInterpolator</b>	328
<b>X3D_CoordinateInterpolator2D</b>	329
<b>X3D_Cylinder</b>	329
<b>X3D_CylinderSensor</b>	330
<b>X3D_DirectionalLight</b>	331
<b>X3D_DISEntityManager</b>	332
<b>X3D_DISEntityTypeMapping</b>	332
<b>X3D_Disk2D</b>	333
<b>X3D_EaseInEaseOut</b>	334
<b>X3D_ElevationGrid</b>	334
<b>X3D_EspduTransform</b>	335
<b>X3D_Extrusion</b>	337
<b>X3D_FillProperties</b>	338
<b>X3D_FloatVertexAttribute</b>	338
<b>X3D_Fog</b>	339
<b>X3D_FogCoordinate</b>	340
<b>X3D_FontStyle</b>	340
<b>X3D_GeneratedCubeMapTexture</b>	341
<b>X3D_GeoCoordinate</b>	341

X3D_GeoElevationGrid	342
X3D_GeoLocation	343
X3D_GeoLOD	344
X3D_GeoMetadata	345
X3D_GeoOrigin	345
X3D_GeoPositionInterpolator	346
X3D_GeoProximitySensor	346
X3D_GeoTouchSensor	347
X3D_GeoTransform	348
X3D_GeoViewpoint	349
X3D_Group	350
X3D_HAnimDisplacer	351
X3D_HAnimHumanoid	351
X3D_HAnimJoint	352
X3D_HAnimSegment	353
X3D_HAnimSite	354
X3D_ImageCubeMapTexture	354
X3D_ImageTexture	355
X3D_IndexedFaceSet	356
X3D_IndexedLineSet	356
X3D_IndexedQuadSet	357
X3D_IndexedTriangleFanSet	358
X3D_IndexedTriangleSet	359
X3D_IndexedTriangleStripSet	359
X3D_Inline	360
X3D_IntegerSequencer	361
X3D_IntegerTrigger	361
X3D_KeySensor	362
X3D_LineProperties	363
X3D_LineSensor	363
X3D_LineSet	364
X3D_LoadSensor	365
X3D_LocalFog	365
X3D_LOD	366
X3D_Material	367
X3D_Matrix3VertexAttribute	367
X3D_Matrix4VertexAttribute	368
X3D_MetadataDouble	368
X3D_MetadataFloat	369
X3D_MetadataInteger	370
X3D_MetadataMFBool	370
X3D_MetadataMFColor	371
X3D_MetadataMFColorRGBA	371
X3D_MetadataMFDouble	372
X3D_MetadataMFFloat	372
X3D_MetadataMFInt32	373
X3D_MetadataMFMatrix3d	374
X3D_MetadataMFMatrix3f	374
X3D_MetadataMFMatrix4d	375
X3D_MetadataMFMatrix4f	375
X3D_MetadataMFNode	376
X3D_MetadataMFRotation	376
X3D_MetadataMFString	377
X3D_MetadataMFTime	378
X3D_MetadataMFVec2d	378
X3D_MetadataMFVec2f	379
X3D_MetadataMFVec3d	379
X3D_MetadataMFVec3f	380

X3D_MetadataMFVec4d	380
X3D_MetadataMFVec4f	381
X3D_MetadataSet	382
X3D_MetadataSFBool	382
X3D_MetadataSFColor	383
X3D_MetadataSFColorRGBA	383
X3D_MetadataSFDouble	384
X3D_MetadataSFFloat	384
X3D_MetadataSFImage	385
X3D_MetadataSFInt32	386
X3D_MetadataSFMatrix3d	386
X3D_MetadataSFMatrix3f	387
X3D_MetadataSFMatrix4d	387
X3D_MetadataSFMatrix4f	388
X3D_MetadataSFNode	388
X3D_MetadataSFRotation	389
X3D_MetadataSFString	390
X3D_MetadataSFTime	390
X3D_MetadataSFVec2d	391
X3D_MetadataSFVec2f	391
X3D_MetadataSFVec3d	392
X3D_MetadataSFVec3f	392
X3D_MetadataSFVec4d	393
X3D_MetadataSFVec4f	394
X3D_MetadataString	394
X3D_MovieTexture	395
X3D_MultiTexture	396
X3D_MultiTextureCoordinate	396
X3D_MultiTextureTransform	397
X3D_NavigationInfo	397
X3D_Node	398
X3D_Normal	398
X3D_NormalInterpolator	399
X3D_NurbsCurve	400
X3D_NurbsCurve2D	400
X3D_NurbsOrientationInterpolator	401
X3D_NurbsPatchSurface	401
X3D_NurbsPositionInterpolator	402
X3D_NurbsSet	403
X3D_NurbsSurfaceInterpolator	403
X3D_NurbsSweptSurface	404
X3D_NurbsSwungSurface	405
X3D_NurbsTextureCoordinate	405
X3D_NurbsTrimmedSurface	406
X3D_OrientationInterpolator	407
X3D_OrthoViewpoint	407
X3D_OSC_Sensor	408
X3D_PackagedShader	409
X3D_PickableGroup	409
X3D_PixelTexture	410
X3D_PlaneSensor	411
X3D_PointLight	412
X3D_PointPickSensor	412
X3D_PointSet	413
X3D_Polyline2D	414
X3D_Polypoint2D	414
X3D_PolyRep	415
X3D_PositionInterpolator	415

X3D_PositionInterpolator2D	416
X3D_ProgramShader	417
X3D_Proto	417
X3D_ProximitySensor	418
X3D_QuadSet	419
X3D_ReceiverPdu	419
X3D_Rectangle2D	420
X3D_ScalarInterpolator	421
X3D_Script	422
X3D_ShaderPart	422
X3D_ShaderProgram	423
X3D_Shape	423
X3D_SignalPdu	424
X3D_Sound	425
X3D_Sphere	426
X3D_SphereSensor	426
X3D_SplinePositionInterpolator	427
X3D_SplinePositionInterpolator2D	428
X3D_SplineScalarInterpolator	428
X3D_SpotLight	429
X3D_SquadOrientationInterpolator	430
X3D_StaticGroup	430
X3D_StringSensor	431
X3D_Switch	431
X3D_Text	432
X3D_TextureBackground	433
X3D_TextureCoordinate	433
X3D_TextureCoordinateGenerator	434
X3D_TextureProperties	435
X3D_TextureTransform	435
X3D_TimeSensor	436
X3D_TimeTrigger	437
X3D_TouchSensor	437
X3D_Transform	438
X3D_TransmitterPdu	439
X3D_TriangleFanSet	440
X3D_TriangleSet	441
X3D_TriangleSet2D	441
X3D_TriangleStripSet	442
X3D_TwoSidedMaterial	443
X3D_Viewpoint	443
X3D_ViewpointGroup	444
X3D_Virt	445
X3D_VisibilitySensor	445
X3D_WorldInfo	446
org.web3d.x3d.sai.X3DAppearanceChildNode	446
org.web3d.x3d.sai.X3DAppearanceNode	447
org.web3d.x3d.sai.X3DAudioClipNode	447
org.web3d.x3d.sai.X3DBackgroundNode	448
org.web3d.x3d.sai.X3DBindableNode	448
org.web3d.x3d.sai.X3DBoundedObject	449
org.web3d.x3d.sai.X3DChildNode	449
org.web3d.x3d.sai.X3DColorNode	450
org.web3d.x3d.sai.X3DComponent	451
org.web3d.x3d.sai.X3DComposedGeometryNode	451
org.web3d.x3d.sai.X3DCoordinateNode	452
org.web3d.x3d.sai.X3DDragSensorNode	453
org.web3d.x3d.sai.X3DEnvironmentalSensorNode	453

org.web3d.x3d.sai.X3DException	454
org.web3d.x3d.sai.X3DExecutionContext	455
org.web3d.x3d.sai.X3DExternProtoDeclaration	456
org.web3d.x3d.sai.X3DField	456
org.web3d.x3d.sai.X3DFieldDefinition	457
org.web3d.x3d.sai.X3DFieldEvent	458
org.web3d.x3d.sai.X3DFieldEventListener	458
org.web3d.x3d.sai.X3DFieldTypes	459
org.web3d.x3d.sai.X3DFontStyleNode	460
org.web3d.x3d.sai.X3DGeometricPropertyNode	461
org.web3d.x3d.sai.X3DGeometryNode	461
org.web3d.x3d.sai.X3DGroupingNode	461
org.web3d.x3d.sai.X3DInfoNode	462
org.web3d.x3d.sai.X3DInterpolatorNode	462
org.web3d.x3d.sai.X3DKeyDeviceSensorNode	463
org.web3d.x3d.sai.X3DLightNode	463
org.web3d.x3d.sai.X3DMaterialNode	464
org.web3d.x3d.sai.X3DMetadataObject	465
org.web3d.x3d.sai.X3DNetworkSensorNode	465
org.web3d.x3d.sai.X3DNode	465
org.web3d.x3d.sai.X3DNodeTypes	466
org.web3d.x3d.sai.X3DNormalNode	468
org.web3d.x3d.sai.X3DParametricGeometryNode	468
org.web3d.x3d.sai.X3DPerFrameObserverScript	468
org.web3d.x3d.sai.X3DPointingDeviceSensorNode	469
org.web3d.x3d.sai.X3DProtoDeclaration	469
org.web3d.x3d.sai.X3DProtoInstance	470
org.web3d.x3d.sai.X3DRoute	470
org.web3d.x3d.sai.X3DScene	471
org.web3d.x3d.sai.X3DScriptImplementation	472
org.web3d.x3d.sai.X3DScriptNode	472
org.web3d.x3d.sai.X3DSensorNode	473
org.web3d.x3d.sai.X3DSequencerNode	473
org.web3d.x3d.sai.X3DShapeNode	474
org.web3d.x3d.sai.X3DSoundNode	474
org.web3d.x3d.sai.X3DSoundSourceNode	475
org.web3d.x3d.sai.X3DTextNode	475
org.web3d.x3d.sai.X3DTexture2DNode	476
org.web3d.x3d.sai.X3DTextureCoordinateNode	476
org.web3d.x3d.sai.X3DTextureNode	477
org.web3d.x3d.sai.X3DTextureTransform2DNode	477
org.web3d.x3d.sai.X3DTextureTransformNode	478
org.web3d.x3d.sai.X3DTimeDependentNode	478
org.web3d.x3d.sai.X3DTouchSensorNode	479
org.web3d.x3d.sai.X3DTriggerNode	480
org.web3d.x3d.sai.X3DUriObject	480
XY	481



## Chapter 3

# Data Structure Documentation

### 3.1 `_BrowserNative` Struct Reference

#### Data Fields

- int **dummyEntry**

#### 3.1.1 Detailed Description

Definition at line 39 of file `jsNative.h`.

The documentation for this struct was generated from the following file:

- `src/lib/world_script/jsNative.h`

### 3.2 `_cd_list_t` Struct Reference

#### Data Fields

- void \* **elem**
- struct `_cd_list_t` \* **next**
- struct `_cd_list_t` \* **prev**

#### 3.2.1 Detailed Description

Definition at line 80 of file `list.h`.

The documentation for this struct was generated from the following file:

- `src/lib/list.h`

### 3.3 `_CRnodeStruct` Struct Reference

#### Data Fields

- struct `X3D_Node` \* **routeToNode**
- int **offset**

### 3.3.1 Detailed Description

Definition at line 38 of file CRoutes.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CRoutes.h

## 3.4 \_FW\_PluginInstance Struct Reference

### Data Fields

- int **interfaceFile** [2]
- Display \* **display**
- int32 **x**
- int32 **y**
- uint32 **width**
- uint32 **height**
- Window **mozwindow**
- Window **fwwindow**
- pid\_t **childPID**
- char \* **fName**
- int **freewrl\_running**
- int **interfacePipe** [2]
- char \* **cacheFileName**
- int **cacheFileNameLen**
- FILE \* **logFile**
- char \* **logFileName**

### 3.4.1 Detailed Description

Definition at line 96 of file plugin\_main.c.

The documentation for this struct was generated from the following file:

- src/plugin/plugin\_main.c

## 3.5 \_intX3D\_MFBool Struct Reference

### Data Fields

- int **type**
- int **n**
- \_intX3D\_SFBool \* **p**

### 3.5.1 Detailed Description

Definition at line 81 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h



## 3.6 \_intX3D\_MFColor Struct Reference

### Data Fields

- int **type**
- int **n**
- **\_intX3D\_SFColor \* p**

### 3.6.1 Detailed Description

Definition at line 72 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

## 3.7 \_intX3D\_MFColorRGBA Struct Reference

### Data Fields

- int **type**
- int **n**
- **\_intX3D\_SFColorRGBA \* p**

### 3.7.1 Detailed Description

Definition at line 73 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

## 3.8 \_intX3D\_MFFloat Struct Reference

### Data Fields

- int **type**
- int **n**
- **\_intX3D\_SFFloat \* p**

### 3.8.1 Detailed Description

Definition at line 74 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

## 3.9 `_intX3D_MFImage` Struct Reference

### Data Fields

- `int type`
- `int n`
- `_intX3D_SFImage * p`

### 3.9.1 Detailed Description

Definition at line 85 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

## 3.10 `_intX3D_MFInt32` Struct Reference

### Data Fields

- `int type`
- `int n`
- `_intX3D_SFInt32 * p`

### 3.10.1 Detailed Description

Definition at line 82 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

## 3.11 `_intX3D_MFNode` Struct Reference

### Data Fields

- `int type`
- `int n`
- `_intX3D_SFNode * p`

### 3.11.1 Detailed Description

Definition at line 83 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

## 3.12 `_intX3D_MFRotation` Struct Reference

### Data Fields

- `int type`
- `int n`
- `_intX3D_SFRotation * p`

### 3.12.1 Detailed Description

Definition at line 76 of file `X3DNode.h`.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

## 3.13 `_intX3D_MFString` Struct Reference

### Data Fields

- `int type`
- `int n`
- `_intX3D_SFString * p`

### 3.13.1 Detailed Description

Definition at line 84 of file `X3DNode.h`.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

## 3.14 `_intX3D_MFTime` Struct Reference

### Data Fields

- `int type`
- `int n`
- `_intX3D_SFTime * p`

### 3.14.1 Detailed Description

Definition at line 75 of file `X3DNode.h`.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

### 3.15 `_intX3D_MFVec2d` Struct Reference

#### Data Fields

- `int type`
- `int n`
- `_intX3D_SFVec2d * p`

#### 3.15.1 Detailed Description

Definition at line 78 of file `X3DNode.h`.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

### 3.16 `_intX3D_MFVec2f` Struct Reference

#### Data Fields

- `int type`
- `int n`
- `_intX3D_SFVec2f * p`

#### 3.16.1 Detailed Description

Definition at line 80 of file `X3DNode.h`.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

### 3.17 `_intX3D_MFVec3d` Struct Reference

#### Data Fields

- `int type`
- `int n`
- `_intX3D_SFVec3d * p`

#### 3.17.1 Detailed Description

Definition at line 77 of file `X3DNode.h`.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

## 3.18 `_intX3D_MFVec3f` Struct Reference

### Data Fields

- int **type**
- int **n**
- `_intX3D_SFVec3f * p`

#### 3.18.1 Detailed Description

Definition at line 79 of file `X3DNode.h`.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

## 3.19 `_intX3D_SFBool` Struct Reference

### Data Fields

- int **type**
- int **value**

#### 3.19.1 Detailed Description

Definition at line 57 of file `X3DNode.h`.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

## 3.20 `_intX3D_SFColor` Struct Reference

### Data Fields

- int **type**
- float **c** [3]

#### 3.20.1 Detailed Description

Definition at line 65 of file `X3DNode.h`.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

## 3.21 `_intX3D_SFColorRGBA` Struct Reference

### Data Fields

- int **type**
- float **r** [4]

### 3.21.1 Detailed Description

Definition at line 68 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

## 3.22 `_intX3D_SFFloat` Struct Reference

### Data Fields

- int **type**
- float **value**

### 3.22.1 Detailed Description

Definition at line 58 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

## 3.23 `_intX3D_SFImage` Struct Reference

### Data Fields

- int **type**
- int **len**
- char \* **strptr**

### 3.23.1 Detailed Description

Definition at line 70 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

## 3.24 `_intX3D_SFInt32` Struct Reference

### Data Fields

- int **type**
- int **value**

### 3.24.1 Detailed Description

Definition at line 60 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

## 3.25 \_intX3D\_SFNode Struct Reference

### Data Fields

- int **type**
- int **adr**

#### 3.25.1 Detailed Description

Definition at line 61 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

## 3.26 \_intX3D\_SFRotation Struct Reference

### Data Fields

- int **type**
- float **r** [4]

#### 3.26.1 Detailed Description

Definition at line 62 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

## 3.27 \_intX3D\_SFString Struct Reference

### Data Fields

- int **type**
- int **len**
- char \* **strptr**

#### 3.27.1 Detailed Description

Definition at line 69 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

## 3.28 \_intX3D\_SFTime Struct Reference

### Data Fields

- int **type**
- double **value**

### 3.28.1 Detailed Description

Definition at line 59 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

## 3.29 `_intX3D_SFVec2d` Struct Reference

### Data Fields

- int **type**
- double **c** [2]

### 3.29.1 Detailed Description

Definition at line 64 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

## 3.30 `_intX3D_SFVec2f` Struct Reference

### Data Fields

- int **type**
- float **c** [2]

### 3.30.1 Detailed Description

Definition at line 63 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

## 3.31 `_intX3D_SFVec3d` Struct Reference

### Data Fields

- int **type**
- double **c** [3]

### 3.31.1 Detailed Description

Definition at line 67 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h



## 3.32 \_intX3D\_SFVec3f Struct Reference

### Data Fields

- int **type**
- float **c** [3]

#### 3.32.1 Detailed Description

Definition at line 66 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

## 3.33 \_intX3DEventIn Struct Reference

### Data Fields

- int **nodeptr**
- int **offset**
- int **datatype**
- int **datasize**
- int **scripttype**
- char \* **field**

#### 3.33.1 Detailed Description

Definition at line 133 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

## 3.34 \_s\_list\_t Struct Reference

### Data Fields

- void \* **elem**
- struct **\_s\_list\_t** \* **next**

#### 3.34.1 Detailed Description

Definition at line 37 of file list.h.

The documentation for this struct was generated from the following file:

- src/lib/list.h

### 3.35 `_SFColorNative` Struct Reference

#### Data Fields

- int **valueChanged**
- struct **SFColor v**

#### 3.35.1 Detailed Description

Definition at line 76 of file `jsNative.h`.

The documentation for this struct was generated from the following file:

- `src/lib/world_script/jsNative.h`

### 3.36 `_SFColorRGBANative` Struct Reference

#### Data Fields

- int **valueChanged**
- struct **SFColorRGBA v**

#### 3.36.1 Detailed Description

Definition at line 81 of file `jsNative.h`.

The documentation for this struct was generated from the following file:

- `src/lib/world_script/jsNative.h`

### 3.37 `_SFImageNative` Struct Reference

#### Data Fields

- int **valueChanged**

#### 3.37.1 Detailed Description

Definition at line 72 of file `jsNative.h`.

The documentation for this struct was generated from the following file:

- `src/lib/world_script/jsNative.h`

### 3.38 `_SFNodeNative` Struct Reference

#### Data Fields

- int **valueChanged**
- struct **X3D\_Node \* handle**
- char \* **X3DString**
- int **fieldsExpanded**

### 3.38.1 Detailed Description

Definition at line 45 of file jsNative.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/jsNative.h

## 3.39 **\_SFRotationNative Struct Reference**

### Data Fields

- int **valueChanged**
- struct **SFRotation** v

### 3.39.1 Detailed Description

Definition at line 52 of file jsNative.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/jsNative.h

## 3.40 **\_SFVec2fNative Struct Reference**

### Data Fields

- int **valueChanged**
- struct **SFVec2f** v

### 3.40.1 Detailed Description

Definition at line 57 of file jsNative.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/jsNative.h

## 3.41 **\_SFVec3dNative Struct Reference**

### Data Fields

- int **valueChanged**
- struct **SFVec3d** v

### 3.41.1 Detailed Description

Definition at line 67 of file jsNative.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/jsNative.h

## 3.42 `_SFVec3fNative` Struct Reference

### Data Fields

- int **valueChanged**
- struct **SFColor** **v**

### 3.42.1 Detailed Description

Definition at line 62 of file `jsNative.h`.

The documentation for this struct was generated from the following file:

- `src/lib/world_script/jsNative.h`

## 3.43 `_SFVec4dNative` Struct Reference

### Data Fields

- int **valueChanged**
- struct **SFVec4d** **v**

### 3.43.1 Detailed Description

Definition at line 91 of file `jsNative.h`.

The documentation for this struct was generated from the following file:

- `src/lib/world_script/jsNative.h`

## 3.44 `_SFVec4fNative` Struct Reference

### Data Fields

- int **valueChanged**
- struct **SFVec4f** **v**

### 3.44.1 Detailed Description

Definition at line 86 of file `jsNative.h`.

The documentation for this struct was generated from the following file:

- `src/lib/world_script/jsNative.h`

## 3.45 `_urlRequest` Struct Reference

### Data Fields

- char **url** [FILENAME\_MAX]
- void \* **instance**
- unsigned int **notifyCode**

### 3.45.1 Detailed Description

Definition at line 57 of file pluginUtils.h.

The documentation for this struct was generated from the following files:

- src/lib/plugin/pluginUtils.h
- src/plugin/plugin\_utils.h

## 3.46 \_X3DNode Union Reference

### Data Fields

- int **type**
- **\_intX3D\_MFBool X3D\_MFBool**
- **\_intX3D\_SFBool X3D\_SFBool**
- **\_intX3D\_SFFloat X3D\_SFFloat**
- **\_intX3D\_SFTime X3D\_SFTime**
- **\_intX3D\_SFInt32 X3D\_SFInt32**
- **\_intX3D\_MFColor X3D\_MFColor**
- **\_intX3D\_MFColorRGBA X3D\_MFColorRGBA**
- **\_intX3D\_SFString X3D\_SFString**
- **\_intX3D\_SFNode X3D\_SFNode**
- **\_intX3D\_SFRotation X3D\_SFRotation**
- **\_intX3D\_SFVec2f X3D\_SFVec2f**
- **\_intX3D\_SFVec2d X3D\_SFVec2d**
- **\_intX3D\_SFColor X3D\_SFColor**
- **\_intX3D\_SFColor X3D\_SFVec3f**
- **\_intX3D\_SFVec3d X3D\_SFVec3d**
- **\_intX3D\_SFColorRGBA X3D\_SFColorRGBA**
- **\_intX3D\_MFFloat X3D\_MFFloat**
- **\_intX3D\_MFTime X3D\_MFTime**
- **\_intX3D\_MFInt32 X3D\_MFInt32**
- **\_intX3D\_MFString X3D\_MFString**
- **\_intX3D\_MFNode X3D\_MFNode**
- **\_intX3D\_MFRotation X3D\_MFRotation**
- **\_intX3D\_MFVec2f X3D\_MFVec2f**
- **\_intX3D\_MFVec3f X3D\_MFVec3f**
- **\_intX3D\_MFImage X3D\_MFImage**
- **\_intX3D\_MFVec3d X3D\_MFVec3d**

### 3.46.1 Detailed Description

Definition at line 87 of file X3DNode.h.

The documentation for this union was generated from the following file:

- src/libeai/X3DNode.h

### 3.47 ActiveRegion Struct Reference

#### Data Fields

- **GLUhalfEdge \* eUp**
- **DictNode \* nodeUp**
- int **windingNumber**
- GLboolean **inside**
- GLboolean **sentinel**
- GLboolean **dirty**
- GLboolean **fixUpperEdge**

#### 3.47.1 Detailed Description

Definition at line 59 of file sweep.h.

The documentation for this struct was generated from the following file:

- src/libtess/sweep.h

### 3.48 anyVrml Union Reference

#### 3.48.1 Detailed Description

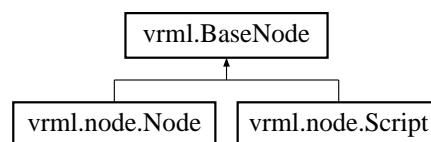
Definition at line 55 of file CParseGeneral.h.

The documentation for this union was generated from the following file:

- src/lib/vrml\_parser/CParseGeneral.h

### 3.49 vrml.BaseNode Class Reference

Inheritance diagram for vrml.BaseNode:



#### Public Member Functions

- **BaseNode** (String id)
- void **\_set\_nodeid** (String id)
- String **\_get\_nodeid** ()
- String **getType** ()
- **Browser** **getBrowser** ()

### 3.49.1 Detailed Description

Definition at line 5 of file BaseNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/BaseNode.java

## 3.50 block Struct Reference

### Data Fields

- short int **dct\_recon** [8][8]
- short int **dct\_dc\_y\_past**
- short int **dct\_dc\_cr\_past**
- short int **dct\_dc\_cb\_past**

### 3.50.1 Detailed Description

Definition at line 182 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

## 3.51 brotoDefpair Struct Reference

### Data Fields

- struct **X3D\_Node** \* **node**
- char \* **name**

### 3.51.1 Detailed Description

Definition at line 4279 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParseParser.c

## 3.52 brotoIS Struct Reference

### Data Fields

- struct **X3D\_Proto** \* **proto**
- char \* **protofieldname**
- int **pmode**
- int **iprotofield**
- int **type**
- struct **X3D\_Node** \* **node**
- char \* **nodefieldname**
- int **mode**
- int **ifield**
- int **source**

### 3.52.1 Detailed Description

Definition at line 4425 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParseParser.c

## 3.53 brotoRoute Struct Reference

### Data Fields

- struct **X3D\_Node** \* **fromNode**
- int **fromOfs**
- struct **X3D\_Node** \* **toNode**
- int **toOfs**
- int **ft**

### 3.53.1 Detailed Description

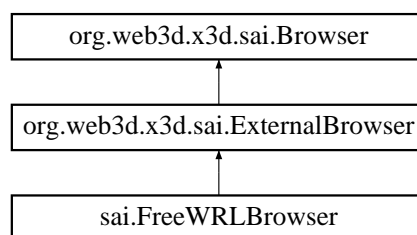
Definition at line 4052 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParseParser.c

## 3.54 org.web3d.x3d.sai.Browser Interface Reference

Inheritance diagram for org.web3d.x3d.sai.Browser:



### Public Member Functions

- **X3DScene importDocument** (Node element) throws InvalidBrowserException, InvalidDocumentException, NotSupportedException, ConnectionException
- String **getName** () throws InvalidBrowserException, ConnectionException
- String **getVersion** () throws InvalidBrowserException, ConnectionException
- **ProfileInfo getProfile** (String name) throws InvalidBrowserException, NotSupportedException, ConnectionException
- **ProfileInfo[] getSupportedProfiles** () throws InvalidBrowserException, ConnectionException
- **ComponentInfo[] getSupportedComponents** () throws InvalidBrowserException, ConnectionException
- **ComponentInfo getComponent** (String name, int level) throws InvalidBrowserException, NotSupportedException, ConnectionException
- **X3DExecutionContext getExecutionContext** () throws InvalidBrowserException, ConnectionException



- **X3DScene** **createScene** (**ProfileInfo** profile, **ComponentInfo**[] components) throws **InvalidBrowserException**, **ConnectionException**
- float **getCurrentSpeed** () throws **InvalidBrowserException**, **ConnectionException**
- float **getCurrentFrameRate** () throws **InvalidBrowserException**, **ConnectionException**
- void **replaceWorld** (**X3DScene** scene) throws **InvalidBrowserException**, **ConnectionException**
- void **loadURL** (String[] url, Map parameters) throws **InvalidBrowserException**, **InvalidURLException**, **ConnectionException**
- String **getDescription** () throws **InvalidBrowserException**, **ConnectionException**
- void **setDescription** (String desc) throws **InvalidBrowserException**, **ConnectionException**
- **X3DScene** **createX3DFromString** (String scene) throws **InvalidBrowserException**, **InvalidX3DException**, **NotSupportedException**, **ConnectionException**
- **X3DScene** **createX3DFromStream** (java.io.InputStream is) throws **InvalidBrowserException**, **InvalidX3DException**, **NotSupportedException**, **java.io.IOException**, **ConnectionException**
- **X3DScene** **createX3DFromURL** (String[] url) throws **InvalidBrowserException**, **InvalidX3DException**, **ConnectionException**, **java.io.IOException**
- java.util.Map **getRenderingProperties** () throws **InvalidBrowserException**, **ConnectionException**
- java.util.Map **getBrowserProperties** () throws **InvalidBrowserException**, **ConnectionException**
- void **nextViewpoint** () throws **InvalidBrowserException**, **ConnectionException**
- void **previousViewpoint** () throws **InvalidBrowserException**, **ConnectionException**
- void **firstViewpoint** () throws **InvalidBrowserException**, **ConnectionException**
- void **lastViewpoint** () throws **InvalidBrowserException**, **ConnectionException**
- void **print** (Object obj) throws **InvalidBrowserException**, **ConnectionException**
- void **println** (Object obj) throws **InvalidBrowserException**, **ConnectionException**
- void **dispose** ()

### 3.54.1 Detailed Description

Definition at line 5 of file Browser.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/Browser.java

## 3.55 vrml.Browser Class Reference

### Public Member Functions

- String **toString** ()
- String **getName** ()
- String **getVersion** ()
- float **getCurrentSpeed** ()
- float **getCurrentFrameRate** ()
- **BaseNode**[] **createX3DFromString** (String x3dSyntax) throws **InvalidX3DSyntaxException**
- **BaseNode**[] **createVrmlFromString** (String vrmlSyntax) throws **InvalidVRMLSyntaxException**

### 3.55.1 Detailed Description

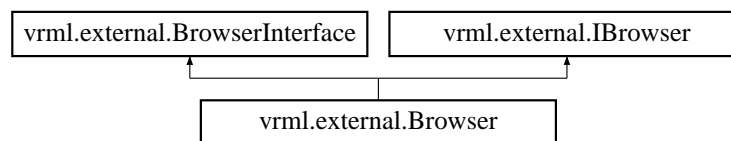
Definition at line 4 of file Browser.java.

The documentation for this class was generated from the following file:

- src/java/vrml/Browser.java

### 3.56 vrml.external.Browser Class Reference

Inheritance diagram for vrml.external.Browser:



#### Public Member Functions

- int **get\_Browser\_EVtype** (int event)
- **EventOutObserver** **get\_Browser\_EVObserver** (int eventno)
- void **Browser\_RL\_Async\_send** (String EVentreply, int eventno)
- **Browser** (Applet pApplet, int portnum)
- **Browser** (Applet pApplet)
- **Browser** (Applet pApplet, String frameName, int index)
- String **getName** ()
- String **getVersion** ()
- int **getEncoding** ()
- float **getCurrentSpeed** ()
- float **getCurrentFrameRate** ()
- String **getWorldURL** ()
- String **getRenderingProperties** ()
- void **replaceWorld** (**Node**[] nodes) throws IllegalArgumentException
- void **loadURL** (String[] url, String[] parameter)
- void **firstViewpoint** ()
- void **lastViewpoint** ()
- void **nextViewpoint** ()
- void **previousViewpoint** ()
- void **setDescription** (String description)
- String **getDescription** ()
- **Node**[] **createX3DFromString** (String vrmlSyntax) throws InvalidVrmlException
- **Node**[] **createVrmlFromString** (String vrmlSyntax) throws InvalidVrmlException
- String **createNode** (String name)
- String **createProto** (String name)
- String **updateNamedNode** (String name, **Node** node)
- String **removeNamedNode** (String name)
- String **getProtoDeclaration** (String name)
- String **updateProtoDeclaration** (String name, String newProtoDecl)
- String **removeProtoDeclaration** (String name)
- String **getNodeFieldDefs** (**Node** myn)
- String **getNodeDEFName** (**Node** myn)
- String **getRoutes** ()
- String **getNodeType** (**Node** myn)
- void **createVrmlFromURL** (String[] url, **Node** node, String event)
- void **addRoute** (**Node** fromNode, String fromEventOut, **Node** toNode, String toEventIn) throws IllegalArgumentException
- void **deleteRoute** (**Node** fromNode, String fromEventOut, **Node** toNode, String toEventIn) throws IllegalArgumentException
- void **beginUpdate** ()
- void **endUpdate** ()
- void **initialize** ()
- void **shutdown** ()
- **Node** **getNode** (String getName) throws InvalidNodeException
- void **close** ()

### Static Public Member Functions

- static **Browser** **getBrowser** (Applet pApplet)
- static **Browser** **getBrowser** (Applet pApplet, int portnum)
- static **Browser** **getBrowser** (Applet pApplet, String frameName, int index)
- static void **SendChildEvent** (int parent, int offset, String fieldName, int Child)
- static void **newSendEvent** (**EventIn** node, String Value)
- static String **SendEventOut** (int nodeptr, int offset, int datasize, String datatype, String command)
- static void **RegisterListener** (**EventOutObserver** f, Object userData, int nodeptr, int offset, String datatype, int datasize, int EventType)
- static void **unRegisterListener** (**EventOutObserver** f, int nodeptr, int offset, String datatype, int datasize, int EventType)

### Static Protected Member Functions

- static String **SendNodeEAIType** (int nodeptr)
- static String **SendEventType** (int nodeptr, String fieldName, String direction)
- static synchronized String **getVRMLreply** (int queryno)

#### 3.56.1 Detailed Description

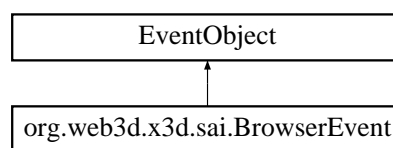
Definition at line 27 of file Browser.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/Browser.java

## 3.57 org.web3d.x3d.sai.BrowserEvent Class Reference

Inheritance diagram for org.web3d.x3d.sai.BrowserEvent:



### Public Member Functions

- **BrowserEvent** (Object b, int a)
- int **getID** ()

### Static Public Attributes

- static final int **INITIALIZED** = 0
- static final int **SHUTDOWN** = 1
- static final int **URL\_ERROR** = 2
- static final int **CONNECTION\_ERROR** = 10
- static final int **LAST\_IDENTIFIER** = 100

### 3.57.1 Detailed Description

Definition at line 5 of file BrowserEvent.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/BrowserEvent.java

## 3.58 sai.BrowserFactory Class Reference

### Static Public Member Functions

- static void **setBrowserFactoryImpl** (**BrowserFactoryImpl** fac) throws `IllegalArgumentException`, `X3DException`, `SecurityException`
- static **X3DComponent** **createX3DComponent** (Map params) throws `NotSupportedException`
- static **ExternalBrowser** **getBrowser** (Applet applet) throws `NotSupportedException`, `NoSuchBrowserException`
- static **ExternalBrowser** **getBrowser** (Applet applet, String frameName, int index) throws `NotSupportedException`, `NoSuchBrowserException`
- static **ExternalBrowser** **getBrowser** (InetAddress address, int port) throws `NotSupportedException`, `NoSuchBrowserException`, `UnknownHostException`, `ConnectionException`

### 3.58.1 Detailed Description

Definition at line 8 of file BrowserFactory.java.

The documentation for this class was generated from the following file:

- src/java/sai/BrowserFactory.java

## 3.59 org.web3d.x3d.sai.BrowserFactoryImpl Interface Reference

Inherited by `sai.FreeWRLFactory`.

### Public Member Functions

- **ExternalBrowser** **getBrowser** (Applet applet) throws `NotSupportedException`, `NoSuchBrowserException`, `ConnectionException`
- **ExternalBrowser** **getBrowser** (Applet applet, String frameName, int index) throws `NotSupportedException`, `NoSuchBrowserException`, `ConnectionException`
- **ExternalBrowser** **getBrowser** (InetAddress add, int port) throws `NotSupportedException`, `NoSuchBrowserException`, `UnknownHostException`, `ConnectionException`
- **X3DComponent** **createX3DComponent** (Map args) throws `NotSupportedException`

### 3.59.1 Detailed Description

Definition at line 8 of file BrowserFactoryImpl.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/BrowserFactoryImpl.java

## 3.60 vrml.external.BrowserGlobals Class Reference

### Static Public Attributes

- static double **TickTime** = 0.0
- static int **EVno** = 0
- static int **EVarray** [] = new int[256]
- static int **EVtype** [] = new int[256]
- static Object **EVObject** [] = new Object[256]
- static **EventOutObserver** **EObserver** [] = new **EventOutObserver**[256]
- static **EAIAsyncThread** **RL\_Async**
- static int **queryno** = 1

### 3.60.1 Detailed Description

Definition at line 4 of file BrowserGlobals.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/BrowserGlobals.java

## 3.61 sai.BrowserGlobals Class Reference

### Static Public Attributes

- static double **TickTime** = 0.0
- static int **EVno** = 0
- static int **EVarray** [] = new int[256]
- static int **EVtype** [] = new int[256]
- static Object **EVObject** [] = new Object[256]
- static **X3DFieldEventListener** **EObserver** [] = new **X3DFieldEventListener**[256]
- static **EAIAsyncThread** **RL\_Async**
- static int **queryno** = 1

### 3.61.1 Detailed Description

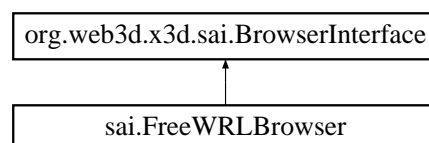
Definition at line 7 of file BrowserGlobals.java.

The documentation for this class was generated from the following file:

- src/java/sai/BrowserGlobals.java

## 3.62 org.web3d.x3d.sai.BrowserInterface Interface Reference

Inheritance diagram for org.web3d.x3d.sai.BrowserInterface:



## Public Member Functions

- int **get\_Browser\_EVtype** (int event)
- **X3DFieldEventListener** **get\_Browser\_EVObserver** (int eventno)
- void **Browser\_RL\_Async\_send** (String EVentreply, int eventno)

### 3.62.1 Detailed Description

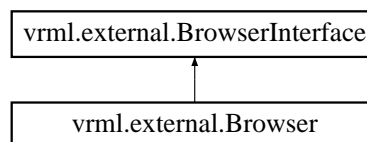
Definition at line 6 of file BrowserInterface.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/BrowserInterface.java

## 3.63 vrml.external.BrowserInterface Interface Reference

Inheritance diagram for vrml.external.BrowserInterface:



## Public Member Functions

- int **get\_Browser\_EVtype** (int event)
- **EventOutObserver** **get\_Browser\_EVObserver** (int eventno)
- void **Browser\_RL\_Async\_send** (String EVentreply, int eventno)

### 3.63.1 Detailed Description

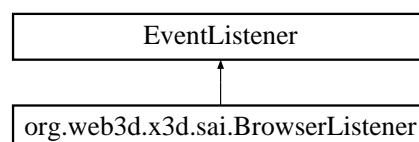
Definition at line 8 of file BrowserInterface.java.

The documentation for this interface was generated from the following file:

- src/java/vrml/external/BrowserInterface.java

## 3.64 org.web3d.x3d.sai.BrowserListener Interface Reference

Inheritance diagram for org.web3d.x3d.sai.BrowserListener:



## Public Member Functions

- void **browserChanged** (**BrowserEvent** evt)

### 3.64.1 Detailed Description

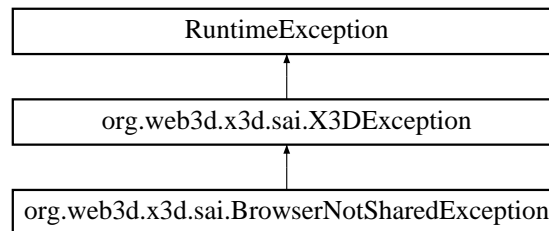
Definition at line 6 of file BrowserListener.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/BrowserListener.java

## 3.65 org.web3d.x3d.sai.BrowserNotSharedException Class Reference

Inheritance diagram for org.web3d.x3d.sai.BrowserNotSharedException:



### Public Member Functions

- **BrowserNotSharedException** (String msg)

### 3.65.1 Detailed Description

Definition at line 3 of file BrowserNotSharedException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/BrowserNotSharedException.java

## 3.66 CachedVertex Struct Reference

### Data Fields

- GLdouble **coords** [3]
- void \* **data**

### 3.66.1 Detailed Description

Definition at line 54 of file tess.h.

The documentation for this struct was generated from the following file:

- src/libtess/tess.h

## 3.67 cbDataExactName Struct Reference

### Data Fields

- char \* **fname**

- union **anyVrml** \* **fieldValue**
- int **mode**
- int **type**
- int **jfield**
- int **source**
- int **publicfield**

### 3.67.1 Detailed Description

Definition at line 5293 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParseParser.c

## 3.68 cbDataRootNameAndRouteDir Struct Reference

### Data Fields

- char \* **fname**
- int **PKW\_eventType**
- union **anyVrml** \* **fieldValue**
- int **mode**
- int **type**
- int **jfield**
- int **source**
- int **publicfield**

### 3.68.1 Detailed Description

Definition at line 5334 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParseParser.c

## 3.69 coded\_block\_pattern\_entry Struct Reference

### Data Fields

- unsigned int **cbp**
- int **num\_bits**

### 3.69.1 Detailed Description

Definition at line 770 of file mpeg.h.

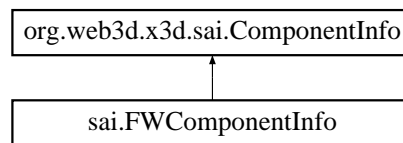
The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h



## 3.70 org.web3d.x3d.sai.ComponentInfo Interface Reference

Inheritance diagram for org.web3d.x3d.sai.ComponentInfo:



### Public Member Functions

- String **getName** ()
- int **getLevel** ()
- String **getTitle** ()
- String **getProviderURL** ()
- String **toX3DString** ()

#### 3.70.1 Detailed Description

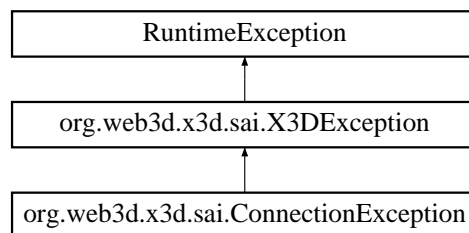
Definition at line 3 of file ComponentInfo.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/ComponentInfo.java

## 3.71 org.web3d.x3d.sai.ConnectionException Class Reference

Inheritance diagram for org.web3d.x3d.sai.ConnectionException:



### Public Member Functions

- **ConnectionException** (String msg)

#### 3.71.1 Detailed Description

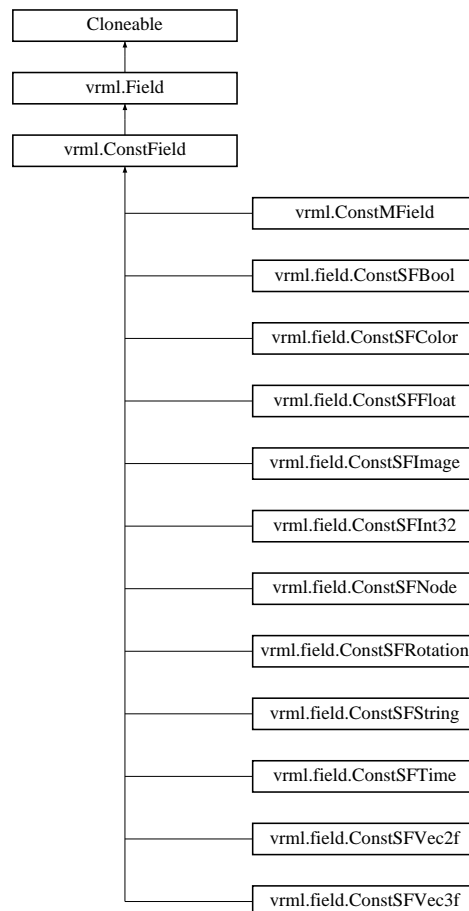
Definition at line 3 of file ConnectionException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/ConnectionException.java

### 3.72 vrml.ConstField Class Reference

Inheritance diagram for vrml.ConstField:



#### Additional Inherited Members

#### 3.72.1 Detailed Description

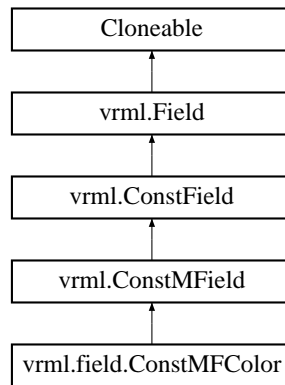
Definition at line 3 of file ConstField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/ConstField.java

### 3.73 vrml.field.ConstMFColor Class Reference

Inheritance diagram for vrml.field.ConstMFColor:



### Public Member Functions

- **ConstMFCOLOR** (float[] colors)
- **ConstMFCOLOR** (int size, float[] colors)
- **ConstMFCOLOR** (float[][] colors)
- void **getValue** (float[] colors)
- void **getValue** (float[][] colors)
- void **get1Value** (int index, float[] colors)
- void **get1Value** (int index, **SFCOLOR** sfColor)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.73.1 Detailed Description

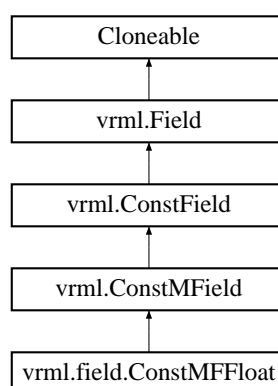
Definition at line 10 of file `ConstMFCOLOR.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/field/ConstMFCOLOR.java`

## 3.74 vrml.field.ConstMFFloat Class Reference

Inheritance diagram for `vrml.field.ConstMFFloat`:



## Public Member Functions

- **ConstMFFloat** (float[] f)
- **ConstMFFloat** (int size, float[] f)
- void **getValue** (float[] f)
- float **get1Value** (int index)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 3.74.1 Detailed Description

Definition at line 10 of file ConstMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstMFFloat.java

## 3.75 vrml.ConstMField Class Reference

Inheritance diagram for vrml.ConstMField:



## Public Member Functions

- `int getSize ()`

## Data Fields

- `Vector __vect = new Vector()`

## Protected Member Functions

- `final void __update1Read (int index)`

### 3.75.1 Detailed Description

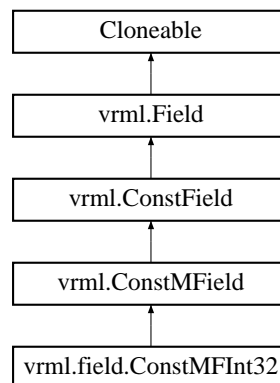
Definition at line 4 of file ConstMField.java.

The documentation for this class was generated from the following file:

- `src/java/vrml/ConstMField.java`

## 3.76 vrml.field.ConstMFlnt32 Class Reference

Inheritance diagram for vrml.field.ConstMFlnt32:



## Public Member Functions

- `ConstMFlnt32 (int[] value)`
- `ConstMFlnt32 (int size, int[] value)`
- `void getValue (int[] value)`
- `int get1Value (int index)`
- `String toString ()`
- `void __fromPerl (BufferedReader in) throws IOException`
- `void __toPerl (PrintWriter out) throws IOException`

## Additional Inherited Members

### 3.76.1 Detailed Description

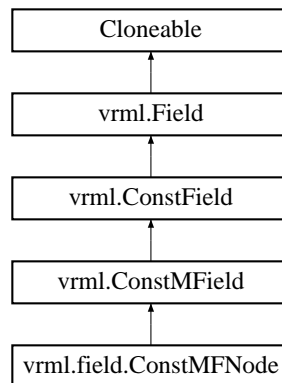
Definition at line 10 of file ConstMFlnt32.java.

The documentation for this class was generated from the following file:

- `src/java/vrml/field/ConstMField32.java`

### 3.77 `vrml.field.ConstMFNode` Class Reference

Inheritance diagram for `vrml.field.ConstMFNode`:



#### Public Member Functions

- **ConstMFNode** (**BaseNode**[] node)
- **ConstMFNode** (int size, **BaseNode**[] node)
- void **getValue** (**BaseNode**[] node)
- **BaseNode** **get1Value** (int index)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

#### Additional Inherited Members

##### 3.77.1 Detailed Description

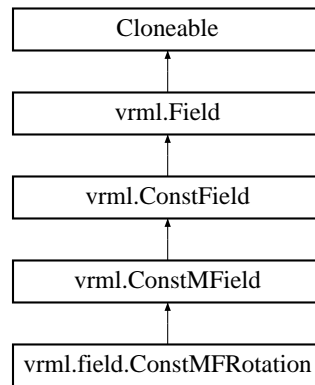
Definition at line 10 of file `ConstMFNode.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/field/ConstMFNode.java`

### 3.78 `vrml.field.ConstMFRotation` Class Reference

Inheritance diagram for `vrml.field.ConstMFRotation`:



### Public Member Functions

- **ConstMFRotation** (float[] rotations)
- **ConstMFRotation** (int size, float[] rotations)
- **ConstMFRotation** (float[][] rotations)
- void **getValue** (float[] rotations)
- void **getValue** (float[][] rotations)
- void **get1Value** (int index, float[] rotations)
- void **get1Value** (int index, **SFRotation** sfRotation)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.78.1 Detailed Description

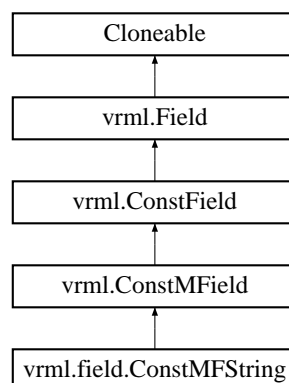
Definition at line 10 of file ConstMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstMFRotation.java

## 3.79 vrml.field.ConstMFString Class Reference

Inheritance diagram for vrml.field.ConstMFString:



## Public Member Functions

- **ConstMFString** (String[] s)
- **ConstMFString** (int size, String[] s)
- void **getValue** (String[] s)
- String **get1Value** (int index)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 3.79.1 Detailed Description

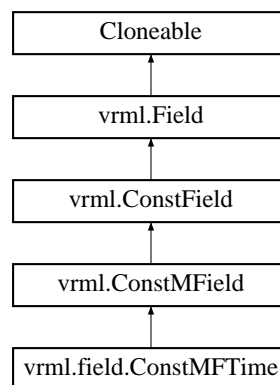
Definition at line 10 of file ConstMFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstMFString.java

## 3.80 vrml.field.ConstMFTIME Class Reference

Inheritance diagram for vrml.field.ConstMFTIME:



## Public Member Functions

- **ConstMFTIME** (double[] value)
- **ConstMFTIME** (int size, double[] value)
- void **getValue** (double[] value)
- double **get1Value** (int index)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 3.80.1 Detailed Description

Definition at line 10 of file ConstMFTIME.java.

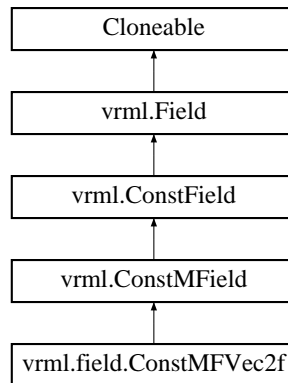
The documentation for this class was generated from the following file:



- src/java/vrml/field/ConstMFTIME.java

### 3.81 vrml.field.ConstMFVec2f Class Reference

Inheritance diagram for vrml.field.ConstMFVec2f:



#### Public Member Functions

- **ConstMFVec2f** (float[] vec2fs)
- **ConstMFVec2f** (int size, float[] vec2fs)
- **ConstMFVec2f** (float[][] vec2fs)
- void **getValue** (float[] vec2fs)
- void **getValue** (float[][] vec2fs)
- void **get1Value** (int index, float[] vec2fs)
- void **get1Value** (int index, **SFVec2f** sfVec2f)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

#### Additional Inherited Members

##### 3.81.1 Detailed Description

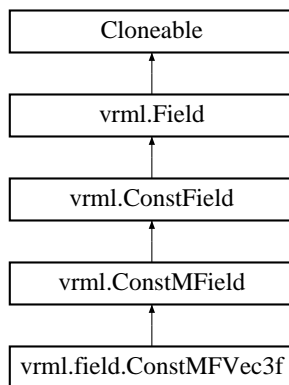
Definition at line 10 of file `ConstMFVec2f.java`.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstMFVec2f.java

### 3.82 vrml.field.ConstMFVec3f Class Reference

Inheritance diagram for vrml.field.ConstMFVec3f:



### Public Member Functions

- **ConstMFVec3f** (float[] vec3fs)
- **ConstMFVec3f** (int size, float[] vec3fs)
- **ConstMFVec3f** (float[][] vec3fs)
- void **getValue** (float[] vec3fs)
- void **getValue** (float[][] vec3fs)
- void **get1Value** (int index, float[] vec3fs)
- void **get1Value** (int index, **SFVec3f** sfVec3f)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.82.1 Detailed Description

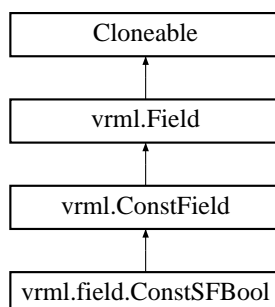
Definition at line 10 of file ConstMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstMFVec3f.java

### 3.83 vrml.field.ConstSFBool Class Reference

Inheritance diagram for vrml.field.ConstSFBool:



## Public Member Functions

- **ConstSFBool** (boolean value)
- boolean **getValue** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 3.83.1 Detailed Description

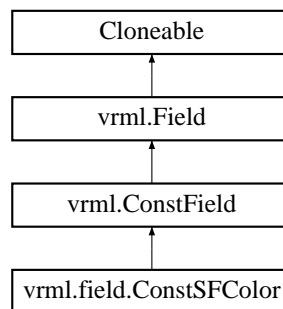
Definition at line 10 of file ConstSFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFBool.java

## 3.84 vrml.field.ConstSFColor Class Reference

Inheritance diagram for vrml.field.ConstSFColor:



## Public Member Functions

- **ConstSFColor** (float red, float green, float blue)
- void **getValue** (float[] values)
- float **getRed** ()
- float **getGreen** ()
- float **getBlue** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 3.84.1 Detailed Description

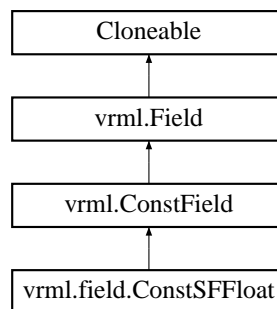
Definition at line 10 of file ConstSFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFColor.java

### 3.85 vrml.field.ConstSFFloat Class Reference

Inheritance diagram for vrml.field.ConstSFFloat:



#### Public Member Functions

- **ConstSFFloat** (float f)
- float **getValue** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

#### Additional Inherited Members

##### 3.85.1 Detailed Description

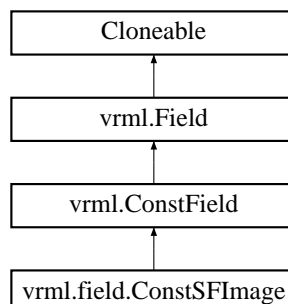
Definition at line 10 of file ConstSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFFloat.java

### 3.86 vrml.field.ConstSFImage Class Reference

Inheritance diagram for vrml.field.ConstSFImage:



#### Public Member Functions

- **ConstSFImage** (int width, int height, int components, byte[] pixels)
- int **getWidth** ()

- int **getHeight** ()
- int **getComponents** ()
- byte[] **getPixels** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.86.1 Detailed Description

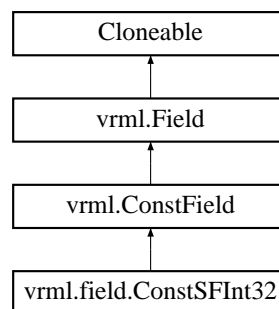
Definition at line 10 of file ConstSFImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFImage.java

## 3.87 vrml.field.ConstSfInt32 Class Reference

Inheritance diagram for vrml.field.ConstSfInt32:



### Public Member Functions

- **ConstSfInt32** (int value)
- int **getValue** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.87.1 Detailed Description

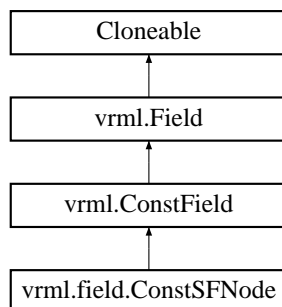
Definition at line 10 of file ConstSfInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSfInt32.java

### 3.88 vrml.field.ConstSFNode Class Reference

Inheritance diagram for vrml.field.ConstSFNode:



#### Public Member Functions

- **ConstSFNode** (**BaseNode** node)
- **BaseNode** **getValue** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

#### Additional Inherited Members

##### 3.88.1 Detailed Description

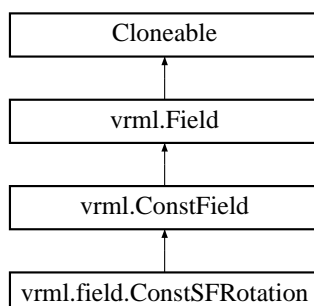
Definition at line 10 of file ConstSFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFNode.java

### 3.89 vrml.field.ConstSFRotation Class Reference

Inheritance diagram for vrml.field.ConstSFRotation:



#### Public Member Functions

- **ConstSFRotation** (float axisX, float axisY, float axisZ, float angle)
- void **getValue** (float[] values)

- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.89.1 Detailed Description

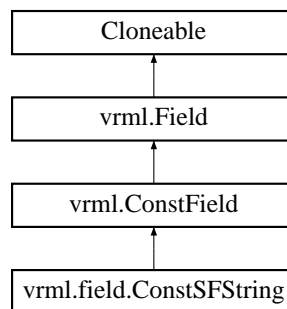
Definition at line 10 of file ConstSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFRotation.java

## 3.90 vrml.field.ConstSFString Class Reference

Inheritance diagram for vrml.field.ConstSFString:



### Public Member Functions

- **ConstSFString** (String s)
- String **getValue** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.90.1 Detailed Description

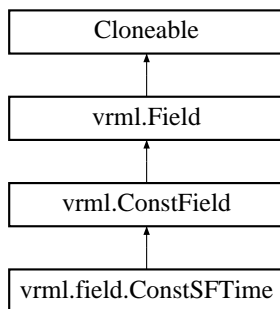
Definition at line 10 of file ConstSFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFString.java

## 3.91 vrml.field.ConstSFTime Class Reference

Inheritance diagram for vrml.field.ConstSFTime:



### Public Member Functions

- **ConstSFTTime** (double value)
- double **getValue** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.91.1 Detailed Description

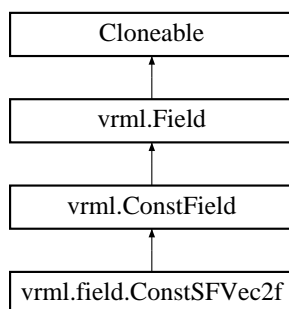
Definition at line 10 of file ConstSFTTime.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFTTime.java

## 3.92 vrml.field.ConstSFVec2f Class Reference

Inheritance diagram for vrml.field.ConstSFVec2f:



### Public Member Functions

- **ConstSFVec2f** (float x, float y)
- void **getValue** (float[] values)
- float **getX** ()
- float **getY** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException



## Additional Inherited Members

### 3.92.1 Detailed Description

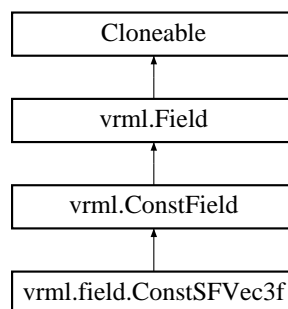
Definition at line 10 of file ConstSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFVec2f.java

## 3.93 vrml.field.ConstSFVec3f Class Reference

Inheritance diagram for vrml.field.ConstSFVec3f:



## Public Member Functions

- **ConstSFVec3f** (float x, float y, float z)
- void **getValue** (float[] values)
- float **getX** ()
- float **getY** ()
- float **getZ** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 3.93.1 Detailed Description

Definition at line 10 of file ConstSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFVec3f.java

## 3.94 CR\_RegStruct Struct Reference

### Data Fields

- int **adrem**
- struct **X3D\_Node** \* **from**

- int **fromoffset**
- struct **X3D\_Node** \* **to**
- int **toOfs**
- int **fieldType**
- void \* **intptr**
- int **scrdir**
- int **extra**

### 3.94.1 Detailed Description

Definition at line 337 of file CRoutes.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CRoutes.c

## 3.95 CRjsnameStruct Struct Reference

### Data Fields

- int **type**
- char **name** [MAXJSVARIABLELENGTH]
- JSScript \* **eventInFunction**

### 3.95.1 Detailed Description

Definition at line 40 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/CScripts.h

## 3.96 CRscriptStruct Struct Reference

### Data Fields

- int **thisScriptType**
- int **\_initialized**
- JSContext \* **cx**
- JSObject \* **glob**
- JSScript \* **eventsProcessed**
- char \* **scriptText**
- struct **ScriptParamList** \* **paramList**
- int **scriptOK**

### 3.96.1 Detailed Description

Definition at line 181 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/CScripts.h

## 3.97 CRStruct Struct Reference

### Data Fields

- struct **X3D\_Node** \* **routeFromNode**
- int **fnptr**
- int **tonode\_count**
- **CRnodeStruct** \* **tonodes**
- int **isActive**
- int **len**
- void(\* **interpptr**)(void \*)
- int **direction\_flag**
- int **extra**
- int **intTimeStamp**

### 3.97.1 Detailed Description

Definition at line 44 of file CRoutes.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CRoutes.h

## 3.98 currayhit Struct Reference

### Data Fields

- struct **X3D\_Node** \* **hitNode**
- GLDOUBLE **modelMatrix** [16]
- GLDOUBLE **projMatrix** [16]

### 3.98.1 Detailed Description

Definition at line 39 of file RenderFuncs.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/RenderFuncs.h

## 3.99 datChnk Struct Reference

### Data Fields

- char **chunkID** [4]
- int32\_t **chunkSize**

### 3.99.1 Detailed Description

Definition at line 65 of file soundheader.h.

The documentation for this struct was generated from the following file:

- src/sound/soundheader.h

### 3.100 `dct_dc_size_entry` Struct Reference

#### Data Fields

- unsigned int **value**
- int **num\_bits**

#### 3.100.1 Detailed Description

Definition at line 797 of file `mpeg.h`.

The documentation for this struct was generated from the following file:

- `src/lib/scenegraph/mpeg.h`

### 3.101 `DDS_header` Union Reference

#### Data Fields

- struct {
  - unsigned int **dwMagic**
  - unsigned int **dwSize**
  - unsigned int **dwFlags**
  - unsigned int **dwHeight**
  - unsigned int **dwWidth**
  - unsigned int **dwPitchOrLinearSize**
  - unsigned int **dwDepth**
  - unsigned int **dwMipMapCount**
  - unsigned int **dwReserved1** [11]
  - struct {
    - unsigned int **dwSize**
    - unsigned int **dwFlags**
    - unsigned int **dwFourCC**
    - unsigned int **dwRGBBitCount**
    - unsigned int **dwRBitMask**
    - unsigned int **dwGBitMask**
    - unsigned int **dwBBitMask**
    - unsigned int **dwAlphaBitMask**
  - } **sPixelFormat**
  - struct {
    - unsigned int **dwCaps1**
    - unsigned int **dwCaps2**
    - unsigned int **dwDD SX**
    - unsigned int **dwReserved**
  - } **sCaps**
  - unsigned int **dwReserved2**
- };
- char **data** [128]

#### 3.101.1 Detailed Description

Definition at line 149 of file `Component_CubeMapTexturing.h`.

The documentation for this union was generated from the following file:

- src/lib/scenegraph/Component\_CubeMapTexturing.h

## 3.102 DdsLoadInfo Struct Reference

### Data Fields

- bool **compressed**
- bool **swap**
- bool **palette**
- unsigned int **divSize**
- unsigned int **blockBytes**
- GLenum **internalFormat**
- GLenum **externalFormat**
- GLenum **type**

### 3.102.1 Detailed Description

Definition at line 128 of file Component\_CubeMapTexturing.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_CubeMapTexturing.c

## 3.103 Dict Struct Reference

### Data Fields

- **DictNode** **head**
- void \* **frame**
- int(\* **leq** )(void \*frame, DictKey key1, DictKey key2)

### 3.103.1 Detailed Description

Definition at line 94 of file dict-list.h.

The documentation for this struct was generated from the following files:

- src/libtess/dict-list.h
- src/libtess/dict.h

## 3.104 DictNode Struct Reference

### Data Fields

- DictKey **key**
- **DictNode** \* **next**
- **DictNode** \* **prev**

### 3.104.1 Detailed Description

Definition at line 88 of file dict-list.h.

The documentation for this struct was generated from the following files:

- src/libtess/dict-list.h
- src/libtess/dict.h

## 3.105 EAI\_ListenerStruct Struct Reference

### Data Fields

- int **FreeWRL\_RegisterNumber**
- int **type**
- int **datasize**
- void \* **dataArea**
- void \* **arg**
- void(\* **functionHandler**)(X3DNode \*, double, void \*arg)

### 3.105.1 Detailed Description

Definition at line 11 of file EAI\_C\_Advise.c.

The documentation for this struct was generated from the following file:

- src/libeai/EAI\_C\_Advise.c

## 3.106 vrml.external.FreeWRLEAI.EAIAsyncMessage Class Reference

### Data Fields

- String **value**
- int **EventNumber**
- **EAIAsyncMessage** prev
- **EAIAsyncMessage** next

### 3.106.1 Detailed Description

Definition at line 20 of file EAIAsyncMessage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/EAIAsyncMessage.java

## 3.107 sai.eai.EAIAsyncMessage Class Reference

### Data Fields

- String **value**
- int **EventNumber**
- **EAIAsyncMessage** prev
- **EAIAsyncMessage** next

### 3.107.1 Detailed Description

Definition at line 20 of file EAIAsyncMessage.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/EAIAsyncMessage.java

## 3.108 vrml.external.FreeWRLEAI.EAIAsyncQueue Class Reference

### Public Member Functions

- synchronized void **enqueue** (**EAIAsyncMessage** msg)
- synchronized **EAIAsyncMessage** **dequeue** ()
- boolean **isEmpty** ()

### 3.108.1 Detailed Description

Definition at line 20 of file EAIAsyncQueue.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/EAIAsyncQueue.java

## 3.109 sai.eai.EAIAsyncQueue Class Reference

### Public Member Functions

- synchronized void **enqueue** (**EAIAsyncMessage** msg)
- synchronized **EAIAsyncMessage** **dequeue** ()
- boolean **isEmpty** ()

### 3.109.1 Detailed Description

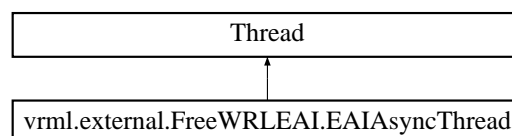
Definition at line 20 of file EAIAsyncQueue.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/EAIAsyncQueue.java

## 3.110 vrml.external.FreeWRLEAI.EAIAsyncThread Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.EAIAsyncThread:



## Public Member Functions

- void **run** ()
- synchronized void **send** (String eaistring, int indx)
- synchronized void **stopThread** ()

### 3.110.1 Detailed Description

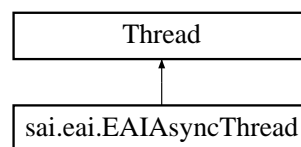
Definition at line 34 of file EAIAsyncThread.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/EAIAsyncThread.java

## 3.111 sai.eai.EAIAsyncThread Class Reference

Inheritance diagram for sai.eai.EAIAsyncThread:



## Public Member Functions

- void **run** ()
- synchronized void **send** (String eaistring, int indx)
- synchronized void **stopThread** ()

### 3.111.1 Detailed Description

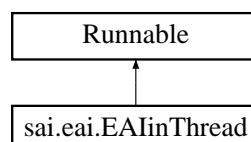
Definition at line 36 of file EAIAsyncThread.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/EAIAsyncThread.java

## 3.112 sai.eai.EAlinThread Class Reference

Inheritance diagram for sai.eai.EAlinThread:



## Public Member Functions

- **EAlinThread** (Socket s, Applet d, PrintWriter pwtoBrowserjava, **BrowserInterface** me)
- void **run** ()



### 3.112.1 Detailed Description

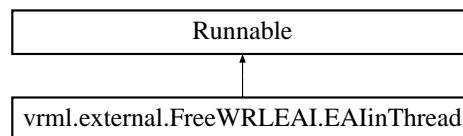
Definition at line 12 of file EAlinThread.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/EAlinThread.java

## 3.113 vrml.external.FreeWRLEAI.EAlinThread Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.EAlinThread:



### Public Member Functions

- **EAlinThread** (Socket s, Applet d, PrintWriter pwtoBrowserjava, **Browser** me)
- void **run** ()

### 3.113.1 Detailed Description

Definition at line 13 of file EAlinThread.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/EAlinThread.java

## 3.114 sai.eai.EAIMessage Class Reference

### Public Member Functions

- **EAIMessage** (String thismsg)

### Data Fields

- String **mmm**
- **EAIMessage** **prev**
- **EAIMessage** **next**

### 3.114.1 Detailed Description

Definition at line 20 of file EAIMessage.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/EAIMessage.java

### 3.115 vrml.external.FreeWRLEAI.EAIMessage Class Reference

#### Public Member Functions

- **EAIMessage** (String thismsg)

#### Data Fields

- String **mmm**
- **EAIMessage** **prev**
- **EAIMessage** **next**

#### 3.115.1 Detailed Description

Definition at line 20 of file EAIMessage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/EAIMessage.java

### 3.116 EAINodeIndexStruct Struct Reference

#### Data Fields

- struct **X3D\_Node** \* **actualNodePtr**
- int **nodeType**
- struct **Vector** \* **nodeParams**

#### 3.116.1 Detailed Description

Definition at line 148 of file EAIHelpers.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAIHelpers.c

### 3.117 EAINodeParams Struct Reference

#### Data Fields

- struct **X3D\_Node** \* **thisFieldNodePointer**
- int **fieldOffset**
- int **datalen**
- int **typeString**
- int **scripttype**
- char \* **invokedPROTOValue**

### 3.117.1 Detailed Description

Definition at line 139 of file EAIHelpers.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAIHelpers.c

## 3.118 sai.eai.EAloutQueue Class Reference

### Public Member Functions

- synchronized void **enqueue** (**EAIMessage** msg)
- synchronized **EAIMessage dequeue** ()
- boolean **isEmpty** ()

### 3.118.1 Detailed Description

Definition at line 21 of file EAloutQueue.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/EAloutQueue.java

## 3.119 vrml.external.FreeWRLEAI.EAloutQueue Class Reference

### Public Member Functions

- synchronized void **enqueue** (**EAIMessage** msg)
- synchronized **EAIMessage dequeue** ()
- boolean **isEmpty** ()

### 3.119.1 Detailed Description

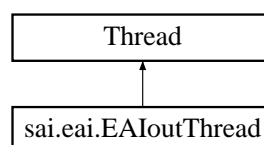
Definition at line 21 of file EAloutQueue.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/EAloutQueue.java

## 3.120 sai.eai.EAloutThread Class Reference

Inheritance diagram for sai.eai.EAloutThread:



## Public Member Functions

- **EAloutThread** (PrintWriter output)
- void **run** ()
- synchronized void **send** (String eaistring)
- synchronized void **stopThread** ()

### 3.120.1 Detailed Description

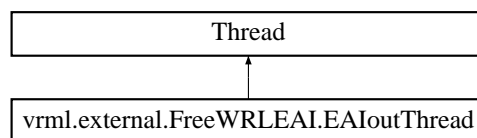
Definition at line 33 of file EAloutThread.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/EAloutThread.java

## 3.121 vrml.external.FreeWRLEAI.EAloutThread Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.EAloutThread:



## Public Member Functions

- **EAloutThread** (PrintWriter output)
- void **run** ()
- synchronized void **send** (String eaistring)
- synchronized void **stopThread** ()

### 3.121.1 Detailed Description

Definition at line 33 of file EAloutThread.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/EAloutThread.java

## 3.122 ECMAValueStruct Struct Reference

### Data Fields

- jsval **JS\_address**
- JSContext \* **context**
- int **valueChanged**
- char \* **name**

### 3.122.1 Detailed Description

Definition at line 57 of file jsUtils.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/jsUtils.h

## 3.123 EdgePair Struct Reference

### Data Fields

- **GLUhalfEdge e**
- **GLUhalfEdge eSym**

### 3.123.1 Detailed Description

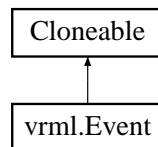
Definition at line 59 of file mesh.c.

The documentation for this struct was generated from the following files:

- src/libtess/mesh.c
- src/libtess/tess.c

## 3.124 vrml.Event Class Reference

Inheritance diagram for vrml.Event:



### Public Member Functions

- **Event** (String name2, double timestamp2, **ConstField** value2)
- String **getName** ()
- double **getTimeStamp** ()
- **ConstField** **getValue** ()
- Object **clone** ()
- String **toString** ()

### 3.124.1 Detailed Description

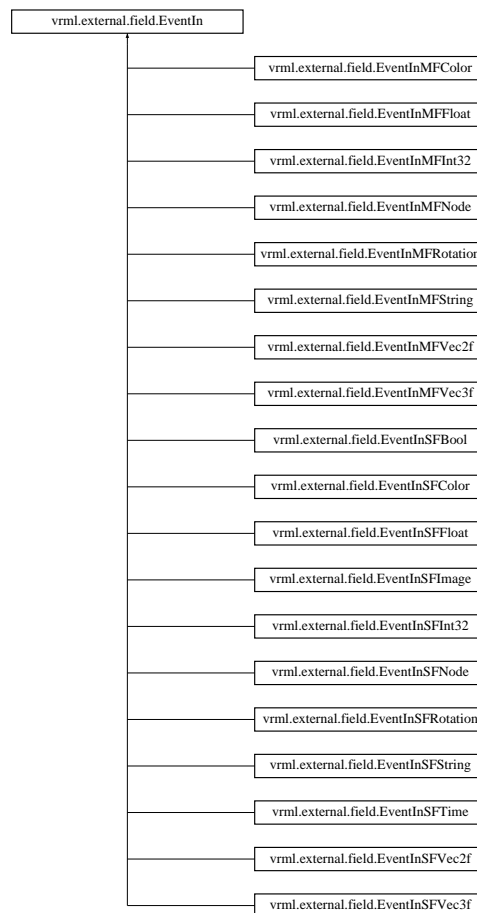
Definition at line 4 of file Event.java.

The documentation for this class was generated from the following file:

- src/java/vrml/Event.java

### 3.125 vrml.external.field.EventIn Class Reference

Inheritance diagram for vrml.external.field.EventIn:



#### Public Member Functions

- int **getIntType** ()
- int **getType** ()

#### Data Fields

- String **command**
- String **inNode**
- int **datasize** = 0
- int **nodeptr** = 0
- int **offset** = 0
- int **ScriptType** = 0
- String **datatype**

#### 3.125.1 Detailed Description

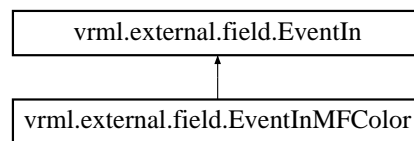
Definition at line 5 of file EventIn.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventIn.java

## 3.126 vrml.external.field.EventInMFCOLOR Class Reference

Inheritance diagram for vrml.external.field.EventInMFCOLOR:



### Public Member Functions

- void **setValue** (float[ ] value) throws IllegalArgumentException
- void **set1Value** (int index, float[ ] value) throws IllegalArgumentException

### Additional Inherited Members

#### 3.126.1 Detailed Description

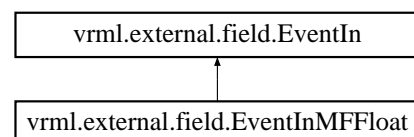
Definition at line 6 of file EventInMFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInMFCOLOR.java

## 3.127 vrml.external.field.EventInMFFLOAT Class Reference

Inheritance diagram for vrml.external.field.EventInMFFLOAT:



### Public Member Functions

- void **setValue** (float[ ] value) throws IllegalArgumentException
- void **set1Value** (int index, float value) throws IllegalArgumentException

### Additional Inherited Members

#### 3.127.1 Detailed Description

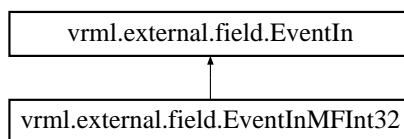
Definition at line 6 of file EventInMFFLOAT.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInMFFLOAT.java

### 3.128 vrml.external.field.EventInMfInt32 Class Reference

Inheritance diagram for vrml.external.field.EventInMfInt32:



#### Public Member Functions

- void **setValue** (int value[]) throws IllegalArgumentException
- void **set1Value** (int index, int value) throws IllegalArgumentException

#### Additional Inherited Members

##### 3.128.1 Detailed Description

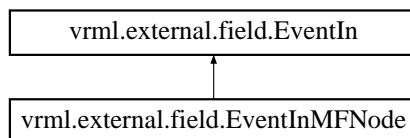
Definition at line 6 of file `EventInMfInt32.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventInMfInt32.java`

### 3.129 vrml.external.field.EventInMFNode Class Reference

Inheritance diagram for vrml.external.field.EventInMFNode:



#### Public Member Functions

- void **setValue** (**Node**[] node) throws IllegalArgumentException
- void **set1Value** (int index, **Node** node) throws IllegalArgumentException

#### Additional Inherited Members

##### 3.129.1 Detailed Description

Definition at line 6 of file `EventInMFNode.java`.

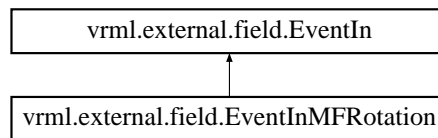
The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventInMFNode.java`



### 3.130 vrml.external.field.EventInMFRotation Class Reference

Inheritance diagram for vrml.external.field.EventInMFRotation:



#### Public Member Functions

- void **setValue** (float[ ] value) throws IllegalArgumentException
- void **set1Value** (int index, float[ ] value) throws IllegalArgumentException

#### Additional Inherited Members

##### 3.130.1 Detailed Description

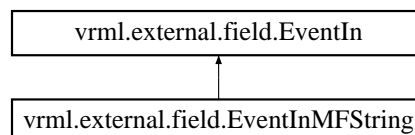
Definition at line 6 of file `EventInMFRotation.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventInMFRotation.java`

### 3.131 vrml.external.field.EventInMFString Class Reference

Inheritance diagram for vrml.external.field.EventInMFString:



#### Public Member Functions

- void **setValue** (String[ ] value) throws IllegalArgumentException
- void **set1Value** (int index, String value) throws IllegalArgumentException

#### Additional Inherited Members

##### 3.131.1 Detailed Description

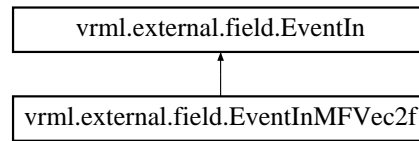
Definition at line 5 of file `EventInMFString.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventInMFString.java`

### 3.132 vrml.external.field.EventInMFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventInMFVec2f:



#### Public Member Functions

- void **setValue** (float[ ][ ] value) throws IllegalArgumentException
- void **set1Value** (int index, float value[ ]) throws IllegalArgumentException

#### Additional Inherited Members

##### 3.132.1 Detailed Description

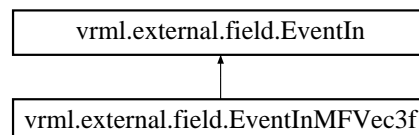
Definition at line 6 of file `EventInMFVec2f.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventInMFVec2f.java`

### 3.133 vrml.external.field.EventInMFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventInMFVec3f:



#### Public Member Functions

- void **setValue** (float[ ][ ] value) throws IllegalArgumentException
- void **set1Value** (int index, float[ ] value) throws IllegalArgumentException

#### Additional Inherited Members

##### 3.133.1 Detailed Description

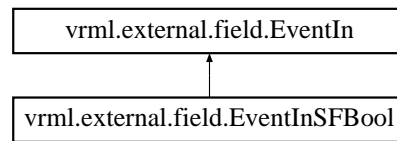
Definition at line 6 of file `EventInMFVec3f.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventInMFVec3f.java`

## 3.134 vrml.external.field.EventInSFBool Class Reference

Inheritance diagram for vrml.external.field.EventInSFBool:



### Public Member Functions

- void **setValue** (boolean value)

### Additional Inherited Members

#### 3.134.1 Detailed Description

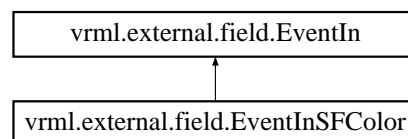
Definition at line 5 of file EventInSFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFBool.java

## 3.135 vrml.external.field.EventInSFColor Class Reference

Inheritance diagram for vrml.external.field.EventInSFColor:



### Public Member Functions

- void **setValue** (float[] value) throws IllegalArgumentException

### Additional Inherited Members

#### 3.135.1 Detailed Description

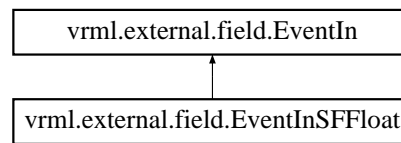
Definition at line 5 of file EventInSFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFColor.java

### 3.136 vrml.external.field.EventInSFFloat Class Reference

Inheritance diagram for vrml.external.field.EventInSFFloat:



#### Public Member Functions

- void **setValue** (float value)

#### Additional Inherited Members

##### 3.136.1 Detailed Description

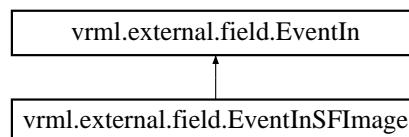
Definition at line 5 of file EventInSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFFloat.java

### 3.137 vrml.external.field.EventInSFImage Class Reference

Inheritance diagram for vrml.external.field.EventInSFImage:



#### Public Member Functions

- void **setValue** (int width, int height, int components, byte[] pixels) throws IllegalArgumentException

#### Additional Inherited Members

##### 3.137.1 Detailed Description

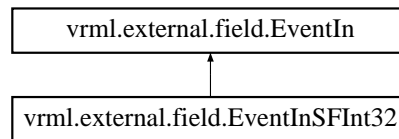
Definition at line 7 of file EventInSFImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFImage.java

## 3.138 vrml.external.field.EventInSFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventInSFInt32:



### Public Member Functions

- void **setValue** (Integer value)
- void **setValue** (int value)

### Additional Inherited Members

#### 3.138.1 Detailed Description

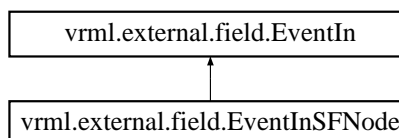
Definition at line 6 of file EventInSFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFInt32.java

## 3.139 vrml.external.field.EventInSFNode Class Reference

Inheritance diagram for vrml.external.field.EventInSFNode:



### Public Member Functions

- void **setValue** (**Node** node)

### Additional Inherited Members

#### 3.139.1 Detailed Description

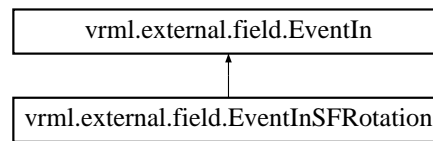
Definition at line 6 of file EventInSFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFNode.java

### 3.140 `vrml.external.field.EventInSFRotation` Class Reference

Inheritance diagram for `vrml.external.field.EventInSFRotation`:



#### Public Member Functions

- void **setValue** (float[] value) throws IllegalArgumentException

#### Additional Inherited Members

##### 3.140.1 Detailed Description

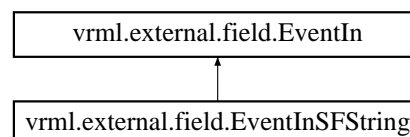
Definition at line 5 of file `EventInSFRotation.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventInSFRotation.java`

### 3.141 `vrml.external.field.EventInSFString` Class Reference

Inheritance diagram for `vrml.external.field.EventInSFString`:



#### Public Member Functions

- void **setValue** (String value)

#### Additional Inherited Members

##### 3.141.1 Detailed Description

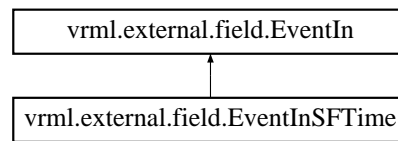
Definition at line 6 of file `EventInSFString.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventInSFString.java`

## 3.142 vrml.external.field.EventInSfTime Class Reference

Inheritance diagram for vrml.external.field.EventInSfTime:



### Public Member Functions

- void **setValue** (double value)

### Additional Inherited Members

#### 3.142.1 Detailed Description

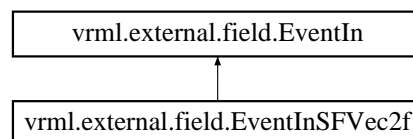
Definition at line 6 of file EventInSfTime.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSfTime.java

## 3.143 vrml.external.field.EventInSFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventInSFVec2f:



### Public Member Functions

- void **setValue** (float[] value) throws IllegalArgumentException

### Additional Inherited Members

#### 3.143.1 Detailed Description

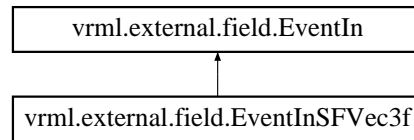
Definition at line 5 of file EventInSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFVec2f.java

### 3.144 vrml.external.field.EventInSFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventInSFVec3f:



#### Public Member Functions

- void **setValue** (float[] value) throws IllegalArgumentException

#### Additional Inherited Members

#### 3.144.1 Detailed Description

Definition at line 5 of file EventInSFVec3f.java.

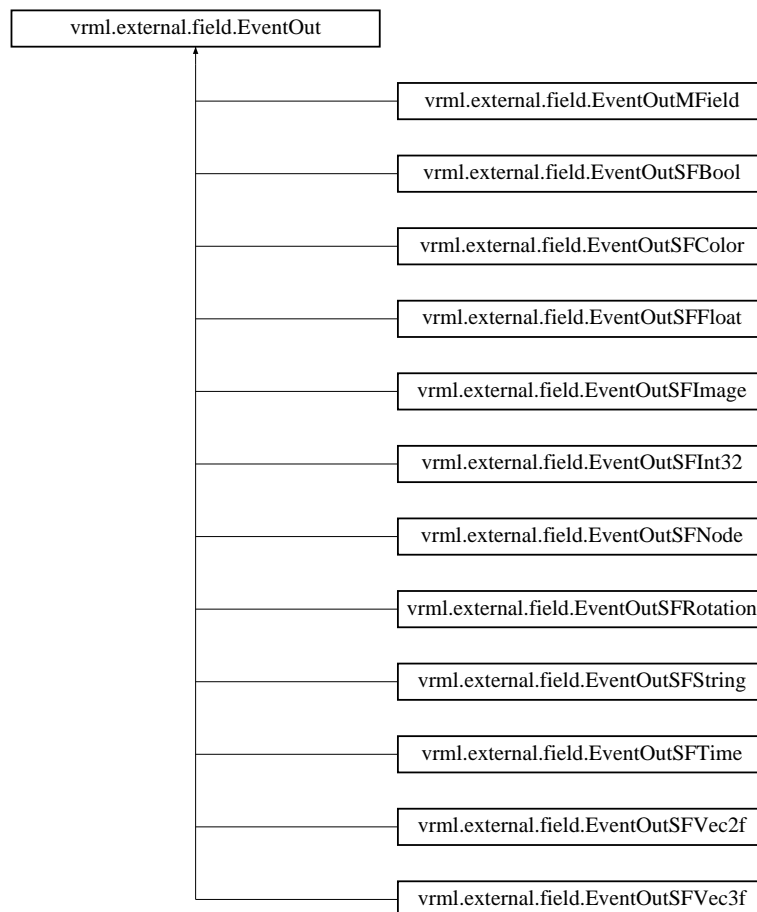
The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFVec3f.java

### 3.145 vrml.external.field.EventOut Class Reference

Inheritance diagram for vrml.external.field.EventOut:





### Public Member Functions

- int **getType** ()
- int **getIntType** ()
- void **advise** (**EventOutObserver** f, Object userData)
- void **unadvise** (**EventOutObserver** f)

### Data Fields

- int **EventType** = FieldTypes.UnknownType
- String **inNode**
- String **RLreturn**
- String **command**
- int **nodeptr** = 0
- int **offset** = 0
- int **datasize** = 0
- String **datatype**
- int **ScriptType** = 0

#### 3.145.1 Detailed Description

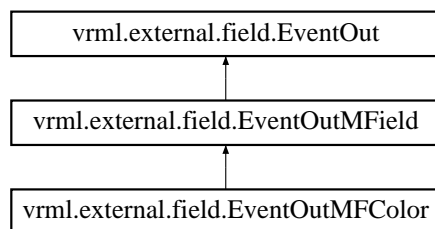
Definition at line 6 of file EventOut.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOut.java

### 3.146 vrml.external.field.EventOutMFCOLOR Class Reference

Inheritance diagram for vrml.external.field.EventOutMFCOLOR:



#### Public Member Functions

- float[ ][ ] **getValue** ()
- float[ ] **get1Value** (int index)

#### Additional Inherited Members

##### 3.146.1 Detailed Description

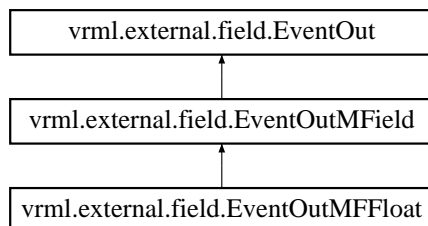
Definition at line 8 of file EventOutMFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutMFCOLOR.java

### 3.147 vrml.external.field.EventOutMFFloat Class Reference

Inheritance diagram for vrml.external.field.EventOutMFFloat:



#### Public Member Functions

- float[ ] **getValue** ()
- float **get1Value** (int index)

#### Additional Inherited Members

##### 3.147.1 Detailed Description

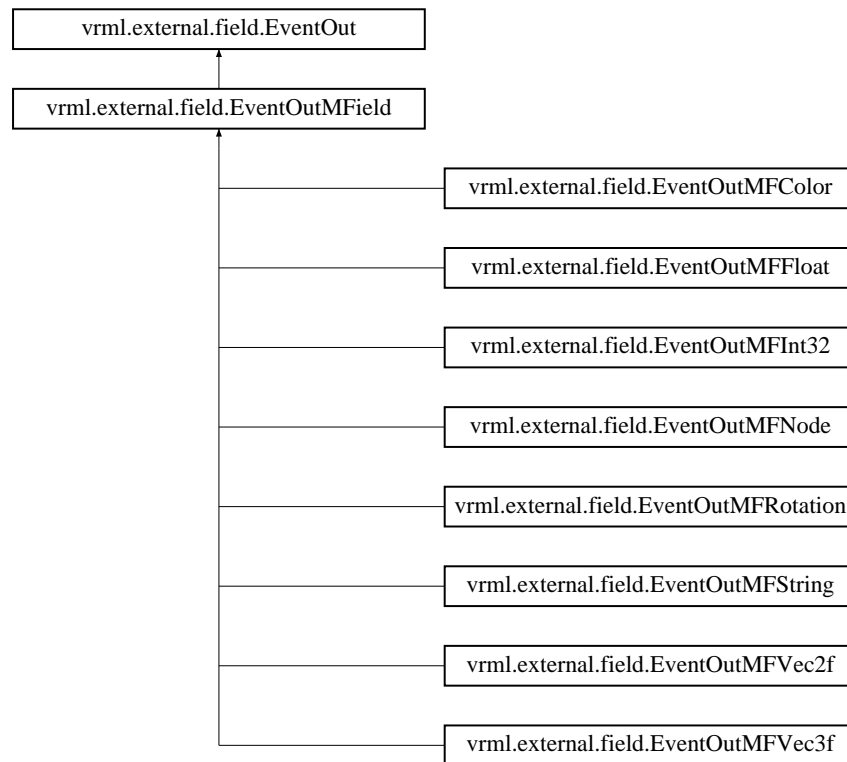
Definition at line 8 of file EventOutMFFloat.java.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventOutMFFloat.java`

### 3.148 vrml.external.field.EventOutMField Class Reference

Inheritance diagram for `vrml.external.field.EventOutMField`:



#### Public Member Functions

- `int getSize ()`

#### Additional Inherited Members

##### 3.148.1 Detailed Description

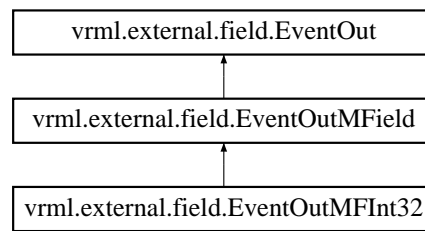
Definition at line 7 of file `EventOutMField.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventOutMField.java`

### 3.149 vrml.external.field.EventOutMFInt32 Class Reference

Inheritance diagram for `vrml.external.field.EventOutMFInt32`:



### Public Member Functions

- `int[] getValue ()`
- `int get1Value (int index)`

### Additional Inherited Members

#### 3.149.1 Detailed Description

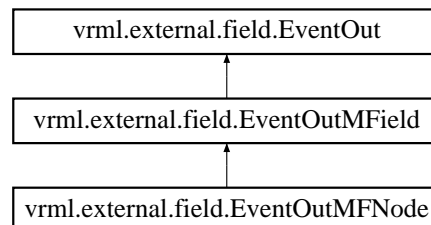
Definition at line 8 of file `EventOutMFieldInt32.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventOutMFieldInt32.java`

## 3.150 vrml.external.field.EventOutMFNode Class Reference

Inheritance diagram for `vrml.external.field.EventOutMFNode`:



### Public Member Functions

- `Node[] getValue ()`
- `Node get1Value (int index)`

### Additional Inherited Members

#### 3.150.1 Detailed Description

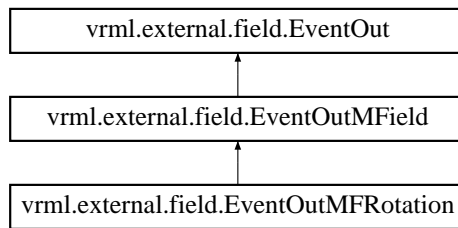
Definition at line 8 of file `EventOutMFNode.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventOutMFNode.java`

## 3.151 vrml.external.field.EventOutMFRotation Class Reference

Inheritance diagram for vrml.external.field.EventOutMFRotation:



### Public Member Functions

- float[[]] **getValue** ()
- float[] **get1Value** (int index)

### Additional Inherited Members

#### 3.151.1 Detailed Description

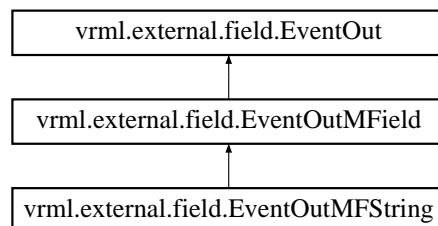
Definition at line 8 of file EventOutMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutMFRotation.java

## 3.152 vrml.external.field.EventOutMFString Class Reference

Inheritance diagram for vrml.external.field.EventOutMFString:



### Public Member Functions

- String[] **getValue** ()
- String **get1Value** (int index)

### Additional Inherited Members

#### 3.152.1 Detailed Description

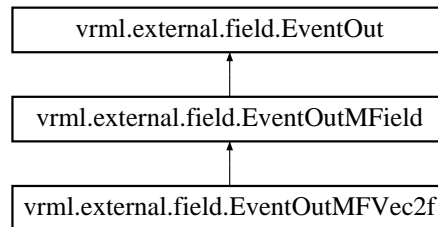
Definition at line 7 of file EventOutMFString.java.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventOutMFString.java`

### 3.153 `vrml.external.field.EventOutMFVec2f` Class Reference

Inheritance diagram for `vrml.external.field.EventOutMFVec2f`:



#### Public Member Functions

- `float[][] getValue ()`
- `float[] get1Value (int index)`

#### Additional Inherited Members

##### 3.153.1 Detailed Description

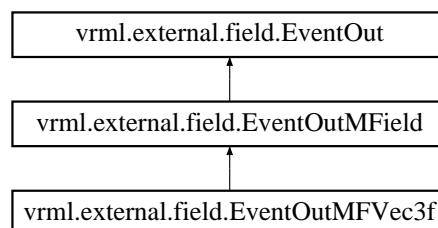
Definition at line 8 of file `EventOutMFVec2f.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventOutMFVec2f.java`

### 3.154 `vrml.external.field.EventOutMFVec3f` Class Reference

Inheritance diagram for `vrml.external.field.EventOutMFVec3f`:



#### Public Member Functions

- `float[][] getValue ()`
- `float[] get1Value (int index)`

## Additional Inherited Members

### 3.154.1 Detailed Description

Definition at line 8 of file EventOutMVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutMVec3f.java

## 3.155 vrml.external.field.EventOutObserver Interface Reference

### Public Member Functions

- void **callback** (**EventOut** value, double timeStamp, Object userData)

### 3.155.1 Detailed Description

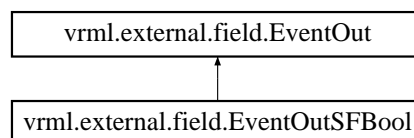
Definition at line 8 of file EventOutObserver.java.

The documentation for this interface was generated from the following file:

- src/java/vrml/external/field/EventOutObserver.java

## 3.156 vrml.external.field.EventOutSFBool Class Reference

Inheritance diagram for vrml.external.field.EventOutSFBool:



### Public Member Functions

- boolean **getValue** ()

## Additional Inherited Members

### 3.156.1 Detailed Description

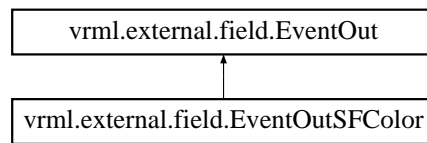
Definition at line 7 of file EventOutSFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFBool.java

### 3.157 vrml.external.field.EventOutSFCOLOR Class Reference

Inheritance diagram for vrml.external.field.EventOutSFCOLOR:



#### Public Member Functions

- float[] **getValue** ()

#### Additional Inherited Members

##### 3.157.1 Detailed Description

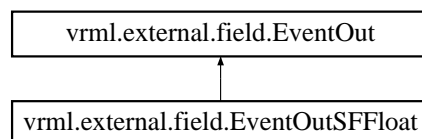
Definition at line 7 of file EventOutSFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFCOLOR.java

### 3.158 vrml.external.field.EventOutSFFloat Class Reference

Inheritance diagram for vrml.external.field.EventOutSFFloat:



#### Public Member Functions

- float **getValue** ()

#### Additional Inherited Members

##### 3.158.1 Detailed Description

Definition at line 7 of file EventOutSFFloat.java.

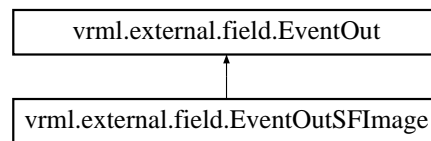
The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFFloat.java



## 3.159 vrml.external.field.EventOutSFImage Class Reference

Inheritance diagram for vrml.external.field.EventOutSFImage:



### Public Member Functions

- int **getWidth** ()
- int **getHeight** ()
- int **getNumComponents** ()
- byte[] **getPixels** ()

### Additional Inherited Members

#### 3.159.1 Detailed Description

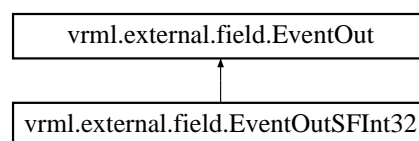
Definition at line 7 of file EventOutSFImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFImage.java

## 3.160 vrml.external.field.EventOutSFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventOutSFInt32:



### Public Member Functions

- int **getValue** ()

### Additional Inherited Members

#### 3.160.1 Detailed Description

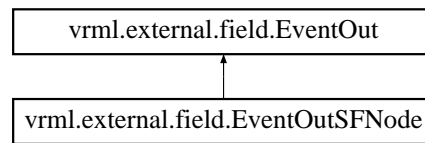
Definition at line 7 of file EventOutSFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFInt32.java

### 3.161 vrml.external.field.EventOutSFNode Class Reference

Inheritance diagram for vrml.external.field.EventOutSFNode:



#### Public Member Functions

- **Node** `getValue ()`

#### Additional Inherited Members

##### 3.161.1 Detailed Description

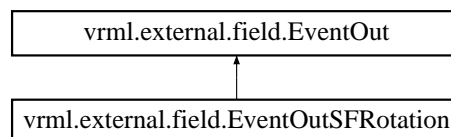
Definition at line 8 of file EventOutSFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFNode.java

### 3.162 vrml.external.field.EventOutSFRotation Class Reference

Inheritance diagram for vrml.external.field.EventOutSFRotation:



#### Public Member Functions

- float[] `getValue ()`

#### Additional Inherited Members

##### 3.162.1 Detailed Description

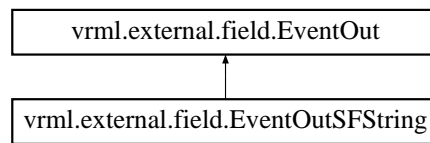
Definition at line 6 of file EventOutSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFRotation.java

## 3.163 vrml.external.field.EventOutSFString Class Reference

Inheritance diagram for vrml.external.field.EventOutSFString:



### Public Member Functions

- String **getValue** ()

### Additional Inherited Members

#### 3.163.1 Detailed Description

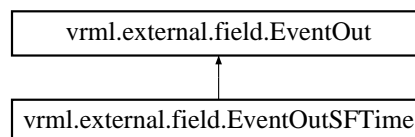
Definition at line 7 of file EventOutSFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFString.java

## 3.164 vrml.external.field.EventOutSFTIME Class Reference

Inheritance diagram for vrml.external.field.EventOutSFTIME:



### Public Member Functions

- double **getValue** ()

### Additional Inherited Members

#### 3.164.1 Detailed Description

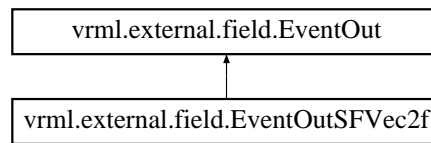
Definition at line 7 of file EventOutSFTIME.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFTIME.java

### 3.165 vrml.external.field.EventOutSFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventOutSFVec2f:



#### Public Member Functions

- float[] **getValue** ()

#### Additional Inherited Members

##### 3.165.1 Detailed Description

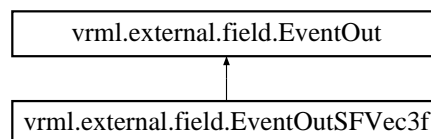
Definition at line 6 of file EventOutSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFVec2f.java

### 3.166 vrml.external.field.EventOutSFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventOutSFVec3f:



#### Public Member Functions

- float[] **getValue** ()

#### Additional Inherited Members

##### 3.166.1 Detailed Description

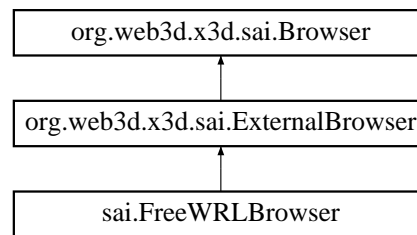
Definition at line 6 of file EventOutSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFVec3f.java

## 3.167 org.web3d.x3d.sai.ExternalBrowser Interface Reference

Inheritance diagram for org.web3d.x3d.sai.ExternalBrowser:



### Public Member Functions

- void **addBrowserListener** (**BrowserListener** listener) throws InvalidBrowserException
- void **removeBrowserListener** (**BrowserListener** l) throws InvalidBrowserException
- void **beginUpdate** () throws InvalidBrowserException
- void **endUpdate** () throws InvalidBrowserException
- void **dispose** () throws InvalidOperationTimingException

#### 3.167.1 Detailed Description

Definition at line 4 of file ExternalBrowser.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/ExternalBrowser.java

## 3.168 FaceCount Struct Reference

### Data Fields

- long **size**
- **GLUhalfEdge** \* **eStart**
- void(\* **render** )(GLUtesselator \*, GLUhalfEdge \*, long)

#### 3.168.1 Detailed Description

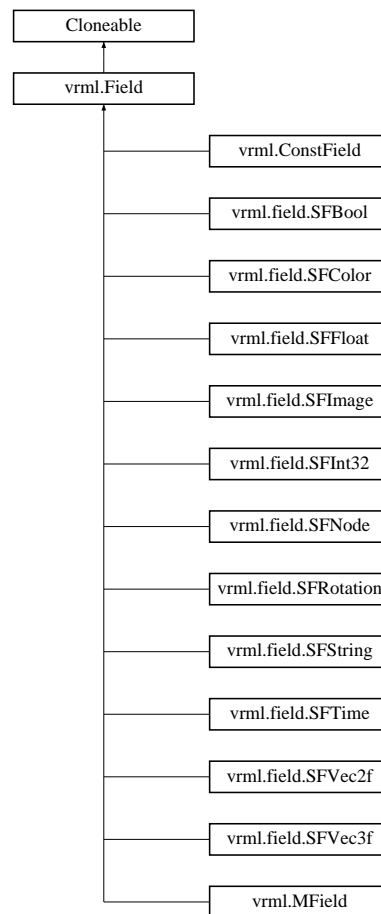
Definition at line 49 of file render.c.

The documentation for this struct was generated from the following file:

- src/libtess/render.c

## 3.169 vrml.Field Class Reference

Inheritance diagram for vrml.Field:



### Public Member Functions

- Object **clone** ()
- void **bind\_to** (FWJavaScriptBinding b)
- final void **\_\_updateRead** ()
- abstract void **\_\_fromPerl** (BufferedReader in) throws IOException
- abstract void **\_\_toPerl** (PrintWriter out) throws IOException
- void **setOffset** (String offs)
- String **getOffset** ()

### Protected Member Functions

- final void **\_\_updateWrite** ()

#### 3.169.1 Detailed Description

Definition at line 4 of file Field.java.

The documentation for this class was generated from the following file:

- src/java/vrml/Field.java

### 3.170 FieldDecl Struct Reference

### Data Fields

- indexT **PKWmode**
- indexT **fieldType**
- indexT **lexerNameIndex**
- indexT **JSParamNameIndex**
- int **shaderVariableID**

#### 3.170.1 Detailed Description

Definition at line 32 of file CFieldDecls.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CFieldDecls.h

## 3.171 fieldNodeState Struct Reference

### Data Fields

- int **parsingMFSFNode**
- struct **X3D\_Node** \* **fieldHolder**
- int **fieldHolderInitialized**
- struct **ScriptFieldDecl** \* **mfnodeSdecl**
- int **myObj\_num**
- struct **Shader\_Script** \* **myObj**

#### 3.171.1 Detailed Description

Definition at line 112 of file X3DProtoScript.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d\_parser/X3DProtoScript.c

## 3.172 vrml.external.field.FieldTypes Class Reference

### Static Public Attributes

- static final int **UnknownType** = 0
- static final int **SFBOOL** = 1
- static final int **SFIMAGE** = 2
- static final int **SFTIME** = 3
- static final int **SFCOLOR** = 4
- static final int **MFCOLOR** = 5
- static final int **SFFLOAT** = 6
- static final int **MFFLOAT** = 7
- static final int **SFINT32** = 8
- static final int **MFINT32** = 9
- static final int **SFNODE** = 10
- static final int **MFNODE** = 11
- static final int **SFROTATION** = 12

- static final int **MFROTATION** = 13
- static final int **SFSTRING** = 14
- static final int **MFSTRING** = 15
- static final int **SFVEC2F** = 16
- static final int **MFVEC2F** = 17
- static final int **SFVEC3F** = 18
- static final int **MFVEC3F** = 19

### 3.172.1 Detailed Description

Definition at line 5 of file FieldTypes.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/FieldTypes.java

## 3.173 FirstStruct Struct Reference

### Data Fields

- void \* **tonode**
- void(\* **interpptr** )(void \*)

### 3.173.1 Detailed Description

- Routing table **/\* Structure table \*/** EAI needs the extra parameter, so we put it globally when a Registered↵ Listener is clicked. **\*/**

Definition at line 326 of file CRoutes.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CRoutes.c

## 3.174 fmtChnk Struct Reference

### Data Fields

- char **chunkID** [4]
- int **chunkSize**
- short **wFormatTag**
- unsigned short **wChannels**
- unsigned int **dwSamplesPerSec**
- unsigned int **dwAvgBytesPerSec**
- unsigned short **wBlockAlign**
- unsigned short **wBitsPerSample**

### 3.174.1 Detailed Description

Definition at line 51 of file soundheader.h.

The documentation for this struct was generated from the following file:

- src/sound/soundheader.h



## 3.175 freewrl\_params Struct Reference

Initialization.

```
#include <libFreeWRL.h>
```

### Data Fields

- int **width**
- int **height**
- int **xpos**
- int **ypos**
- long int **winToEmbedInto**
- bool **fullscreen**
- bool **multithreading**
- bool **enableEAI**
- bool **verbose**
- bool **frontend\_handles\_display\_thread**
- void \* **display**
- void \* **context**
- void \* **surface**

### 3.175.1 Detailed Description

Initialization.

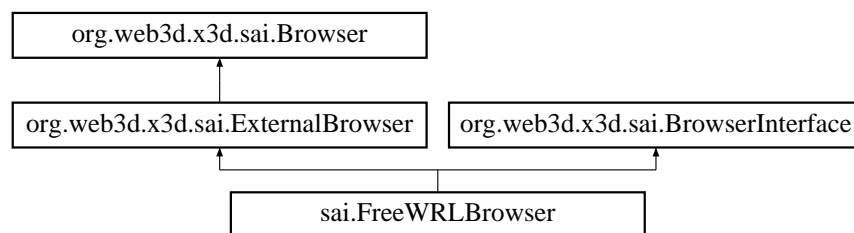
Definition at line 69 of file libFreeWRL.h.

The documentation for this struct was generated from the following file:

- src/lib/libFreeWRL.h

## 3.176 sai.FreeWRLBrowser Class Reference

Inheritance diagram for sai.FreeWRLBrowser:



### Public Member Functions

- int **get\_Browser\_EVtype** (int event)
- **X3DFieldEventListener** **get\_Browser\_EVObserver** (int eventno)
- void **Browser\_RL\_Async\_send** (String EVentreply, int eventno)
- **FreeWRLBrowser** (Applet pApplet, int portnum)
- **FreeWRLBrowser** (Applet pApplet)
- void **checkValid** ()
- String **getName** () throws InvalidBrowserException, ConnectionException

- String **getVersion** () throws InvalidBrowserException, ConnectionException
- float **getCurrentSpeed** () throws InvalidBrowserException, ConnectionException
- float **getCurrentFrameRate** () throws InvalidBrowserException, ConnectionException
- void **replaceWorld** (X3DScene passedscene) throws InvalidBrowserException, ConnectionException
- void **setDescription** (String des) throws InvalidBrowserException, ConnectionException
- X3DScene **createX3DFromString** (String str) throws InvalidBrowserException, InvalidX3DException, ConnectionException, NotSupportedException
- X3DNode **createNodeFromString** (String str)
- X3DScene **createX3DFromStream** (InputStream is) throws InvalidBrowserException, InvalidX3DException, ConnectionException, NotSupportedException, IOException
- X3DScene **createX3DFromURL** (String[] url) throws InvalidBrowserException, InvalidX3DException, ConnectionException, IOException
- Map **getRenderingProperties** () throws InvalidBrowserException, ConnectionException
- Map **getBrowserProperties** () throws InvalidBrowserException, ConnectionException
- void **nextViewpoint** () throws InvalidBrowserException, ConnectionException
- void **previousViewpoint** () throws InvalidBrowserException, ConnectionException
- void **firstViewpoint** () throws InvalidBrowserException, ConnectionException
- void **lastViewpoint** () throws InvalidBrowserException, ConnectionException
- void **print** (Object obj) throws InvalidBrowserException, ConnectionException
- void **println** (Object obj) throws InvalidBrowserException, ConnectionException
- String **addRoute** (FreeWRLNode fromNode, String fromEventOut, FreeWRLNode toNode, String toEventIn) throws IllegalArgumentException
- String **deleteRoute** (FreeWRLNode fromNode, String fromEventOut, FreeWRLNode toNode, String toEventIn) throws IllegalArgumentException
- void **beginUpdate** ()
- void **endUpdate** ()
- void **initialize** ()
- void **shutdown** ()
- X3DNode **getNode** (String NodeName) throws NodeUnavailableException
- void **close** ()
- void **dispose** ()
- void **addBrowserListener** (BrowserListener listener) throws InvalidBrowserException, ConnectionException
- void **removeBrowserListener** (BrowserListener listener) throws InvalidBrowserException, ConnectionException
- void **browserEvent** (int type)
- X3DScene **currentScene** ()
- ProfileInfo **getProfile** (String name) throws ConnectionException, InvalidBrowserException, NotSupportedException
- ProfileInfo[] **getSupportedProfiles** () throws InvalidBrowserException, ConnectionException
- ComponentInfo[] **getSupportedComponents** () throws InvalidBrowserException, ConnectionException
- ComponentInfo **getComponent** (String name, int level) throws InvalidBrowserException, NotSupportedException, ConnectionException
- X3DExecutionContext **getExecutionContext** () throws InvalidBrowserException, ConnectionException
- X3DScene **createScene** (ProfileInfo profile, ComponentInfo[] components) throws InvalidBrowserException, ConnectionException
- void **loadURL** (String[] url, Map parameters) throws InvalidBrowserException, InvalidURLException, ConnectionException
- String **getDescription** () throws InvalidBrowserException, ConnectionException
- void **stopRender** ()
- void **pauseRender** ()
- X3DScene **importDocument** (Node element) throws InvalidBrowserException, InvalidDocumentException, NotSupportedException, ConnectionException

### Static Public Member Functions

- static void **SendChildEvent** (String parent, String offset, String FieldName, String Child)
- static void **newSendEvent** (FreeWRLField field, String Value)
- static String **sendGlobalCommand** (String command)
- static String **SendEventOut** (String nodeptr, String offset, String datasize, String datatype, String command)
- static void **RegisterListener** (X3DFieldEventListener f, Object userData, String nodeptr, String offset, String datatype, String datasize, int EventType)
- static void **unRegisterListener** (X3DFieldEventListener f, String nodeptr, String offset, String datatype, String datasize, int EventType)

### Static Protected Member Functions

- static String **SendEventType** (String NodeName, String ptr, String FieldName, String direction)
- static synchronized String **getVRMLreply** (int queryno)

#### 3.176.1 Detailed Description

Definition at line 18 of file FreeWRLBrowser.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLBrowser.java

## 3.177 sai.FreeWRLBrowserInfo Class Reference

### Static Public Member Functions

- static void **setBrowserProperty** (int property, boolean value)
- static boolean **getBrowserProperty** (int property)
- static Map **getBrowserProperties** ()

#### 3.177.1 Detailed Description

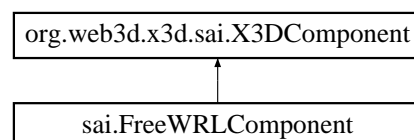
Definition at line 5 of file FreeWRLBrowserInfo.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLBrowserInfo.java

## 3.178 sai.FreeWRLComponent Class Reference

Inheritance diagram for sai.FreeWRLComponent:



## Public Member Functions

- **ExternalBrowser** **getBrowser** ()
- Object **getImplementation** ()
- void **shutdown** ()

### 3.178.1 Detailed Description

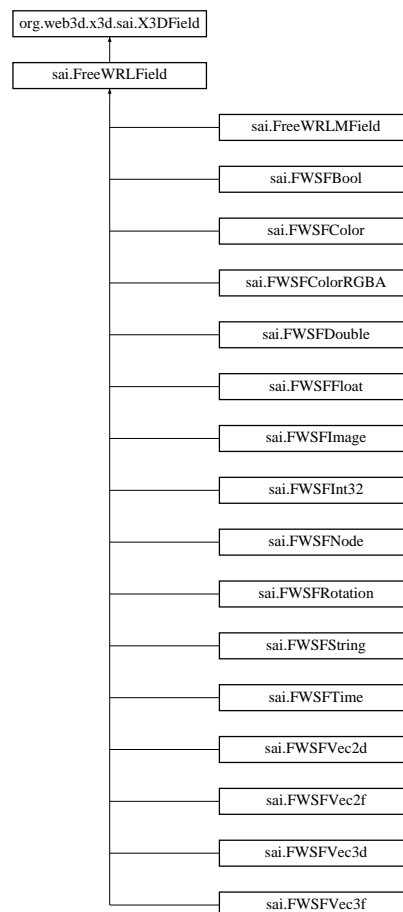
Definition at line 4 of file FreeWRLComponent.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLComponent.java

## 3.179 sai.FreeWRLField Class Reference

Inheritance diagram for sai.FreeWRLField:



## Public Member Functions

- **FreeWRLField** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- String **toString** ()
- **X3DFieldDefinition** **getDefinition** () throws InvalidFieldException, ConnectionException
- boolean **isReadable** () throws InvalidFieldException, ConnectionException

- boolean **isWritable** () throws InvalidFieldException, ConnectionException
- void **addX3DEventListener** (X3DFieldEventListener l) throws ConnectionException, InvalidFieldException
- void **removeX3DEventListener** (X3DFieldEventListener l) throws ConnectionException, InvalidFieldException
- void **setUserData** (Object data) throws InvalidFieldException, ConnectionException
- Object **getUserData** () throws InvalidFieldException, ConnectionException
- void **dispose** ()
- void **checkValid** ()
- void **setCommand** (String com)
- void **setNode** (String nod)
- void **setDataType** (String dt)
- void **setNodePtr** (String np)
- void **setOffset** (String off)
- void **setDataSize** (String ds)
- void **setScriptType** (String st)
- String **getDataSize** ()
- String **getScriptType** ()
- String **getCommand** ()
- String **getNode** ()
- String **getDataType** ()
- String **getNodePtr** ()
- String **getOffset** ()

### Protected Attributes

- FreeWRLFieldDefinition fieldDef
- Object userData
- FreeWRLBrowser browser

### 3.179.1 Detailed Description

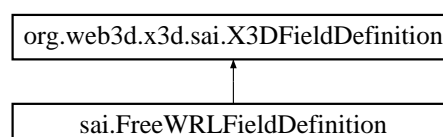
Definition at line 4 of file FreeWRLField.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLField.java

## 3.180 sai.FreeWRLFieldDefinition Class Reference

Inheritance diagram for sai.FreeWRLFieldDefinition:



## Public Member Functions

- **FreeWRLFieldDefinition** (String nm, int access, int field)
- String **getName** ()
- int **getAccessType** ()
- int **getFieldType** ()
- String **getFieldTypeString** ()
- void **setDefaultValue** (String val)
- String **getDefault** ()

## Protected Attributes

- String **name**
- int **accessType**
- int **fieldType**
- String **fieldTypeString**
- String **defaultVal**

### 3.180.1 Detailed Description

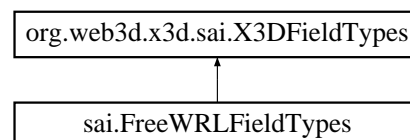
Definition at line 4 of file FreeWRLFieldDefinition.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLFieldDefinition.java

## 3.181 sai.FreeWRLFieldTypes Class Reference

Inheritance diagram for sai.FreeWRLFieldTypes:



## Static Public Member Functions

- static int **getIntType** (String type)
- static String **getStringType** (int type)
- static String **getStringDesc** (int type)
- static int **getIntFromStringDesc** (String desc)
- static int **getAccessFromType** (String type)
- static int **getIntAccess** (String type)
- static String **getStringAccess** (int type)

## Static Public Attributes

- static int **SFUNKOWN** = 0

## Additional Inherited Members

### 3.181.1 Detailed Description

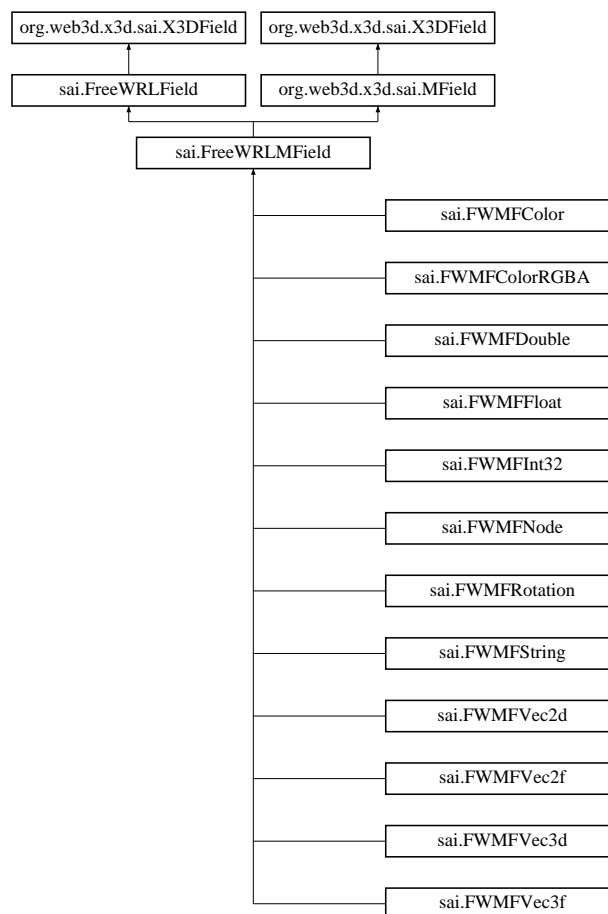
Definition at line 5 of file FreeWRLFieldTypes.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLFieldTypes.java

## 3.182 sai.FreeWRLMField Class Reference

Inheritance diagram for sai.FreeWRLMField:



## Public Member Functions

- **FreeWRLMField** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- int **size** () throws InvalidFieldException, ConnectionException
- void **clear** () throws InvalidFieldException, ConnectionException
- void **remove** (int index) throws InvalidFieldException, ConnectionException, ArrayIndexOutOfBoundsException←  
Exception

## Additional Inherited Members

### 3.182.1 Detailed Description

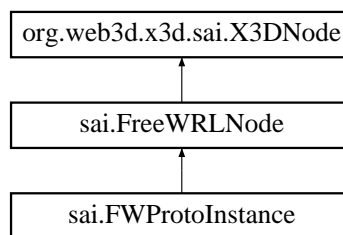
Definition at line 5 of file FreeWRLMField.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLMField.java

## 3.183 sai.FreeWRLNode Class Reference

Inheritance diagram for sai.FreeWRLNode:



### Public Member Functions

- **FreeWRLNode** (**FreeWRLBrowser** b)
- String **toString** ()
- boolean **equals** (Object o)
- String **getNodeName** () throws InvalidNodeException, ConnectionException
- void **setPerlPtr** (String p)
- String **getPerlPtr** ()
- String **getName** ()
- int[] **getNodeType** () throws InvalidNodeException, ConnectionException
- **X3DFieldDefinition**[] **getFieldDefinitions** () throws InvalidNodeException, ConnectionException
- **X3DField** **getField** (String fieldName) throws InvalidNameException, InvalidNodeException, ConnectionException
- void **dispose** () throws InvalidNodeException
- void **setNodeName** (String n)
- void **setType** (int t)
- void **setPointer** (String p)
- String **getPointer** ()
- void **setMetadata** (**X3DMetadataObject** data) throws InvalidNodeException, ConnectionException
- **X3DMetadataObject** **getMetadata** () throws InvalidNodeException, ConnectionException

### 3.183.1 Detailed Description

Definition at line 6 of file FreeWRLNode.java.

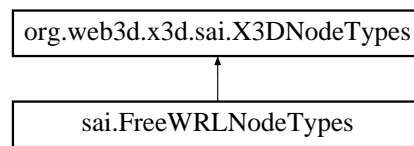
The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLNode.java



## 3.184 sai.FreeWRLNodeTypes Class Reference

Inheritance diagram for sai.FreeWRLNodeTypes:



### Static Public Member Functions

- static String **getStringType** (int type)

### Data Fields

- int **X3D\_Component\_Networking** = 1
- int **X3D\_Component\_Shape** = 2
- int **X3D\_Component\_Geometry2D** = 3
- int **X3D\_Component\_Sound** = 4
- int **X3D\_Component\_EnvironmentalEffects** = 5
- int **X3D\_Component\_Navigation** = 6
- int **X3D\_Component\_EventUtilities** = 7
- int **X3D\_Component\_Geometry3D** = 8
- int **X3D\_Component\_Rendering** = 9
- int **X3D\_Component\_Interpolation** = 10
- int **X3D\_Component\_Nurbs** = 11
- int **X3D\_Component\_PointingDevice** = 12
- int **X3D\_Component\_Lighting** = 13
- int **X3D\_Component\_Text** = 14
- int **X3D\_Component\_Geospatial** = 15
- int **X3D\_Component\_Grouping** = 16
- int **X3D\_Component\_HAnim** = 17
- int **X3D\_Component\_Texturing** = 18
- int **X3D\_Component\_EnvironmentalSensor** = 19
- int **X3D\_Component\_Scripting** = 20
- int **X3D\_Component\_Time** = 21

### 3.184.1 Detailed Description

Definition at line 5 of file FreeWRLNodeTypes.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLNodeTypes.java

## 3.185 sai.FreeWRLRendererInfo Class Reference

### Static Public Member Functions

- static void **setRenderingProperty** (String **key**, Object value)
- static Object **getRenderingProperty** (String **key**)
- static Map **getRenderingProperties** ()

### 3.185.1 Detailed Description

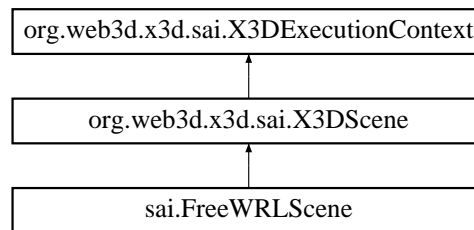
Definition at line 5 of file FreeWRLRendererInfo.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLRendererInfo.java

## 3.186 sai.FreeWRLScene Class Reference

Inheritance diagram for sai.FreeWRLScene:



### Public Member Functions

- **FreeWRLScene** (**FreeWRLNode**[] n, **FreeWRLBrowser** b)
- **FreeWRLScene** (**FreeWRLBrowser** b)
- **FreeWRLScene** (**FWComponentInfo**[] c, **FWProfileInfo** p, **FreeWRLBrowser** b)
- void **setCurrent** (boolean val)
- String **getMetaData** (String key) throws InvalidExecutionContextException
- void **setMetaData** (String key, String value) throws InvalidExecutionContextException
- **X3DNode** **getExportedNode** (String nodeName) throws InvalidExecutionContextException, Node↔UnavailableException, InvalidNameException
- void **updateExportedNode** (String nodeName, String newName) throws InvalidExecutionContextException, InvalidNameException
- void **removeExportedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName↔Exception
- void **addRootNode** (**X3DNode** rootNode) throws InvalidExecutionContextException, NodeInUseException, InsufficientCapabilitiesException
- void **removeRootNode** (**X3DNode** rootNode) throws InvalidExecutionContextException
- String **getSpecificationVersion** () throws InvalidExecutionContextException
- int **getEncoding** () throws InvalidExecutionContextException
- **ProfileInfo** **getProfile** () throws InvalidExecutionContextException
- **ComponentInfo**[] **getComponents** () throws InvalidExecutionContextException
- String **getWorldURL** () throws InvalidExecutionContextException
- **X3DNode** **getNamedNode** (String nodeName) throws InvalidExecutionContextException, Node↔UnavailableException, InvalidNameException
- **X3DNode** **getImportedNode** (String nodeName) throws InvalidExecutionContextException, Node↔UnavailableException, InvalidNameException
- **X3DNode** **createNode** (String nodeName) throws InvalidExecutionContextException, InvalidNameException
- **X3DProtoInstance** **createProto** (String protoName) throws InvalidExecutionContextException, Invalid↔NameException
- void **updateNamedNode** (String nodeName, **X3DNode** nodeRef) throws InvalidExecutionContextException, InvalidNameException, ImportedNodeException
- void **updateImportedNode** (String nodeName, String importedName, **X3DNode** nodeRef) throws Invalid↔ExecutionContextException, InvalidNameException, ImportedNodeException

- void **removeNamedNode** (String nodeName) throws InvalidExecutionContextException, InvalidNameException
- void **removeImportedNode** (String nodeName) throws InvalidExecutionContextException, InvalidNameException
- **X3DProtoDeclaration** **getProtoDeclaration** (String protoName) throws InvalidExecutionContextException, InvalidNameException
- void **updateProtoDeclaration** (String protoName, **X3DProtoDeclaration** newDeclaration) throws InvalidExecutionContextException, InvalidNameException
- void **removeProtoDeclaration** (String protoName) throws InvalidExecutionContextException, InvalidNameException
- **X3DExternProtoDeclaration** **getExternProtoDeclaration** (String protoName) throws InvalidExecutionContextException, InvalidNameException, URLUnavailableException
- void **updateExternProtoDeclaration** (String protoName, **X3DExternProtoDeclaration** newDeclaration) throws InvalidExecutionContextException
- void **removeExternProtoDeclaration** (String protoName) throws InvalidExecutionContextException
- **X3DNode[]** **getRootNodes** () throws InvalidExecutionContextException
- **X3DRoute[]** **getRoutes** () throws InvalidExecutionContextException
- **X3DRoute** **addRoute** (**X3DNode** startNode, String startName, **X3DNode** endNode, String endEvent) throws InvalidExecutionContextException, InvalidNodeException, InvalidFieldException
- void **removeRoute** (**X3DRoute** route) throws InvalidExecutionContextException, InvalidNodeException, InvalidFieldException
- void **checkValid** ()
- void **dispose** ()

### 3.186.1 Detailed Description

Definition at line 6 of file FreeWRLScene.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLScene.java

## 3.187 fw\_MaterialParameters Struct Reference

### Data Fields

- float **emission** [4]
- float **ambient** [4]
- float **diffuse** [4]
- float **specular** [4]
- float **shininess**

### 3.187.1 Detailed Description

Definition at line 74 of file Component\_Shape.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Shape.h

### 3.188 FWBITMAPFILEHEADER Struct Reference

#### Data Fields

- FDWORD **bfSize**
- FWORD **bfReserved1**
- FWORD **bfReserved2**
- FDWORD **bfOffBits**

#### 3.188.1 Detailed Description

Definition at line 304 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

### 3.189 FWBITMAPINFO Struct Reference

#### Data Fields

- FWBITMAPINFOHEADER **bmiHeader**
- FWRGBQUAD **bmiColors** [1]

#### 3.189.1 Detailed Description

Definition at line 319 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

### 3.190 FWBITMAPINFOHEADER Struct Reference

#### Data Fields

- FDWORD **biSize**
- FLONG **biWidth**
- FLONG **biHeight**
- FWORD **biPlanes**
- FWORD **biBitCount**
- FDWORD **biCompression**
- FDWORD **biSizeImage**
- FLONG **biXPelsPerMeter**
- FLONG **biYPelsPerMeter**
- FDWORD **biClrUsed**
- FDWORD **biClrImportant**

### 3.190.1 Detailed Description

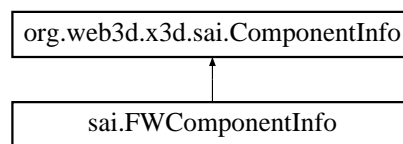
Definition at line 289 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

## 3.191 sai.FWComponentInfo Class Reference

Inheritance diagram for sai.FWComponentInfo:



### Public Member Functions

- **FWComponentInfo** (String n, int l, String t, String u)
- String **getName** ()
- int **getLevel** ()
- String **getTitle** ()
- String **getProviderURL** ()
- String **toX3DString** ()

### 3.191.1 Detailed Description

Definition at line 4 of file FWComponentInfo.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWComponentInfo.java

## 3.192 vrml.FWCreateField Class Reference

### Static Public Member Functions

- static **Field createField** (String type)
- static **ConstField createConstField** (String type)

### 3.192.1 Detailed Description

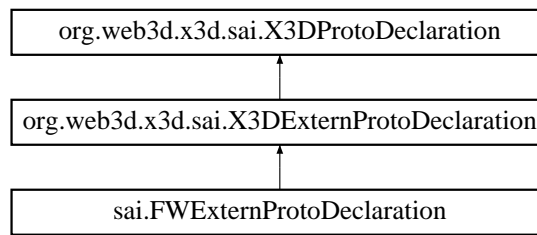
Definition at line 5 of file FWCreateField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/FWCreateField.java

### 3.193 sai.FWExternProtoDeclaration Class Reference

Inheritance diagram for sai.FWExternProtoDeclaration:



#### Public Member Functions

- String **getProtoName** ()
- int **getLoadState** ()
- void **loadNow** ()
- **X3DProtoInstance** **createInstance** () throws InvalidOperationTimingException, InvalidProtoException
- **X3DFieldDefinition**[] **getFieldDefinitions** () throws InvalidOperationTimingException, InvalidProtoException
- void **setProtoName** (String name)
- void **setFields** (**FreeWRLFieldDefinition**[] f)
- void **setType** (int t)
- void **dispose** ()

#### 3.193.1 Detailed Description

Definition at line 5 of file FWExternProtoDeclaration.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWExternProtoDeclaration.java

### 3.194 vrml.FWHelper Class Reference

#### Static Public Member Functions

- static String **base64encode** (String str)
- static String **base64decode** (String str)
- static String **quote** (String str)  
*This is the static method, that quotes a string.*
- static String **nodeToString** (**BaseNode** node)

#### 3.194.1 Detailed Description

Definition at line 4 of file FWHelper.java.

The documentation for this class was generated from the following file:

- src/java/vrml/FWHelper.java

## 3.195 vrml.FWJavaScript Class Reference

### Static Public Member Functions

- static void **add\_touched** (**Field** f)
- static void **send\_touched** (String reqid) throws IOException
- static void **main** (String argv[]) throws ClassNotFoundException, NoSuchMethodException, InstantiationException, IllegalAccessException, InvocationTargetException, Exception, Throwable
- static String **getFieldType** (**BaseNode** node, String fieldname, String kind)
- static void **readField** (**BaseNode** node, String fieldName, **Field** fld)
- static String **getNodeType** (**BaseNode** node)
- static **Browser** **getBrowser** ()
- static **BaseNode**[] **createVrmlFromString** (String vrmlSyntax) throws InvalidVRMLSyntaxException
- static **BaseNode**[] **createX3DFromString** (String vrmlSyntax) throws InvalidX3DSyntaxException

### 3.195.1 Detailed Description

Definition at line 13 of file FWJavaScript.java.

The documentation for this class was generated from the following file:

- src/java/vrml/FWJavaScript.java

## 3.196 vrml.FWJavaScriptBinding Class Reference

### Public Member Functions

- **FWJavaScriptBinding** (**BaseNode** n, String f)
- **FWJavaScriptBinding** (**BaseNode** n, String f, boolean u)
- **BaseNode** **node** ()
- String **field** ()
- void **updateRead** (**Field** field)
- void **updateWrite** (**Field** field)
- String **toString** ()

### 3.196.1 Detailed Description

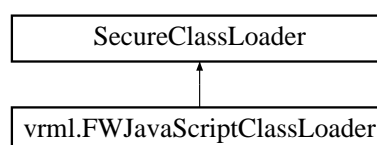
Definition at line 5 of file FWJavaScriptBinding.java.

The documentation for this class was generated from the following file:

- src/java/vrml/FWJavaScriptBinding.java

## 3.197 vrml.FWJavaScriptClassLoader Class Reference

Inheritance diagram for vrml.FWJavaScriptClassLoader:



## Public Member Functions

- **FWJavaScriptClassLoader** (String url)

## Protected Member Functions

- Class **findClass** (String name) throws ClassNotFoundException
- PermissionCollection **getPermissions** (CodeSource codesource)
- URL **findResource** (String name)
- Enumeration **findResources** (String name) throws IOException

### 3.197.1 Detailed Description

Definition at line 13 of file FWJavaScriptClassLoader.java.

### 3.197.2 Constructor & Destructor Documentation

3.197.2.1 `vrml.FWJavaScriptClassLoader.FWJavaScriptClassLoader ( String url ) [inline]`

#### Parameters

<i>url</i>	base url for loading classes.
------------	-------------------------------

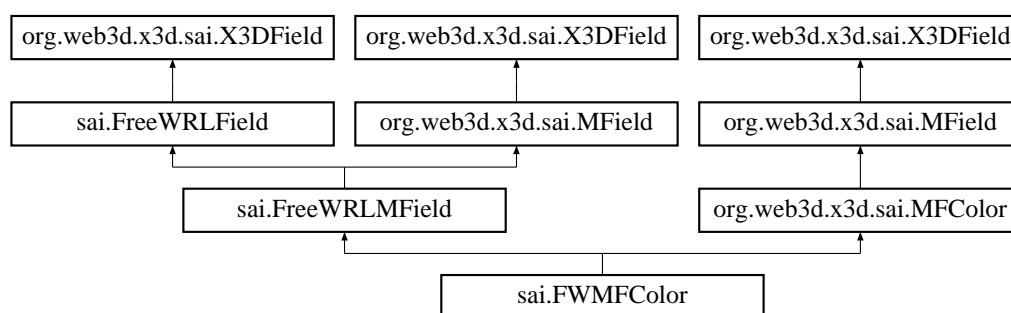
Definition at line 21 of file FWJavaScriptClassLoader.java.

The documentation for this class was generated from the following file:

- src/java/vrml/FWJavaScriptClassLoader.java

## 3.198 sai.FWMFColor Class Reference

Inheritance diagram for sai.FWMFColor:



## Public Member Functions

- **FWMFColor** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[ ][ ] value) throws ArrayIndexOutOfBoundsException
- void **getValue** (float[ ] value)
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int numVals, float[ ] value) throws ArrayIndexOutOfBoundsException, IllegalArgumentException↔Exception



- void **setValue** (int numVals, float[][] value) throws ArrayIndexOutOfBoundsException, IllegalArgumentException↔Exception
- void **set1Value** (int index, float[] value) throws IllegalArgumentException, ArrayIndexOutOfBoundsException
- void **append** (float[] value) throws IllegalArgumentException, ArrayIndexOutOfBoundsException
- void **insertValue** (int index, float[] value)

## Additional Inherited Members

### 3.198.1 Detailed Description

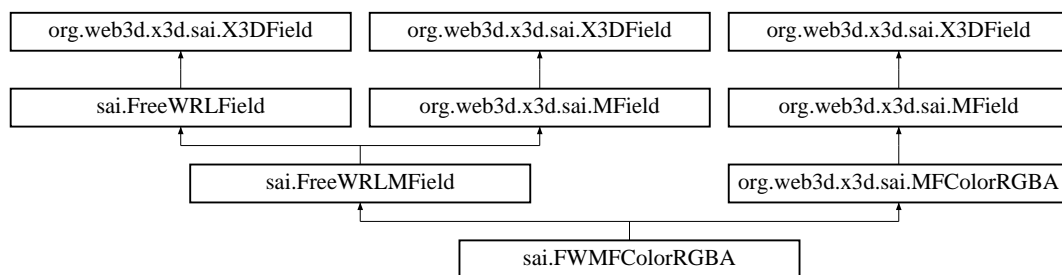
Definition at line 6 of file FWMFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFCOLOR.java

## 3.199 sai.FWMFCOLORRGBA Class Reference

Inheritance diagram for sai.FWMFCOLORRGBA:



## Public Member Functions

- **FWMFCOLORRGBA** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[][] value) throws ArrayIndexOutOfBoundsException
- void **getValue** (float[] value) throws ArrayIndexOutOfBoundsException
- void **get1Value** (int index, float[] value)
- void **setValue** (int numColors, float[] value) throws ArrayIndexOutOfBoundsException
- void **setValue** (int numColors, float[][] value) throws ArrayIndexOutOfBoundsException
- void **set1Value** (int index, float[] value)
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

## Additional Inherited Members

### 3.199.1 Detailed Description

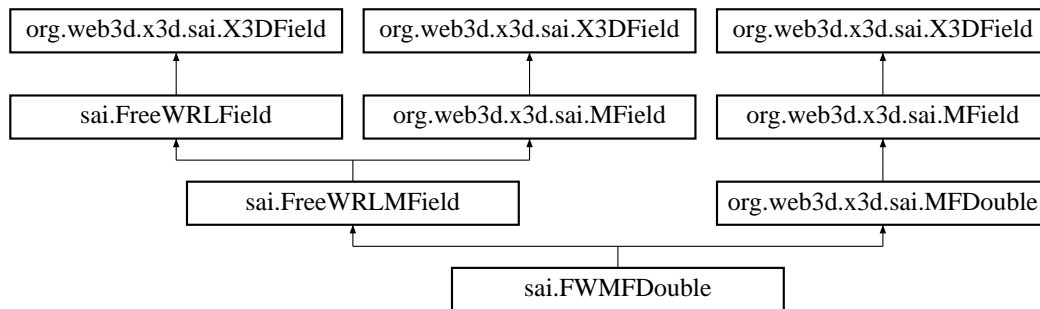
Definition at line 5 of file FWMFCOLORRGBA.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFCOLORRGBA.java

### 3.200 sai.FWMFDouble Class Reference

Inheritance diagram for sai.FWMFDouble:



#### Public Member Functions

- **FWMFDouble** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (double[] value) throws `ArrayIndexOutOfBoundsException`
- double **get1Value** (int index) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, double[] value)
- void **set1Value** (int index, double value) throws `ArrayIndexOutOfBoundsException`
- void **append** (double[] value)
- void **insertValue** (int index, double[] value) throws `ArrayIndexOutOfBoundsException`

#### Additional Inherited Members

##### 3.200.1 Detailed Description

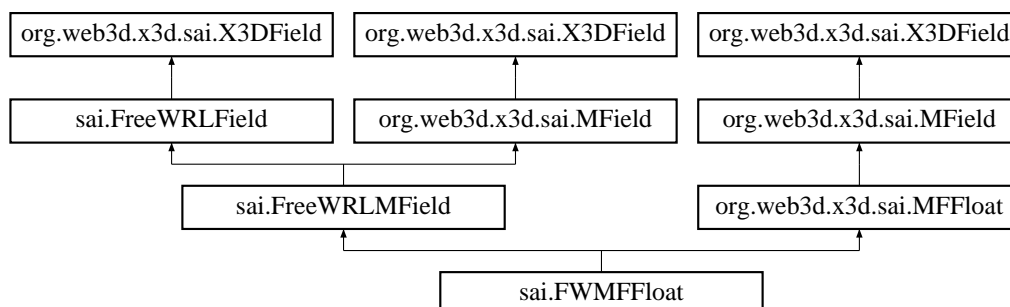
Definition at line 5 of file `FWMFDouble.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWMFDouble.java`

### 3.201 sai.FWMFFloat Class Reference

Inheritance diagram for sai.FWMFFloat:



## Public Member Functions

- **FWMFFloat** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws `ArrayIndexOutOfBoundsException`
- float **get1Value** (int index) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, float[] value)
- void **set1Value** (int index, float value) throws `ArrayIndexOutOfBoundsException`
- void **append** (float[] value)
- void **insertValue** (int index, float[] value) throws `ArrayIndexOutOfBoundsException`

## Additional Inherited Members

### 3.201.1 Detailed Description

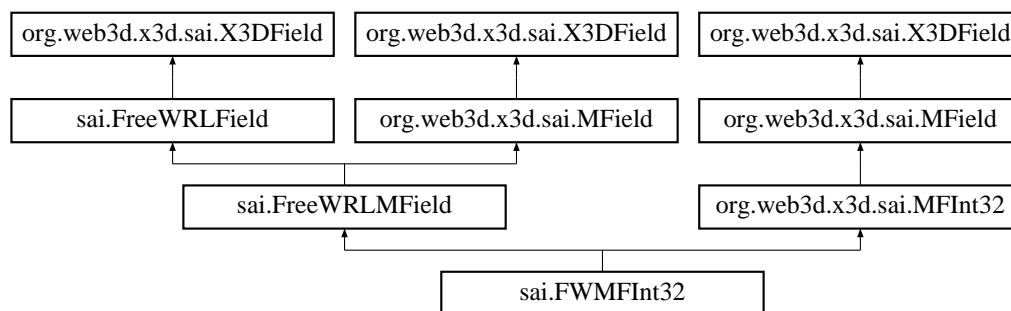
Definition at line 5 of file FWMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFFloat.java

## 3.202 sai.FWMFInt32 Class Reference

Inheritance diagram for sai.FWMFInt32:



## Public Member Functions

- **FWMFInt32** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (int[] values) throws `ArrayIndexOutOfBoundsException`
- int **get1Value** (int index) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, int[] value)
- void **set1Value** (int index, int value) throws `ArrayIndexOutOfBoundsException`
- void **append** (int[] value)
- void **insertValue** (int index, int[] value)

## Additional Inherited Members

### 3.202.1 Detailed Description

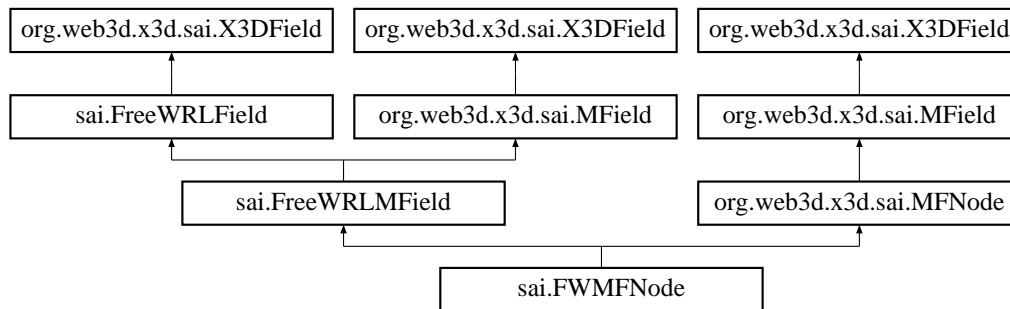
Definition at line 5 of file FWMFInt32.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFInt32.java

### 3.203 sai.FWMFNode Class Reference

Inheritance diagram for sai.FWMFNode:



#### Public Member Functions

- void **getValue** (**X3DNode**[] nodes) throws `ArrayIndexOutOfBoundsException`
- **X3DNode** **get1Value** (int index) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, **X3DNode**[] value)
- void **set1Value** (int index, **X3DNode** value)
- void **append** (**X3DNode** value)
- void **insertValue** (int index, **X3DNode** value)

#### Additional Inherited Members

##### 3.203.1 Detailed Description

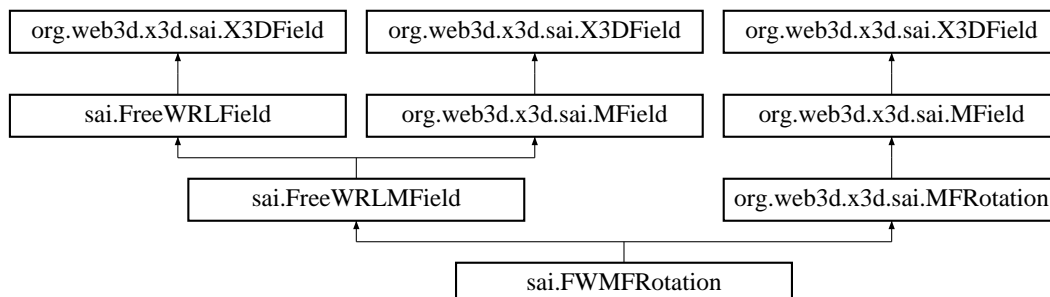
Definition at line 5 of file FWMFNode.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFNode.java

### 3.204 sai.FWMFRotation Class Reference

Inheritance diagram for sai.FWMFRotation:



#### Public Member Functions

- **FWMFRotation** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[][] value) throws `ArrayIndexOutOfBoundsException`

- void **getValue** (float[] value) throws ArrayIndexOutOfBoundsException
- void **get1Value** (int index, float[] value)
- void **setValue** (int numRotations, float[] value) throws ArrayIndexOutOfBoundsException
- void **setValue** (int numRotations, float[][] value) throws ArrayIndexOutOfBoundsException
- void **set1Value** (int index, float[] value)
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

### Additional Inherited Members

#### 3.204.1 Detailed Description

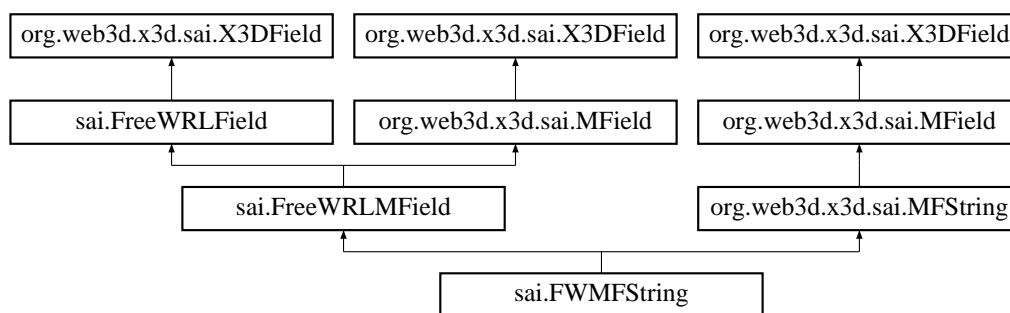
Definition at line 5 of file FWMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFRotation.java

## 3.205 sai.FWMFString Class Reference

Inheritance diagram for sai.FWMFString:



### Public Member Functions

- **FWMFString** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (String[] value) throws ArrayIndexOutOfBoundsException
- String **get1Value** (int index) throws ArrayIndexOutOfBoundsException
- void **setValue** (int numStrings, String[] value)
- void **set1Value** (int index, String value)
- void **append** (String[] value)
- void **insertValue** (int index, String[] value)

### Additional Inherited Members

#### 3.205.1 Detailed Description

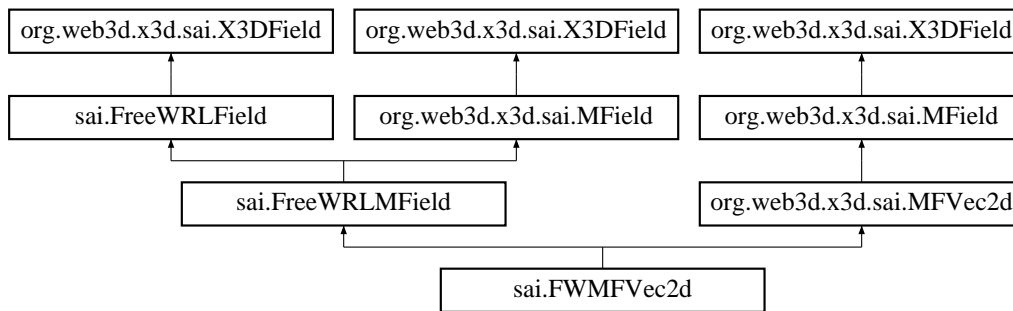
Definition at line 5 of file FWMFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFString.java

### 3.206 sai.FWMFVec2d Class Reference

Inheritance diagram for sai.FWMFVec2d:



#### Public Member Functions

- **FWMFVec2d** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (double[][] value) throws **ArrayIndexOutOfBoundsException**
- void **getValue** (double[] value) throws **ArrayIndexOutOfBoundsException**
- void **get1Value** (int index, double[] value) throws **ArrayIndexOutOfBoundsException**
- void **setValue** (int size, double[] value) throws **ArrayIndexOutOfBoundsException**
- void **setValue** (int size, double[][] value) throws **ArrayIndexOutOfBoundsException**
- void **set1Value** (int index, double[] value) throws **ArrayIndexOutOfBoundsException**
- void **append** (double[] value)
- void **insertValue** (int index, double[] value)

#### Additional Inherited Members

##### 3.206.1 Detailed Description

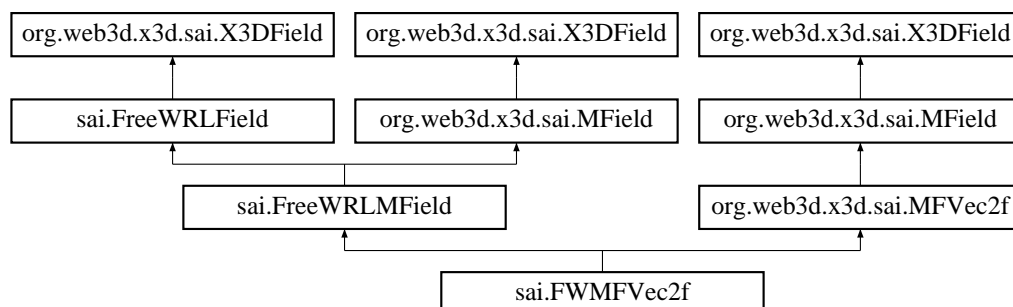
Definition at line 5 of file FWMFVec2d.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFVec2d.java

### 3.207 sai.FWMFVec2f Class Reference

Inheritance diagram for sai.FWMFVec2f:



## Public Member Functions

- **FWMFVec2f** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[ ][ ] value) throws `ArrayIndexOutOfBoundsException`
- void **getValue** (float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **get1Value** (int index, float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, float[ ][ ] value) throws `ArrayIndexOutOfBoundsException`
- void **set1Value** (int index, float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

## Additional Inherited Members

### 3.207.1 Detailed Description

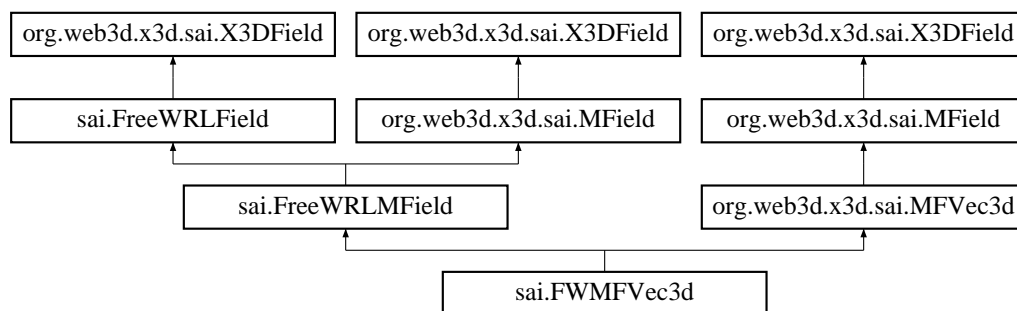
Definition at line 5 of file `FWMFVec2f.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWMFVec2f.java`

## 3.208 sai.FWMFVec3d Class Reference

Inheritance diagram for `sai.FWMFVec3d`:



## Public Member Functions

- **FWMFVec3d** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (double[ ][ ] value) throws `ArrayIndexOutOfBoundsException`
- void **getValue** (double[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **get1Value** (int index, double[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, double[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, double[ ][ ] value) throws `ArrayIndexOutOfBoundsException`
- void **set1Value** (int index, double[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **append** (double[ ] value)
- void **insertValue** (int index, double[ ] value)

## Additional Inherited Members

### 3.208.1 Detailed Description

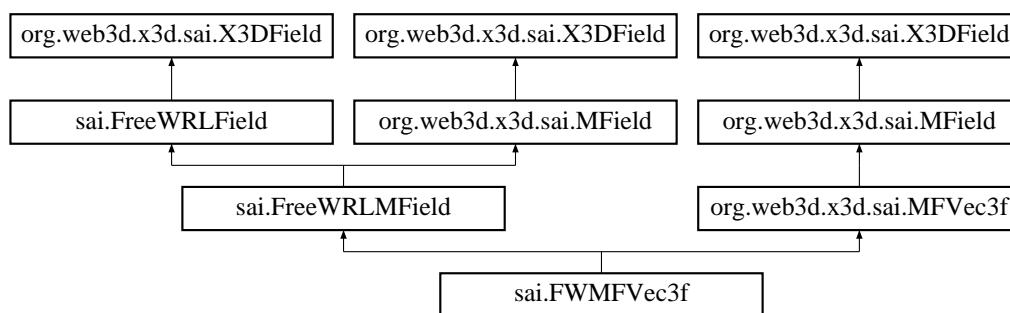
Definition at line 5 of file FWMFVec3d.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFVec3d.java

## 3.209 sai.FWMFVec3f Class Reference

Inheritance diagram for sai.FWMFVec3f:



## Public Member Functions

- **FWMFVec3f** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[ ][ ] value) throws `ArrayIndexOutOfBoundsException`
- void **getValue** (float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **get1Value** (int index, float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, float[ ][ ] value) throws `ArrayIndexOutOfBoundsException`
- void **set1Value** (int index, float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

## Additional Inherited Members

### 3.209.1 Detailed Description

Definition at line 5 of file FWMFVec3f.java.

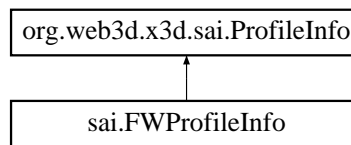
The documentation for this class was generated from the following file:

- src/java/sai/FWMFVec3f.java

## 3.210 sai.FWProfileInfo Class Reference

Inheritance diagram for sai.FWProfileInfo:





## Public Member Functions

- **FWProfileInfo** (String n, String t, **ComponentInfo**[] c)
- String **getName** ()
- String **getTitle** ()
- **ComponentInfo**[] **getComponents** ()
- String **toX3DString** ()

### 3.210.1 Detailed Description

Definition at line 4 of file FWProfileInfo.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWProfileInfo.java

## 3.211 sai.FWProfileInfo Class Reference

### Static Public Member Functions

- static **FWProfileInfo** **getProfile** (String name) throws NotSupportedException
- static **FWProfileInfo**[] **getProfiles** ()
- static **ComponentInfo**[] **getComponents** ()
- static **FWComponentInfo** **getComponent** (String name, int level) throws NotSupportedException

### 3.211.1 Detailed Description

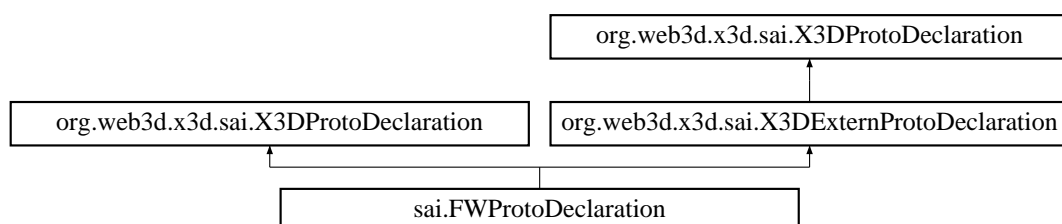
Definition at line 5 of file FWProfileInfo.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWProfileInfo.java

## 3.212 sai.FWProtoDeclaration Class Reference

Inheritance diagram for sai.FWProtoDeclaration:



## Public Member Functions

- String **getProtoName** ()
- String **toString** ()
- **X3DProtoInstance** **createInstance** () throws InvalidOperationTimingException, InvalidProtoException
- **X3DFieldDefinition[]** **getFieldDefinitions** () throws InvalidOperationTimingException, InvalidProtoException
- int **getLoadState** ()
- void **loadNow** ()
- void **setProtoName** (String name)
- void **setFields** (FreeWRLFieldDefinition[] f)
- void **setType** (int t)
- int[] **getNodeTypes** () throws InvalidProtoException
- void **dispose** ()

### 3.212.1 Detailed Description

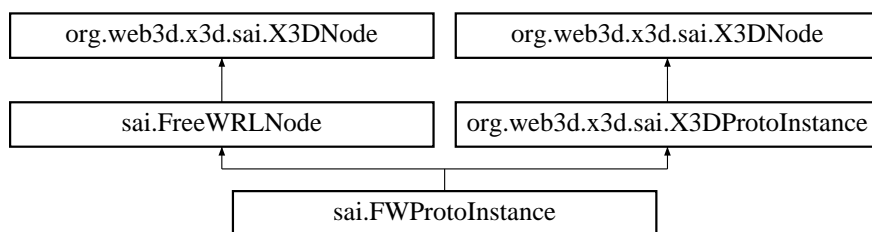
Definition at line 5 of file FWProtoDeclaration.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWProtoDeclaration.java

## 3.213 sai.FWProtoInstance Class Reference

Inheritance diagram for sai.FWProtoInstance:



## Public Member Functions

- **FWProtoInstance** (FreeWRLBrowser b)
- int[] **getImplementationTypes** ()

### 3.213.1 Detailed Description

Definition at line 4 of file FWProtoInstance.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWProtoInstance.java

## 3.214 FWRGBQUAD Struct Reference

### Data Fields

- FBYTE **rgbBlue**
- FBYTE **rgbGreen**
- FBYTE **rgbRed**
- FBYTE **rgbReserved**

### 3.214.1 Detailed Description

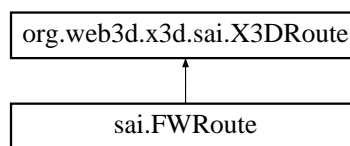
Definition at line 312 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

## 3.215 sai.FWRoute Class Reference

Inheritance diagram for sai.FWRoute:



### Public Member Functions

- **FWRoute** (**FreeWRLNode** sn, String sf, **FreeWRLNode** dn, String df)
- String **toString** ()
- boolean **equals** (Object o)
- **X3DNode** **getSourceNode** () throws InvalidRouteException
- **X3DNode** **getDestinationNode** () throws InvalidRouteException
- String **getSourceField** () throws InvalidRouteException
- String **getDestinationField** () throws InvalidRouteException
- void **dispose** ()

### 3.215.1 Detailed Description

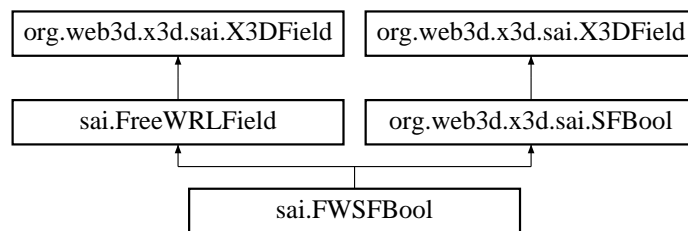
Definition at line 4 of file FWRoute.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWRoute.java

## 3.216 sai.FWSFBool Class Reference

Inheritance diagram for sai.FWSFBool:



### Public Member Functions

- **FWSFBool** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- boolean **getValue** () throws `InvalidFieldException`
- void **setValue** (boolean value) throws `InvalidFieldException`

### Additional Inherited Members

#### 3.216.1 Detailed Description

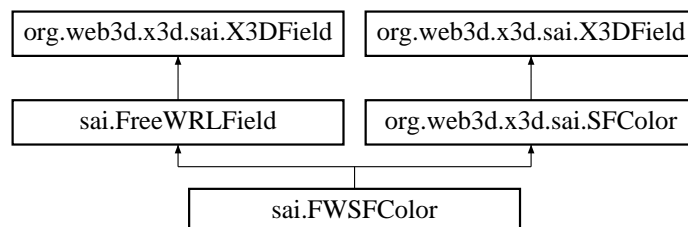
Definition at line 4 of file `FWSFBool.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWSFBool.java`

### 3.217 sai.FWSFColor Class Reference

Inheritance diagram for `sai.FWSFColor`:



### Public Member Functions

- **FWSFColor** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (float[] value) throws `IllegalArgumentException`, `ArrayIndexOutOfBoundsException`

### Additional Inherited Members

#### 3.217.1 Detailed Description

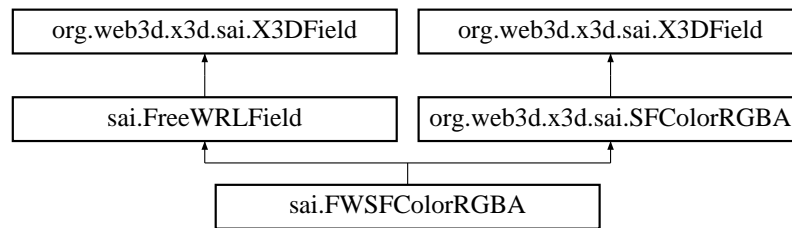
Definition at line 5 of file `FWSFColor.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWSFColor.java`

## 3.218 sai.FWSFColorRGBA Class Reference

Inheritance diagram for sai.FWSFColorRGBA:



### Public Member Functions

- **FWSFColorRGBA** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws **ArrayIndexOutOfBoundsException**
- void **setValue** (float[] value) throws **ArrayIndexOutOfBoundsException**

### Additional Inherited Members

#### 3.218.1 Detailed Description

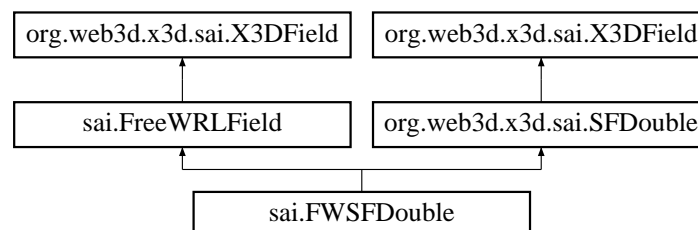
Definition at line 5 of file FWSFColorRGBA.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFColorRGBA.java

## 3.219 sai.FWSFDouble Class Reference

Inheritance diagram for sai.FWSFDouble:



### Public Member Functions

- **FWSFDouble** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- double **getValue** ()
- void **setValue** (double value)

### Additional Inherited Members

#### 3.219.1 Detailed Description

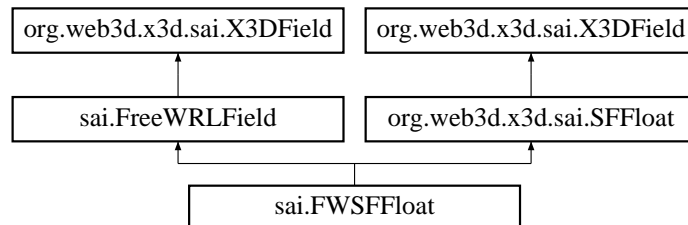
Definition at line 4 of file FWSFDouble.java.

The documentation for this class was generated from the following file:

- `src/java/sai/FWSFDouble.java`

### 3.220 sai.FWSFFloat Class Reference

Inheritance diagram for `sai.FWSFFloat`:



#### Public Member Functions

- **FWSFFloat** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- float **getValue** ()
- void **setValue** (float value)

#### Additional Inherited Members

##### 3.220.1 Detailed Description

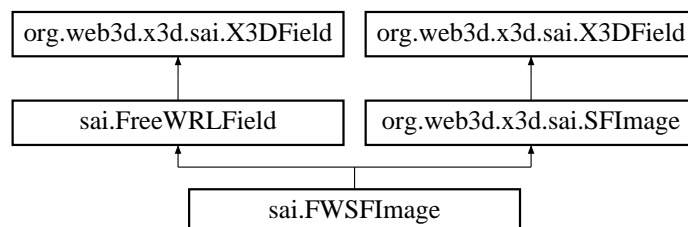
Definition at line 4 of file `FWSFFloat.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWSFFloat.java`

### 3.221 sai.FWSFImage Class Reference

Inheritance diagram for `sai.FWSFImage`:



#### Public Member Functions

- **FWSFImage** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- int **getWidth** ()
- int **getHeight** ()
- int **getComponents** ()

- void **getPixels** (int[] pixels)
- WritableRenderedImage **getImage** ()
- void **setValue** (int width, int height, int components, int[] pixels)
- void **setImage** (RenderedImage image)
- void **setSubImage** (RenderedImage image, int srcWidth, int srcHeight, int srcXOffset, int srcYOffset, int destXOffset, int destYOffset)

### Additional Inherited Members

#### 3.221.1 Detailed Description

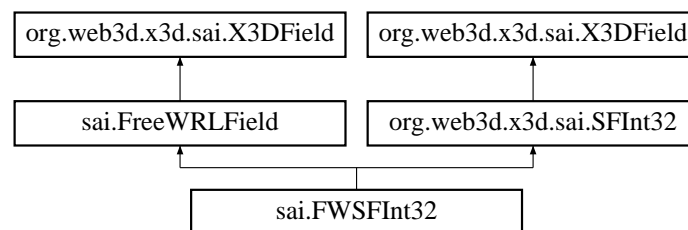
Definition at line 7 of file FWSFImage.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFImage.java

## 3.222 sai.FWSFInt32 Class Reference

Inheritance diagram for sai.FWSFInt32:



### Public Member Functions

- **FWSFInt32** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- int **getValue** ()
- void **setValue** (int value)

### Additional Inherited Members

#### 3.222.1 Detailed Description

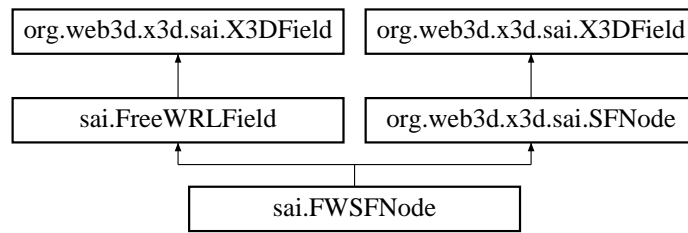
Definition at line 4 of file FWSFInt32.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFInt32.java

## 3.223 sai.FWSFNode Class Reference

Inheritance diagram for sai.FWSFNode:



### Public Member Functions

- **FWSFNode** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- **X3DNode** **getValue** ()
- void **setValue** (**X3DNode** value) throws `InvalidNodeException`

### Additional Inherited Members

#### 3.223.1 Detailed Description

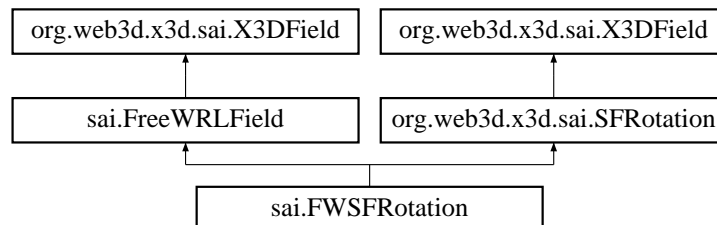
Definition at line 4 of file `FWSFNode.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWSFNode.java`

## 3.224 sai.FWSFRotation Class Reference

Inheritance diagram for `sai.FWSFRotation`:



### Public Member Functions

- **FWSFRotation** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (float[] value) throws `ArrayIndexOutOfBoundsException`

### Additional Inherited Members

#### 3.224.1 Detailed Description

Definition at line 5 of file `FWSFRotation.java`.

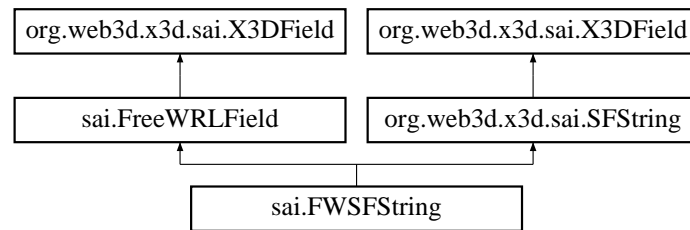
The documentation for this class was generated from the following file:

- `src/java/sai/FWSFRotation.java`



## 3.225 sai.FWSFString Class Reference

Inheritance diagram for sai.FWSFString:



### Public Member Functions

- **FWSFString** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- String **getValue** ()
- void **setValue** (String value)

### Additional Inherited Members

#### 3.225.1 Detailed Description

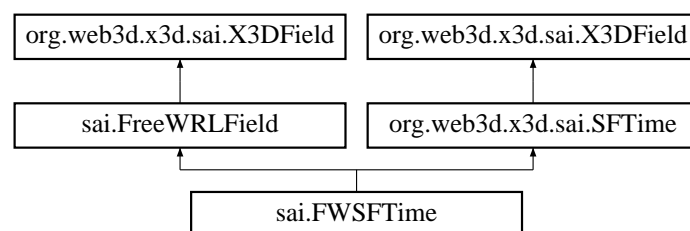
Definition at line 4 of file FWSFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFString.java

## 3.226 sai.FWSFTime Class Reference

Inheritance diagram for sai.FWSFTime:



### Public Member Functions

- **FWSFTime** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- double **getValue** ()
- long **getJavaValue** ()
- void **setValue** (double value)
- void **setValue** (long value)

## Additional Inherited Members

### 3.226.1 Detailed Description

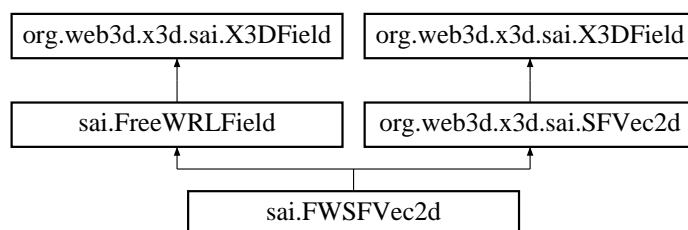
Definition at line 4 of file FWSFTime.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFTime.java

## 3.227 sai.FWSFVec2d Class Reference

Inheritance diagram for sai.FWSFVec2d:



## Public Member Functions

- **FWSFVec2d** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (double[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (double[] value) throws `ArrayIndexOutOfBoundsException`

## Additional Inherited Members

### 3.227.1 Detailed Description

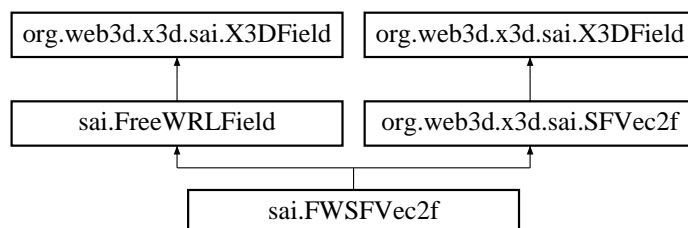
Definition at line 5 of file FWSFVec2d.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFVec2d.java

## 3.228 sai.FWSFVec2f Class Reference

Inheritance diagram for sai.FWSFVec2f:



## Public Member Functions

- **FWSFVec2f** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (float[] value) throws `ArrayIndexOutOfBoundsException`

## Additional Inherited Members

### 3.228.1 Detailed Description

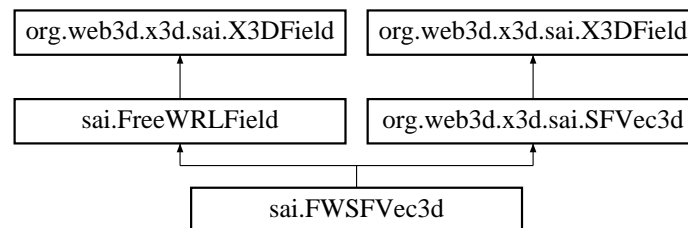
Definition at line 5 of file `FWSFVec2f.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWSFVec2f.java`

## 3.229 sai.FWSFVec3d Class Reference

Inheritance diagram for `sai.FWSFVec3d`:



## Public Member Functions

- **FWSFVec3d** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (double[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (double[] value) throws `ArrayIndexOutOfBoundsException`

## Additional Inherited Members

### 3.229.1 Detailed Description

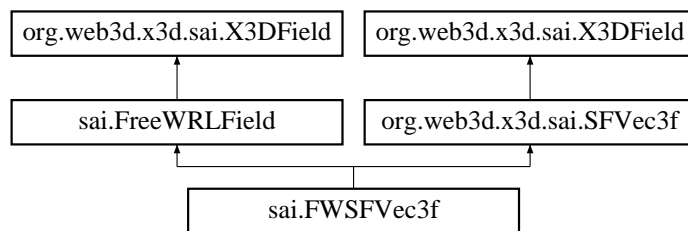
Definition at line 5 of file `FWSFVec3d.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWSFVec3d.java`

## 3.230 sai.FWSFVec3f Class Reference

Inheritance diagram for `sai.FWSFVec3f`:



## Public Member Functions

- **FWSFVec3f** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (float[] value) throws `ArrayIndexOutOfBoundsException`

## Additional Inherited Members

### 3.230.1 Detailed Description

Definition at line 5 of file `FWSFVec3f.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWSFVec3f.java`

## 3.231 FWSNDMSG Struct Reference

### Data Fields

- long **mtype**
- char **msg** [`SNDMAXMSGSIZE`]

### 3.231.1 Detailed Description

Definition at line 41 of file `sounds.h`.

The documentation for this struct was generated from the following files:

- `src/lib/scenegraph/sounds.h`
- `src/sound/soundheader.h`

## 3.232 FXY Struct Reference

### Data Fields

- GLfloat **x**
- GLfloat **y**

### 3.232.1 Detailed Description

Definition at line 218 of file CursorDraw.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/CursorDraw.c

## 3.233 GLUface Struct Reference

### Data Fields

- **GLUface \* next**
- **GLUface \* prev**
- **GLUhalfEdge \* anEdge**
- void \* **data**
- **GLUface \* trail**
- GLboolean **marked**
- GLboolean **inside**

### 3.233.1 Detailed Description

Definition at line 126 of file mesh.h.

The documentation for this struct was generated from the following file:

- src/libtess/mesh.h

## 3.234 GLUhalfEdge Struct Reference

### Data Fields

- **GLUhalfEdge \* next**
- **GLUhalfEdge \* Sym**
- **GLUhalfEdge \* Onext**
- **GLUhalfEdge \* Lnext**
- **GLUvertex \* Org**
- **GLUface \* Lface**
- **ActiveRegion \* activeRegion**
- int **winding**

### 3.234.1 Detailed Description

Definition at line 138 of file mesh.h.

The documentation for this struct was generated from the following file:

- src/libtess/mesh.h

### 3.235 GLUmesh Struct Reference

#### Data Fields

- **GLUvertex vHead**
- **GLUface fHead**
- **GLUhalfEdge eHead**
- **GLUhalfEdge eHeadSym**

#### 3.235.1 Detailed Description

Definition at line 163 of file mesh.h.

The documentation for this struct was generated from the following file:

- src/libtess/mesh.h

### 3.236 GLUtesselator Struct Reference

#### Public Member Functions

- **void** (GLAPIENTRY \*callError)(GLenum errnum)
- **void** (GLAPIENTRY \*callCombine)(GLdouble coords[3]
- **void** (GLAPIENTRY \*callBegin)(GLenum type)
- **void** (GLAPIENTRY \*callEdgeFlag)(GLboolean boundaryEdge)
- **void** (GLAPIENTRY \*callVertex)(void \*data)
- **void** (GLAPIENTRY \*callEnd)(void)
- **void** (GLAPIENTRY \*callMesh)(**GLUmesh** \*mesh)
- **void** (GLAPIENTRY \*callBeginData)(GLenum type)
- **void** (GLAPIENTRY \*callEdgeFlagData)(GLboolean boundaryEdge)
- **void** (GLAPIENTRY \*callVertexData)(void \*data)
- **void** (GLAPIENTRY \*callEndData)(void \*polygonData)
- **void** (GLAPIENTRY \*callErrorData)(GLenum errnum)
- **void** (GLAPIENTRY \*callCombineData)(GLdouble coords[3]

#### Data Fields

- enum TessState **state**
- **GLUhalfEdge** \* **lastEdge**
- **GLUmesh** \* **mesh**
- GLdouble **normal** [3]
- GLdouble **sUnit** [3]
- GLdouble **tUnit** [3]
- GLdouble **relTolerance**
- GLenum **windingRule**
- GLboolean **fatalError**
- **Dict** \* **dict**
- **PriorityQ** \* **pq**
- **GLUvertex** \* **event**
- void \* **data** [4]
- void GLfloat **weight** [4]
- void GLfloat void \*\* **outData**
- GLboolean **flagBoundary**

- GLboolean **boundaryOnly**
- **GLUface \* lonelyTriList**
- GLboolean **emptyCache**
- int **cacheCount**
- **CachedVertex cache** [TESS\_MAX\_CACHE]
- void \* **polygonData**
- void GLfloat void void \* **polygonData**
- jmp\_buf **env**

### 3.236.1 Detailed Description

Definition at line 59 of file tess.h.

The documentation for this struct was generated from the following file:

- src/libtess/tess.h

## 3.237 GLUvertex Struct Reference

### Data Fields

- **GLUvertex \* next**
- **GLUvertex \* prev**
- **GLUhalfEdge \* anEdge**
- void \* **data**
- GLdouble **coords** [3]
- GLdouble **s**
- GLdouble **t**
- long **pqHandle**

### 3.237.1 Detailed Description

Definition at line 114 of file mesh.h.

The documentation for this struct was generated from the following file:

- src/libtess/mesh.h

## 3.238 GoP Struct Reference

### Data Fields

- int **drop\_flag**
- unsigned int **tc\_hours**
- unsigned int **tc\_minutes**
- unsigned int **tc\_seconds**
- unsigned int **tc\_pictures**
- int **closed\_gop**
- int **broken\_link**
- char \* **ext\_data**
- char \* **user\_data**

### 3.238.1 Detailed Description

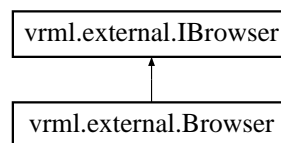
Definition at line 116 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

## 3.239 vrml.external.IBrowser Interface Reference

Inheritance diagram for vrml.external.IBrowser:



### Public Member Functions

- String **getName** ()
- String **getVersion** ()
- int **getEncoding** ()
- float **getCurrentSpeed** ()
- float **getCurrentFrameRate** ()
- String **getWorldURL** ()
- void **replaceWorld** (Node[] nodes) throws IllegalArgumentException
- void **loadURL** (String[] url, String[] parameter)
- void **setDescription** (String description)
- String **getDescription** ()
- String **getRenderingProperties** ()
- Node[] **createVrmlFromString** (String vrmlSyntax) throws InvalidVrmlException
- void **createVrmlFromURL** (String[] url, Node node, String event)
- Node **getNode** (String name)
- void **addRoute** (Node fromNode, String fromEventOut, Node toNode, String toEventIn) throws IllegalArgumentException
- void **deleteRoute** (Node fromNode, String fromEventOut, Node toNode, String toEventIn) throws IllegalArgumentException
- void **beginUpdate** ()
- void **endUpdate** ()
- void **initialize** ()
- void **shutdown** ()
- void **firstViewpoint** ()
- void **lastViewpoint** ()
- void **nextViewpoint** ()
- void **previousViewpoint** ()
- String **createNode** (String name)
- String **createProto** (String name)
- String **updateNamedNode** (String name, Node node)
- String **removeNamedNode** (String name)
- String **getProtoDeclaration** (String name)
- String **removeProtoDeclaration** (String name)
- String **updateProtoDeclaration** (String name, String npdecl)
- String **getNodeFieldDefs** (Node myn)
- String **getNodeDEFName** (Node myn)



### 3.239.1 Detailed Description

Definition at line 6 of file IBrowser.java.

The documentation for this interface was generated from the following file:

- src/java/vrml/external/IBrowser.java

## 3.240 iiglobal Struct Reference

### Data Structures

- struct **tBindable**
- struct **tcollision**
- struct **tcommon**
- struct **tComponent\_EnvironSensor**
- struct **tComponent\_Geometry3D**
- struct **tComponent\_Geospatial**
- struct **tComponent\_HAnim**
- struct **tComponent\_KeyDevice**
- struct **tComponent\_Shape**
- struct **tComponent\_Sound**
- struct **tComponent\_Text**
- struct **tComponent\_VRML1**
- struct **tConsoleMessage**
- struct **tCParse**
- struct **tCParseParser**
- struct **tCProto**
- struct **tCRoutes**
- struct **tCScripts**
- struct **tCursorDraw**
- struct **tdisplay**
- struct **tEAI\_C\_CommonFunctions**
- struct **tEAICore**
- struct **tEAIEventsIn**
- struct **tEAHelpers**
- struct **tFrustum**
- struct **tinternalc**
- struct **tio\_http**
- struct **tJScript**
- struct **tjsUtils**
- struct **tjsVRMLBrowser**
- struct **tjsVRMLClasses**
- struct **tLoadTextures**
- struct **tMainloop**
- struct **tOpenGL\_Utils**
- struct **tPluginSocket**
- struct **tpluginUtils**
- struct **tProdCon**
- struct **tRasterFont**
- struct **tRenderFuncs**
- struct **tRenderTextures**
- struct **tresources**
- struct **tSensInterps**

- struct **tSnapshot**
- struct **tstatusbar**
- struct **tStreamPoly**
- struct **tTess**
- struct **tTextures**
- struct **tthreads**
- struct **tViewer**
- struct **tX3DParser**
- struct **tX3DProtoScript**

## Data Fields

- struct **iiglobal::tdisplay display**
- struct **iiglobal::tinternalc internalc**
- struct **iiglobal::tio\_http io\_http**
- struct **iiglobal::tresources resources**
- struct **iiglobal::tthreads threads**
- struct **iiglobal::tSnapshot Snapshot**
- struct **iiglobal::tEAI\_C\_CommonFunctions EAI\_C\_CommonFunctions**
- struct **iiglobal::tEAIEventsIn EAIEventsIn**
- struct **iiglobal::tEAIHelpers EAIHelpers**
- struct **iiglobal::tEAICore EAICore**
- struct **iiglobal::tSensInterps SensInterps**
- struct **iiglobal::tConsoleMessage ConsoleMessage**
- struct **iiglobal::tMainloop Mainloop**
- struct **iiglobal::tProdCon ProdCon**
- struct **iiglobal::tFrustum Frustum**
- struct **iiglobal::tLoadTextures LoadTextures**
- struct **iiglobal::tOpenGL\_Utils OpenGL\_Utils**
- struct **iiglobal::tRasterFont RasterFont**
- struct **iiglobal::tRenderTextures RenderTextures**
- struct **iiglobal::tTextures Textures**
- struct **iiglobal::tPluginSocket PluginSocket**
- struct **iiglobal::tpluginUtils pluginUtils**
- struct **iiglobal::tcollision collision**
- struct **iiglobal::tComponent\_EnvironSensor Component\_EnvironSensor**
- struct **iiglobal::tComponent\_Geometry3D Component\_Geometry3D**
- struct **iiglobal::tComponent\_Geospatial Component\_Geospatial**
- struct **iiglobal::tComponent\_HAnim Component\_HAnim**
- struct **iiglobal::tComponent\_KeyDevice Component\_KeyDevice**
- struct **iiglobal::tComponent\_Shape Component\_Shape**
- struct **iiglobal::tComponent\_Sound Component\_Sound**
- struct **iiglobal::tComponent\_Text Component\_Text**
- struct **iiglobal::tComponent\_VRML1 Component\_VRML1**
- struct **iiglobal::tRenderFuncs RenderFuncs**
- struct **iiglobal::tStreamPoly StreamPoly**
- struct **iiglobal::tTess Tess**
- struct **iiglobal::tViewer Viewer**
- struct **iiglobal::tstatusbar statusbar**
- struct **iiglobal::tCParse CParse**
- struct **iiglobal::tCParseParser CParseParser**
- struct **iiglobal::tCProto CProto**
- struct **iiglobal::tCRoutes CRoutes**
- struct **iiglobal::tCScripts CScripts**

- struct **iiglobal::tJScript** JScript
- struct **iiglobal::tjsUtils** jsUtils
- struct **iiglobal::tjsVRMLBrowser** jsVRMLBrowser
- struct **iiglobal::tjsVRMLClasses** jsVRMLClasses
- struct **iiglobal::tBindable** Bindable
- struct **iiglobal::tX3DParser** X3DParser
- struct **iiglobal::tX3DProtoScript** X3DProtoScript
- struct **iiglobal::tcommon** common
- struct **iiglobal::tCursorDraw** CursorDraw

### 3.240.1 Detailed Description

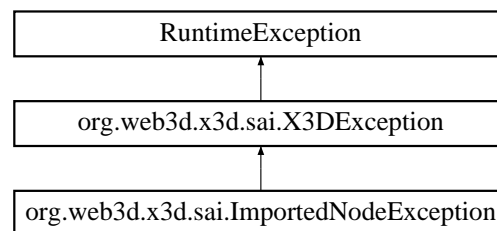
Definition at line 40 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

## 3.241 org.web3d.x3d.sai.ImportedException Class Reference

Inheritance diagram for `org.web3d.x3d.sai.ImportedException`:



### Public Member Functions

- **ImportedException** (String msg)

### 3.241.1 Detailed Description

Definition at line 3 of file `ImportedException.java`.

The documentation for this class was generated from the following file:

- `src/java/org/web3d/x3d/sai/ImportedException.java`

## 3.242 initialRouteStruct Struct Reference

### Data Fields

- struct **X3D\_Node** \* **from**
- **size\_t** **totalptr**

### 3.242.1 Detailed Description

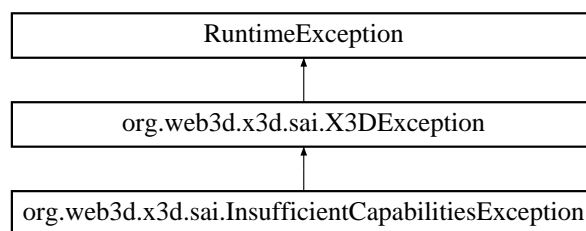
Definition at line 361 of file CRoutes.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CRoutes.c

## 3.243 org.web3d.x3d.sai.InsufficientCapabilitiesException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InsufficientCapabilitiesException:



### Public Member Functions

- **InsufficientCapabilitiesException** (String msg)

### 3.243.1 Detailed Description

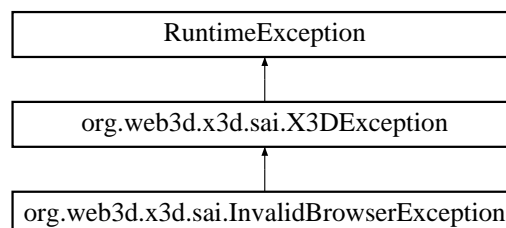
Definition at line 3 of file InsufficientCapabilitiesException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InsufficientCapabilitiesException.java

## 3.244 org.web3d.x3d.sai.InvalidBrowserException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidBrowserException:



### Public Member Functions

- **InvalidBrowserException** (String msg)

### 3.244.1 Detailed Description

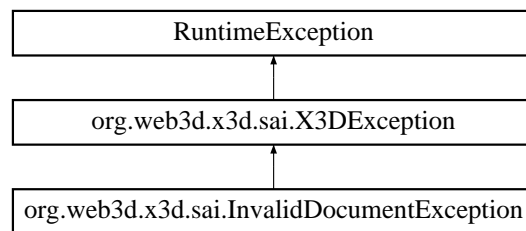
Definition at line 3 of file InvalidBrowserException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidBrowserException.java

## 3.245 org.web3d.x3d.sai.InvalidDocumentException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidDocumentException:



### Public Member Functions

- **InvalidDocumentException** (String msg)

### 3.245.1 Detailed Description

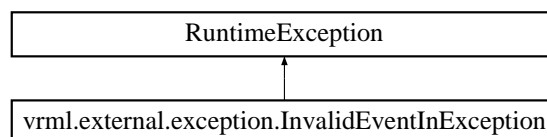
Definition at line 3 of file InvalidDocumentException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidDocumentException.java

## 3.246 vrml.external.exception.InvalidEventInException Class Reference

Inheritance diagram for vrml.external.exception.InvalidEventInException:



### Public Member Functions

- **InvalidEventInException** ()  
Constructs an **InvalidEventInException** (p. 159) with no detail message.
- **InvalidEventInException** (String s)  
Constructs an **InvalidEventInException** (p. 159) with the specified detail message.

### 3.246.1 Detailed Description

Definition at line 3 of file InvalidEventInException.java.

### 3.246.2 Constructor & Destructor Documentation

#### 3.246.2.1 `vrml.external.exception.InvalidEventInException.InvalidEventInException ( String s )` `[inline]`

Constructs an **InvalidEventInException** (p. 159) with the specified detail message.

A detail message is a String that describes this particular exception.

Parameters

<code>s</code>	the detail message
----------------	--------------------

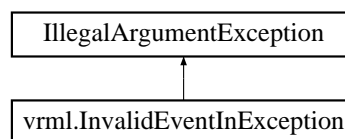
Definition at line 17 of file InvalidEventInException.java.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/exception/InvalidEventInException.java`

## 3.247 `vrml.InvalidEventInException` Class Reference

Inheritance diagram for `vrml.InvalidEventInException`:



### Public Member Functions

- **InvalidEventInException** (String s)

### 3.247.1 Detailed Description

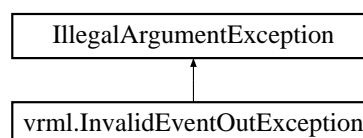
Definition at line 6 of file InvalidEventInException.java.

The documentation for this class was generated from the following file:

- `src/java/vrml/InvalidEventInException.java`

## 3.248 `vrml.InvalidEventOutException` Class Reference

Inheritance diagram for `vrml.InvalidEventOutException`:



## Public Member Functions

- **InvalidEventOutException** (String s)

### 3.248.1 Detailed Description

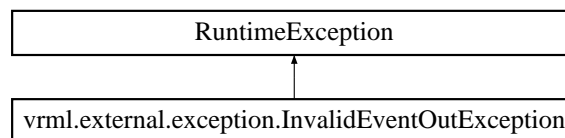
Definition at line 6 of file InvalidEventOutException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidEventOutException.java

## 3.249 vrml.external.exception.InvalidEventOutException Class Reference

Inheritance diagram for vrml.external.exception.InvalidEventOutException:



## Public Member Functions

- **InvalidEventOutException** (String s)

### 3.249.1 Detailed Description

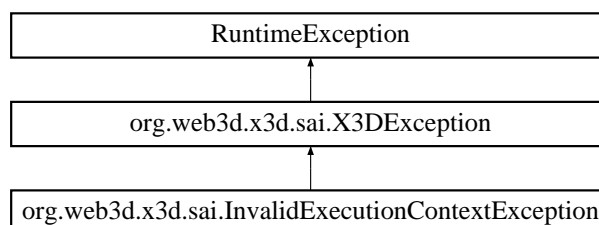
Definition at line 3 of file InvalidEventOutException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/exception/InvalidEventOutException.java

## 3.250 org.web3d.x3d.sai.InvalidExecutionContextException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidExecutionContextException:



## Public Member Functions

- **InvalidExecutionContextException** (String msg)

### 3.250.1 Detailed Description

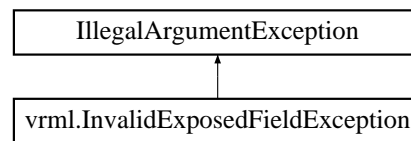
Definition at line 3 of file InvalidExecutionContextException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidExecutionContextException.java

## 3.251 vrml.InvalidExposedFieldException Class Reference

Inheritance diagram for vrml.InvalidExposedFieldException:



### Public Member Functions

- **InvalidExposedFieldException** (String s)

### 3.251.1 Detailed Description

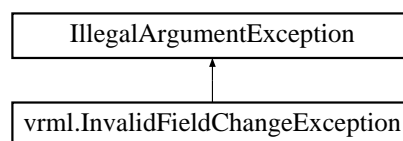
Definition at line 6 of file InvalidExposedFieldException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidExposedFieldException.java

## 3.252 vrml.InvalidFieldChangeException Class Reference

Inheritance diagram for vrml.InvalidFieldChangeException:



### Public Member Functions

- **InvalidFieldChangeException** (String s)

### 3.252.1 Detailed Description

Definition at line 6 of file InvalidFieldChangeException.java.

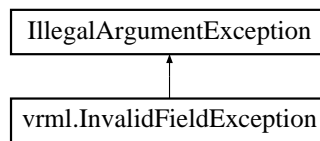
The documentation for this class was generated from the following file:

- src/java/vrml/InvalidFieldChangeException.java



### 3.253 vrml.InvalidFieldException Class Reference

Inheritance diagram for vrml.InvalidFieldException:



#### Public Member Functions

- **InvalidFieldException** (String s)

#### 3.253.1 Detailed Description

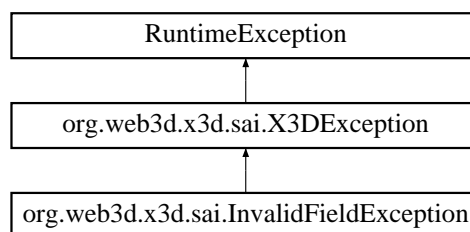
Definition at line 6 of file InvalidFieldException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidFieldException.java

### 3.254 org.web3d.x3d.sai.InvalidFieldException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidFieldException:



#### Public Member Functions

- **InvalidFieldException** (String msg)

#### 3.254.1 Detailed Description

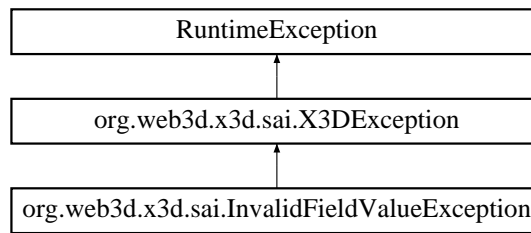
Definition at line 3 of file InvalidFieldException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidFieldException.java

### 3.255 org.web3d.x3d.sai.InvalidFieldValueException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidFieldValueException:



### Public Member Functions

- **InvalidFieldValueException** (String msg)

#### 3.255.1 Detailed Description

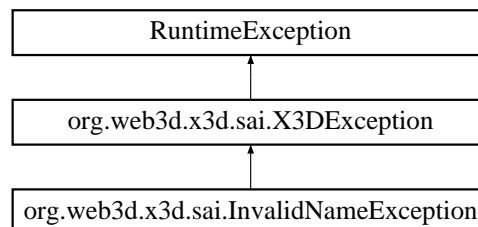
Definition at line 3 of file `InvalidFieldValueException.java`.

The documentation for this class was generated from the following file:

- `src/java/org/web3d/x3d/sai/InvalidFieldValueException.java`

### 3.256 `org.web3d.x3d.sai.InvalidNameException` Class Reference

Inheritance diagram for `org.web3d.x3d.sai.InvalidNameException`:



### Public Member Functions

- **InvalidNameException** (String str)

#### 3.256.1 Detailed Description

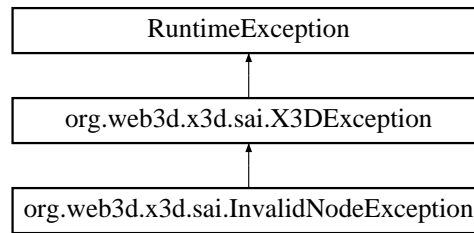
Definition at line 3 of file `InvalidNameException.java`.

The documentation for this class was generated from the following file:

- `src/java/org/web3d/x3d/sai/InvalidNameException.java`

### 3.257 `org.web3d.x3d.sai.InvalidNodeException` Class Reference

Inheritance diagram for `org.web3d.x3d.sai.InvalidNodeException`:



### Public Member Functions

- **InvalidNodeException** (String str)

#### 3.257.1 Detailed Description

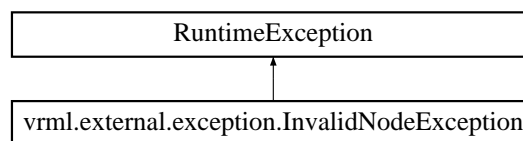
Definition at line 3 of file InvalidNodeException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidNodeException.java

## 3.258 vrml.external.exception.InvalidNodeException Class Reference

Inheritance diagram for vrml.external.exception.InvalidNodeException:



### Public Member Functions

- **InvalidNodeException** ()  
*Constructs an **InvalidNodeException** (p. 165) with no detail message.*
- **InvalidNodeException** (String s)  
*Constructs an **InvalidNodeException** (p. 165) with the specified detail message.*

#### 3.258.1 Detailed Description

Definition at line 3 of file InvalidNodeException.java.

#### 3.258.2 Constructor & Destructor Documentation

##### 3.258.2.1 vrml.external.exception.InvalidNodeException.InvalidNodeException ( String s ) [inline]

Constructs an **InvalidNodeException** (p. 165) with the specified detail message.

A detail message is a String that describes this particular exception.

## Parameters

<b>s</b>	the detail message
----------	--------------------

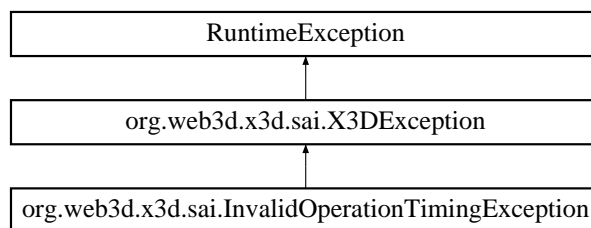
Definition at line 17 of file InvalidNodeException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/exception/InvalidNodeException.java

### 3.259 org.web3d.x3d.sai.InvalidOperationTimingException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidOperationTimingException:



#### Public Member Functions

- **InvalidOperationTimingException** (String msg)

#### 3.259.1 Detailed Description

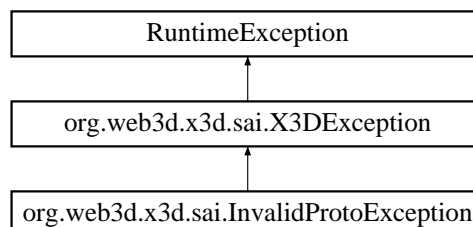
Definition at line 3 of file InvalidOperationTimingException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidOperationTimingException.java

### 3.260 org.web3d.x3d.sai.InvalidProtoException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidProtoException:



#### Public Member Functions

- **InvalidProtoException** (String msg)

### 3.260.1 Detailed Description

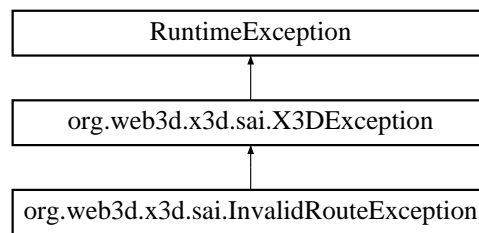
Definition at line 3 of file InvalidProtoException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidProtoException.java

## 3.261 org.web3d.x3d.sai.InvalidRouteException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidRouteException:



### Public Member Functions

- **InvalidRouteException** (String msg)

### 3.261.1 Detailed Description

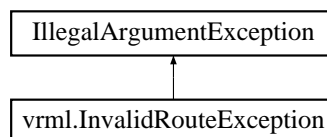
Definition at line 3 of file InvalidRouteException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidRouteException.java

## 3.262 vrml.InvalidRouteException Class Reference

Inheritance diagram for vrml.InvalidRouteException:



### Public Member Functions

- **InvalidRouteException** (String s)

### 3.262.1 Detailed Description

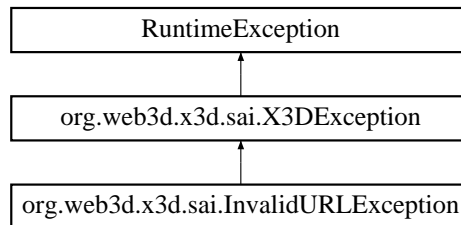
Definition at line 6 of file InvalidRouteException.java.

The documentation for this class was generated from the following file:

- `src/java/vrml/InvalidRouteException.java`

### 3.263 `org.web3d.x3d.sai.InvalidURLErrorException` Class Reference

Inheritance diagram for `org.web3d.x3d.sai.InvalidURLErrorException`:



#### Public Member Functions

- **`InvalidURLErrorException`** (String str)

#### 3.263.1 Detailed Description

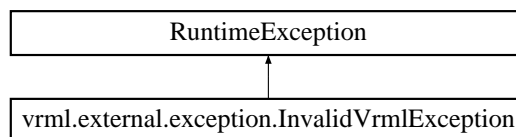
Definition at line 3 of file `InvalidURLErrorException.java`.

The documentation for this class was generated from the following file:

- `src/java/org/web3d/x3d/sai/InvalidURLErrorException.java`

### 3.264 `vrml.external.exception.InvalidVrmlException` Class Reference

Inheritance diagram for `vrml.external.exception.InvalidVrmlException`:



#### Public Member Functions

- **`InvalidVrmlException`** ()  
Constructs an ***InvalidVrmlException*** (p. 168) with no detail message.
- **`InvalidVrmlException`** (String s)  
Constructs an ***InvalidVrmlException*** (p. 168) with the specified detail message.

#### 3.264.1 Detailed Description

Definition at line 3 of file `InvalidVrmlException.java`.

### 3.264.2 Constructor & Destructor Documentation

#### 3.264.2.1 vrml.external.exception.InvalidVrmlException.InvalidVrmlException ( String s ) `[inline]`

Constructs an **InvalidVrmlException** (p. 168) with the specified detail message.

A detail message is a String that describes this particular exception.

Parameters

s	the detail message
---	--------------------

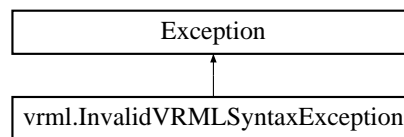
Definition at line 17 of file InvalidVrmlException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/exception/InvalidVrmlException.java

## 3.265 vrml.InvalidVRMLSyntaxException Class Reference

Inheritance diagram for vrml.InvalidVRMLSyntaxException:



### Public Member Functions

- **InvalidVRMLSyntaxException** (String s)

#### 3.265.1 Detailed Description

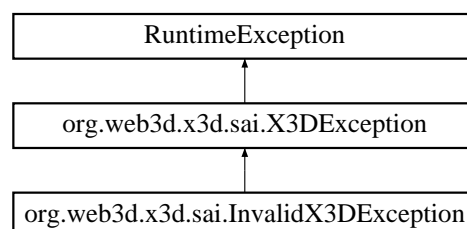
Definition at line 3 of file InvalidVRMLSyntaxException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidVRMLSyntaxException.java

## 3.266 org.web3d.x3d.sai.InvalidX3DException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidX3DException:



## Public Member Functions

- **InvalidX3DException** (String str)

### 3.266.1 Detailed Description

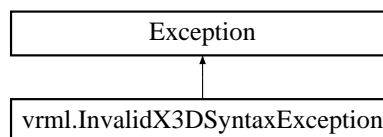
Definition at line 3 of file InvalidX3DException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidX3DException.java

## 3.267 vrml.InvalidX3DSyntaxException Class Reference

Inheritance diagram for vrml.InvalidX3DSyntaxException:



## Public Member Functions

- **InvalidX3DSyntaxException** (String s)

### 3.267.1 Detailed Description

Definition at line 3 of file InvalidX3DSyntaxException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidX3DSyntaxException.java

## 3.268 key Struct Reference

### Data Fields

- char **key**
- unsigned int **hit**

### 3.268.1 Detailed Description

Definition at line 197 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h



## 3.269 keypressTuple Struct Reference

### Data Fields

- int **key**
- int **type**

### 3.269.1 Detailed Description

Definition at line 122 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

## 3.270 macroblock Struct Reference

### Data Fields

- int **mb\_address**
- int **past\_mb\_addr**
- int **motion\_h\_forw\_code**
- unsigned int **motion\_h\_forw\_r**
- int **motion\_v\_forw\_code**
- unsigned int **motion\_v\_forw\_r**
- int **motion\_h\_back\_code**
- unsigned int **motion\_h\_back\_r**
- int **motion\_v\_back\_code**
- unsigned int **motion\_v\_back\_r**
- unsigned int **cbp**
- int **mb\_intra**
- int **bpict\_past\_forw**
- int **bpict\_past\_back**
- int **past\_intra\_addr**
- int **recon\_right\_for\_prev**
- int **recon\_down\_for\_prev**
- int **recon\_right\_back\_prev**
- int **recon\_down\_back\_prev**

### 3.270.1 Detailed Description

Definition at line 158 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

## 3.271 matpropstruct Struct Reference

### Data Fields

- struct **fw\_MaterialParameters** **fw\_FrontMaterial**

- struct **fw\_MaterialParameters** **fw\_BackMaterial**
- **s\_shader\_capabilities\_t** \* **currentShaderProperties**
- float **transparency**
- GLfloat **emissionColour** [3]
- GLint **cubeFace**
- int **cullFace**
- int **algorithm**
- bool **hatchedBool**
- bool **filledBool**
- GLfloat **hatchPercent** [2]
- GLfloat **hatchScale** [2]
- GLfloat **hatchColour** [4]
- GLfloat **pointSize**
- int **texCoordGeneratorType**

### 3.271.1 Detailed Description

Definition at line 82 of file `Component_Shape.h`.

The documentation for this struct was generated from the following file:

- `src/lib/scenegraph/Component_Shape.h`

## 3.272 org.web3d.x3d.sai.Matrix Interface Reference

### Public Member Functions

- void **setTransform** (**SFVec3f** translation, **SFVec3f** rotation, **SFVec2f** scale, **SFVec3f** scaleOrientation, **SFVec2f** center)
- void **getTransform** (**SFVec2f** translation, **SFVec3f** rotation, **SFVec2f** scale)
- void **inverse** (float[ ][ ] matrix)
- void **transpose** (float[ ][ ] matrix)
- void **multiplyLeft** (float[ ][ ] matrix, float[ ][ ] mult, int size)
- void **multiplyRight** (float[ ][ ] matrix, float[ ][ ] mult, int size)
- void **multiplyRowVector** (float[ ][ ] matrix, float[ ] vec, int size)
- void **multiplyColVector** (float[ ][ ] matrix, float[ ] vec, int size)

### 3.272.1 Detailed Description

Definition at line 3 of file `Matrix.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/Matrix.java`

## 3.273 org.web3d.x3d.sai.Matrix3 Class Reference

### Public Member Functions

- **Matrix3** (float[ ] init)
- void **setIdentity** ()
- void **set** (int row, int column, float value)

- float **get** (int row, int column)
- void **setTransform** (**SFVec2f** translation, **SFVec3f** rotation, **SFVec2f** scale, **SFVec3f** scaleOrientation, **SFVec2f** centre)
- void **getTransform** (**SFVec2f** translation, **SFVec3f** rotation, **SFVec2f** scale)
- float[][] **multiply** (float[][] multp, float[][] mat)
- **Matrix3** **inverse** ()
- **Matrix3** **transpose** ()
- **Matrix3** **multiplyLeft** (**Matrix3** mat)
- **Matrix3** **multiplyRight** (**Matrix3** mat)
- float[] **multiplyRowVector** (float[] vec)
- float[] **multiplyColVector** (float[] vec)

### Data Fields

- float[][] **matrix**

### Static Public Attributes

- static int **SIZE** = 3

#### 3.273.1 Detailed Description

Definition at line 3 of file Matrix3.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/Matrix3.java

## 3.274 org.web3d.x3d.sai.Matrix4 Class Reference

### Public Member Functions

- **Matrix4** (float[][] init)
- **Matrix4** (float[] init)
- void **setIdentity** ()
- void **set** (int row, int column, float value)
- float **get** (int row, int column)
- void **setTransform** (**SFVec3f** translation, **SFRotation** rotation, **SFVec3f** scale, **SFRotation** scaleOrientation, **SFVec3f** centre)
- void **getTransform** (**SFVec3f** translation, **SFRotation** rotation, **SFVec3f** scale)
- **Matrix4** **inverse** ()
- **Matrix4** **transpose** ()
- **Matrix4** **multiplyLeft** (**Matrix4** mat)
- float[][] **multiply** (float[][] multp, float[][] mat)
- **Matrix4** **multiplyRight** (**Matrix4** mat)
- float[] **multiplyRowVector** (float[] vec)
- float[] **multiplyColVector** (float[] vec)

### Data Fields

- float[][] **matrix**

## Static Public Attributes

- static int **SIZE** = 4

### 3.274.1 Detailed Description

Definition at line 3 of file Matrix4.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/Matrix4.java

## 3.275 mb\_addr\_inc\_entry Struct Reference

### Data Fields

- int **value**
- int **num\_bits**

### 3.275.1 Detailed Description

Definition at line 753 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

## 3.276 mb\_type\_entry Struct Reference

### Data Fields

- unsigned int **mb\_quant**
- unsigned int **mb\_motion\_forward**
- unsigned int **mb\_motion\_backward**
- unsigned int **mb\_pattern**
- unsigned int **mb\_intra**
- int **num\_bits**

### 3.276.1 Detailed Description

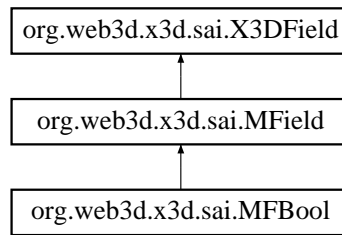
Definition at line 759 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

## 3.277 org.web3d.x3d.sai.MFBool Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFBool:



### Public Member Functions

- void **getValue** (boolean[] vals)
- boolean **get1Value** (int index)
- void **setValue** (int size, boolean[] value)
- void **set1Value** (int index, boolean value) throws ArrayIndexOutOfBoundsException
- void **append** (boolean value)
- void **insertValue** (int index, boolean value)

#### 3.277.1 Detailed Description

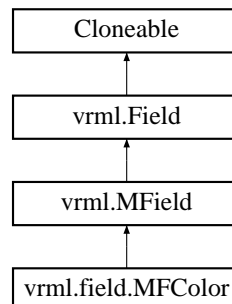
Definition at line 3 of file MFBool.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFBool.java

## 3.278 vrml.field.MFColor Class Reference

Inheritance diagram for vrml.field.MFColor:



### Public Member Functions

- **MFColor** (float[] colors)
- **MFColor** (int size, float[] colors)
- **MFColor** (float[][] colors)
- void **getValue** (float[] colors)
- void **getValue** (float[][] colors)
- void **get1Value** (int index, float[] colors)
- void **get1Value** (int index, **SFColor** sfColor)
- void **setValue** (float[] colors)
- void **setValue** (int size, float[] colors)
- void **set1Value** (int index, float red, float green, float blue)

- void **set1Value** (int index, **SFColor** sfColor)
- void **set1Value** (int index, **ConstSFColor** sfColor)
- void **addValue** (float red, float green, float blue)
- void **addValue** (**SFColor** sfColor)
- void **addValue** (**ConstSFColor** sfColor)
- void **insertValue** (int index, float red, float green, float blue)
- void **insertValue** (int index, **SFColor** sfColor)
- void **insertValue** (int index, **ConstSFColor** sfColor)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.278.1 Detailed Description

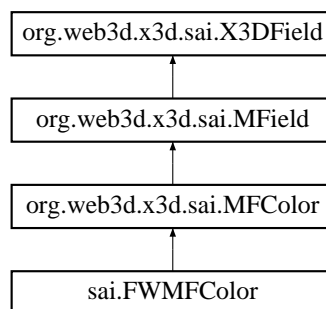
Definition at line 10 of file MFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFColor.java

### 3.279 org.web3d.x3d.sai.MFColor Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFColor:



### Public Member Functions

- void **getValue** (float[ ][ ] value)
- void **getValue** (float[ ] value)
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int numVals, float[ ] value)
- void **setValue** (int numVals, float[ ][ ] value)
- void **set1Value** (int index, float[ ] value)
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

#### 3.279.1 Detailed Description

Definition at line 3 of file MFColor.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFColor.java

## 3.280 org.web3d.x3d.sai.MFColorRGBA Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFColorRGBA:



### Public Member Functions

- void **getValue** (float[ ][ ] value)
- void **getValue** (float[ ] value)
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int numVolors, float[ ] value)
- void **setValue** (int numColors, float[ ][ ] value)
- void **set1Value** (int index, float[ ] value)
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

### 3.280.1 Detailed Description

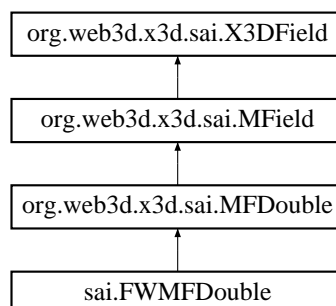
Definition at line 3 of file MFColorRGBA.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFColorRGBA.java

## 3.281 org.web3d.x3d.sai.MFDouble Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFDouble:



### Public Member Functions

- void **getValue** (double[ ] values)

- double **get1Value** (int index) throws ArrayIndexOutOfBoundsException
- void **setValue** (int size, double[] value)
- void **set1Value** (int index, double value) throws ArrayIndexOutOfBoundsException
- void **append** (double[] value)
- void **insertValue** (int index, double[] value)

### 3.281.1 Detailed Description

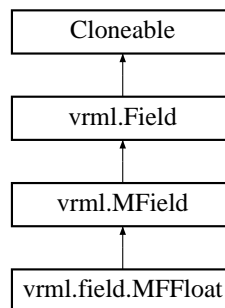
Definition at line 3 of file MFDouble.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFDouble.java

## 3.282 vrml.field.MFFloat Class Reference

Inheritance diagram for vrml.field.MFFloat:



### Public Member Functions

- **MFFloat** (float[] f)
- **MFFloat** (int size, float[] f)
- void **getValue** (float[] f)
- float **get1Value** (int index)
- void **setValue** (float[] f)
- void **setValue** (int size, float[] f)
- void **set1Value** (int index, float f)
- void **set1Value** (int index, **SFFloat** sfFloat)
- void **set1Value** (int index, **ConstSFFloat** sfFloat)
- void **addValue** (float f)
- void **addValue** (**SFFloat** sfFloat)
- void **addValue** (**ConstSFFloat** sfFloat)
- void **insertValue** (int index, float f)
- void **insertValue** (int index, **SFFloat** sfFloat)
- void **insertValue** (int index, **ConstSFFloat** sfFloat)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException



## Additional Inherited Members

### 3.282.1 Detailed Description

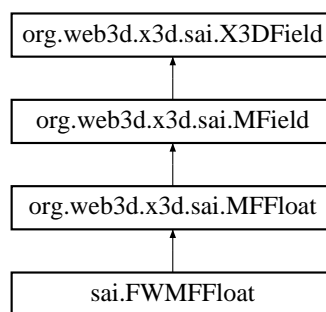
Definition at line 10 of file MFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFFloat.java

## 3.283 org.web3d.x3d.sai.MFFloat Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFFloat:



## Public Member Functions

- void **getValue** (float[] values)
- float **get1Value** (int index) throws ArrayIndexOutOfBoundsException
- void **setValue** (int size, float[] value)
- void **set1Value** (int index, float value) throws ArrayIndexOutOfBoundsException
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

### 3.283.1 Detailed Description

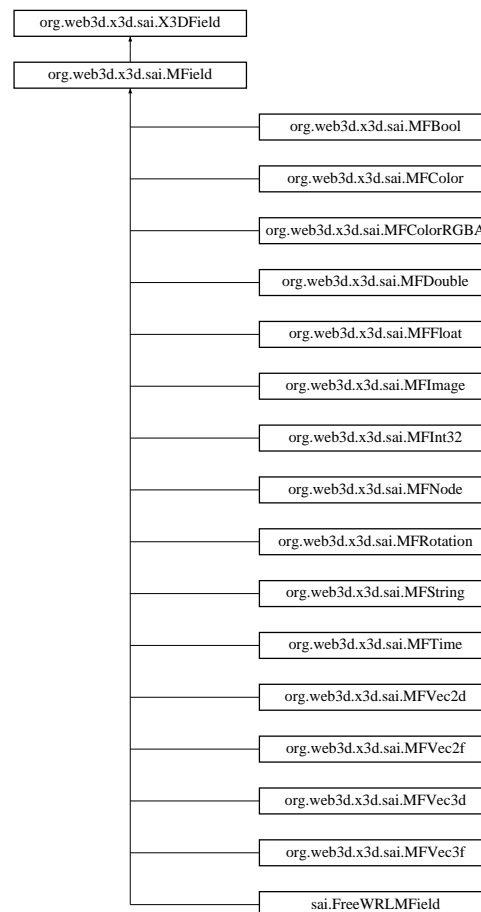
Definition at line 3 of file MFFloat.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFFloat.java

## 3.284 org.web3d.x3d.sai.MField Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MField:



## Public Member Functions

- **int size ()** throws InvalidFieldException, ConnectionException
- **void clear ()** throws InvalidFieldException, ConnectionException
- **void remove (int index)** throws InvalidFieldException, ConnectionException, ArrayIndexOutOfBoundsException↵

### 3.284.1 Detailed Description

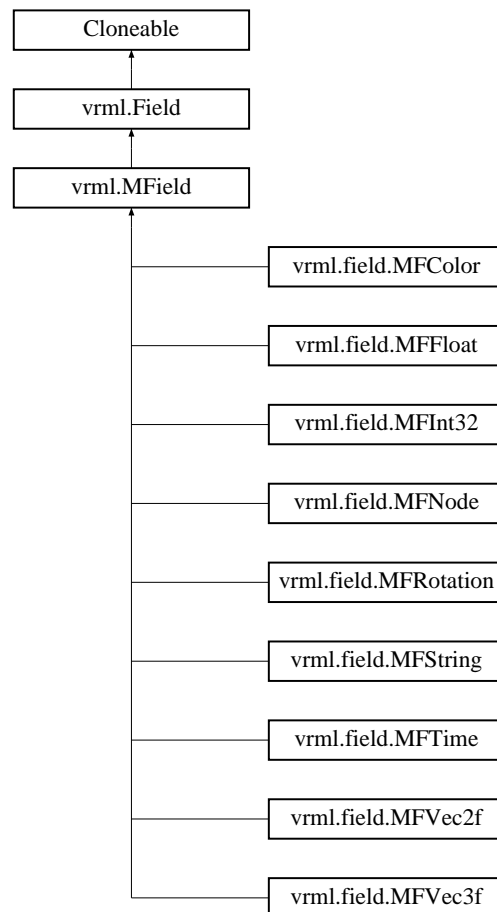
Definition at line 3 of file MField.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MField.java

## 3.285 vrml.MField Class Reference

Inheritance diagram for vrml.MField:



### Public Member Functions

- int **getSize** ()
- void **clear** ()
- void **delete** (int index)

### Data Fields

- **Vector** **\_\_vect** = new **Vector**()

### Protected Member Functions

- final void **\_\_update1Read** (int index)
- final void **\_\_set1Value** (int index, **ConstField** fld)
- final void **\_\_insertValue** (int index, **ConstField** fld)
- final void **\_\_addValue** (**ConstField** fld)

### 3.285.1 Detailed Description

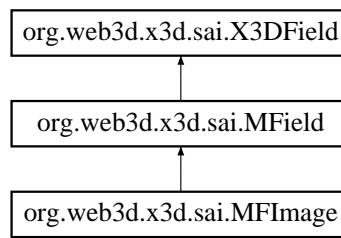
Definition at line 4 of file MField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/MField.java

### 3.286 org.web3d.x3d.sai.MFImage Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFImage:



#### Public Member Functions

- int **getWidth** (int imgIndex)
- int **getHeight** (int imgIndex)
- int **getComponents** (int imgIndex)
- void **getPixels** (int imgIndex, int[] pixels)
- WritableRenderedImage **getImage** (int imgIndex)
- void **setImage** (int imgIndex, RenderedImage img)
- void **setSubImage** (int imgIndex, RenderedImage img, int srcWidth, int srcHeight, int srcXOffset, int srcYOffset, int destXOffset, int destYOffset)
- void **set1Value** (int index, int value)
- void **set1Value** (int imgIndex, int width, int height, int components, int[] pixels)
- void **setValue** (int[] value)
- void **setImage** (RenderedImage[] img)
- void **append** (RenderedImage value)
- void **insertValue** (int index, RenderedImage value)

#### 3.286.1 Detailed Description

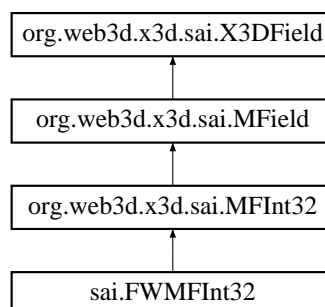
Definition at line 4 of file MFImage.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFImage.java

### 3.287 org.web3d.x3d.sai.MFInt32 Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFInt32:



## Public Member Functions

- void **getValue** (int[] values)
- int **get1Value** (int index) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, int[] value)
- void **set1Value** (int index, int value) throws `ArrayIndexOutOfBoundsException`
- void **append** (int[] value)
- void **insertValue** (int index, int[] value)

### 3.287.1 Detailed Description

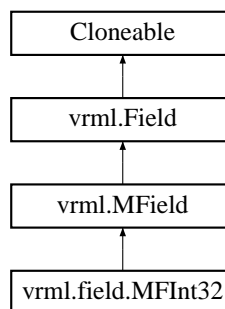
Definition at line 3 of file `MFInt32.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/MFInt32.java`

## 3.288 vrml.field.MFInt32 Class Reference

Inheritance diagram for `vrml.field.MFInt32`:



## Public Member Functions

- **MFInt32** (int[] value)
- **MFInt32** (int size, int[] value)
- void **getValue** (int[] value)
- int **get1Value** (int index)
- void **setValue** (int[] value)
- void **setValue** (int size, int[] value)
- void **set1Value** (int index, int value)
- void **set1Value** (int index, **SFInt32** sflnt32)
- void **set1Value** (int index, **ConstSFInt32** sflnt32)
- void **addValue** (int value)
- void **addValue** (**SFInt32** sflnt32)
- void **addValue** (**ConstSFInt32** sflnt32)
- void **insertValue** (int index, int value)
- void **insertValue** (int index, **SFInt32** sflnt32)
- void **insertValue** (int index, **ConstSFInt32** sflnt32)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws `IOException`
- void **\_\_toPerl** (PrintWriter out) throws `IOException`

## Additional Inherited Members

### 3.288.1 Detailed Description

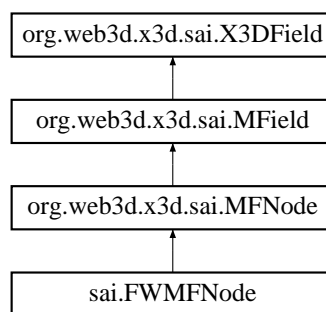
Definition at line 10 of file MFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFInt32.java

## 3.289 org.web3d.x3d.sai.MFNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFNode:



## Public Member Functions

- void **getValue** (**X3DNode**[] nodes)
- **X3DNode** **get1Value** (int index)
- void **setValue** (int size, **X3DNode**[] value)
- void **set1Value** (int index, **X3DNode** value)
- void **append** (**X3DNode** value)
- void **insertValue** (int index, **X3DNode** value)

### 3.289.1 Detailed Description

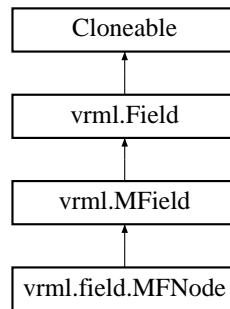
Definition at line 3 of file MFNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFNode.java

## 3.290 vrml.field.MFNode Class Reference

Inheritance diagram for vrml.field.MFNode:



## Public Member Functions

- **MFNode** (**BaseNode**[] node)
- **MFNode** (int size, **BaseNode**[] node)
- void **getValue** (**BaseNode**[] node)
- **BaseNode** **get1Value** (int index)
- void **setValue** (**BaseNode**[] node)
- void **setValue** (int size, **BaseNode**[] node)
- void **set1Value** (int index, **BaseNode** node)
- void **set1Value** (int index, **SFNode** sfNode)
- void **set1Value** (int index, **ConstSFNode** sfNode)
- void **addValue** (**BaseNode** node)
- void **addValue** (**SFNode** sfNode)
- void **addValue** (**ConstSFNode** sfNode)
- void **insertValue** (int index, **BaseNode** node)
- void **insertValue** (int index, **SFNode** sfNode)
- void **insertValue** (int index, **ConstSFNode** sfNode)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 3.290.1 Detailed Description

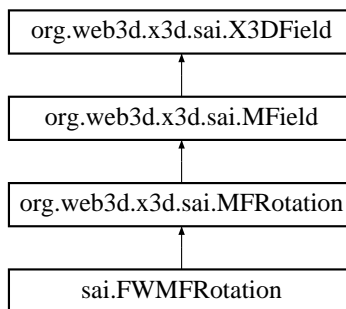
Definition at line 10 of file MFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFNode.java

## 3.291 org.web3d.x3d.sai.MFRotation Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFRotation:



### Public Member Functions

- void **getValue** (float[ ][ ] value)
- void **getValue** (float[ ] value)
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int numRotations, float[ ] value)
- void **setValue** (int numRotations, float[ ][ ] value)
- void **set1Value** (int index, float[ ] value)
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

#### 3.291.1 Detailed Description

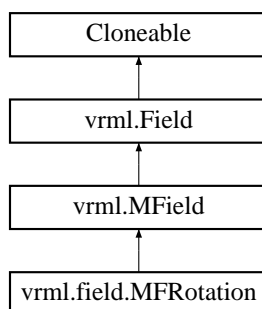
Definition at line 3 of file MFRotation.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFRotation.java

### 3.292 vrml.field.MFRotation Class Reference

Inheritance diagram for vrml.field.MFRotation:



### Public Member Functions

- **MFRotation** (float[ ] rotations)
- **MFRotation** (int size, float[ ] rotations)
- **MFRotation** (float[ ][ ] rotations)
- void **getValue** (float[ ] rotations)
- void **getValue** (float[ ][ ] rotations)
- void **get1Value** (int index, float[ ] rotations)



- void **get1Value** (int index, **SFRotation** sfRotation)
- void **setValue** (float[] rotations)
- void **setValue** (int size, float[] rotations)
- void **set1Value** (int index, float axisX, float axisY, float axisZ, float angle)
- void **set1Value** (int index, **SFRotation** sfRotation)
- void **set1Value** (int index, **ConstSFRotation** sfRotation)
- void **addValue** (float axisX, float axisY, float axisZ, float angle)
- void **addValue** (**SFRotation** sfRotation)
- void **addValue** (**ConstSFRotation** sfRotation)
- void **insertValue** (int index, float axisX, float axisY, float axisZ, float angle)
- void **insertValue** (int index, **SFRotation** sfRotation)
- void **insertValue** (int index, **ConstSFRotation** sfRotation)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.292.1 Detailed Description

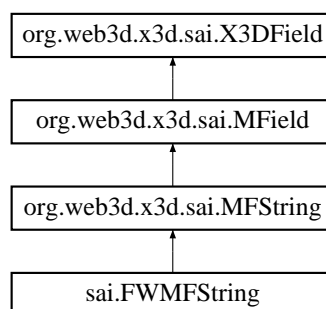
Definition at line 10 of file MFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFRotation.java

## 3.293 org.web3d.x3d.sai.MFString Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFString:



### Public Member Functions

- void **getValue** (String[] value)
- String **get1Value** (int index)
- void **setValue** (int numStrings, String[] value)
- void **set1Value** (int index, String value)
- void **append** (String[] value)
- void **insertValue** (int index, String[] value)

### 3.293.1 Detailed Description

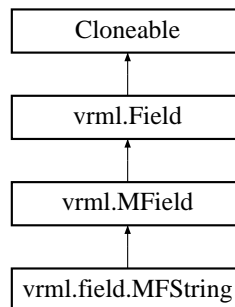
Definition at line 3 of file MFString.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFString.java

## 3.294 vrml.field.MFString Class Reference

Inheritance diagram for vrml.field.MFString:



### Public Member Functions

- **MFString** (String[] s)
- **MFString** (int size, String[] s)
- void **getValue** (String[] s)
- String **get1Value** (int index)
- void **setValue** (String[] s)
- void **setValue** (int size, String[] s)
- void **set1Value** (int index, String s)
- void **set1Value** (int index, **SFString** sfString)
- void **set1Value** (int index, **ConstSFString** sfString)
- void **addValue** (String s)
- void **addValue** (**SFString** sfString)
- void **addValue** (**ConstSFString** sfString)
- void **insertValue** (int index, String s)
- void **insertValue** (int index, **SFString** sfString)
- void **insertValue** (int index, **ConstSFString** sfString)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.294.1 Detailed Description

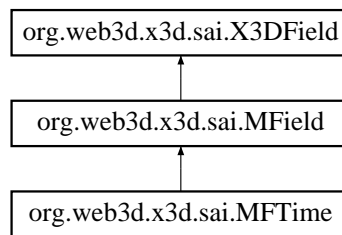
Definition at line 10 of file MFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFString.java

## 3.295 org.web3d.x3d.sai.MFTime Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFTime:



### Public Member Functions

- void **getValue** (double[] value)
- double **get1Value** (int index)
- long **get1JavaValue** (int index)
- void **setValue** (int size, double[] value)
- void **setValue** (int size, long[] value)
- void **set1Value** (int index, double value)
- void **set1Value** (int index, long value)
- void **append** (double value)
- void **append** (long value)
- void **insertValue** (int index, long value)
- void **insertValue** (int index, double value)

### 3.295.1 Detailed Description

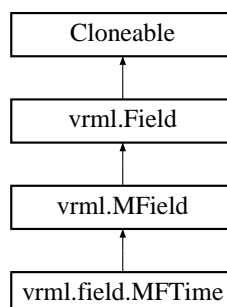
Definition at line 3 of file MFTime.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFTime.java

## 3.296 vrml.field.MFTime Class Reference

Inheritance diagram for vrml.field.MFTime:



## Public Member Functions

- **MFTIME** (double[] value)
- **MFTIME** (int size, double[] value)
- void **getValue** (double[] value)
- double **get1Value** (int index)
- void **setValue** (double[] value)
- void **setValue** (int size, double[] value)
- void **set1Value** (int index, double value)
- void **set1Value** (int index, **SFTIME** sfTime)
- void **set1Value** (int index, **ConstSFTIME** sfTime)
- void **addValue** (double value)
- void **addValue** (**SFTIME** sfTime)
- void **addValue** (**ConstSFTIME** sfTime)
- void **insertValue** (int index, double value)
- void **insertValue** (int index, **SFTIME** sfTime)
- void **insertValue** (int index, **ConstSFTIME** sfTime)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 3.296.1 Detailed Description

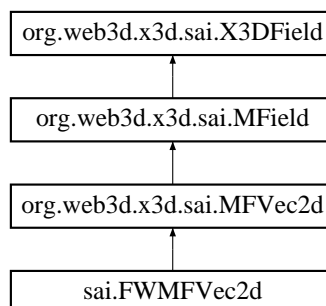
Definition at line 10 of file MFTIME.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFTIME.java

## 3.297 org.web3d.x3d.sai.MFVec2d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec2d:



## Public Member Functions

- void **getValue** (double[][] value)
- void **getValue** (double[] value)
- void **get1Value** (int index, double[] value)
- void **setValue** (int size, double[] value)
- void **setValue** (int size, double[][] value)

- void **set1Value** (int index, double[] value)
- void **append** (double[] value)
- void **insertValue** (int index, double[] value)

### 3.297.1 Detailed Description

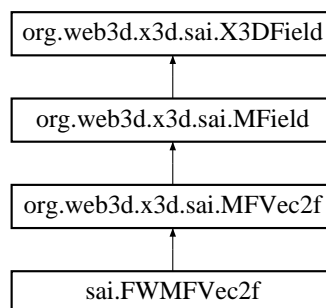
Definition at line 3 of file MFVec2d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFVec2d.java

## 3.298 org.web3d.x3d.sai.MFVec2f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec2f:



### Public Member Functions

- void **getValue** (float[] [] value)
- void **getValue** (float[] value)
- void **get1Value** (int index, float[] value)
- void **setValue** (int size, float[] value)
- void **setValue** (int size, float[] [] value)
- void **set1Value** (int index, float[] value)
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

### 3.298.1 Detailed Description

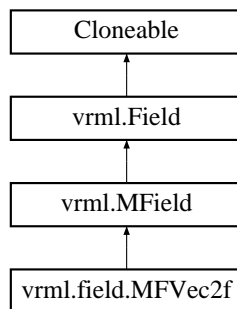
Definition at line 3 of file MFVec2f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFVec2f.java

## 3.299 vrml.field.MFVec2f Class Reference

Inheritance diagram for vrml.field.MFVec2f:



## Public Member Functions

- **MFVec2f** (float[] vec2fs)
- **MFVec2f** (int size, float[] vec2fs)
- **MFVec2f** (float[][] vec2fs)
- void **getValue** (float[] vec2fs)
- void **getValue** (float[][] vec2fs)
- void **get1Value** (int index, float[] vec2fs)
- void **get1Value** (int index, **SFVec2f** sfVec2f)
- void **setValue** (float[] vec2fs)
- void **setValue** (int size, float[] vec2fs)
- void **set1Value** (int index, float x, float y)
- void **set1Value** (int index, **SFVec2f** sfVec2f)
- void **set1Value** (int index, **ConstSFVec2f** sfVec2f)
- void **addValue** (float x, float y)
- void **addValue** (**SFVec2f** sfVec2f)
- void **addValue** (**ConstSFVec2f** sfVec2f)
- void **insertValue** (int index, float x, float y)
- void **insertValue** (int index, **SFVec2f** sfVec2f)
- void **insertValue** (int index, **ConstSFVec2f** sfVec2f)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 3.299.1 Detailed Description

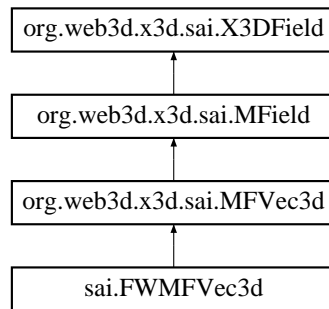
Definition at line 10 of file MFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFVec2f.java

## 3.300 org.web3d.x3d.sai.MFVec3d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec3d:



### Public Member Functions

- void **getValue** (double[][] value)
- void **getValue** (double[] value)
- void **get1Value** (int index, double[] value)
- void **setValue** (int size, double[] value)
- void **setValue** (int size, double[][] value)
- void **set1Value** (int index, double[] value)
- void **append** (double[] value)
- void **insertValue** (int index, double[] value)

#### 3.300.1 Detailed Description

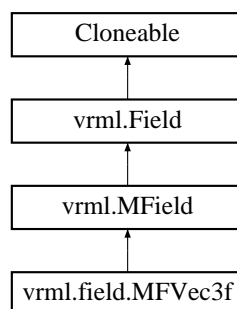
Definition at line 3 of file MFVec3d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFVec3d.java

## 3.301 vrml.field.MFVec3f Class Reference

Inheritance diagram for vrml.field.MFVec3f:



### Public Member Functions

- **MFVec3f** (float[] vec3fs)
- **MFVec3f** (int size, float[] vec3fs)
- **MFVec3f** (float[][] vec3fs)
- void **getValue** (float[] vec3fs)
- void **getValue** (float[][] vec3fs)
- void **get1Value** (int index, float[] vec3fs)

- void **get1Value** (int index, **SFVec3f** sfVec3f)
- void **setValue** (float[] vec3fs)
- void **setValue** (int size, float[] vec3fs)
- void **set1Value** (int index, float x, float y, float z)
- void **set1Value** (int index, **SFVec3f** sfVec3f)
- void **set1Value** (int index, **ConstSFVec3f** sfVec3f)
- void **addValue** (float x, float y, float z)
- void **addValue** (**SFVec3f** sfVec3f)
- void **addValue** (**ConstSFVec3f** sfVec3f)
- void **insertValue** (int index, float x, float y, float z)
- void **insertValue** (int index, **SFVec3f** sfVec3f)
- void **insertValue** (int index, **ConstSFVec3f** sfVec3f)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.301.1 Detailed Description

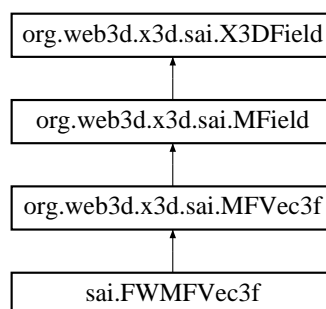
Definition at line 10 of file MFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFVec3f.java

## 3.302 org.web3d.x3d.sai.MFVec3f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec3f:



### Public Member Functions

- void **getValue** (float[][] value)
- void **getValue** (float[] value)
- void **get1Value** (int index, float[] value)
- void **setValue** (int size, float[] value)
- void **setValue** (int size, float[][] value)
- void **set1Value** (int index, float[] value)
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)



### 3.302.1 Detailed Description

Definition at line 3 of file MFVec3f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFVec3f.java

## 3.303 motion\_vectors\_entry Struct Reference

### Data Fields

- int **code**
- int **num\_bits**

### 3.303.1 Detailed Description

Definition at line 782 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

## 3.304 mouseTuple Struct Reference

### Data Fields

- int **mev**
- unsigned int **button**
- float **x**
- float **y**
- int **ix**
- int **iy**
- int **ID**

### 3.304.1 Detailed Description

Definition at line 126 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

## 3.305 Multi\_Bool Struct Reference

### Data Fields

- int **n**
- int \* **p**
- size\_t **n**

### 3.305.1 Detailed Description

Definition at line 1864 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.306 Multi\_Color Struct Reference

### Data Fields

- int **n**
- struct **SFColor** \* **p**
- size\_t **n**

### 3.306.1 Detailed Description

Definition at line 1870 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.307 Multi\_ColorRGBA Struct Reference

### Data Fields

- int **n**
- struct **SFColorRGBA** \* **p**
- size\_t **n**

### 3.307.1 Detailed Description

Definition at line 1872 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.308 Multi\_Double Struct Reference

### Data Fields

- int **n**
- double \* **p**
- size\_t **n**

### 3.308.1 Detailed Description

Definition at line 1885 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.309 Multi\_Float Struct Reference

### Data Fields

- int **n**
- float \* **p**
- size\_t **n**

### 3.309.1 Detailed Description

Definition at line 1858 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.310 Multi\_Int32 Struct Reference

### Data Fields

- int **n**
- int \* **p**
- size\_t **n**

### 3.310.1 Detailed Description

Definition at line 1866 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.311 Multi\_Matrix3d Struct Reference

### Data Fields

- int **n**
- struct **SFMatrix3d** \* **p**
- size\_t **n**

### 3.311.1 Detailed Description

Definition at line 1889 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.312 Multi\_Matrix3f Struct Reference

### Data Fields

- int **n**
- struct **SFMatrix3f** \* **p**
- size\_t **n**

### 3.312.1 Detailed Description

Definition at line 1887 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.313 Multi\_Matrix4d Struct Reference

### Data Fields

- int **n**
- struct **SFMatrix4d** \* **p**
- size\_t **n**

### 3.313.1 Detailed Description

Definition at line 1893 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.314 Multi\_Matrix4f Struct Reference

### Data Fields

- int **n**
- struct **SFMatrix4f** \* **p**
- size\_t **n**

### 3.314.1 Detailed Description

Definition at line 1891 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.315 Multi\_Node Struct Reference

### Data Fields

- int **n**
- struct **X3D\_Node** \*\* **p**
- size\_t **n**
- void \*\* **p**

### 3.315.1 Detailed Description

Definition at line 1868 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.316 Multi\_Rotation Struct Reference

### Data Fields

- int **n**
- struct **SFRotation** \* **p**
- size\_t **n**

### 3.316.1 Detailed Description

Definition at line 1860 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.317 Multi\_String Struct Reference

### Data Fields

- int **n**
- struct **Uni\_String** \*\* **p**
- size\_t **n**

### 3.317.1 Detailed Description

Definition at line 1876 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.318 Multi\_Time Struct Reference

### Data Fields

- int **n**
- double \* **p**
- size\_t **n**

### 3.318.1 Detailed Description

Definition at line 1874 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.319 Multi\_Vec2d Struct Reference

### Data Fields

- int **n**
- struct **SFVec2d** \* **p**
- size\_t **n**

### 3.319.1 Detailed Description

Definition at line 1895 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.320 Multi\_Vec2f Struct Reference

### Data Fields

- int **n**
- struct **SFVec2f** \* **p**
- size\_t **n**

### 3.320.1 Detailed Description

Definition at line 1878 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.321 Multi\_Vec3d Struct Reference

### Data Fields

- int **n**
- struct **SFVec3d** \* **p**
- size\_t **n**

### 3.321.1 Detailed Description

Definition at line 1883 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.322 Multi\_Vec3f Struct Reference

### Data Fields

- int **n**
- struct **SFVec3f** \* **p**
- size\_t **n**
- struct **SFColor** \* **p**

### 3.322.1 Detailed Description

Definition at line 1862 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.323 Multi\_Vec4d Struct Reference

### Data Fields

- int **n**
- struct **SFVec4d** \* **p**
- size\_t **n**

### 3.323.1 Detailed Description

Definition at line 1899 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.324 Multi\_Vec4f Struct Reference

### Data Fields

- int **n**
- struct **SFVec4f** \* **p**
- size\_t **n**

### 3.324.1 Detailed Description

Definition at line 1897 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.325 multiTexParams Struct Reference

### Data Fields

- int **multitex\_mode**
- int **multitex\_source**
- int **multitex\_function**

### 3.325.1 Detailed Description

Definition at line 121 of file OpenGL\_Utils.h.

The documentation for this struct was generated from the following file:

- src/lib/opengl/OpenGL\_Utils.h

## 3.326 myArgs Struct Reference

### Data Fields

- struct **X3D\_Node** \* **node**
- ttglobal **tg**



### 3.326.1 Detailed Description

Definition at line 129 of file Component\_ProgrammableShaders.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_ProgrammableShaders.c

## 3.327 MyVertex Struct Reference

### Data Fields

- struct **SFVec3f** **vert**
- struct **SFVec3f** **norm**
- struct **SFVec2f** **tc**
- struct **SFColorRGBA** **col**

### 3.327.1 Detailed Description

Definition at line 53 of file Component\_Geometry3D.c.

The documentation for this struct was generated from the following files:

- src/lib/scenegraph/Component\_Geometry3D.c
- src/lib/x3d\_parser/Bindable.c

## 3.328 nameValuePairs Struct Reference

### Data Fields

- char \* **fieldName**
- char \* **fieldValue**
- int **fieldType**

### 3.328.1 Detailed Description

Definition at line 32 of file X3DParser.h.

The documentation for this struct was generated from the following file:

- src/lib/x3d\_parser/X3DParser.h

## 3.329 NestedProtoField Struct Reference

### Data Fields

- struct **ProtoFieldDecl** \* **origField**
- struct **ProtoFieldDecl** \* **localField**

### 3.329.1 Detailed Description

Definition at line 245 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CProto.h

## 3.330 vrml.external.Node Class Reference

### Public Member Functions

- String **getType** ()
- **EventIn** **getEventIn** (String name) throws InvalidEventInException
- **EventOut** **getEventOut** (String name) throws InvalidEventOutException

### Data Fields

- int **EventType** = FieldTypes.UnknownType
- String **outNode**
- String **inNode**
- String **command**
- String **RLreturn**
- int **nodeptr** = 0
- int **offset** = 0
- int **datasize** = 0
- String **datatype**
- int **ScriptType** = 0

### 3.330.1 Detailed Description

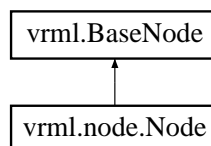
Definition at line 11 of file Node.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/Node.java

## 3.331 vrml.node.Node Class Reference

Inheritance diagram for vrml.node.Node:



### Public Member Functions

- **Node** (String id)
- final **Field** **getEventIn** (String eventInName)
- final **ConstField** **getEventOut** (String eventOutName)
- final **Field** **getExposedField** (String exposedFieldName)

### 3.331.1 Detailed Description

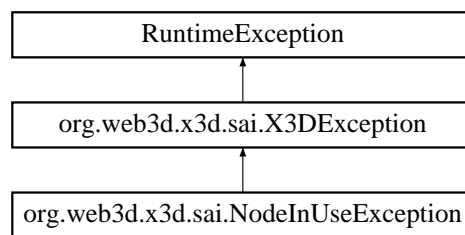
Definition at line 12 of file Node.java.

The documentation for this class was generated from the following file:

- src/java/vrml/node/Node.java

## 3.332 org.web3d.x3d.sai.NodeInUseException Class Reference

Inheritance diagram for org.web3d.x3d.sai.NodeInUseException:



### Public Member Functions

- **NodeInUseException** (String msg)

### 3.332.1 Detailed Description

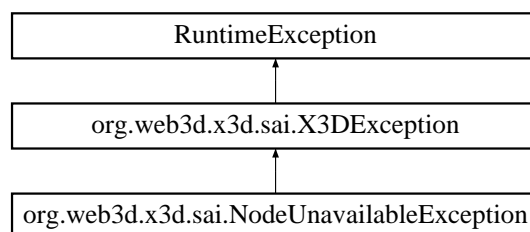
Definition at line 3 of file NodeInUseException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/NodeInUseException.java

## 3.333 org.web3d.x3d.sai.NodeUnavailableException Class Reference

Inheritance diagram for org.web3d.x3d.sai.NodeUnavailableException:



### Public Member Functions

- **NodeUnavailableException** (String msg)

### 3.333.1 Detailed Description

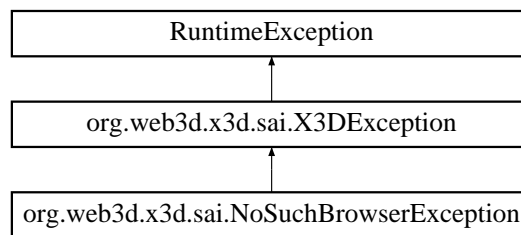
Definition at line 3 of file NodeUnavailableException.java.

The documentation for this class was generated from the following file:

- `src/java/org/web3d/x3d/sai/NodeUnavailableException.java`

## 3.334 `org.web3d.x3d.sai.NoSuchBrowserException` Class Reference

Inheritance diagram for `org.web3d.x3d.sai.NoSuchBrowserException`:



### Public Member Functions

- **`NoSuchBrowserException`** (String msg)

### 3.334.1 Detailed Description

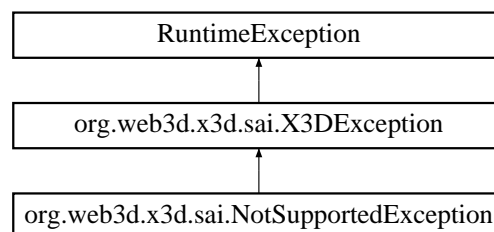
Definition at line 3 of file `NoSuchBrowserException.java`.

The documentation for this class was generated from the following file:

- `src/java/org/web3d/x3d/sai/NoSuchBrowserException.java`

## 3.335 `org.web3d.x3d.sai.NotSupportedException` Class Reference

Inheritance diagram for `org.web3d.x3d.sai.NotSupportedException`:



### Public Member Functions

- **`NotSupportedException`** (String msg)

### 3.335.1 Detailed Description

Definition at line 3 of file NotSupportedException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/NotSupportedException.java

## 3.336 opened\_file Struct Reference

### Data Fields

- const char \* **fileFileName**
- int **fileDescriptor**
- int **fileDataSize**
- unsigned char \* **fileData**
- int **imageHeight**
- int **imageWidth**
- bool **imageAlpha**

### 3.336.1 Detailed Description

Definition at line 44 of file io\_files.h.

The documentation for this struct was generated from the following file:

- src/lib/io\_files.h

## 3.337 orient\_XYZA Struct Reference

### Data Fields

- GLDOUBLE **x**
- GLDOUBLE **y**
- GLDOUBLE **z**
- GLDOUBLE **a**

### 3.337.1 Detailed Description

Definition at line 35 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.338 pcollision Struct Reference

### Data Fields

- float \* **prd\_newc\_floats**
- int **prd\_newc\_floats\_size**

- struct **point\_XYZ** \* **prd\_normals**
- int **prd\_normals\_size**
- struct **point\_XYZ** \* **clippedPoly1**
- int **clippedPoly1Size**
- struct **point\_XYZ** \* **clippedPoly2**
- int **clippedPoly2Size**
- struct **point\_XYZ** \* **clippedPoly3**
- int **clippedPoly3Size**
- struct **point\_XYZ** \* **clippedPoly4**
- int **clippedPoly4Size**
- struct **point\_XYZ** \* **clippedPoly5**
- int **clippedPoly5Size**
- struct **point\_XYZ** **res**
- double **get\_poly\_mindisp**
- struct **sCollisionInfo** **CollisionInfo**
- struct **sFallInfo** **FallInfo**
- bool **OpenCL\_Collision\_Program\_initialized**

### 3.338.1 Detailed Description

Definition at line 79 of file Collision.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Collision.c

## 3.339 pcommon Struct Reference

### Data Fields

- float **myFps**
- char **myMenuStatus** [MAXSTAT]
- char **messagebar** [MAXSTAT]
- char **window\_title** [MAXTITLE]
- int **cursorStyle**
- int **promptForURL**
- int **promptForFile**
- int **sb\_hasString**
- char **buffer** [200]

### 3.339.1 Detailed Description

Definition at line 49 of file common.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/common.c

## 3.340 pComponent\_EnviroSensor Struct Reference

### Data Fields

- int **candoVisibility**

### 3.340.1 Detailed Description

- can we do a VisibilitySensor? Only if we have OpenGL support for OcclusionCulling \*/

Definition at line 51 of file Component\_EnvironSensor.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_EnvironSensor.c

## 3.341 pComponent\_Geometry3D Struct Reference

### Data Fields

- int **junk**

### 3.341.1 Detailed Description

Definition at line 60 of file Component\_Geometry3D.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Geometry3D.c

## 3.342 pComponent\_Geospatial Struct Reference

### Data Fields

- int **geoLodLevel**

### 3.342.1 Detailed Description

Definition at line 305 of file Component\_Geospatial.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Geospatial.c

## 3.343 pComponent\_HAnim Struct Reference

### Data Fields

- void \* **HANimSkinCoord**
- void \* **HANimSkinNormal**

### 3.343.1 Detailed Description

Definition at line 50 of file Component\_HAnim.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_HAnim.c

### 3.344 pComponent\_KeyDevice Struct Reference

#### Data Fields

- struct **X3D\_Node** \*\* **keySink**
- int **keySyncMallocLen**
- int **keySinkCurMax**

#### 3.344.1 Detailed Description

Definition at line 273 of file Component\_KeyDevice.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_KeyDevice.c

### 3.345 pComponent\_Shape Struct Reference

#### Data Fields

- struct **matpropstruct** **appearanceProperties**
- struct **X3D\_Node** \* **this\_textureTransform**
- struct **X3D\_TwoSidedMaterial** \* **material\_twoSided**
- struct **X3D\_Material** \* **material\_oneSided**
- struct **X3D\_Node** \* **userShaderNode**

#### 3.345.1 Detailed Description

Definition at line 49 of file Component\_Shape.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Shape.c

### 3.346 pComponent\_Sound Struct Reference

#### Data Fields

- int **soundWarned**

#### 3.346.1 Detailed Description

Definition at line 46 of file Component\_Sound.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Sound.c



## 3.347 pComponent\_Text Struct Reference

### Data Fields

- FT\_Library **library**
- FT\_Face **font\_face** [num\_fonts]
- int **font\_opened** [num\_fonts]
- FT\_Glyph **glyphs** [MAX\_GLYPHS]
- int **cur\_glyph**
- int **TextVerbose**
- FT\_Outline\_Funcs **FW\_outline\_interface**
- char \* **font\_directory**
- char **thisfontname** [fp\_name\_len]
- double **pen\_x**
- double **pen\_y**
- float **TextZdist**
- double **x\_size**
- double **y\_size**
- int **myff**
- int **FW\_RIA** [500]
- int **FW\_RIA\_indx**
- struct X3D\_PolyRep \* **FW\_rep\_**
- int **FW\_pointctr**
- int **indx\_count**
- int **coordmaxsize**
- int **cindexmaxsize**
- int **contour\_started**
- FT\_Vector **last\_point**
- int **FW\_Vertex**
- int **started**

### 3.347.1 Detailed Description

Definition at line 80 of file Component\_Text.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Text.c

## 3.348 pConsoleMessage Struct Reference

### Data Fields

- int **androidFreeSlot**
- char \*\* **androidMessageSlot**
- int **androidHaveUnreadMessages**
- char **FWbuffer** [STRING\_LENGTH]
- int **maxLineLength**
- int **maxLines**
- int **tabSpaces**
- void(\* **callback** [2])(char \*)

### 3.348.1 Detailed Description

Definition at line 55 of file ConsoleMessage.c.

The documentation for this struct was generated from the following file:

- src/lib/main/ConsoleMessage.c

## 3.349 pCParse Struct Reference

### Data Fields

- int **ijunk**

### 3.349.1 Detailed Description

Definition at line 51 of file CParse.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParse.c

## 3.350 pCParserParser Struct Reference

### Data Fields

- char **fw\_outline** [2000]
- int **foundInputErrors**
- int **useBrotos**

### 3.350.1 Detailed Description

Definition at line 65 of file CParserParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParserParser.c

## 3.351 pCProto Struct Reference

### Data Fields

- indexT **latest\_protoDefNumber**
- indexT **nextFabricatedDef**
- struct **Vector** \* **protoDefVec**

### 3.351.1 Detailed Description

Definition at line 127 of file CProto.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CProto.c

## 3.352 pCRoutes Struct Reference

### Data Fields

- struct **FirstStruct** \* **ClockEvents**
- int **num\_ClockEvents**
- int **size\_ClockEvents**
- int **CRoutes\_Initiated**
- int **CRoutes\_Count**
- int **CRoutes\_MAX**
- int **initialEventBeforeRoutesCount**
- int **preRouteTableSize**
- struct **initialRouteStruct** \* **preEvents**
- pthread\_mutex\_t **preRouteLock**
- struct **Vector** \* **routesToRegister**
- pthread\_mutex\_t **insertRouteLock**
- int **thisIntTimeStamp**
- struct **CRStruct** \* **CRoutes**
- struct **CRscriptStruct** \* **ScriptControl**

### 3.352.1 Detailed Description

Definition at line 377 of file CRoutes.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CRoutes.c

## 3.353 pCScripts Struct Reference

### Data Fields

- int **handleCnt**

### 3.353.1 Detailed Description

- Next handle to be assigned \*/

Definition at line 230 of file CScripts.c.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/CScripts.c

## 3.354 pCursorDraw Struct Reference

### Data Fields

- GLuint **textureID**
- int **done**

### 3.354.1 Detailed Description

Definition at line 190 of file CursorDraw.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/CursorDraw.c

## 3.355 pEAI\_C\_CommonFunctions Struct Reference

### Data Fields

- struct **VRMLParser** \* **parser**

### 3.355.1 Detailed Description

Definition at line 59 of file EAI\_C\_CommonFunctions.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAI\_C\_CommonFunctions.c

## 3.356 pEAICore Struct Reference

### Data Fields

- pthread\_mutex\_t **eaibufferlock**

### 3.356.1 Detailed Description

Definition at line 161 of file EAIEventsIn.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAIEventsIn.c

## 3.357 pEAIEventsIn Struct Reference

### Data Fields

- int **oldCount**
- int **waiting\_for\_anchor**
- struct **X3D\_Anchor** **EAI\_AnchorNode**

### 3.357.1 Detailed Description

Definition at line 130 of file EAIEventsIn.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAIEventsIn.c

## 3.358 pEAIHelpers Struct Reference

### Data Fields

- struct **Vector** \* **EAINodeIndex**

### 3.358.1 Detailed Description

Definition at line 104 of file EAIHelpers.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAIHelpers.c

## 3.359 pFrustum Struct Reference

### Data Fields

- GLuint \* **OccQueries**
- GLuint **potentialOccluderCount**
- void \*\* **occluderNodePointer**
- GLuint **OccQuerySize**
- GLint **OccResultsAvailable**

### 3.359.1 Detailed Description

Definition at line 88 of file Frustum.c.

The documentation for this struct was generated from the following file:

- src/lib/OpenGL/Frustum.c

## 3.360 pict Struct Reference

### Data Fields

- unsigned int **temp\_ref**
- unsigned int **code\_type**
- unsigned int **vbv\_delay**
- int **full\_pel\_forw\_vector**
- unsigned int **forw\_r\_size**
- unsigned int **forw\_f**
- int **full\_pel\_back\_vector**
- unsigned int **back\_r\_size**
- unsigned int **back\_f**
- char \* **extra\_info**
- char \* **ext\_data**
- char \* **user\_data**

### 3.360.1 Detailed Description

Definition at line 131 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

## 3.361 pict\_image Struct Reference

### Data Fields

- unsigned char \* **luminance**
- unsigned char \* **Cr**
- unsigned char \* **Cb**
- unsigned char \* **display**
- int **locked**
- TimeStamp **show\_time**

### 3.361.1 Detailed Description

Definition at line 105 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

## 3.362 pio\_http Struct Reference

### Data Fields

- void \* **filler**
- struct **Vector** \* **resStack**
- **resource\_item\_t** \* **lastBaseResource**

### 3.362.1 Detailed Description

Definition at line 46 of file io\_http.c.

The documentation for this struct was generated from the following file:

- src/lib/io\_http.c

## 3.363 pJScript Struct Reference

### Data Fields

- struct **CRjsnameStruct** \* **JSparamnames**
- int **JSMMaxScript**

### 3.363.1 Detailed Description

Definition at line 88 of file JScript.c.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/JScript.c

## 3.364 playbackRecord Struct Reference

### Data Fields

- int **frame**
- double **dtime**
- int \* **mousetuples**
- int **mouseCount**
- char \* **keystrokes**
- int **keyCount**

### 3.364.1 Detailed Description

Definition at line 135 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

## 3.365 pLoadTextures Struct Reference

### Data Fields

- **s\_list\_t** \* **texture\_request\_list**
- bool **loader\_waiting**
- **s\_list\_t** \* **texture\_list**
- int **TextureParsing**

### 3.365.1 Detailed Description

- is the texture thread up and running yet? \*/

Definition at line 82 of file LoadTextures.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/LoadTextures.c

## 3.366 pMainloop Struct Reference

### Data Fields

- int **onScreen**
- int **doEvents**

- char \* **PluginFullPath**
- int **num\_SensorEvents**
- GLint **viewPort2** [10]
- GLint **viewpointScreenX** [2]
- struct **X3D\_Node** \* **CursorOverSensitive**
- struct **X3D\_Node** \* **oldCOS**
- int **NavigationMode**
- int **ButDown** [20][8]
- int **currentCursor**
- int **lastMouseEvent**
- struct **X3D\_Node** \* **lastPressedOver**
- struct **X3D\_Node** \* **lastOver**
- int **lastOverButtonPressed**
- int **maxbuffers**
- int **bufferarray** [2]
- double **BrowserStartTime**
- int **keypress\_wait\_for\_settle**
- char \* **keypress\_string**
- struct **SensStruct** \* **SensorEvents**
- unsigned int **loop\_count**
- unsigned int **slowloop\_count**
- double **waitsec**
- int **lastDeltax**
- int **lastDeltay**
- int **lastxx**
- int **lastyy**
- int **ntouch**
- int **currentTouch**
- struct **Touch** **touchlist** [20]
- int **EMULATE\_MULTITOUCH**
- FILE \* **recordingFile**
- char \* **recordingFName**
- int **modeRecord**
- int **modeFixture**
- int **modePlayback**
- int **fwplayOpened**
- char \* **nameTest**
- int **frameNum**
- struct **playbackRecord** \* **playback**
- int **playbackCount**
- struct **keypressTuple** **keypressQueue** [50]
- int **keypressQueueCount**
- struct **mouseTuple** **mouseQueue** [50]
- int **mouseQueueCount**
- FILE \* **logfile**
- FILE \* **logerr**
- char \* **logfname**
- int **logging**
- int **keySensorMode**

### 3.366.1 Detailed Description

Definition at line 144 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c



## 3.367 point\_XYZ Struct Reference

### Data Fields

- GLDOUBLE **x**
- GLDOUBLE **y**
- GLDOUBLE **z**

#### 3.367.1 Detailed Description

Definition at line 34 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.368 pointer2pointer Struct Reference

### Data Fields

- struct **X3D\_Node** \* **pp**
- struct **X3D\_Node** \* **pn**

#### 3.368.1 Detailed Description

Definition at line 4334 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParseParser.c

## 3.369 PointerHash Struct Reference

### Data Fields

- struct **Vector** \* **data** [POINTER\_HASH\_SIZE]

#### 3.369.1 Detailed Description

Definition at line 206 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CProto.h

## 3.370 PointerHashEntry Struct Reference

### Data Fields

- struct **X3D\_Node** \* **original**
- struct **X3D\_Node** \* **copy**

### 3.370.1 Detailed Description

Definition at line 199 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CProto.h

## 3.371 pOpenGL\_Utils Struct Reference

### Data Fields

- struct **Vector** \* **linearNodeTable**
- int **potentialHoleCount**
- float **cc\_red**
- float **cc\_green**
- float **cc\_blue**
- float **cc\_alpha**
- pthread\_mutex\_t **memtablelock**
- MATRIX4 **FW\_ModelView** [MAX\_LARGE\_MATRIX\_STACK]
- MATRIX4 **FW\_ProjectionView** [MAX\_SMALL\_MATRIX\_STACK]
- MATRIX4 **FW\_TextureView** [MAX\_SMALL\_MATRIX\_STACK]
- int **modelviewTOS**
- int **projectionviewTOS**
- int **textureviewTOS**
- int **whichMode**
- GLDOUBLE \* **currentMatrix**
- struct **Vector** \* **myShaderTable**
- int **userDefinedShaderCount**
- char \* **userDefinedFragmentShader** [MAX\_USER\_DEFINED\_SHADERS]
- char \* **userDefinedVertexShader** [MAX\_USER\_DEFINED\_SHADERS]
- bool **usePhongShaders**
- int **maxStackUsed**

### 3.371.1 Detailed Description

Definition at line 120 of file OpenGL\_Utils.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/OpenGL\_Utils.c

## 3.372 pPluginSocket Struct Reference

### Data Fields

- pthread\_mutex\_t **mylocker**
- fd\_set **rfds**
- struct timeval **tv**
- char **return\_url** [FILENAME\_MAX]

### 3.372.1 Detailed Description

Definition at line 62 of file PluginSocket.c.

The documentation for this struct was generated from the following file:

- src/lib/plugin/PluginSocket.c

## 3.373 ppluginUtils Struct Reference

### Data Fields

- int **waitingForURLtoLoad**
- **resource\_item\_t** \* **plugin\_res**

### 3.373.1 Detailed Description

Definition at line 70 of file pluginUtils.c.

The documentation for this struct was generated from the following file:

- src/lib/plugin/pluginUtils.c

## 3.374 pProdCon Struct Reference

### Data Fields

- struct **Vector** \* **fogNodes**
- struct **Vector** \* **backgroundNodes**
- struct **Vector** \* **navigationNodes**
- int **\_P\_LOCK\_VAR**
- **s\_list\_t** \* **resource\_list\_to\_parse**
- **s\_list\_t** \* **frontend\_list\_to\_get**
- int **frontend\_gets\_files**
- struct **PSStruct** **psp**
- int **inputThreadParsing**
- int **haveParsedCParsed**

### 3.374.1 Detailed Description

Definition at line 122 of file ProdCon.c.

The documentation for this struct was generated from the following file:

- src/lib/main/ProdCon.c

## 3.375 PQhandleElem Struct Reference

### Data Fields

- PQkey **key**
- PQhandle **node**

### 3.375.1 Detailed Description

Definition at line 84 of file priorityq-heap.h.

The documentation for this struct was generated from the following file:

- src/libtess/priorityq-heap.h

## 3.376 PQnode Struct Reference

### Data Fields

- PQhandle **handle**

### 3.376.1 Detailed Description

Definition at line 83 of file priorityq-heap.h.

The documentation for this struct was generated from the following file:

- src/libtess/priorityq-heap.h

## 3.377 pRasterFont Struct Reference

### Data Fields

- struct **X3D\_Text** **myText**
- struct **X3D\_FontStyle** **myFont**
- bool **rf\_initialized**
- int **xf\_color**
- vec4f\_t **xf\_colors** [3]

### 3.377.1 Detailed Description

Definition at line 57 of file RasterFont.c.

The documentation for this struct was generated from the following file:

- src/lib/OpenGL/RasterFont.c

## 3.378 pRenderFuncs Struct Reference

### Data Fields

- int **profile\_entry\_count**
- struct **profile\_entry** **profile\_entries** [100]
- int **profiling\_on**
- float **light\_linAtten** [MAX\_LIGHT\_STACK]
- float **light\_constAtten** [MAX\_LIGHT\_STACK]
- float **light\_quadAtten** [MAX\_LIGHT\_STACK]
- float **light\_spotCutoffAngle** [MAX\_LIGHT\_STACK]

- float **light\_spotBeamWidth** [MAX\_LIGHT\_STACK]
- shaderVec4 **light\_amb** [MAX\_LIGHT\_STACK]
- shaderVec4 **light\_dif** [MAX\_LIGHT\_STACK]
- shaderVec4 **light\_pos** [MAX\_LIGHT\_STACK]
- shaderVec4 **light\_spec** [MAX\_LIGHT\_STACK]
- shaderVec4 **light\_spotDir** [MAX\_LIGHT\_STACK]
- float **light\_radius** [MAX\_LIGHT\_STACK]
- GLint **lightType** [MAX\_LIGHT\_STACK]
- int **nextFreeLight**
- unsigned int **currentLoop**
- unsigned int **lastLoop**
- unsigned int **sendCount**
- GLint **lightOnOff** [MAX\_LIGHT\_STACK]
- GLint **lightChanged** [MAX\_LIGHT\_STACK]
- GLint **lastShader**
- int **cur\_hits**
- void \* **empty\_group**
- struct **point\_XYZ** hyper\_r1 hyper\_r2
- struct **currayhit** rayph
- struct **X3D\_Group** \* **rootNode**
- struct **X3D\_Anchor** \* **AnchorsAnchor**
- struct **currayhit** rayHit rayHitHyper
- struct **trenderstate** renderstate
- int **renderLevel**
- GLint **currentShader**

### 3.378.1 Detailed Description

Definition at line 65 of file RenderFuncs.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/RenderFuncs.c

## 3.379 pRenderTextures Struct Reference

### Data Fields

- void \* **nada**

### 3.379.1 Detailed Description

Definition at line 34 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

### 3.380 PriorityQ Struct Reference

#### Data Fields

- **PQnode \* nodes**
- **PQhandleElem \* handles**
- long **size**
- long **max**
- PQhandle **freeList**
- int **initialized**
- int(\* **leq** )(PQkey key1, PQkey key2)
- PriorityQHeap \* **heap**
- PQkey \* **keys**
- PQkey \*\* **order**
- PQhandle **size**
- PQhandle **max**

#### 3.380.1 Detailed Description

Definition at line 86 of file priorityq-heap.h.

The documentation for this struct was generated from the following files:

- src/libtess/priorityq-heap.h
- src/libtess/priorityq-sort.h
- src/libtess/priorityq.h

### 3.381 profile\_entry Struct Reference

#### Data Fields

- char \* **name**
- double **start**
- double **accum**
- int **hits**

#### 3.381.1 Detailed Description

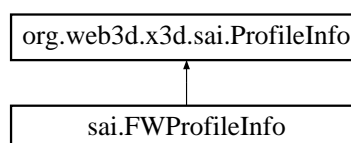
Definition at line 58 of file RenderFuncs.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/RenderFuncs.c

### 3.382 org.web3d.x3d.sai.ProfileInfo Interface Reference

Inheritance diagram for org.web3d.x3d.sai.ProfileInfo:



## Public Member Functions

- String **getName** ()
- String **getTitle** ()
- **ComponentInfo[]** **getComponents** ()
- String **toX3DString** ()

### 3.382.1 Detailed Description

Definition at line 3 of file ProfileInfo.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/ProfileInfo.java

## 3.383 profitablestruct Struct Reference

### Data Fields

- int **profileName**
- const int \* **profileTable**
- int **level**

### 3.383.1 Detailed Description

Definition at line 234 of file capabilitiesHandler.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d\_parser/capabilitiesHandler.c

## 3.384 ProtoDefinition Struct Reference

### Data Fields

- indexT **protoDefNumber**
- struct **Vector** \* **iface**
- struct **Vector** \* **deconstructedProtoBody**
- int **estimatedBodyLen**
- char \* **protoName**
- int **isCopy**

### 3.384.1 Detailed Description

Definition at line 160 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CProto.h

### 3.385 ProtoElementPointer Struct Reference

#### Data Fields

- char \* **stringToken**
- indexT **isNODE**
- indexT **isKEYWORD**
- indexT **terminalSymbol**
- indexT **fabricatedDef**

#### 3.385.1 Detailed Description

Definition at line 47 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CProto.h

### 3.386 ProtoFieldDecl Struct Reference

#### Data Fields

- indexT **mode**
- indexT **type**
- indexT **name**
- char \* **fieldString**
- BOOL **alreadySet**
- union **anyVrml defaultVal**
- struct **Vector** \* **scriptDests**

#### 3.386.1 Detailed Description

Definition at line 70 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CProto.h

### 3.387 protoInsert Struct Reference

#### Data Fields

- struct **ProtoDefinition** \* **vrmlProtoDef**
- int **xmlProtoDef**

#### 3.387.1 Detailed Description

Definition at line 1607 of file CProto.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CProto.c



## 3.388 PROTOInstanceEntry Struct Reference

### Data Fields

- char \* **name** [PROTOINSTANCE\_MAX\_PARAMS]
- char \* **value** [PROTOINSTANCE\_MAX\_PARAMS]
- int **type** [PROTOINSTANCE\_MAX\_PARAMS]
- char \* **defName**
- int **container**
- int **paircount**
- int **uniqueNumber**

### 3.388.1 Detailed Description

Definition at line 82 of file X3DProtoScript.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d\_parser/X3DProtoScript.c

## 3.389 PROTOnameStruct Struct Reference

### Data Fields

- char \* **definedProtoName**
- char \* **url**
- FILE \* **fileDescriptor**
- char \* **fileName**
- int **charLen**
- int **fileOpen**
- int **isExternProto**
- struct **Shader\_Script** \* **fieldDefs**

### 3.389.1 Detailed Description

Definition at line 94 of file X3DProtoScript.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d\_parser/X3DProtoScript.c

## 3.390 ProtoRoute Struct Reference

### Data Fields

- struct **X3D\_Node** \* **from**
- struct **X3D\_Node** \* **to**
- uintptr\_t **fromOfs**
- uintptr\_t **toOfs**
- size\_t **len**
- int **dir**

### 3.390.1 Detailed Description

Definition at line 126 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CProto.h

## 3.391 pSensInterps Struct Reference

### Data Fields

- int **SoundSourceNumber**
- float **AC\_LastDuration** [50]

### 3.391.1 Detailed Description

Definition at line 66 of file SensInterps.c.

The documentation for this struct was generated from the following file:

- src/lib/input/SensInterps.c

## 3.392 pSnapshot Struct Reference

### Data Fields

- int **snapRawCount**
- int **snapGoodCount**
- int **snapGif**
- char \* **snapsnapB**
- const char \* **default\_seqtmp**
- char \* **seqtmp**
- int **doSnapshot**
- int **doPrintshot**
- int **savedSnapshot**
- int **modeTesting**

### 3.392.1 Detailed Description

- snapshot stuff \*/\* need to re-implement this for OSX generating QTVR \*/

Definition at line 76 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

## 3.393 PSStruct Struct Reference

### Data Fields

- unsigned **type**
- char \* **inp**
- void \* **ptr**
- unsigned **ofs**
- int **zeroBind**
- int **bind**
- char \* **path**
- int \* **comp**
- char \* **fieldname**
- int **jparamcount**
- struct **Uni\_String** \* **sv**

### 3.393.1 Detailed Description

Definition at line 104 of file ProdCon.c.

The documentation for this struct was generated from the following file:

- src/lib/main/ProdCon.c

## 3.394 pstatusbar Struct Reference

### Data Fields

- int **initDone**
- int **screenWidth**
- int **screenHeight**
- double **screenRatio**

### 3.394.1 Detailed Description

Definition at line 65 of file statusbar.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/statusbar.c

## 3.395 pStreamPoly Struct Reference

### Data Fields

- int **Sindex**
- int **Tindex**
- GLfloat **minVals** [3]
- GLfloat **Ssize**

### 3.395.1 Detailed Description

Definition at line 81 of file StreamPoly.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/StreamPoly.c

## 3.396 pTess Struct Reference

### Data Fields

- int **global\_IFS\_Coords** [TESS\_MAX\_COORDS]

### 3.396.1 Detailed Description

Definition at line 68 of file Tess.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Tess.c

## 3.397 pTextures Struct Reference

### Data Fields

- struct **Vector** \* **activeTextureTable**
- **textureTableIndexStruct\_s** \* **loadThisTexture**
- int **currentlyWorkingOn**
- int **textureInProgress**

### 3.397.1 Detailed Description

Definition at line 89 of file Textures.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/Textures.c

## 3.398 pViewer Struct Reference

### Data Fields

- int **examineCounter**
- int **viewer\_initialized**
- **X3D\_Viewer\_Walk** **viewer\_walk**
- **X3D\_Viewer\_Examine** **viewer\_examine**
- **X3D\_Viewer\_Fly** **viewer\_fly**
- **X3D\_Viewer\_YawPitchZoom** **viewer\_ypz**
- int **translate** [COORD\_SYS]
- int **rotate** [COORD\_SYS]

- FILE \* **exfly\_in\_file**
- struct **point\_XYZ** **viewer\_lastP**
- int **exflyMethod**
- int **StereolInitializedOnce**
- GLboolean **acMask** [3][3]
- **X3D\_Viewer** **Viewer**
- double **viewpoint2rootnode** [16]
- int **vp2rnSaved**
- double **old2new** [16]
- double **identity** [16]
- double **tickFrac**
- **Quaternion** **sq**
- double **sp** [3]

### 3.398.1 Detailed Description

Definition at line 73 of file Viewer.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.c

## 3.399 pX3DParser Struct Reference

### Data Fields

- struct **VRMLLexer** \* **myLexer**
- **Stack** \* **DEFedNodes**
- struct **Vector** \*\* **childAttributes**
- int **CDATA\_TextMallocSize**
- int **in3\_3\_fieldValue**
- int **in3\_3\_fieldIndex**
- int **X3DParserRecurseLevel**
- XML\_Parser **x3dparser** [PROTOINSTANCE\_MAX\_LEVELS]
- XML\_Parser **currentX3DParser**
- int **currentParserMode** [PROTOINSTANCE\_MAX\_LEVELS]
- int **currentParserModelIndex**

### 3.399.1 Detailed Description

- for testing Johannes Behrs fieldValue hack for getting data in \*/

Definition at line 125 of file X3DParser.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d\_parser/X3DParser.c

## 3.400 pX3DProtoScript Struct Reference

### Data Fields

- int **currentProtoDeclare**
- int **MAXProtos**
- int **curProDecStackInd**
- int **currentProtoInstance** [PROTOINSTANCE\_MAX\_LEVELS]
- int **curProtoInsStackInd**
- struct **PROTOInstanceEntry ProtoInstanceTable** [PROTOINSTANCE\_MAX\_LEVELS]
- struct **PROTOnameStruct \* PROTONames**
- struct **fieldNodeState fieldNodeParsingStateA** [PROTOINSTANCE\_MAX\_LEVELS]
- struct **fieldNodeState fieldNodeParsingStateB** [PARENTSTACKSIZE]

### 3.400.1 Detailed Description

Definition at line 125 of file X3DProtoScript.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d\_parser/X3DProtoScript.c

## 3.401 quaternion Struct Reference

### Data Fields

- double **w**
- double **x**
- double **y**
- double **z**

### 3.401.1 Detailed Description

Definition at line 70 of file quaternion.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/quaternion.h

## 3.402 rb1 Struct Reference

### Data Fields

- int **head**
- int **tail**
- int **noOfElements**
- void \* **data**

### 3.402.1 Detailed Description

Definition at line 8 of file ringbuf.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/ringbuf.h

## 3.403 resource\_item Struct Reference

### Data Fields

- struct **resource\_item** \* **parent**
- **s\_list\_t** \* **children**
- bool **network**
- bool **new\_root**
- resource\_type\_t **type**
- resource\_status\_t **status**
- bool **complete**
- void \* **whereToPlaceData**
- int **offsetFromWhereToPlaceData**
- **s\_list\_t** \* **m\_request**
- char \* **URLrequest**
- char \* **URLbase**
- char \* **temp\_dir**
- char \* **afterPoundCharacters**
- char \* **parsed\_request**
- char \* **actual\_file**
- void \* **cached\_files**
- void \* **opened\_files**
- char **four\_first\_bytes** [4]
- resource\_media\_type\_t **media\_type**
- int **treat\_as\_root**

### 3.403.1 Detailed Description

Definition at line 74 of file resources.h.

The documentation for this struct was generated from the following file:

- src/lib/resources.h

## 3.404 s\_renderer\_capabilities\_t Struct Reference

### Data Fields

- const char \* **renderer**
- const char \* **version**
- const char \* **vendor**
- const char \* **extensions**
- float **versionf**
- bool **have\_GL\_VERSION\_1\_1**
- bool **have\_GL\_VERSION\_1\_2**

- bool **have\_GL\_VERSION\_1\_3**
- bool **have\_GL\_VERSION\_1\_4**
- bool **have\_GL\_VERSION\_1\_5**
- bool **have\_GL\_VERSION\_2\_0**
- bool **have\_GL\_VERSION\_2\_1**
- bool **have\_GL\_VERSION\_3\_0**
- bool **av\_multitexture**
- bool **av\_npot\_texture**
- bool **av\_texture\_rect**
- bool **av\_occlusion\_q**
- int **texture\_units**
- int **runtime\_max\_texture\_size**
- int **system\_max\_texture\_size**
- float **anisotropicDegree**
- GLboolean **quadBuffer**

### 3.404.1 Detailed Description

Definition at line 399 of file display.h.

The documentation for this struct was generated from the following file:

- src/lib/display.h

## 3.405 s\_shader\_capabilities Struct Reference

### Data Fields

- GLint **compiledOK**
- GLuint **myShaderProgram**
- GLint **myMaterialAmbient**
- GLint **myMaterialDiffuse**
- GLint **myMaterialSpecular**
- GLint **myMaterialShininess**
- GLint **myMaterialEmission**
- GLint **myMaterialBackAmbient**
- GLint **myMaterialBackDiffuse**
- GLint **myMaterialBackSpecular**
- GLint **myMaterialBackShininess**
- GLint **myMaterialBackEmission**
- GLint **myPointSize**
- bool **haveLightInShader**
- GLint **lightcount**
- GLint **lightType** [MAX\_LIGHTS]
- GLint **lightAmbient** [MAX\_LIGHTS]
- GLint **lightDiffuse** [MAX\_LIGHTS]
- GLint **lightSpecular** [MAX\_LIGHTS]
- GLint **lightPosition** [MAX\_LIGHTS]
- GLint **lightSpotDir** [MAX\_LIGHTS]
- GLint **lightAtten** [MAX\_LIGHTS]
- GLint **lightSpotCutoffAngle** [MAX\_LIGHTS]
- GLint **lightSpotBeamWidth** [MAX\_LIGHTS]
- GLint **lightRadius** [MAX\_LIGHTS]



- GLint **ModelViewMatrix**
- GLint **ProjectionMatrix**
- GLint **NormalMatrix**
- GLint **TextureMatrix**
- GLint **Vertices**
- GLint **Normals**
- GLint **Colours**
- GLint **TexCoords**
- GLint **TextureUnit** [MAX\_MULTITEXTURE]
- GLint **TextureMode** [MAX\_MULTITEXTURE]
- GLint **textureCount**
- GLint **hatchColour**
- GLint **hatchPercent**
- GLint **hatchScale**
- GLint **filledBool**
- GLint **hatchedBool**
- GLint **algorithm**
- GLint **texCoordGenType**

#### 3.405.1 Detailed Description

Definition at line 322 of file display.h.

The documentation for this struct was generated from the following file:

- src/lib/display.h

## 3.406 sCollisionGeometry Struct Reference

### Data Fields

- struct **point\_XYZ** \* **pts**
- struct **point\_XYZ** \* **tpts**
- ctri \* **tris**
- int **ntris**
- cquad \* **quads**
- int **nquads**
- int **npts**
- double **smin** [3]
- double **smax** [3]

#### 3.406.1 Detailed Description

Definition at line 1048 of file Component\_Geometry3D.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Geometry3D.c

## 3.407 sCollisionInfo Struct Reference

### Data Fields

- struct **point\_XYZ** **Offset**
- int **Count**
- double **Maximum2**

### 3.407.1 Detailed Description

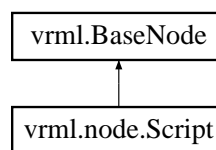
Definition at line 47 of file Collision.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Collision.h

## 3.408 vrml.node.Script Class Reference

Inheritance diagram for vrml.node.Script:



### Public Member Functions

- void **initialize** ()
- final **Field** **getEventOut** (String eventOutName)
- void **processEvents** (final int count, final **Event** events[])
- void **processEvent** (**Event** event)
- void **eventsProcessed** ()
- void **shutdown** ()

### Protected Member Functions

- final **Field** **getField** (String fieldName)
- final **Field** **getEventIn** (String eventInName)

### 3.408.1 Detailed Description

Definition at line 10 of file Script.java.

The documentation for this class was generated from the following file:

- src/java/vrml/node/Script.java

## 3.409 ScriptFieldDecl Struct Reference

### Data Fields

- struct **FieldDecl** \* **fieldDecl**
- char \* **ASCIIvalue**
- union **anyVrml** **value**
- **BOOL** **valueSet**

### 3.409.1 Detailed Description

Definition at line 94 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/CScripts.h

## 3.410 ScriptFieldInstanceInfo Struct Reference

### Data Fields

- struct **ScriptFieldDecl** \* **decl**
- struct **Shader\_Script** \* **script**

### 3.410.1 Detailed Description

Definition at line 108 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/CScripts.h

## 3.411 ScriptParamList Struct Reference

### Data Fields

- struct **ScriptParamList** \* **next**
- indexT **kind**
- indexT **type**
- char \* **field**
- union **anyVrml** **value**

### 3.411.1 Detailed Description

Definition at line 173 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/CScripts.h

## 3.412 SensStruct Struct Reference

### Data Fields

- struct **X3D\_Node** \* **fromnode**
- struct **X3D\_Node** \* **datanode**
- void(\* **interpptr**)(void \*, int, int, int)

### 3.412.1 Detailed Description

Definition at line 107 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

## 3.413 sFallInfo Struct Reference

### Data Fields

- double **fallHeight**
- double **fallStep**
- double **hfall**
- double **hclimb**
- int **isFall**
- int **canFall**
- int **isClimb**
- int **hits**
- int **walking**
- int **smoothStep**
- int **allowClimbing**
- GLDOUBLE **collision2avatar** [16]
- GLDOUBLE **avatar2collision** [16]
- int **checkFall**
- int **checkCylinder**
- int **checkPenetration**
- int **canPenetrate**
- int **isPenetrate**
- GLDOUBLE **penMin** [3]
- GLDOUBLE **penMax** [3]
- struct **point\_XYZ** **penvec**
- double **penRadius**
- struct **point\_XYZ** **pencorrection**
- double **pendisp**

### 3.413.1 Detailed Description

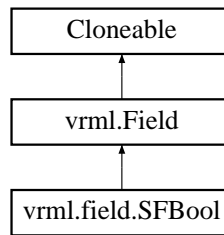
Definition at line 134 of file Collision.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Collision.h

## 3.414 vrml.field.SFBool Class Reference

Inheritance diagram for vrml.field.SFBool:



### Public Member Functions

- **SFBool** (boolean value)
- boolean **getValue** ()
- void **setValue** (boolean value)
- void **setValue** (**ConstSFBool** sfBool)
- void **setValue** (**SFBool** sfBool)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.414.1 Detailed Description

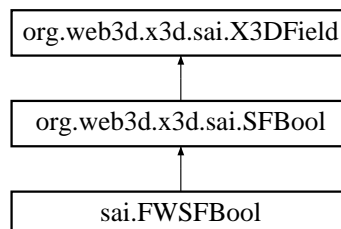
Definition at line 10 of file SFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFBool.java

## 3.415 org.web3d.x3d.sai.SFBool Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFBool:



### Public Member Functions

- boolean **getValue** ()
- void **setValue** (boolean value)

### 3.415.1 Detailed Description

Definition at line 3 of file SFBool.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFBool.java

## 3.416 SFCOLOR Struct Reference

### Data Fields

- float **c** [3]

### 3.416.1 Detailed Description

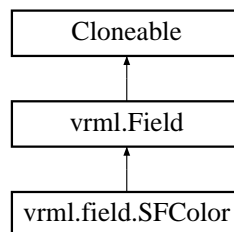
Definition at line 1869 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.417 vrml.field.SFCOLOR Class Reference

Inheritance diagram for vrml.field.SFCOLOR:



### Public Member Functions

- **SFCOLOR** (float red, float green, float blue)
- void **getValue** (float[] values)
- float **getRed** ()
- float **getGreen** ()
- float **getBlue** ()
- void **setValue** (float red, float green, float blue)
- void **setValue** (float[] values)
- void **setValue (ConstSFCOLOR sfColor)**
- void **setValue (SFCOLOR sfColor)**
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 3.417.1 Detailed Description

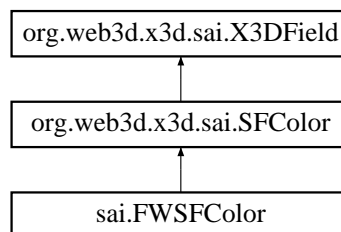
Definition at line 10 of file SFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFColor.java

## 3.418 org.web3d.x3d.sai.SFColor Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFColor:



## Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

### 3.418.1 Detailed Description

Definition at line 3 of file SFColor.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFColor.java

## 3.419 SFColorRGBA Struct Reference

## Data Fields

- float **c** [4]
- float **r** [4]

### 3.419.1 Detailed Description

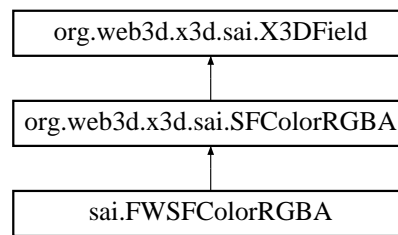
Definition at line 1871 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

### 3.420 org.web3d.x3d.sai.SFColorRGBA Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFColorRGBA:



#### Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

#### 3.420.1 Detailed Description

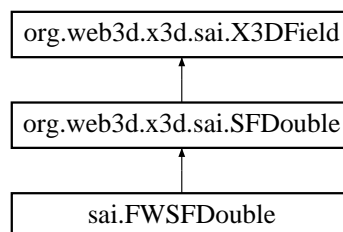
Definition at line 3 of file SFColorRGBA.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFColorRGBA.java

### 3.421 org.web3d.x3d.sai.SFDouble Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFDouble:



#### Public Member Functions

- double **getValue** ()
- void **setValue** (double value)

#### 3.421.1 Detailed Description

Definition at line 3 of file SFDouble.java.

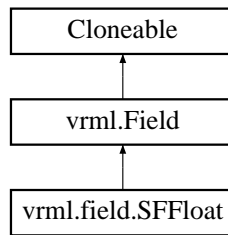
The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFDouble.java



## 3.422 vrml.field.SFFloat Class Reference

Inheritance diagram for vrml.field.SFFloat:



### Public Member Functions

- **SFFloat** (float f)
- float **getValue** ()
- void **setValue** (float f)
- void **setValue** (ConstSFFloat sfFloat)
- void **setValue** (SFFloat sfFloat)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.422.1 Detailed Description

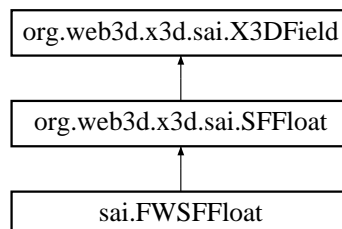
Definition at line 10 of file SFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFFloat.java

## 3.423 org.web3d.x3d.sai.SFFloat Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFFloat:



### Public Member Functions

- float **getValue** ()
- void **setValue** (float value)

### 3.423.1 Detailed Description

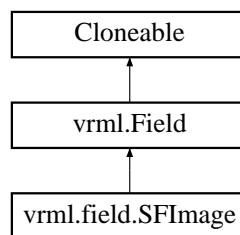
Definition at line 3 of file SFFloat.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFFloat.java

## 3.424 vrml.field.SFImage Class Reference

Inheritance diagram for vrml.field.SFImage:



### Public Member Functions

- **SFImage** (int width, int height, int components, byte[] pixels)
- int **getWidth** ()
- int **getHeight** ()
- int **getComponents** ()
- byte[] **getPixels** ()
- void **setValue** (int width, int height, int components, byte[] pixels)
- void **setValue (ConstSFImage sflmage)**
- void **setValue (SFImage sflmage)**
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

### 3.424.1 Detailed Description

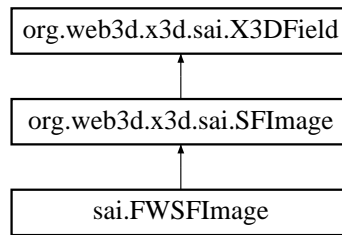
Definition at line 10 of file SFImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFImage.java

## 3.425 org.web3d.x3d.sai.SFImage Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFImage:



### Public Member Functions

- int **getWidth** ()
- int **getHeight** ()
- int **getComponents** ()
- void **getPixels** (int[] pixels)
- java.awt.image.WritableRenderedImage **getImage** ()
- void **setValue** (int width, int height, int components, int[] pixels)
- void **setImage** (java.awt.image.RenderedImage image)
- void **setSubImage** (java.awt.image.RenderedImage image, int srcWidth, int srcHeight, int srcXOffset, int srcYOffset, int destXOffset, int destYOffset)

#### 3.425.1 Detailed Description

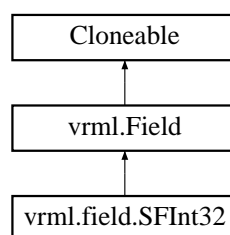
Definition at line 3 of file SFImage.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFImage.java

## 3.426 vrml.field.SFInt32 Class Reference

Inheritance diagram for vrml.field.SFInt32:



### Public Member Functions

- **SFInt32** (int value)
- int **getValue** ()
- void **setValue** (int value)
- void **setValue** (**ConstSFInt32** sflnt32)
- void **setValue** (**SFInt32** sflnt32)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 3.426.1 Detailed Description

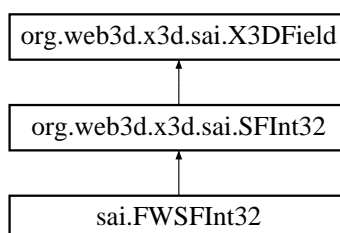
Definition at line 10 of file SFIInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFIInt32.java

## 3.427 org.web3d.x3d.sai.SFIInt32 Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFIInt32:



## Public Member Functions

- int **getValue** ()
- void **setValue** (int value)

### 3.427.1 Detailed Description

Definition at line 3 of file SFIInt32.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFIInt32.java

## 3.428 SFMatrix3d Struct Reference

### Data Fields

- double **c** [9]

### 3.428.1 Detailed Description

Definition at line 1888 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.429 SFMatrix3f Struct Reference

### Data Fields

- float **c** [9]

### 3.429.1 Detailed Description

Definition at line 1886 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.430 SFMatrix4d Struct Reference

### Data Fields

- double **c** [16]

### 3.430.1 Detailed Description

Definition at line 1892 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.431 SFMatrix4f Struct Reference

### Data Fields

- float **c** [16]

### 3.431.1 Detailed Description

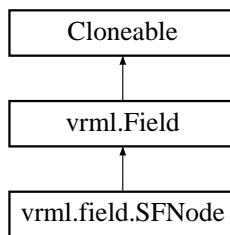
Definition at line 1890 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.432 vrml.field.SFNode Class Reference

Inheritance diagram for vrml.field.SFNode:



### Public Member Functions

- **SFNode** (**BaseNode** node)
- **BaseNode** **getValue** ()
- void **setValue** (**BaseNode** node)
- void **setValue** (**ConstSFNode** sfNode)
- void **setValue** (**SFNode** sfNode)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.432.1 Detailed Description

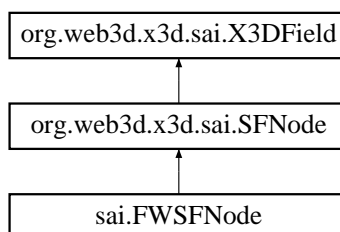
Definition at line 10 of file SFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFNode.java

### 3.433 org.web3d.x3d.sai.SFNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFNode:



### Public Member Functions

- **X3DNode** **getValue** ()
- void **setValue** (**X3DNode** value) throws InvalidNodeException

#### 3.433.1 Detailed Description

Definition at line 3 of file SFNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFNode.java

## 3.434 SFRotation Struct Reference

### Data Fields

- float **c** [4]
- float **r** [4]

### 3.434.1 Detailed Description

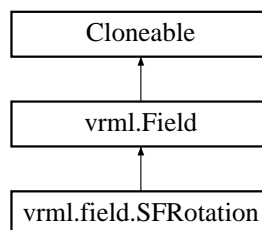
Definition at line 1859 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.435 vrml.field.SFRotation Class Reference

Inheritance diagram for vrml.field.SFRotation:



### Public Member Functions

- **SFRotation** (float axisX, float axisY, float axisZ, float angle)
- void **getValue** (float[] values)
- void **setValue** (float axisX, float axisY, float axisZ, float angle)
- void **setValue** (float[] values)
- void **setValue** (**ConstSFRotation** sfRotation)
- void **setValue** (**SFRotation** sfRotation)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

### 3.435.1 Detailed Description

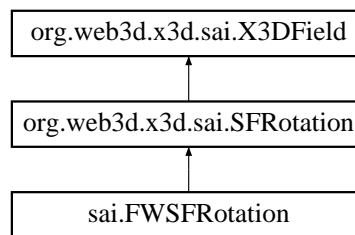
Definition at line 10 of file SFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFRotation.java

### 3.436 org.web3d.x3d.sai.SFRotation Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFRotation:



#### Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

#### 3.436.1 Detailed Description

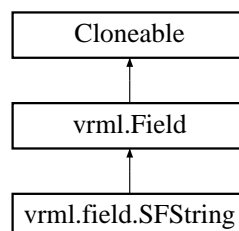
Definition at line 3 of file SFRotation.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFRotation.java

### 3.437 vrml.field.SFString Class Reference

Inheritance diagram for vrml.field.SFString:



#### Public Member Functions

- **SFString** (String s)
- String **getValue** ()
- void **setValue** (String s)
- void **setValue** (ConstSFString sfString)
- void **setValue** (SFString sfString)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException



## Additional Inherited Members

### 3.437.1 Detailed Description

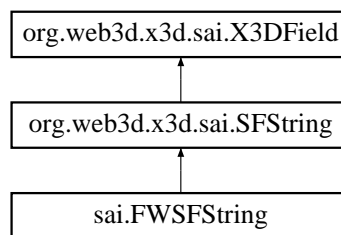
Definition at line 10 of file SFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFString.java

## 3.438 org.web3d.x3d.sai.SFString Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFString:



## Public Member Functions

- String **getValue** ()
- void **setValue** (String value)

### 3.438.1 Detailed Description

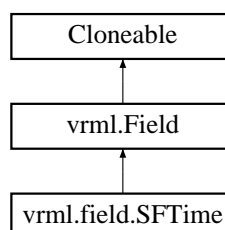
Definition at line 3 of file SFString.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFString.java

## 3.439 vrml.field.SFTime Class Reference

Inheritance diagram for vrml.field.SFTime:



## Public Member Functions

- **SFTime** (double value)

- double **getValue** ()
- void **setValue** (double value)
- void **setValue** (ConstSFTTime sfTime)
- void **setValue** (SFTTime sfTime)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 3.439.1 Detailed Description

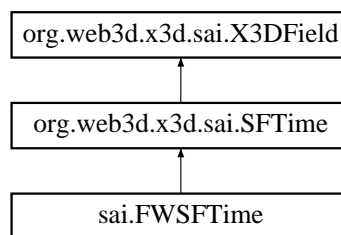
Definition at line 10 of file SFTTime.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFTTime.java

### 3.440 org.web3d.x3d.sai.SFTTime Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFTTime:



### Public Member Functions

- double **getValue** ()
- long **getJavaValue** ()
- void **setValue** (double value)
- void **setValue** (long value)

#### 3.440.1 Detailed Description

Definition at line 3 of file SFTTime.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFTTime.java

### 3.441 SFVec2d Struct Reference

#### Data Fields

- double **c** [2]

### 3.441.1 Detailed Description

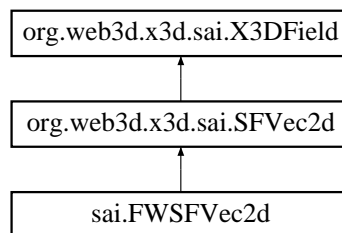
Definition at line 1894 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.442 org.web3d.x3d.sai.SFVec2d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec2d:



### Public Member Functions

- void **getValue** (double[] value)
- void **setValue** (double[] value)

### 3.442.1 Detailed Description

Definition at line 3 of file SFVec2d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec2d.java

## 3.443 SFVec2f Struct Reference

### Data Fields

- float **c** [2]

### 3.443.1 Detailed Description

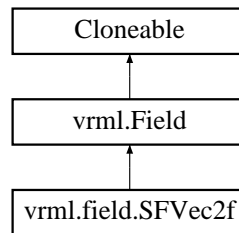
Definition at line 1877 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

### 3.444 vrml.field.SFVec2f Class Reference

Inheritance diagram for vrml.field.SFVec2f:



#### Public Member Functions

- **SFVec2f** (float x, float y)
- void **getValue** (float[] values)
- float **getX** ()
- float **getY** ()
- void **setValue** (float x, float y)
- void **setValue** (float[] values)
- void **setValue** (ConstSFVec2f sfVec2f)
- void **setValue** (SFVec2f sfVec2f)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

#### Additional Inherited Members

#### 3.444.1 Detailed Description

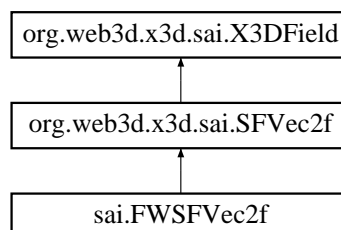
Definition at line 10 of file SFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFVec2f.java

### 3.445 org.web3d.x3d.sai.SFVec2f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec2f:



#### Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

### 3.445.1 Detailed Description

Definition at line 3 of file SFVec2f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec2f.java

## 3.446 SFVec3d Struct Reference

### Data Fields

- double **c** [3]

### 3.446.1 Detailed Description

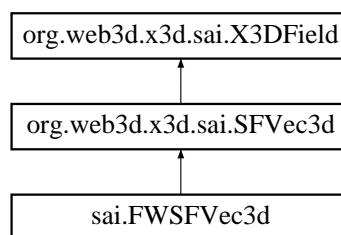
Definition at line 1882 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.447 org.web3d.x3d.sai.SFVec3d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec3d:



### Public Member Functions

- void **getValue** (double[] value)
- void **setValue** (double[] value)

### 3.447.1 Detailed Description

Definition at line 3 of file SFVec3d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec3d.java

### 3.448 SFVec3f Struct Reference

#### Data Fields

- float **c** [3]

#### 3.448.1 Detailed Description

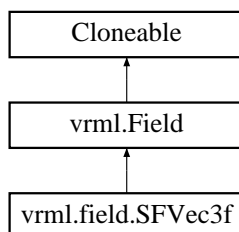
Definition at line 1861 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.449 vrml.field.SFVec3f Class Reference

Inheritance diagram for vrml.field.SFVec3f:



#### Public Member Functions

- **SFVec3f** (float x, float y, float z)
- void **getValue** (float[] values)
- float **getX** ()
- float **getY** ()
- float **getZ** ()
- void **setValue** (float x, float y, float z)
- void **setValue** (float[] values)
- void **setValue (ConstSFVec3f sfVec3f)**
- void **setValue (SFVec3f sfVec3f)**
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

#### Additional Inherited Members

#### 3.449.1 Detailed Description

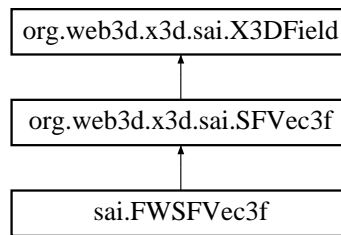
Definition at line 10 of file SFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFVec3f.java

## 3.450 org.web3d.x3d.sai.SFVec3f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec3f:



### Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

#### 3.450.1 Detailed Description

Definition at line 3 of file SFVec3f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec3f.java

## 3.451 SFVec4d Struct Reference

### Data Fields

- double **c** [4]

#### 3.451.1 Detailed Description

Definition at line 1898 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 3.452 SFVec4f Struct Reference

### Data Fields

- float **c** [4]

#### 3.452.1 Detailed Description

Definition at line 1896 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

### 3.453 Shader\_Script Struct Reference

#### Data Fields

- struct **X3D\_Node** \* **ShaderScriptNode**
- int **num**
- BOOL **loaded**
- struct **Vector** \* **fields**

#### 3.453.1 Detailed Description

Definition at line 141 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/CScripts.h

### 3.454 shaderTableEntry Struct Reference

#### Data Fields

- unsigned int **whichOne**
- **s\_shader\_capabilities\_t** \* **myCapabilities**

#### 3.454.1 Detailed Description

Definition at line 88 of file OpenGL\_Uutils.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/OpenGL\_Uutils.c

### 3.455 slice Struct Reference

#### Data Fields

- unsigned int **vert\_pos**
- unsigned int **quant\_scale**
- char \* **extra\_info**

#### 3.455.1 Detailed Description

Definition at line 150 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h



## 3.456 sNavilInfo Struct Reference

### Data Fields

- double **width**
- double **height**
- double **step**

#### 3.456.1 Detailed Description

Definition at line 87 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.457 SNDFILE Struct Reference

### Data Fields

- int **type**
- FILE \* **fd**
- char **data** [MAXBUFSIZE]
- int **dataptr**
- int **wavdataoffset**
- float **pitch**
- int **bytes\_remaining**
- int **ampl**
- int **balance**
- **fmtChnk** FormatChunk
- **datChnk** DataChunk

#### 3.457.1 Detailed Description

Definition at line 75 of file soundheader.h.

The documentation for this struct was generated from the following file:

- src/sound/soundheader.h

## 3.458 iiglobal::tBindable Struct Reference

### Data Fields

- struct **sNavilInfo** **naviinfo**
- struct **Vector** \* **background\_stack**
- struct **Vector** \* **viewpoint\_stack**
- struct **Vector** \* **navigation\_stack**
- struct **Vector** \* **fog\_stack**
- void \* **prv**

### 3.458.1 Detailed Description

Definition at line 373 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.459 iiglobal::tcollision Struct Reference

### Data Fields

- void \* **prv**

### 3.459.1 Detailed Description

Definition at line 240 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.460 iiglobal::tcommon Struct Reference

### Data Fields

- void \* **prv**

### 3.460.1 Detailed Description

Definition at line 391 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.461 iiglobal::tComponent\_EnvironSensor Struct Reference

### Data Fields

- void \* **prv**

### 3.461.1 Detailed Description

Definition at line 243 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.462 iiglobal::tComponent\_Geometry3D Struct Reference

### Data Fields

- void \* **prv**

### 3.462.1 Detailed Description

Definition at line 246 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.463 iiglobal::tComponent\_Geospatial Struct Reference

### Data Fields

- void \* **prv**

### 3.463.1 Detailed Description

Definition at line 249 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.464 iiglobal::tComponent\_HAnim Struct Reference

### Data Fields

- void \* **prv**

### 3.464.1 Detailed Description

Definition at line 252 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.465 iiglobal::tComponent\_KeyDevice Struct Reference

### Data Fields

- void \* **prv**

### 3.465.1 Detailed Description

Definition at line 255 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.466 iiglobal::tComponent\_Shape Struct Reference

### Data Fields

- void \* **prv**

### 3.466.1 Detailed Description

Definition at line 274 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.467 iiglobal::tComponent\_Sound Struct Reference

### Data Fields

- int **sound\_from\_audioclip**
- int **SoundEngineStarted**
- void \* **prv**

### 3.467.1 Detailed Description

Definition at line 277 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.468 iiglobal::tComponent\_Text Struct Reference

### Data Fields

- void \* **prv**

### 3.468.1 Detailed Description

Definition at line 283 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.469 iiglobal::tComponent\_VRML1 Struct Reference

### Data Fields

- void \* **prv**

### 3.469.1 Detailed Description

Definition at line 286 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.470 iiglobal::tConsoleMessage Struct Reference

### Data Fields

- int **consMsgCount**
- int **Console\_writeToHud**
- void \* **prv**

### 3.470.1 Detailed Description

Definition at line 143 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.471 iiglobal::tCParse Struct Reference

### Data Fields

- void \* **globalParser**
- void \* **prv**

### 3.471.1 Detailed Description

Definition at line 331 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.472 iiglobal::tCParserParser Struct Reference

### Data Fields

- void \* **prv**

### 3.472.1 Detailed Description

Definition at line 335 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.473 iiglobal::tCProto Struct Reference

### Data Fields

- void \* **prv**

### 3.473.1 Detailed Description

Definition at line 338 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.474 iiglobal::tCRoutes Struct Reference

### Data Fields

- int **CRoutesExtra**
- jsval **JSglobal\_return\_val**
- void \* **JSSFpointer**
- int \* **scr\_act**
- int **max\_script\_found**
- int **max\_script\_found\_and\_initialized**
- void \* **prv**

### 3.474.1 Detailed Description

Definition at line 341 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.475 iiglobal::tCScripts Struct Reference

### Data Fields

- void \* **prv**

### 3.475.1 Detailed Description

Definition at line 352 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.476 iiglobal::tCursorDraw Struct Reference

### Data Fields

- void \* **prv**

### 3.476.1 Detailed Description

Definition at line 394 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.477 iiglobal::tdisplay Struct Reference

### Data Fields

- **freewrl\_params\_t** params
- GLenum **\_global\_gl\_err**
- bool **display\_initialized**
- int **view\_height**
- int **view\_width**
- int **screenWidth**
- int **screenHeight**
- double **screenRatio**
- char \* **window\_title**
- int **mouse\_x**
- int **mouse\_y**
- int **show\_mouse**
- int **shutterGlasses**
- int **quadbuff\_stereo\_mode**
- **s\_renderer\_capabilities\_t** rdr\_caps
- float **myFps**
- char **myMenuStatus** [MAXSTAT]
- void \* **prv**

### 3.477.1 Detailed Description

Definition at line 42 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

### 3.478 iiglobal::tEAI\_C\_CommonFunctions Struct Reference

#### Data Fields

- int **eaiverbose**
- void \* **prv**

#### 3.478.1 Detailed Description

Definition at line 119 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

### 3.479 iiglobal::tEAICore Struct Reference

#### Data Fields

- char \* **EAIbuffer**
- int **EAIbufcount**
- int **EAIbufpos**
- int **EAIbufsize**
- char **EAIListenerData** [8192]
- void \* **prv**

#### 3.479.1 Detailed Description

Definition at line 131 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

### 3.480 iiglobal::tEAIEventsIn Struct Reference

#### Data Fields

- void \* **prv**

#### 3.480.1 Detailed Description

Definition at line 123 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h



## 3.481 iiglobal::tEAIHelpers Struct Reference

### Data Fields

- char \* **outBuffer**
- int **outBufferLen**
- void \* **prv**

#### 3.481.1 Detailed Description

Definition at line 126 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 3.482 textureTableIndexStruct Struct Reference

### Data Fields

- struct **X3D\_Node** \* **scenegraphNode**
- int **nodeType**
- int **status**
- int **hasAlpha**
- GLuint **OpenGLTexture**
- int **frames**
- char \* **filename**
- int **x**
- int **y**
- unsigned char \* **texdata**
- GLint **Src**
- GLint **Trc**

#### 3.482.1 Detailed Description

Definition at line 37 of file Textures.h.

The documentation for this struct was generated from the following file:

- src/lib/OpenGL/Textures.h

## 3.483 textureVertexInfo Struct Reference

### Data Fields

- GLfloat \* **pre\_canned\_textureCoords**
- GLint **TC\_size**
- GLenum **TC\_type**
- GLsizei **TC\_stride**
- GLvoid \* **TC\_pointer**

### 3.483.1 Detailed Description

Definition at line 59 of file Textures.h.

The documentation for this struct was generated from the following file:

- src/lib/opengl/Textures.h

## 3.484 iiglobal::tFrustum Struct Reference

### Data Fields

- int **OccFailed**
- void \* **prv**

### 3.484.1 Detailed Description

Definition at line 194 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.485 iiglobal::tinternalc Struct Reference

### Data Fields

- bool **global\_strictParsing**
- bool **global\_plugin\_print**
- bool **global\_occlusion\_disable**
- unsigned **user\_request\_texture\_size**
- bool **global\_print\_opengl\_errors**
- bool **global\_trace\_threads**
- void \* **prv**

### 3.485.1 Detailed Description

Definition at line 71 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.486 iiglobal::tio\_http Struct Reference

### Data Fields

- void \* **prv**

### 3.486.1 Detailed Description

Definition at line 80 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.487 iiglobal::tJScript Struct Reference

### Data Fields

- int **jsnameindex**
- int **MAXJSparamNames**
- void \* **prv**

### 3.487.1 Detailed Description

Definition at line 355 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.488 iiglobal::tjsUtils Struct Reference

### Data Fields

- void \* **prv**

### 3.488.1 Detailed Description

Definition at line 361 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.489 iiglobal::tjsVRMLBrowser Struct Reference

### Data Fields

- jsval **JSCreate\_global\_return\_val**
- void \* **prv**

### 3.489.1 Detailed Description

Definition at line 364 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

### 3.490 `iglobal::tjsVRMLClasses` Struct Reference

#### Data Fields

- void \* **prv**

#### 3.490.1 Detailed Description

Definition at line 370 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

### 3.491 `iglobal::tLoadTextures` Struct Reference

#### Data Fields

- void \* **prv**

#### 3.491.1 Detailed Description

Definition at line 198 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

### 3.492 `iglobal::tMainloop` Struct Reference

#### Data Fields

- float **gl\_linewidth**
- int **currentFileVersion**
- double **TickTime**
- double **lastTime**
- double **BrowserFPS**
- double **BrowserSpeed**
- int **HaveSensitive**
- int **trisThisLoop**
- int **clipPlane**
- int **currentX** [20]
- int **currentY** [20]
- void \* **prv**
- char \* **tmpFileLocation**
- char \* **url**
- char \* **scene\_name**
- char \* **scene\_suff**
- int **scene\_profile**
- int \* **scene\_components**
- char \* **replaceWorldRequest**
- void \* **replaceWorldRequestMulti**

### 3.492.1 Detailed Description

Definition at line 148 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.493 iiglobal::tOpenGL\_Utils Struct Reference

### Data Fields

- int **displayDepth**
- int **cc\_changed**
- void \* **prv**

### 3.493.1 Detailed Description

Definition at line 203 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.494 Touch Struct Reference

### Data Fields

- int **button**
- bool **isDown**
- int **mev**
- int **ID**
- float **angle**
- int **x**
- int **y**

### 3.494.1 Detailed Description

Definition at line 112 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

## 3.495 iiglobal::tPluginSocket Struct Reference

### Data Fields

- void \* **prv**

### 3.495.1 Detailed Description

Definition at line 234 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.496 iiglobal::tpluginUtils Struct Reference

### Data Fields

- void \* **prv**

### 3.496.1 Detailed Description

Definition at line 237 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.497 iiglobal::tProdCon Struct Reference

### Data Fields

- struct **Vector** \* **viewpointNodes**
- int **currboundvpno**
- struct **X3D\_Node** \* **setViewpointBindInRender**
- struct **X3D\_Node** \* **setFogBindInRender**
- struct **X3D\_Node** \* **setBackgroundBindInRender**
- struct **X3D\_Node** \* **setNavigationBindInRender**
- void \* **savedParser**
- void \* **prv**

### 3.497.1 Detailed Description

Definition at line 170 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.498 iiglobal::tRasterFont Struct Reference

### Data Fields

- void \* **prv**

### 3.498.1 Detailed Description

Definition at line 219 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.499 iiglobal::tRenderFuncs Struct Reference

### Data Fields

- int **BrowserAction**
- double **hitPointDist**
- struct **SFColor** **hyp\_save\_posn** **hyp\_save\_norm** **ray\_save\_posn**
- void \* **hypersensitive**
- int **hyperhit**
- struct **point\_XYZ** **hp**
- void \* **prv**
- void \* **rayHit**
- void \* **rayHitHyper**
- struct **point\_XYZ** **t\_r1** **t\_r2** **t\_r3**
- int **lightingOn**
- int **have\_transparency**
- int **last\_texture\_type**
- GLuint **boundTextureStack** [10]
- int **textureStackTop**

### 3.499.1 Detailed Description

Definition at line 289 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.500 trenderstate Struct Reference

### Data Fields

- int **render\_sensitive**
- int **render\_vp**
- int **render\_light**
- int **render\_proximity**
- int **render\_other**
- int **verbose**
- int **render\_blend**
- int **render\_geom**
- int **render\_collision**

### 3.500.1 Detailed Description

Definition at line 733 of file headers.h.

The documentation for this struct was generated from the following file:

- src/lib/main/headers.h

## 3.501 iiglobal::tRenderTextures Struct Reference

### Data Fields

- struct **multiTexParams** **textureParameterStack** [MAX\_MULTITEXTURE]
- void \* **prv**

### 3.501.1 Detailed Description

Definition at line 222 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.502 iiglobal::tresources Struct Reference

### Data Fields

- **resource\_item\_t** \* **root\_res**
- void \* **prv**

### 3.502.1 Detailed Description

Definition at line 83 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.503 iiglobal::tSensInterps Struct Reference

### Data Fields

- void \* **prv**

### 3.503.1 Detailed Description

Definition at line 140 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h



## 3.504 iiglobal::tSnapshot Struct Reference

### Data Fields

- bool **doSnapshot**
- bool **doPrintshot**
- int **snapGoodCount**
- void \* **prv**

### 3.504.1 Detailed Description

Definition at line 113 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 3.505 iiglobal::tstatusbar Struct Reference

### Data Fields

- void \* **prv**

### 3.505.1 Detailed Description

Definition at line 328 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 3.506 iiglobal::tStreamPoly Struct Reference

### Data Fields

- void \* **prv**

### 3.506.1 Detailed Description

Definition at line 316 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 3.507 iiglobal::tTess Struct Reference

### Data Fields

- int \* **global\_IFS\_Coords**
- int **global\_IFS\_Coord\_count**

- **GLUtriangulatorObj** \* **global\_tessobj**
- void \* **prv**

### 3.507.1 Detailed Description

Definition at line 319 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.508 iiglobal::tTextures Struct Reference

### Data Fields

- GLuint \* **global\_tcin**
- int **global\_tcin\_count**
- void \* **global\_tcin\_lastParent**
- GLuint **defaultBlankTexture**
- void \* **prv**

### 3.508.1 Detailed Description

Definition at line 226 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.509 iiglobal::tthreads Struct Reference

### Data Fields

- pthread\_t **mainThread**
- pthread\_t **DispThrd**
- pthread\_t **PCthread**
- pthread\_t **loadThread**
- pthread\_mutex\_t **mutex\_resource\_tree**
- pthread\_mutex\_t **mutex\_resource\_list**
- pthread\_cond\_t **resource\_list\_condition**
- pthread\_mutex\_t **mutex\_frontend\_list**
- pthread\_mutex\_t **mutex\_texture\_list**
- pthread\_cond\_t **texture\_list\_condition**
- BOOL **ResourceThreadRunning**
- BOOL **TextureThreadRunning**
- BOOL **ResourceThreadWaiting**
- BOOL **TextureThreadWaiting**
- int **MainLoopQuit**
- int **flushing**
- void \* **prv**

### 3.509.1 Detailed Description

Definition at line 87 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.510 iiglobal::tViewer Struct Reference

### Data Fields

- void \* **prv**

### 3.510.1 Detailed Description

Definition at line 325 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.511 iiglobal::tX3DParser Struct Reference

### Data Fields

- int **parentIndex**
- struct **X3D\_Node** \* **parentStack** [PARENTSTACKSIZE]
- char \* **CDATA\_Text**
- int **CDATA\_Text\_curlen**
- void \* **prv**

### 3.511.1 Detailed Description

Definition at line 381 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 3.512 iiglobal::tX3DProtoScript Struct Reference

### Data Fields

- void \* **prv**

### 3.512.1 Detailed Description

Definition at line 388 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

### 3.513 un1 Union Reference

#### Data Fields

- int **i**
- float **f**
- void \* **p**

#### 3.513.1 Detailed Description

Definition at line 2 of file ringbuf.h.

The documentation for this union was generated from the following file:

- src/lib/scenegraph/ringbuf.h

### 3.514 Uni\_String Struct Reference

#### Data Fields

- int **len**
- char \* **strptr**
- int **touched**
- size\_t **len**

#### 3.514.1 Detailed Description

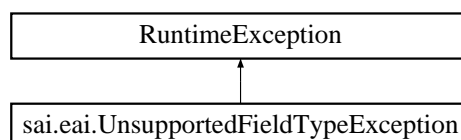
Definition at line 51 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

### 3.515 sai.eai.UnsupportedFieldTypeException Class Reference

Inheritance diagram for sai.eai.UnsupportedFieldTypeException:



#### Public Member Functions

- **UnsupportedFieldTypeException** (String str)

### 3.515.1 Detailed Description

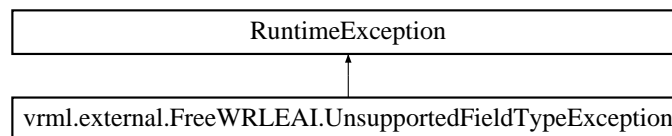
Definition at line 19 of file UnsupportedFieldTypeException.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/UnsupportedFieldTypeException.java

## 3.516 vrml.external.FreeWRLEAI.UnsupportedFieldTypeException Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.UnsupportedFieldTypeException:



### Public Member Functions

- **UnsupportedFieldTypeException** (String str)

### 3.516.1 Detailed Description

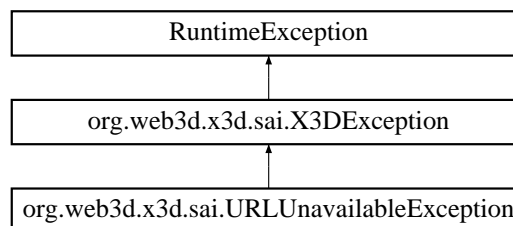
Definition at line 19 of file UnsupportedFieldTypeException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/UnsupportedFieldTypeException.java

## 3.517 org.web3d.x3d.sai.URLUnavailableException Class Reference

Inheritance diagram for org.web3d.x3d.sai.URLUnavailableException:



### Public Member Functions

- **URLUnavailableException** (String msg)

### 3.517.1 Detailed Description

Definition at line 3 of file URLUnavailableException.java.

The documentation for this class was generated from the following file:

- `src/java/org/web3d/x3d/sai/URLUnavailableException.java`

## 3.518 Vector Struct Reference

### Data Fields

- `int n`
- `int allocn`
- `void * data`

### 3.518.1 Detailed Description

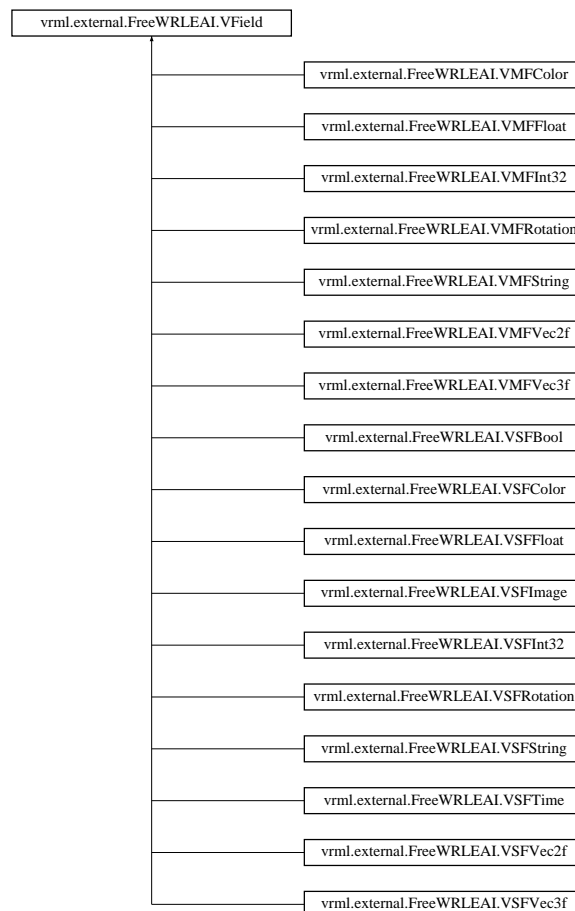
Definition at line 36 of file `Vector.h`.

The documentation for this struct was generated from the following file:

- `src/lib/scenegraph/Vector.h`

## 3.519 vrml.external.FreeWRLEAI.VField Class Reference

Inheritance diagram for `vrml.external.FreeWRLEAI.VField`:



## Public Member Functions

- byte **getType** ()
- abstract void **write** (DataOutputStream out) throws IOException

## Static Public Attributes

- static final byte **NOTHING** = -1
- static final byte **SFBOOL** = 0
- static final byte **SFCOLOR** = 1
- static final byte **SFFLOAT** = 2
- static final byte **SFIMAGE** = 3
- static final byte **SFINT32** = 4
- static final byte **SFNODE** = 5
- static final byte **SFROTATION** = 6
- static final byte **SFSTRING** = 7
- static final byte **SFTIME** = 8
- static final byte **SFVEC2F** = 9
- static final byte **SFVEC3F** = 10
- static final byte **MFCOLOR** = 11
- static final byte **MFFLOAT** = 12
- static final byte **MFINT32** = 13
- static final byte **MFNODE** = 14
- static final byte **MFROTATION** = 15
- static final byte **MFSTRING** = 16
- static final byte **MFVEC2F** = 17
- static final byte **MFVEC3F** = 18

### 3.519.1 Detailed Description

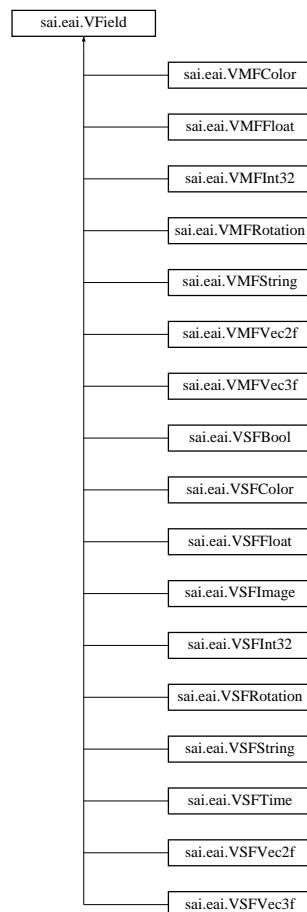
Definition at line 24 of file VField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VField.java

## 3.520 sai.eai.VField Class Reference

Inheritance diagram for sai.eai.VField:



## Public Member Functions

- byte **getType** ()
- abstract void **write** (DataOutputStream out) throws IOException

## Static Public Attributes

- static final byte **NOTHING** = -1
- static final byte **SFBOOL** = 0
- static final byte **SFCOLOR** = 1
- static final byte **SFFLOAT** = 2
- static final byte **SFIMAGE** = 3
- static final byte **SFINT32** = 4
- static final byte **SFNODE** = 5
- static final byte **SFROTATION** = 6
- static final byte **SFSTRING** = 7
- static final byte **SFTIME** = 8
- static final byte **SFVEC2F** = 9
- static final byte **SFVEC3F** = 10
- static final byte **MFCOLOR** = 11
- static final byte **MFFLOAT** = 12
- static final byte **MFINT32** = 13
- static final byte **MFNODE** = 14
- static final byte **MFROTATION** = 15
- static final byte **MFSTRING** = 16



- static final byte **MFVEC2F** = 17
- static final byte **MFVEC3F** = 18

### 3.520.1 Detailed Description

Definition at line 24 of file VField.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VField.java

## 3.521 vid\_stream Struct Reference

### Data Fields

- unsigned int **h\_size**
- unsigned int **v\_size**
- unsigned int **mb\_height**
- unsigned int **mb\_width**
- unsigned char **aspect\_ratio**
- unsigned char **picture\_rate**
- unsigned int **bit\_rate**
- unsigned int **vbv\_buffer\_size**
- int **const\_param\_flag**
- unsigned char **intra\_quant\_matrix** [8][8]
- unsigned char **non\_intra\_quant\_matrix** [8][8]
- char \* **ext\_data**
- char \* **user\_data**
- **GoP group**
- **Pict picture**
- **Slice slice**
- **Macroblock mblock**
- **Block block**
- int **state**
- int **bit\_offset**
- unsigned int \* **buffer**
- int **buf\_length**
- unsigned int \* **buf\_start**
- int **max\_buf\_length**
- int **film\_has\_ended**
- int **sys\_layer**
- unsigned int **num\_left**
- unsigned int **leftover\_bytes**
- int **EOF\_flag**
- FILE \* **input**
- long **seekValue**
- int **swap**
- int **Parse\_done**
- int **gAudioStreamID**
- int **gVideoStreamID**
- int **gReservedStreamID**
- int **right\_for**
- int **down\_for**

- int **right\_half\_for**
- int **down\_half\_for**
- unsigned int **curBits**
- int **matched\_depth**
- char \* **filename**
- int **ditherType**
- char \* **ditherFlags**
- int **totNumFrames**
- double **realTimeStart**
- **PictImage** \* **past**
- **PictImage** \* **future**
- **PictImage** \* **current**
- **PictImage** \* **ring** [RING\_BUF\_SIZE]
- int **ppm\_width**
- int **ppm\_height**
- int **ppm\_modulus**

### 3.521.1 Detailed Description

Definition at line 191 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

## 3.522 viewer Struct Reference

### Data Fields

- struct **point\_XYZ** **Pos**
- struct **point\_XYZ** **AntiPos**
- struct **point\_XYZ** **currentPosInModel**
- **Quaternion** **Quat**
- **Quaternion** **AntiQuat**
- **Quaternion** **bindTimeQuat**
- int **headlight**
- int **collision**
- double **speed**
- double **Dist**
- int **isStereo**
- int **iside**
- int **sidebyside**
- int **shutterGlasses**
- int **haveQuadbuffer**
- int **anaglyph**
- int **dominantEye**
- double **stereoParameter**
- double **eyehalf**
- double **eyehalfangle**
- double **screendist**
- double **eyedist**
- int **iprogram** [2]
- unsigned int **buffer**

- int **oktypes** [16]
- **X3D\_Viewer\_Walk** walk
- **X3D\_Viewer\_Examine** examine
- **X3D\_Viewer\_Fly** fly
- **X3D\_Viewer\_YawPitchZoom** ypz
- **X3D\_Viewer\_InPlane** inplane
- struct **point\_XYZ** VPvelocity
- int **SLERPing2**
- int **SLERPing2justStarted**
- int **SLERPing**
- double **startSLERPtime**
- int **type**
- int **transitionType**
- double **transitionTime**
- struct **point\_XYZ** startSLERPPos
- struct **point\_XYZ** startSLERPAntiPos
- **Quaternion** startSLERPQuat
- **Quaternion** startSLERPAntiQuat
- **Quaternion** startSLERPbindTimeQuat
- **Quaternion** prepVPQuat
- **Quaternion** startSLERPprepVPQuat
- struct **X3D\_GeoViewpoint** \* **GeoSpatialNode**
- int **doExamineModeDistanceCalculations**
- int **ortho**
- double **orthoField** [4]
- int **screenOrientation**
- double **nearPlane**
- double **farPlane**
- double **backgroundPlane**
- GLDOUBLE **fieldofview**
- GLDOUBLE **fovZoom**
- int **wasBound**

### 3.522.1 Detailed Description

Definition at line 213 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

## 3.523 viewer\_examine Struct Reference

### Data Fields

- struct **point\_XYZ** Origin
- **Quaternion** OQuat
- **Quaternion** SQuat
- double **ODist**
- double **SY**

### 3.523.1 Detailed Description

Definition at line 177 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

## 3.524 viewer\_fly Struct Reference

### Data Fields

- double **Velocity** [COORD\_SYS]
- double **AVelocity** [COORD\_SYS]
- **Key Down** [KEYS\_HANDLED]
- **Key WasDown** [KEYS\_HANDLED]
- double **lasttime**

### 3.524.1 Detailed Description

Definition at line 204 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

## 3.525 viewer\_inplane Struct Reference

### Data Fields

- float **x**
- float **y**
- float **xx**
- float **yy**
- int **on**

### 3.525.1 Detailed Description

Definition at line 191 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

## 3.526 viewer\_walk Struct Reference

### Data Fields

- double **SX**
- double **SY**
- double **XD**
- double **YD**
- double **ZD**
- double **RD**

### 3.526.1 Detailed Description

Definition at line 167 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

## 3.527 viewer\_ypz Struct Reference

### Data Fields

- double **ypz0** [3]
- double **ypz** [3]
- float **x**
- float **y**

### 3.527.1 Detailed Description

Definition at line 185 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

## 3.528 sai.eai.VIP Class Reference

### Static Public Member Functions

- static String **fieldName** (short value)

### Static Public Attributes

- static final short **QUIT** = -1
- static final short **MESSAGE** = -2
- static final short **ADD\_OBJECT** = -3
- static final short **REMOVE\_OBJECT** = -4
- static final short **PRIVATE\_MESSAGE** = -5
- static final short **CREATE\_OBJECT** = -6
- static final short **USER\_INFO** = -7
- static final short **SELF\_INFO** = -8
- static final short **SSRC** = -9
- static final short **TRANSFERREQUEST** = -10
- static final short **TRANSFERACCEPT** = -11
- static final short **TRANSFERREJECT** = -12
- static final short **TRANSFERREQUESTADD** = -13
- static final short **FILERREQUEST** = -14
- static final short **FRQRESPONSE** = -15
- static final short **POSITION** = 0
- static final short **ORIENTATION** = 1
- static final short **SCALE** = 2
- static final short **NAME** = 3

- static final short **OWNER** = 4
- static final short **PARENT** = 5
- static final short **CHILDREN** = 6
- static final short **DROPPED** = 7
- static final short **NUM\_FIELDS** = 4
- static final short **MAX\_GESTURES** = 10
- static final short **MAX\_CHILDREN** = 50

### 3.528.1 Detailed Description

Definition at line 19 of file VIP.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VIP.java

## 3.529 vrml.external.FreeWRLEAI.VIP Class Reference

### Static Public Member Functions

- static String **fieldName** (short value)

### Static Public Attributes

- static final short **QUIT** = -1
- static final short **MESSAGE** = -2
- static final short **ADD\_OBJECT** = -3
- static final short **REMOVE\_OBJECT** = -4
- static final short **PRIVATE\_MESSAGE** = -5
- static final short **CREATE\_OBJECT** = -6
- static final short **USER\_INFO** = -7
- static final short **SELF\_INFO** = -8
- static final short **SSRC** = -9
- static final short **TRANSFERREQUEST** = -10
- static final short **TRANSFERACCEPT** = -11
- static final short **TRANSFERREJECT** = -12
- static final short **TRANSFERREQUESTADD** = -13
- static final short **FILERREQUEST** = -14
- static final short **FRQRESPONSE** = -15
- static final short **POSITION** = 0
- static final short **ORIENTATION** = 1
- static final short **SCALE** = 2
- static final short **NAME** = 3
- static final short **OWNER** = 4
- static final short **PARENT** = 5
- static final short **CHILDREN** = 6
- static final short **DROPPED** = 7
- static final short **NUM\_FIELDS** = 4
- static final short **MAX\_GESTURES** = 10
- static final short **MAX\_CHILDREN** = 50

### 3.529.1 Detailed Description

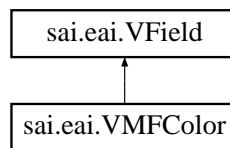
Definition at line 19 of file VIP.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VIP.java

## 3.530 sai.eai.VMFCOLOR Class Reference

Inheritance diagram for sai.eai.VMFCOLOR:



### Public Member Functions

- **VMFCOLOR** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

### Additional Inherited Members

### 3.530.1 Detailed Description

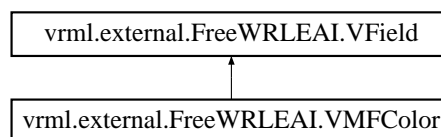
Definition at line 21 of file VMFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFCOLOR.java

## 3.531 vrml.external.FreeWRLEAI.VMFCOLOR Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFCOLOR:



### Public Member Functions

- **VMFCOLOR** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 3.531.1 Detailed Description

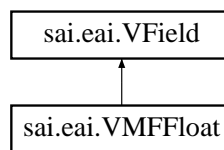
Definition at line 21 of file VMFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFColor.java

## 3.532 sai.eai.VMFFloat Class Reference

Inheritance diagram for sai.eai.VMFFloat:



## Public Member Functions

- **VMFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 3.532.1 Detailed Description

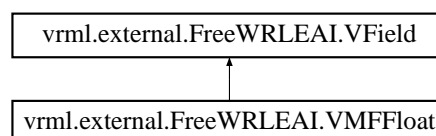
Definition at line 21 of file VMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFFloat.java

## 3.533 vrml.external.FreeWRLEAI.VMFFloat Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFFloat:



## Public Member Functions

- **VMFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()



## Additional Inherited Members

### 3.533.1 Detailed Description

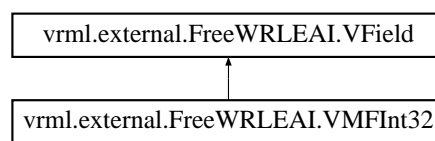
Definition at line 21 of file VMFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFloat.java

## 3.534 vrml.external.FreeWRLEAI.VMFloat32 Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFloat32:



## Public Member Functions

- **VMFloat32** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 3.534.1 Detailed Description

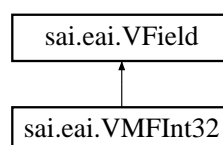
Definition at line 21 of file VMFloat32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFloat32.java

## 3.535 sai.eai.VMFloat32 Class Reference

Inheritance diagram for sai.eai.VMFloat32:



## Public Member Functions

- **VMFloat32** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 3.535.1 Detailed Description

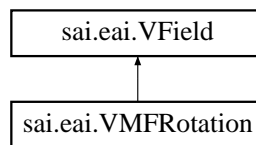
Definition at line 21 of file VMFInt32.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFInt32.java

## 3.536 sai.eai.VMFRotation Class Reference

Inheritance diagram for sai.eai.VMFRotation:



## Public Member Functions

- **VMFRotation** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 3.536.1 Detailed Description

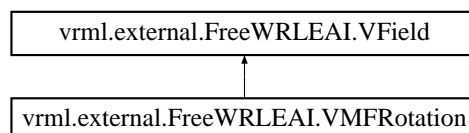
Definition at line 21 of file VMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFRotation.java

## 3.537 vrml.external.FreeWRLEAI.VMFRotation Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFRotation:



## Public Member Functions

- **VMFRotation** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 3.537.1 Detailed Description

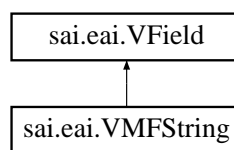
Definition at line 21 of file VMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFRotation.java

## 3.538 sai.eai.VMFString Class Reference

Inheritance diagram for sai.eai.VMFString:



## Public Member Functions

- **VMFString** (DataInputStream in) throws IOException
- **VMFString** (String[] strings)
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- String[] **getValue** ()
- String **get1Value** (int pos)
- String **toString** ()

## Additional Inherited Members

### 3.538.1 Detailed Description

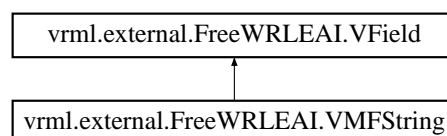
Definition at line 21 of file VMFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFString.java

## 3.539 vrml.external.FreeWRLEAI.VMFString Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFString:



## Public Member Functions

- **VMFString** (DataInputStream in) throws IOException
- **VMFString** (String[] strings)
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- String[] **getValue** ()
- String **get1Value** (int pos)
- String **toString** ()

## Additional Inherited Members

### 3.539.1 Detailed Description

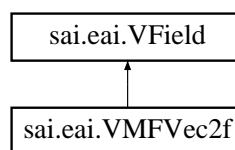
Definition at line 21 of file VMFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFString.java

## 3.540 sai.eai.VMFVec2f Class Reference

Inheritance diagram for sai.eai.VMFVec2f:



## Public Member Functions

- **VMFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 3.540.1 Detailed Description

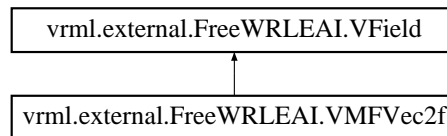
Definition at line 21 of file VMFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFVec2f.java

## 3.541 vrml.external.FreeWRLEAI.VMFVec2f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFVec2f:



### Public Member Functions

- **VMFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

### Additional Inherited Members

#### 3.541.1 Detailed Description

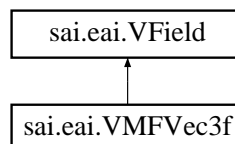
Definition at line 21 of file VMFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFVec2f.java

## 3.542 sai.eai.VMFVec3f Class Reference

Inheritance diagram for sai.eai.VMFVec3f:



### Public Member Functions

- **VMFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

### Additional Inherited Members

#### 3.542.1 Detailed Description

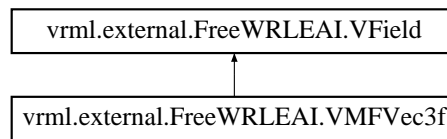
Definition at line 21 of file VMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFVec3f.java

### 3.543 vrml.external.FreeWRLEAI.VMFVec3f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFVec3f:



#### Public Member Functions

- **VMFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

#### Additional Inherited Members

#### 3.543.1 Detailed Description

Definition at line 21 of file VMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFVec3f.java

### 3.544 VRMLLexer Struct Reference

#### Data Fields

- char \* **nextIn**
- char \* **startOfStringPtr** [LEXER\_INPUT\_STACK\_MAX]
- char \* **curID**
- BOOL **isEof**
- int **lexerInputLevel**
- char \* **oldNextIn** [LEXER\_INPUT\_STACK\_MAX]
- **Stack** \* **userNodeNames**
- struct **Vector** \* **userNodeTypesVec**
- **Stack** \* **userNodeTypesStack**
- struct **Vector** \* **user\_initializeOnly**
- struct **Vector** \* **user\_inputOutput**
- struct **Vector** \* **user\_inputOnly**
- struct **Vector** \* **user\_outputOnly**

#### 3.544.1 Detailed Description

Definition at line 50 of file CParseLexer.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParseLexer.h

## 3.545 sai.eai.VRMLObject Class Reference

### Public Member Functions

- **VRMLObject** (int id, String URL, **VRMLObjectObserver** observer)
- String[] **getFieldNames** ()
- **VField** **getField** (short field)
- void **setName** (String name)
- void **setField** (short field, **VField** value)
- String **toString** ()
- void **load** ()

### Data Fields

- int **id**
- String **URL**
- **VRMLObject** **next**
- String[] **gestures**
- boolean **loaded** = false

### Protected Member Functions

- void **doSetField** (short field, **VField** value)

### Protected Attributes

- String **name**
- String[] **fieldNames**
- **VRMLObjectObserver** **observer**
- **VField**[] **fields**

### 3.545.1 Detailed Description

Definition at line 23 of file VRMLObject.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VRMLObject.java

## 3.546 vrml.external.FreeWRLEAI.VRMLObject Class Reference

### Public Member Functions

- **VRMLObject** (int id, String URL, **VRMLObjectObserver** observer)
- String[] **getFieldNames** ()
- **VField** **getField** (short field)
- void **setName** (String name)
- void **setField** (short field, **VField** value)
- String **toString** ()
- void **load** ()

## Data Fields

- int **id**
- String **URL**
- **VRMLObject** **next**
- String[] **gestures**
- boolean **loaded** = false

## Protected Member Functions

- void **doSetField** (short field, **VField** value)

## Protected Attributes

- String **name**
- String[] **fieldNames**
- **VRMLObjectObserver** **observer**
- **VField**[] **fields**

### 3.546.1 Detailed Description

Definition at line 23 of file VRMLObject.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VRMLObject.java

## 3.547 vrml.external.FreeWRLEAI.VRMLObjectObserver Interface Reference

### Public Member Functions

- void **onClicked** (**VRMLObject** obj)
- void **onLoaded** (**VRMLObject** obj)

### 3.547.1 Detailed Description

Definition at line 19 of file VRMLObjectObserver.java.

The documentation for this interface was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VRMLObjectObserver.java

## 3.548 sai.eai.VRMLObjectObserver Interface Reference

### Public Member Functions

- void **onClicked** (**VRMLObject** obj)
- void **onLoaded** (**VRMLObject** obj)



### 3.548.1 Detailed Description

Definition at line 19 of file VRMLObjectObserver.java.

The documentation for this interface was generated from the following file:

- src/java/sai/eai/VRMLObjectObserver.java

## 3.549 VRMLParser Struct Reference

### Data Fields

- struct **VRMLLexer** \* **lexer**
- void \* **ptr**
- unsigned **ofs**
- struct **ProtoDefinition** \* **curPROTO**
- **Stack** \* **DEFedNodes**
- struct **Vector** \* **PROTOs**
- int **parsingX3DfromXML**
- **Stack** \* **brotoDEFedNodes**

### 3.549.1 Detailed Description

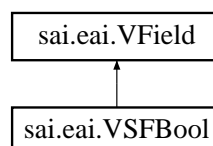
Definition at line 66 of file CParseParser.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParseParser.h

## 3.550 sai.eai.VSFBool Class Reference

Inheritance diagram for sai.eai.VSFBool:



### Public Member Functions

- **VSFBool** (boolean value)
- **VSFBool** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- boolean **getValue** ()
- byte **getType** ()

## Additional Inherited Members

### 3.550.1 Detailed Description

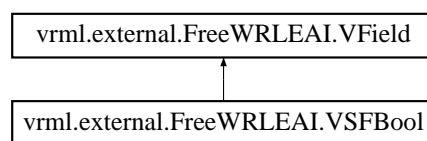
Definition at line 21 of file VSFBool.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFBool.java

## 3.551 vrml.external.FreeWRLEAI.VSFBool Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFBool:



## Public Member Functions

- **VSFBool** (boolean value)
- **VSFBool** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- boolean **getValue** ()
- byte **getType** ()

## Additional Inherited Members

### 3.551.1 Detailed Description

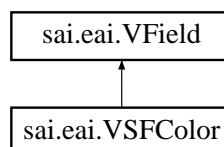
Definition at line 21 of file VSFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFBool.java

## 3.552 sai.eai.VSFColor Class Reference

Inheritance diagram for sai.eai.VSFColor:



## Public Member Functions

- **VSFCOLOR** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 3.552.1 Detailed Description

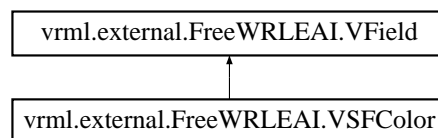
Definition at line 21 of file VSFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VsFCOLOR.java

## 3.553 vrml.external.FreeWRLEAI.VSFCOLOR Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFCOLOR:



## Public Member Functions

- **VSFCOLOR** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 3.553.1 Detailed Description

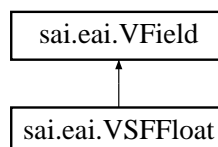
Definition at line 21 of file VSFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VsFCOLOR.java

## 3.554 sai.eai.VSFFloat Class Reference

Inheritance diagram for sai.eai.VSFFloat:



## Public Member Functions

- **VSFFloat** (float value) throws IOException
- **VSFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 3.554.1 Detailed Description

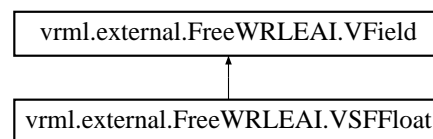
Definition at line 20 of file VSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFfloat.java

## 3.555 vrml.external.FreeWRLEAI.VSFFloat Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFFloat:



## Public Member Functions

- **VSFFloat** (float value) throws IOException
- **VSFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 3.555.1 Detailed Description

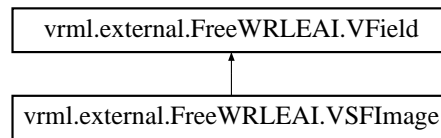
Definition at line 20 of file VSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFfloat.java

## 3.556 vrml.external.FreeWRLEAI.VSFImage Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFImage:



### Public Member Functions

- **VSField** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

### Additional Inherited Members

#### 3.556.1 Detailed Description

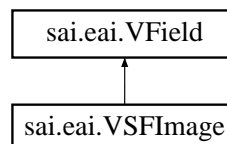
Definition at line 21 of file VSField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSField.java

## 3.557 sai.eai.VSField Class Reference

Inheritance diagram for sai.eai.VSField:



### Public Member Functions

- **VSField** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

### Additional Inherited Members

#### 3.557.1 Detailed Description

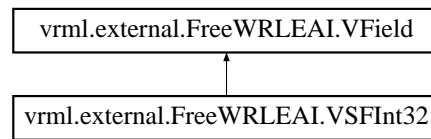
Definition at line 21 of file VSField.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSField.java

### 3.558 vrml.external.FreeWRLEAI.VSField Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSField:



#### Public Member Functions

- **VSField** (DataInputStream in) throws IOException
- **VSField** (int v)
- void **write** (DataOutputStream out) throws IOException
- int **getValue** ()
- byte **getType** ()

#### Additional Inherited Members

##### 3.558.1 Detailed Description

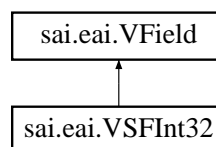
Definition at line 21 of file VSField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSField.java

### 3.559 sai.eai.VSField Class Reference

Inheritance diagram for sai.eai.VSField:



#### Public Member Functions

- **VSField** (DataInputStream in) throws IOException
- **VSField** (int v)
- void **write** (DataOutputStream out) throws IOException
- int **getValue** ()
- byte **getType** ()

#### Additional Inherited Members

##### 3.559.1 Detailed Description

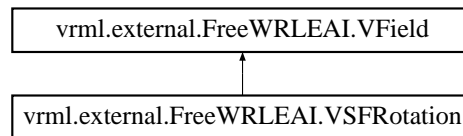
Definition at line 21 of file VSField.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFInt32.java

### 3.560 vrml.external.FreeWRLEAI.VSFRotation Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFRotation:



#### Public Member Functions

- **VSFRotation** (float axisX, float axisY, float axisZ, float angle)
- **VSFRotation** (float[] values)
- **VSFRotation** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[] **getValue** ()
- double **getAngle** ()

#### Additional Inherited Members

##### 3.560.1 Detailed Description

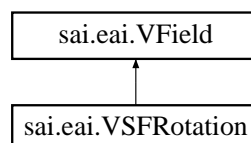
Definition at line 20 of file VSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFRotation.java

### 3.561 sai.eai.VSFRotation Class Reference

Inheritance diagram for sai.eai.VSFRotation:



#### Public Member Functions

- **VSFRotation** (float axisX, float axisY, float axisZ, float angle)
- **VSFRotation** (float[] values)
- **VSFRotation** (DataInputStream in) throws IOException

- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[] **getValue** ()
- double **getAngle** ()

### Additional Inherited Members

#### 3.561.1 Detailed Description

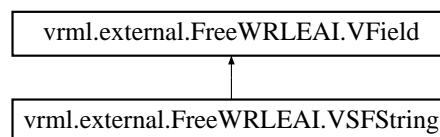
Definition at line 20 of file VSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFRotation.java

## 3.562 vrml.external.FreeWRLEAI.VSFString Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFString:



### Public Member Functions

- **VSFString** (String s)
- **VSFString** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- String **getValue** ()
- byte **getType** ()

### Additional Inherited Members

#### 3.562.1 Detailed Description

Definition at line 21 of file VSFString.java.

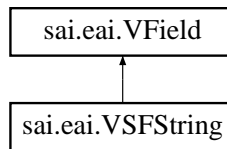
The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFString.java

## 3.563 sai.eai.VSFString Class Reference

Inheritance diagram for sai.eai.VSFString:





## Public Member Functions

- **VSFTIME** (String s)
- **VSFTIME** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- String **getValue** ()
- byte **getType** ()

## Additional Inherited Members

### 3.563.1 Detailed Description

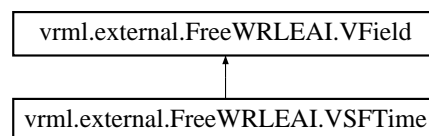
Definition at line 21 of file VSFTIME.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFString.java

## 3.564 vrml.external.FreeWRLEAI.VSFTIME Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFTIME:



## Public Member Functions

- **VSFTIME** (double time)
- **VSFTIME** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- double **getValue** ()

## Additional Inherited Members

### 3.564.1 Detailed Description

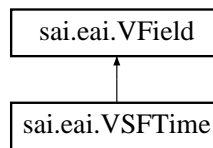
Definition at line 21 of file VSFTIME.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFTIME.java

### 3.565 sai.eai.VSFTIME Class Reference

Inheritance diagram for sai.eai.VSFTIME:



#### Public Member Functions

- **VSFTIME** (double time)
- **VSFTIME** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- double **getValue** ()

#### Additional Inherited Members

##### 3.565.1 Detailed Description

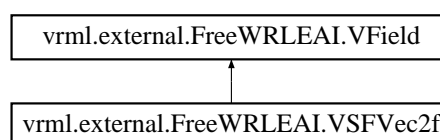
Definition at line 21 of file VSFTIME.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSTIME.java

### 3.566 vrml.external.FreeWRLEAI.VSFVec2f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFVec2f:



#### Public Member Functions

- **VSFVec2f** (float x, float y, float z)
- **VSFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

#### Additional Inherited Members

##### 3.566.1 Detailed Description

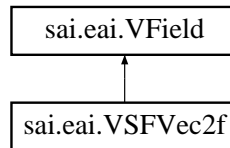
Definition at line 21 of file VSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFVec2f.java

## 3.567 sai.eai.VSFVec2f Class Reference

Inheritance diagram for sai.eai.VSFVec2f:



### Public Member Functions

- **VSFVec2f** (float x, float y, float z)
- **VSFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

### Additional Inherited Members

#### 3.567.1 Detailed Description

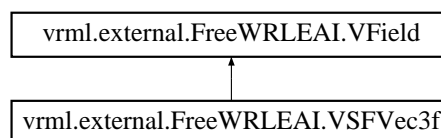
Definition at line 21 of file VSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFVec2f.java

## 3.568 vrml.external.FreeWRLEAI.VSFVec3f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFVec3f:



### Public Member Functions

- **VSFVec3f** (float x, float y, float z)
- **VSFVec3f** (float[] values)
- **VSFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[] **getValue** ()
- **VSFVec3f plus** (VSFVec3f v)
- **VSFVec3f minus** (VSFVec3f v)

- **VSFVec3f times** (float s)
- double **getDistance** (VSFVec3f v)
- double **getAngle** (VSFVec3f v)

## Additional Inherited Members

### 3.568.1 Detailed Description

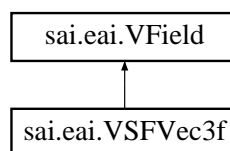
Definition at line 19 of file VSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFVec3f.java

## 3.569 sai.eai.VSFVec3f Class Reference

Inheritance diagram for sai.eai.VSFVec3f:



## Public Member Functions

- **VSFVec3f** (float x, float y, float z)
- **VSFVec3f** (float[] values)
- **VSFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[] **getValue** ()
- **VSFVec3f plus** (VSFVec3f v)
- **VSFVec3f minus** (VSFVec3f v)
- **VSFVec3f times** (float s)
- double **getDistance** (VSFVec3f v)
- double **getAngle** (VSFVec3f v)

## Additional Inherited Members

### 3.569.1 Detailed Description

Definition at line 19 of file VSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFVec3f.java

## 3.570 X3D\_Anchor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- void \* **\_parentResource**
- struct **Multi\_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Node** **children**
- struct **Uni\_String** \* **description**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **parameter**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_String** **url**

### 3.570.1 Detailed Description

Definition at line 2006 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.571 X3D\_Appearance Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **fillProperties**
- struct **X3D\_Node** \* **lineProperties**

- struct **X3D\_Node** \* **material**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **shaders**
- struct **X3D\_Node** \* **texture**
- struct **X3D\_Node** \* **textureTransform**

### 3.571.1 Detailed Description

Definition at line 2033 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.572 X3D\_Arc2D Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_numPoints**
- struct **Multi\_Vec2f** **\_\_points**
- float **endAngle**
- struct **X3D\_Node** \* **metadata**
- float **radius**
- float **startAngle**

### 3.572.1 Detailed Description

Definition at line 2057 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.573 X3D\_ArcClose2D Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**

- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_numPoints**
- struct **Multi\_Vec2f** **\_\_points**
- struct **Uni\_String** \* **closureType**
- float **endAngle**
- struct **X3D\_Node** \* **metadata**
- float **radius**
- int **solid**
- float **startAngle**

### 3.573.1 Detailed Description

Definition at line 2080 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.574 X3D\_AudioClip Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- double **\_\_inittime**
- void \* **\_\_localFileName**
- int **\_\_sourceNumber**
- void \* **\_parentResource**
- struct **Uni\_String** \* **description**
- double **duration\_changed**
- double **elapsedTime**
- int **isActive**
- int **isPaused**
- int **loop**
- struct **X3D\_Node** \* **metadata**

- double **pauseTime**
- float **pitch**
- double **resumeTime**
- double **startTime**
- double **stopTime**
- struct **Multi\_String** url

### 3.574.1 Detailed Description

Definition at line 2105 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.575 X3D\_Background Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_VBO**
- struct **X3D\_Node** \* **\_\_backTexture**
- struct **X3D\_Node** \* **\_\_bottomTexture**
- struct **Multi\_Color** **\_\_colours**
- struct **X3D\_Node** \* **\_\_frontTexture**
- struct **X3D\_Node** \* **\_\_leftTexture**
- struct **Multi\_Vec3f** **\_\_points**
- int **\_\_quadcount**
- struct **X3D\_Node** \* **\_\_rightTexture**
- int **\_\_textureright**
- struct **X3D\_Node** \* **\_\_topTexture**
- void \* **\_parentResource**
- struct **Multi\_String** **backUrl**
- double **bindTime**
- struct **Multi\_String** **bottomUrl**
- struct **Multi\_String** **frontUrl**
- struct **Multi\_Float** **groundAngle**
- struct **Multi\_Color** **groundColor**
- int **isBound**
- struct **Multi\_String** **leftUrl**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **rightUrl**



- int **set\_bind**
- struct **Multi\_Float** skyAngle
- struct **Multi\_Color** skyColor
- struct **Multi\_String** topUrl
- float **transparency**

### 3.575.1 Detailed Description

Definition at line 2139 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.576 X3D\_Billboard Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- double **\_rotationAngle**
- struct **Multi\_Node** **addChildren**
- struct **SFVec3f** **axisOfRotation**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **removeChildren**

### 3.576.1 Detailed Description

Definition at line 2183 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.577 X3D\_BooleanFilter Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **inputFalse**
- int **inputNegate**
- int **inputTrue**
- struct **X3D\_Node** \* **metadata**
- int **set\_boolean**

#### 3.577.1 Detailed Description

Definition at line 2208 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.578 X3D\_BooleanSequencer Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **key**
- struct **Multi\_Bool** **keyValue**
- struct **X3D\_Node** \* **metadata**
- int **next**
- int **previous**
- float **set\_fraction**
- int **value\_changed**

### 3.578.1 Detailed Description

Definition at line 2230 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.579 X3D\_BooleanToggle Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- int **set\_boolean**
- int **toggle**

### 3.579.1 Detailed Description

Definition at line 2254 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.580 X3D\_BooleanTrigger Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- double **set\_triggerTime**
- int **triggerTrue**

### 3.580.1 Detailed Description

Definition at line 2274 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.581 X3D\_Box Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec3f** **\_points**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **size**
- int **solid**

### 3.581.1 Detailed Description

Definition at line 2294 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.582 X3D\_CADAssembly Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**

- struct **Multi\_Node\_sortedChildren**
- struct **Multi\_Node\_addChildren**
- struct **SFVec3f\_bboxCenter**
- struct **SFVec3f\_bboxSize**
- struct **Multi\_Node\_children**
- struct **X3D\_Node \* metadata**
- struct **Uni\_String \* name**
- struct **Multi\_Node\_removeChildren**

### 3.582.1 Detailed Description

Definition at line 2315 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.583 X3D\_CADFace Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector \* \_parentVector**
- double **\_dist**
- float **\_extent [6]**
- struct **X3D\_PolyRep \* \_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node \* \_executionContext**
- struct **SFVec3f\_bboxCenter**
- struct **SFVec3f\_bboxSize**
- struct **X3D\_Node \* metadata**
- struct **Uni\_String \* name**
- struct **X3D\_Node \* shape**

### 3.583.1 Detailed Description

Definition at line 2340 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.584 X3D\_CADLayer Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Bool** **visible**

#### 3.584.1 Detailed Description

Definition at line 2362 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.585 X3D\_CADPart Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_do\_anything**
- int **\_\_do\_center**
- int **\_\_do\_rotation**
- int **\_\_do\_scale**

- int **\_\_do\_scaleO**
- int **\_\_do\_trans**
- struct **Multi\_Node** **\_sortedChildren**
- struct **Multi\_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Multi\_Node** **removeChildren**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **scale**
- struct **SFRotation** **scaleOrientation**
- struct **SFVec3f** **translation**

### 3.585.1 Detailed Description

Definition at line 2387 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.586 X3D\_Circle2D Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_numPoints**
- struct **Multi\_Vec2f** **\_\_points**
- struct **X3D\_Node** \* **metadata**
- float **radius**

### 3.586.1 Detailed Description

Definition at line 2423 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.587 X3D\_ClipPlane Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec4f** **plane**

#### 3.587.1 Detailed Description

Definition at line 2444 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.588 X3D\_Collision Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_hit**
- struct **Multi\_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Node** **children**
- int **collide**
- double **collideTime**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **proxy**
- struct **Multi\_Node** **removeChildren**



### 3.588.1 Detailed Description

Definition at line 2464 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.589 X3D\_Color Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Color** **color**
- struct **X3D\_Node** \* **metadata**

### 3.589.1 Detailed Description

Definition at line 2492 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.590 X3D\_ColorInterpolator Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **key**
- struct **Multi\_Color** **keyValue**

- struct **X3D\_Node** \* **metadata**
- float **set\_fraction**
- struct **SFColor** **value\_changed**

### 3.590.1 Detailed Description

Definition at line 2511 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.591 X3D\_ColorRGBA Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_ColorRGBA** **color**
- struct **X3D\_Node** \* **metadata**

### 3.591.1 Detailed Description

Definition at line 2533 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.592 X3D\_ComposedCubeMapTexture Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**

- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- void \* **\_parentResource**
- struct **X3D\_Node** \* **back**
- struct **X3D\_Node** \* **bottom**
- struct **X3D\_Node** \* **front**
- struct **X3D\_Node** \* **left**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **right**
- struct **X3D\_Node** \* **top**

### 3.592.1 Detailed Description

Definition at line 2552 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.593 X3D\_ComposedShader Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_initialized**
- int **\_retrievedURLData**
- pthread\_t **\_shaderLoadThread**
- struct **X3D\_Node** \* **\_shaderUserDefinedFields**
- int **\_shaderUserNumber**
- int **activate**
- int **isSelected**
- int **isValid**
- struct **Uni\_String** \* **language**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **parts**

### 3.593.1 Detailed Description

Definition at line 2577 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.594 X3D\_Cone Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec3f** **\_\_botpoints**
- int **\_\_coneTriangles**
- int **\_\_coneVBO**
- struct **Multi\_Vec3f** **\_\_normals**
- struct **Multi\_Vec3f** **\_\_sidepoints**
- int **bottom**
- float **bottomRadius**
- float **height**
- struct **X3D\_Node** \* **metadata**
- int **side**
- int **solid**

#### 3.594.1 Detailed Description

Definition at line 2605 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.595 X3D\_Contour2D Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **removeChildren**

### 3.595.1 Detailed Description

Definition at line 2633 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.596 X3D\_ContourPolyLine2D Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec2d** **controlPoint**
- struct **X3D\_Node** \* **metadata**

### 3.596.1 Detailed Description

Definition at line 2654 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.597 X3D\_Coordinate Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec3f** **point**

### 3.597.1 Detailed Description

Definition at line 2673 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.598 X3D\_CoordinateDouble Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec2d** **controlPoint**
- struct **X3D\_Node** \* **metadata**

### 3.598.1 Detailed Description

Definition at line 2692 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.599 X3D\_CoordinateInterpolator Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_CPU\_Routes\_out**
- int **\_GPU\_Routes\_out**

- int **\_keyVBO**
- int **\_keyValueVBO**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec3f** **keyValue**
- struct **X3D\_Node** \* **metadata**
- float **set\_fraction**
- struct **Multi\_Vec3f** **value\_changed**

### 3.599.1 Detailed Description

Definition at line 2711 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.600 X3D\_CoordinateInterpolator2D Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec2f** **keyValue**
- struct **X3D\_Node** \* **metadata**
- float **set\_fraction**
- struct **Multi\_Vec2f** **value\_changed**

### 3.600.1 Detailed Description

Definition at line 2737 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.601 X3D\_Cylinder Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**

- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_cylinderTriangles**
- int **\_\_cylinderVBO**
- struct **Multi\_Vec3f** **\_\_normals**
- struct **Multi\_Vec3f** **\_\_points**
- int **bottom**
- float **height**
- struct **X3D\_Node** \* **metadata**
- float **radius**
- int **side**
- int **solid**
- int **top**

### 3.601.1 Detailed Description

Definition at line 2759 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.602 X3D\_CylinderSensor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_oldEnabled**
- int **\_dlchange**
- struct **SFRotation** **\_oldrotation**
- struct **SFVec3f** **\_oldtrackPoint**
- struct **SFVec3f** **\_origPoint**
- float **\_radius**
- int **autoOffset**



- struct **SFRotation** axisRotation
- struct **Uni\_String** \* description
- float **diskAngle**
- int **enabled**
- int **isActive**
- int **isOver**
- float **maxAngle**
- struct **X3D\_Node** \* metadata
- float **minAngle**
- float **offset**
- struct **SFRotation** rotation\_changed
- struct **SFVec3f** trackPoint\_changed

### 3.602.1 Detailed Description

Definition at line 2787 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.603 X3D\_DirectionalLight Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec4f** **\_amb**
- struct **SFVec4f** **\_col**
- struct **SFVec4f** **\_dir**
- float **ambientIntensity**
- struct **SFColor** **color**
- struct **SFVec3f** **direction**
- int **global**
- float **intensity**
- struct **X3D\_Node** \* **metadata**
- int **on**

### 3.603.1 Detailed Description

Definition at line 2874 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.604 X3D\_DISEntityManager Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addedEntities**
- struct **Uni\_String** \* **address**
- int **applicationID**
- struct **Multi\_Node** **mapping**
- struct **X3D\_Node** \* **metadata**
- int **port**
- struct **Multi\_Node** **removedEntities**
- int **siteID**

#### 3.604.1 Detailed Description

Definition at line 2823 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.605 X3D\_DISEntityTypeMapping Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **category**
- int **country**
- int **domain**
- int **extra**

- int **kind**
- struct **X3D\_Node** \* **metadata**
- int **specific**
- int **subcategory**
- struct **Multi\_String** **url**

### 3.605.1 Detailed Description

Definition at line 2848 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.606 X3D\_Disk2D Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_numPoints**
- struct **Multi\_Vec2f** **\_\_points**
- int **\_\_simpleDisk**
- void \* **\_\_texCoords**
- float **innerRadius**
- struct **X3D\_Node** \* **metadata**
- float **outerRadius**
- int **solid**

### 3.606.1 Detailed Description

Definition at line 2901 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.607 X3D\_EaseInEaseOut Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec2f** **easeInEaseOut**
- struct **Multi\_Float** **key**
- struct **X3D\_Node** \* **metadata**
- float **modifiedFraction\_changed**
- float **set\_fraction**

#### 3.607.1 Detailed Description

Definition at line 2926 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.608 X3D\_ElevationGrid Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **\_coordIndex**
- struct **Multi\_Node** **attrib**
- int **ccw**
- struct **X3D\_Node** \* **color**
- int **colorPerVertex**
- float **creaseAngle**
- struct **X3D\_Node** \* **fogCoord**

- struct **Multi\_Float** height
- struct **X3D\_Node** \* metadata
- struct **X3D\_Node** \* normal
- int **normalPerVertex**
- struct **Multi\_Float** set\_height
- int **solid**
- struct **X3D\_Node** \* texCoord
- int **xDimension**
- float **xSpacing**
- int **zDimension**
- float **zSpacing**

### 3.608.1 Detailed Description

Definition at line 2948 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.609 X3D\_EspduTransform Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Uni\_String** \* **address**
- int **applicationID**
- struct **Multi\_Float** **articulationParameterArray**
- struct **Multi\_Int32** **articulationParameterChangeIndicatorArr**
- int **articulationParameterCount**
- struct **Multi\_Int32** **articulationParameterDesignatorArray**
- struct **Multi\_Int32** **articulationParameterIdPartAttachedToAr**
- struct **Multi\_Int32** **articulationParameterTypeArray**
- float **articulationParameterValue0\_changed**
- float **articulationParameterValue1\_changed**
- float **articulationParameterValue2\_changed**
- float **articulationParameterValue3\_changed**
- float **articulationParameterValue4\_changed**
- float **articulationParameterValue5\_changed**
- float **articulationParameterValue6\_changed**
- float **articulationParameterValue7\_changed**

- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi\_Node** **children**
- double **collideTime**
- int **collisionType**
- int **deadReckoning**
- double **detonateTime**
- struct **SFVec3f** **detonationLocation**
- struct **SFVec3f** **detonationRelativeLocation**
- int **detonationResult**
- int **enabled**
- int **entityCategory**
- int **entityCountry**
- int **entityDomain**
- int **entityExtra**
- int **entityID**
- int **entityKind**
- int **entitySpecific**
- int **entitySubCategory**
- int **eventApplicationID**
- int **eventEntityID**
- int **eventNumber**
- int **eventSiteID**
- int **fireMissionIndex**
- int **fired1**
- int **fired2**
- double **firedTime**
- float **firingRange**
- int **firingRate**
- int **forceID**
- int **fuse**
- int **isActive**
- int **isCollided**
- int **isDetonated**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- struct **SFVec3f** **linearAcceleration**
- struct **SFVec3f** **linearVelocity**
- struct **Uni\_String** \* **marking**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **multicastRelayHost**
- int **multicastRelayPort**
- int **munitionApplicationID**
- struct **SFVec3f** **munitionEndPoint**
- int **munitionEntityID**
- int **munitionQuantity**
- int **munitionSiteID**
- struct **SFVec3f** **munitionStartPoint**
- struct **Uni\_String** \* **networkMode**
- int **port**
- double **readInterval**
- struct **Multi\_Node** **removeChildren**

- struct **SFRotation** rotation
- int **rtpHeaderExpected**
- struct **SFVec3f** scale
- struct **SFRotation** scaleOrientation
- float **set\_articulationParameterValue0**
- float **set\_articulationParameterValue1**
- float **set\_articulationParameterValue2**
- float **set\_articulationParameterValue3**
- float **set\_articulationParameterValue4**
- float **set\_articulationParameterValue5**
- float **set\_articulationParameterValue6**
- float **set\_articulationParameterValue7**
- int **siteID**
- double **timestamp**
- struct **SFVec3f** translation
- int **warhead**
- double **writeInterval**

### 3.609.1 Detailed Description

Definition at line 2983 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.610 X3D\_Extrusion Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **beginCap**
- int **ccw**
- int **convex**
- float **creaseAngle**
- struct **Multi\_Vec2f** **crossSection**
- int **endCap**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Rotation** **orientation**
- struct **Multi\_Vec2f** **scale**
- struct **Multi\_Vec2f** **set\_crossSection**
- struct **Multi\_Rotation** **set\_orientation**

- struct **Multi\_Vec2f** set\_scale
- struct **Multi\_Vec3f** set\_spine
- int **solid**
- struct **Multi\_Vec3f** spine

### 3.610.1 Detailed Description

Definition at line 3089 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.611 X3D\_FillProperties Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_enabled**
- struct **SFVec2f** **\_hatchScale**
- int **filled**
- struct **SFColor** **hatchColor**
- int **hatchStyle**
- int **hatched**
- struct **X3D\_Node** \* **metadata**

### 3.611.1 Detailed Description

Definition at line 3121 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.612 X3D\_FloatVertexAttribute Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**



- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- int **numComponents**
- struct **Multi\_Float** **value**

### 3.612.1 Detailed Description

Definition at line 3145 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.613 X3D\_Fog Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- double **bindTime**
- struct **SFColor** **color**
- struct **Uni\_String** \* **fogType**
- int **isBound**
- struct **X3D\_Node** \* **metadata**
- int **set\_bind**
- float **visibilityRange**

### 3.613.1 Detailed Description

Definition at line 3166 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.614 X3D\_FogCoordinate Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **depth**
- struct **X3D\_Node** \* **metadata**

#### 3.614.1 Detailed Description

Definition at line 3190 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.615 X3D\_FontStyle Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_String** **family**
- int **horizontal**
- struct **Multi\_String** **justify**
- struct **Uni\_String** \* **language**
- int **leftToRight**
- struct **X3D\_Node** \* **metadata**
- float **size**
- float **spacing**
- struct **Uni\_String** \* **style**
- int **topToBottom**

### 3.615.1 Detailed Description

Definition at line 3209 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.616 X3D\_GeneratedCubeMapTexture Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_textureTableIndex**
- struct **X3D\_Node** \* **metadata**
- int **size**
- struct **X3D\_Node** \* **textureProperties**
- struct **Uni\_String** \* **update**

### 3.616.1 Detailed Description

Definition at line 3236 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.617 X3D\_GeoCoordinate Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**

- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **\_\_geoSystem**
- struct **Multi\_Vec3f** **\_\_movedCoords**
- struct **X3D\_Node** \* **geoOrigin**
- struct **Multi\_String** **geoSystem**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec3d** **point**

### 3.617.1 Detailed Description

Definition at line 3258 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.618 X3D\_GeoElevationGrid Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **\_\_geoSystem**
- struct **Multi\_Int32** **\_coordIndex**
- int **ccw**
- struct **X3D\_Node** \* **color**
- int **colorPerVertex**
- double **creaseAngle**
- struct **SFVec3d** **geoGridOrigin**
- struct **X3D\_Node** \* **geoOrigin**
- struct **Multi\_String** **geoSystem**
- struct **Multi\_Double** **height**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- int **normalPerVertex**
- struct **Multi\_Double** **set\_height**
- int **solid**
- struct **X3D\_Node** \* **texCoord**
- int **xDimension**
- double **xSpacing**
- float **yScale**
- int **zDimension**
- double **zSpacing**

### 3.618.1 Detailed Description

Definition at line 3281 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.619 X3D\_GeoLocation Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **\_\_geoSystem**
- struct **SFVec4d** **\_\_localOrient**
- struct **SFVec3d** **\_\_movedCoords**
- struct **Multi\_Node** **\_\_oldChildren**
- struct **SFVec3d** **\_\_oldgeoCoords**
- struct **Multi\_Node** **\_sortedChildren**
- struct **Multi\_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Node** **children**
- struct **SFVec3d** **geoCoords**
- struct **X3D\_Node** \* **geoOrigin**
- struct **Multi\_String** **geoSystem**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **removeChildren**

### 3.619.1 Detailed Description

Definition at line 3362 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.620 X3D\_GeoLOD Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **\_\_child1Node**
- struct **X3D\_Node** \* **\_\_child2Node**
- struct **X3D\_Node** \* **\_\_child3Node**
- struct **X3D\_Node** \* **\_\_child4Node**
- int **\_\_childloadstatus**
- struct **Multi\_Int32** **\_\_geoSystem**
- int **\_\_inRange**
- int **\_\_level**
- struct **SFVec3d** **\_\_movedCoords**
- struct **X3D\_Node** \* **\_\_rootUrl**
- int **\_\_rooturlloadstatus**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3d** **center**
- struct **Multi\_String** **child1Url**
- struct **Multi\_String** **child2Url**
- struct **Multi\_String** **child3Url**
- struct **Multi\_String** **child4Url**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **geoOrigin**
- struct **Multi\_String** **geoSystem**
- int **level\_changed**
- struct **X3D\_Node** \* **metadata**
- float **range**
- struct **Multi\_Node** **rootNode**
- struct **Multi\_String** **rootUrl**

### 3.620.1 Detailed Description

Definition at line 3319 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.621 X3D\_GeoMetadata Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **data**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **summary**
- struct **Multi\_String** **url**

### 3.621.1 Detailed Description

Definition at line 3394 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.622 X3D\_GeoOrigin Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **\_\_geoSystem**
- struct **SFVec3d** **\_\_movedCoords**
- struct **Multi\_String** **\_\_oldMFString**
- struct **SFVec3d** **\_\_oldgeoCoords**
- struct **SFVec4d** **\_\_rotyup**
- struct **SFVec3d** **geoCoords**
- struct **Multi\_String** **geoSystem**
- struct **X3D\_Node** \* **metadata**
- int **rotateYUp**

### 3.622.1 Detailed Description

Definition at line 3415 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.623 X3D\_GeoPositionInterpolator Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **\_\_geoSystem**
- struct **Multi\_Vec3d** **\_\_movedValue**
- struct **Multi\_Float** **\_\_oldKeyPtr**
- struct **Multi\_Vec3d** **\_\_oldKeyValuePtr**
- struct **X3D\_Node** \* **geoOrigin**
- struct **Multi\_String** **geoSystem**
- struct **SFVec3d** **geovalue\_changed**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec3d** **keyValue**
- struct **X3D\_Node** \* **metadata**
- float **set\_fraction**
- struct **SFVec3f** **value\_changed**

### 3.623.1 Detailed Description

Definition at line 3441 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.624 X3D\_GeoProximitySensor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**



- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **\_\_geoSystem**
- int **\_\_hit**
- struct **SFVec4d** **\_\_localOrient**
- struct **SFVec3d** **\_\_movedCoords**
- int **\_\_oldEnabled**
- struct **SFVec3d** **\_\_oldGeoCenter**
- struct **SFVec3f** **\_\_oldSize**
- struct **SFVec3f** **\_\_t1**
- struct **SFRotation** **\_\_t2**
- struct **SFVec3f** **centerOfRotation\_changed**
- int **enabled**
- double **enterTime**
- double **exitTime**
- struct **SFVec3d** **geoCenter**
- struct **SFVec3d** **geoCoord\_changed**
- struct **X3D\_Node** \* **geoOrigin**
- struct **Multi\_String** **geoSystem**
- int **isActive**
- struct **X3D\_Node** \* **metadata**
- struct **SFRotation** **orientation\_changed**
- struct **SFVec3f** **position\_changed**
- struct **SFVec3f** **size**

### 3.624.1 Detailed Description

Definition at line 3470 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.625 X3D\_GeoTouchSensor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**

- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **\_\_geoSystem**
- int **\_\_oldEnabled**
- struct **SFVec3f** **\_oldhitNormal**
- struct **SFVec3f** **\_oldhitPoint**
- struct **SFVec2f** **\_oldhitTexCoord**
- struct **Uni\_String** \* **description**
- int **enabled**
- struct **X3D\_Node** \* **geoOrigin**
- struct **Multi\_String** **geoSystem**
- struct **SFVec3d** **hitGeoCoord\_changed**
- struct **SFVec3f** **hitNormal\_changed**
- struct **SFVec3f** **hitPoint\_changed**
- struct **SFVec2f** **hitTexCoord\_changed**
- int **isActive**
- int **isOver**
- struct **X3D\_Node** \* **metadata**
- double **touchTime**

### 3.625.1 Detailed Description

Definition at line 3509 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.626 X3D\_GeoTransform Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_do\_center**
- int **\_\_do\_rotation**
- int **\_\_do\_scale**
- int **\_\_do\_scaleO**
- int **\_\_do\_trans**
- struct **Multi\_Int32** **\_\_geoSystem**
- struct **SFVec4d** **\_\_localOrient**
- struct **SFVec3d** **\_\_movedCoords**
- struct **Multi\_Node** **\_\_oldChildren**

- struct **SFVec3d** \_\_oldGeoCenter
- struct **Multi\_Node** \_sortedChildren
- struct **Multi\_Node** addChildren
- struct **SFVec3f** bboxCenter
- struct **SFVec3f** bboxSize
- struct **Multi\_Node** children
- struct **SFVec3d** geoCenter
- struct **X3D\_Node** \* geoOrigin
- struct **Multi\_String** geoSystem
- struct **X3D\_Node** \* metadata
- struct **Multi\_Node** removeChildren
- struct **SFRotation** rotation
- struct **SFVec3f** scale
- struct **SFRotation** scaleOrientation
- struct **SFVec3f** translation

### 3.626.1 Detailed Description

Definition at line 3543 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.627 X3D\_GeoViewpoint Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **\_\_geoSystem**
- struct **SFRotation** **\_\_movedOrientation**
- struct **SFVec3d** **\_\_movedPosition**
- float **\_\_oldFieldOfView**
- int **\_\_oldHeadlight**
- int **\_\_oldJump**
- struct **Multi\_String** **\_\_oldMFString**
- struct **Uni\_String** \* **\_\_oldSFString**
- double **bindTime**
- struct **Uni\_String** \* **description**
- float **fieldOfView**
- struct **X3D\_Node** \* **geoOrigin**
- struct **Multi\_String** **geoSystem**

- int **headlight**
- int **isBound**
- int **jump**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **navType**
- struct **SFRotation** **orientation**
- struct **SFVec3d** **position**
- int **set\_bind**
- struct **SFRotation** **set\_orientation**
- struct **SFVec3d** **set\_position**
- float **speedFactor**

### 3.627.1 Detailed Description

Definition at line 3584 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.628 X3D\_Group Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **FreeWRL\_PROTOInterfaceNodes**
- int **FreeWRL\_\_protoDef**
- struct **Multi\_Node** **\_sortedChildren**
- struct **Multi\_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **removeChildren**

### 3.628.1 Detailed Description

Definition at line 3625 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.629 X3D\_HAnimDisplacer Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **coordIndex**
- struct **Multi\_Vec3f** **displacements**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- float **weight**

### 3.629.1 Detailed Description

Definition at line 3651 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.630 X3D\_HAnimHumanoid Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi\_String** **info**
- struct **Multi\_Node** **joints**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**

- struct **SFRotation** rotation
- struct **SFVec3f** scale
- struct **SFRotation** scaleOrientation
- struct **Multi\_Node** segments
- struct **Multi\_Node** sites
- struct **Multi\_Node** skeleton
- struct **Multi\_Node** skin
- struct **X3D\_Node** \* skinCoord
- struct **X3D\_Node** \* skinNormal
- struct **SFVec3f** translation
- struct **Uni\_String** \* version
- struct **Multi\_Node** viewpoints

### 3.630.1 Detailed Description

Definition at line 3673 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.631 X3D\_HAnimJoint Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_do\_center**
- int **\_\_do\_rotation**
- int **\_\_do\_scale**
- int **\_\_do\_scaleO**
- int **\_\_do\_trans**
- struct **Multi\_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi\_Node** **children**
- struct **Multi\_Node** **displacers**
- struct **SFRotation** **limitOrientation**
- struct **Multi\_Float** **llimit**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Multi\_Node** **removeChildren**

- struct **SFRotation** rotation
- struct **SFVec3f** scale
- struct **SFRotation** scaleOrientation
- struct **Multi\_Int32** skinCoordIndex
- struct **Multi\_Float** skinCoordWeight
- struct **Multi\_Float** stiffness
- struct **SFVec3f** translation
- struct **Multi\_Float** ulimit

### 3.631.1 Detailed Description

Definition at line 3709 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.632 X3D\_HAnimSegment Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **centerOfMass**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **coord**
- struct **Multi\_Node** **displacers**
- float **mass**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Float** **momentsOfInertia**
- struct **Uni\_String** \* **name**
- struct **Multi\_Node** **removeChildren**

### 3.632.1 Detailed Description

Definition at line 3750 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.633 X3D\_HAnimSite Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_do\_center**
- int **\_\_do\_rotation**
- int **\_\_do\_scale**
- int **\_\_do\_scaleO**
- int **\_\_do\_trans**
- struct **Multi\_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Multi\_Node** **removeChildren**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **scale**
- struct **SFRotation** **scaleOrientation**
- struct **SFVec3f** **translation**

#### 3.633.1 Detailed Description

Definition at line 3779 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.634 X3D\_ImageCubeMapTexture Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]



- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_regenSubTextures**
- struct **Multi\_Node** **\_\_subTextures**
- int **\_\_textureTableIndex**
- void \* **\_parentResource**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **textureProperties**
- struct **Multi\_String** **url**

### 3.634.1 Detailed Description

Definition at line 3813 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.635 X3D\_ImageTexture Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_textureTableIndex**
- void \* **\_parentResource**
- struct **X3D\_Node** \* **metadata**
- int **repeatS**
- int **repeatT**
- struct **X3D\_Node** \* **textureProperties**
- struct **Multi\_String** **url**

### 3.635.1 Detailed Description

Definition at line 3837 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.636 X3D\_IndexedFaceSet Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **attrib**
- int **ccw**
- struct **X3D\_Node** \* **color**
- struct **Multi\_Int32** **colorIndex**
- int **colorPerVertex**
- int **convex**
- struct **X3D\_Node** \* **coord**
- struct **Multi\_Int32** **coordIndex**
- float **creaseAngle**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- struct **Multi\_Int32** **normalIndex**
- int **normalPerVertex**
- struct **Multi\_Int32** **set\_colorIndex**
- struct **Multi\_Int32** **set\_coordIndex**
- struct **Multi\_Int32** **set\_normalIndex**
- struct **Multi\_Int32** **set\_texCoordIndex**
- int **solid**
- struct **X3D\_Node** \* **texCoord**
- struct **Multi\_Int32** **texCoordIndex**

#### 3.636.1 Detailed Description

Definition at line 3861 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.637 X3D\_IndexedLineSet Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**

- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- void \* **\_\_colours**
- int **\_\_segCount**
- void \* **\_\_vertArr**
- void \* **\_\_vertIndx**
- void \* **\_\_vertexCount**
- void \* **\_\_vertices**
- struct **Multi\_Node** **attrib**
- struct **X3D\_Node** \* **color**
- struct **Multi\_Int32** **colorIndex**
- int **colorPerVertex**
- struct **X3D\_Node** \* **coord**
- struct **Multi\_Int32** **coordIndex**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Int32** **set\_colorIndex**
- struct **Multi\_Int32** **set\_coordIndex**

### 3.637.1 Detailed Description

Definition at line 3899 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.638 X3D\_IndexedQuadSet Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **\_coordIndex**
- struct **Multi\_Node** **attrib**
- int **ccw**

- struct **X3D\_Node** \* **color**
- int **colorPerVertex**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **Multi\_Int32** **index**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- int **normalPerVertex**
- struct **Multi\_Int32** **set\_index**
- int **solid**
- struct **X3D\_Node** \* **texCoord**

### 3.638.1 Detailed Description

Definition at line 3932 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.639 X3D\_IndexedTriangleFanSet Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **\_coordIndex**
- struct **Multi\_Node** **attrib**
- int **ccw**
- struct **X3D\_Node** \* **color**
- int **colorPerVertex**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **Multi\_Int32** **index**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- int **normalPerVertex**
- struct **Multi\_Int32** **set\_index**
- int **solid**
- struct **X3D\_Node** \* **texCoord**

### 3.639.1 Detailed Description

Definition at line 3963 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.640 X3D\_IndexedTriangleSet Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **\_coordIndex**
- struct **Multi\_Node** **attrib**
- int **ccw**
- struct **X3D\_Node** \* **color**
- int **colorPerVertex**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **Multi\_Int32** **index**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- int **normalPerVertex**
- struct **Multi\_Int32** **set\_index**
- int **solid**
- struct **X3D\_Node** \* **texCoord**

### 3.640.1 Detailed Description

Definition at line 3994 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.641 X3D\_IndexedTriangleStripSet Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**

- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **\_coordIndex**
- struct **Multi\_Node** **attrib**
- int **ccw**
- struct **X3D\_Node** \* **color**
- int **colorPerVertex**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **Multi\_Int32** **index**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- int **normalPerVertex**
- struct **Multi\_Int32** **set\_index**
- int **solid**
- struct **X3D\_Node** \* **texCoord**

### 3.641.1 Detailed Description

Definition at line 4025 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.642 X3D\_Inline Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **\_\_children**
- void \* **\_\_loadResource**
- int **\_\_loadstatus**
- void \* **\_parentResource**

- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **load**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **url**

### 3.642.1 Detailed Description

Definition at line 4056 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.643 X3D\_IntegerSequencer Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **key**
- struct **Multi\_Int32** **keyValue**
- struct **X3D\_Node** \* **metadata**
- int **next**
- int **previous**
- float **set\_fraction**
- int **value\_changed**

### 3.643.1 Detailed Description

Definition at line 4082 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.644 X3D\_IntegerTrigger Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**

- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **integerKey**
- struct **X3D\_Node** \* **metadata**
- int **set\_boolean**
- int **triggerValue**

### 3.644.1 Detailed Description

Definition at line 4106 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.645 X3D\_KeySensor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_oldEnabled**
- int **actionKeyPress**
- int **actionKeyRelease**
- int **altKey**
- int **controlKey**
- int **enabled**
- int **isActive**
- struct **Uni\_String** \* **keyPress**
- struct **Uni\_String** \* **keyRelease**
- struct **X3D\_Node** \* **metadata**
- int **shiftKey**



### 3.645.1 Detailed Description

Definition at line 4127 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.646 X3D\_LineProperties Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **applied**
- int **linetype**
- float **linewidthScaleFactor**
- struct **X3D\_Node** \* **metadata**

### 3.646.1 Detailed Description

Definition at line 4185 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.647 X3D\_LineSensor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**

- int **\_\_oldEnabled**
- struct **SFVec3f \_oldtrackPoint**
- struct **SFVec3f \_oldtranslation**
- struct **SFVec3f \_origPoint**
- int **autoOffset**
- struct **Uni\_String \* description**
- struct **SFVec3f direction**
- int **enabled**
- int **isActive**
- int **isOver**
- float **maxPosition**
- struct **X3D\_Node \* metadata**
- float **minPosition**
- float **offset**
- struct **SFVec3f trackPoint\_changed**
- struct **SFVec3f translation\_changed**

### 3.647.1 Detailed Description

Definition at line 4206 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.648 X3D\_LineSet Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector \* \_parentVector**
- double **\_dist**
- float **\_extent [6]**
- struct **X3D\_PolyRep \* \_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node \* \_executionContext**
- int **\_\_segCount**
- void \* **\_\_vertArr**
- void \* **\_\_vertIndx**
- struct **Multi\_Node attrib**
- struct **X3D\_Node \* color**
- struct **X3D\_Node \* coord**
- struct **X3D\_Node \* fogCoord**
- struct **X3D\_Node \* metadata**
- struct **Multi\_Int32 vertexCount**

### 3.648.1 Detailed Description

Definition at line 4239 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.649 X3D\_LoadSensor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- double **\_\_StartLoadTime**
- int **\_\_finishedloading**
- int **\_\_loading**
- int **\_\_oldEnabled**
- int **enabled**
- int **isActive**
- int **isLoaded**
- double **loadTime**
- struct **X3D\_Node** \* **metadata**
- float **progress**
- double **timeOut**
- struct **Multi\_Node** **watchList**

### 3.649.1 Detailed Description

Definition at line 4265 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.650 X3D\_LocalFog Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**

- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFColor** **color**
- int **enabled**
- struct **Uni\_String** \* **fogType**
- struct **X3D\_Node** \* **metadata**
- float **visibilityRange**

### 3.650.1 Detailed Description

Definition at line 4294 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.651 X3D\_LOD Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_isX3D**
- void \* **\_selected**
- struct **Multi\_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi\_Node** **children**
- int **forceTransitions**
- struct **Multi\_Node** **level**
- int **levelChanged**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Float** **range**
- struct **Multi\_Node** **removeChildren**

### 3.651.1 Detailed Description

Definition at line 4155 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.652 X3D\_Material Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **\_verifiedColor**
- float **ambientIntensity**
- struct **SFColor** **diffuseColor**
- struct **SFColor** **emissiveColor**
- struct **X3D\_Node** \* **metadata**
- float **shininess**
- struct **SFColor** **specularColor**
- float **transparency**

### 3.652.1 Detailed Description

Definition at line 4316 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.653 X3D\_Matrix3VertexAttribute Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**

- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Multi\_Matrix3f** value

### 3.653.1 Detailed Description

Definition at line 4341 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.654 X3D\_Matrix4VertexAttribute Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Multi\_Matrix4f** value

### 3.654.1 Detailed Description

Definition at line 4361 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.655 X3D\_MetadataDouble Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**

- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Uni\_String** \* **reference**
- struct **Multi\_Double** value

### 3.655.1 Detailed Description

Definition at line 4381 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.656 X3D\_MetadataFloat Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Uni\_String** \* **reference**
- struct **Multi\_Float** value

### 3.656.1 Detailed Description

Definition at line 4402 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.657 X3D\_MetadataInteger Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Uni\_String** \* **reference**
- struct **Multi\_Int32** value

### 3.657.1 Detailed Description

Definition at line 4423 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.658 X3D\_MetadataMFBool Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Bool** setValue
- double **tickTime**
- struct **Multi\_Bool** value
- struct **Multi\_Bool** valueChanged



### 3.658.1 Detailed Description

Definition at line 4444 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.659 X3D\_MetadataMFColor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Color** **setValue**
- double **tickTime**
- struct **Multi\_Color** **value**
- struct **Multi\_Color** **valueChanged**

### 3.659.1 Detailed Description

Definition at line 4465 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.660 X3D\_MetadataMFColorRGBA Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**

- struct **Multi\_ColorRGBA** setValue
- double **tickTime**
- struct **Multi\_ColorRGBA** value
- struct **Multi\_ColorRGBA** valueChanged

### 3.660.1 Detailed Description

Definition at line 4486 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.661 X3D\_MetadataMFDouble Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Double** setValue
- double **tickTime**
- struct **Multi\_Double** value
- struct **Multi\_Double** valueChanged

### 3.661.1 Detailed Description

Definition at line 4507 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.662 X3D\_MetadataMFFloat Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**

- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **setValue**
- double **tickTime**
- struct **Multi\_Float** **value**
- struct **Multi\_Float** **valueChanged**

### 3.662.1 Detailed Description

Definition at line 4528 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.663 X3D\_MetadataMFloat32 Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **setValue**
- double **tickTime**
- struct **Multi\_Int32** **value**
- struct **Multi\_Int32** **valueChanged**

### 3.663.1 Detailed Description

Definition at line 4549 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.664 X3D\_MetadataMFMatrix3d Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Matrix3d** **setValue**
- double **tickTime**
- struct **Multi\_Matrix3d** **value**
- struct **Multi\_Matrix3d** **valueChanged**

#### 3.664.1 Detailed Description

Definition at line 4570 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.665 X3D\_MetadataMFMatrix3f Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Matrix3f** **setValue**
- double **tickTime**
- struct **Multi\_Matrix3f** **value**
- struct **Multi\_Matrix3f** **valueChanged**

### 3.665.1 Detailed Description

Definition at line 4591 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.666 X3D\_MetadataMFMatrix4d Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Matrix4d** **setValue**
- double **tickTime**
- struct **Multi\_Matrix4d** **value**
- struct **Multi\_Matrix4d** **valueChanged**

### 3.666.1 Detailed Description

Definition at line 4612 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.667 X3D\_MetadataMFMatrix4f Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**

- struct **Multi\_Matrix4f** setValue
- double **tickTime**
- struct **Multi\_Matrix4f** value
- struct **Multi\_Matrix4f** valueChanged

### 3.667.1 Detailed Description

Definition at line 4633 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.668 X3D\_MetadataMFNode Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** setValue
- double **tickTime**
- struct **Multi\_Node** value
- struct **Multi\_Node** valueChanged

### 3.668.1 Detailed Description

Definition at line 4654 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.669 X3D\_MetadataMFRotation Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**

- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Rotation** **setValue**
- double **tickTime**
- struct **Multi\_Rotation** **value**
- struct **Multi\_Rotation** **valueChanged**

### 3.669.1 Detailed Description

Definition at line 4675 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.670 X3D\_MetadataMFString Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_String** **setValue**
- double **tickTime**
- struct **Multi\_String** **value**
- struct **Multi\_String** **valueChanged**

### 3.670.1 Detailed Description

Definition at line 4696 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.671 X3D\_MetadataMFTIME Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Time** **setValue**
- double **tickTime**
- struct **Multi\_Time** **value**
- struct **Multi\_Time** **valueChanged**

#### 3.671.1 Detailed Description

Definition at line 4717 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.672 X3D\_MetadataMFVec2d Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec2d** **setValue**
- double **tickTime**
- struct **Multi\_Vec2d** **value**
- struct **Multi\_Vec2d** **valueChanged**



### 3.672.1 Detailed Description

Definition at line 4738 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.673 X3D\_MetadataMFVec2f Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec2f** **setValue**
- double **tickTime**
- struct **Multi\_Vec2f** **value**
- struct **Multi\_Vec2f** **valueChanged**

### 3.673.1 Detailed Description

Definition at line 4759 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.674 X3D\_MetadataMFVec3d Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**

- struct **Multi\_Vec3d** setValue
- double **tickTime**
- struct **Multi\_Vec3d** value
- struct **Multi\_Vec3d** valueChanged

### 3.674.1 Detailed Description

Definition at line 4780 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.675 X3D\_MetadataMFVec3f Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec3f** setValue
- double **tickTime**
- struct **Multi\_Vec3f** value
- struct **Multi\_Vec3f** valueChanged

### 3.675.1 Detailed Description

Definition at line 4801 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.676 X3D\_MetadataMFVec4d Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**

- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec4d** **setValue**
- double **tickTime**
- struct **Multi\_Vec4d** **value**
- struct **Multi\_Vec4d** **valueChanged**

### 3.676.1 Detailed Description

Definition at line 4822 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.677 X3D\_MetadataMFVec4f Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec4f** **setValue**
- double **tickTime**
- struct **Multi\_Vec4f** **value**
- struct **Multi\_Vec4f** **valueChanged**

### 3.677.1 Detailed Description

Definition at line 4843 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.678 X3D\_MetadataSet Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Uni\_String** \* **reference**
- struct **Multi\_Node** **value**

### 3.678.1 Detailed Description

Definition at line 5305 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.679 X3D\_MetadataSFBool Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **setValue**
- double **tickTime**
- int **value**
- int **valueChanged**

### 3.679.1 Detailed Description

Definition at line 4864 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.680 X3D\_MetadataSFCOLOR Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFCOLOR** **setValue**
- double **tickTime**
- struct **SFCOLOR** **value**
- struct **SFCOLOR** **valueChanged**

### 3.680.1 Detailed Description

Definition at line 4885 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.681 X3D\_MetadataSFCOLORRGBA Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**

- struct **SFColorRGBA** **setValue**
- double **tickTime**
- struct **SFColorRGBA** **value**
- struct **SFColorRGBA** **valueChanged**

### 3.681.1 Detailed Description

Definition at line 4906 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.682 X3D\_MetadataSFDouble Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- double **setValue**
- double **tickTime**
- double **value**
- double **valueChanged**

### 3.682.1 Detailed Description

Definition at line 4927 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.683 X3D\_MetadataSFFloat Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**

- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- float **setValue**
- double **tickTime**
- float **value**
- float **valueChanged**

### 3.683.1 Detailed Description

Definition at line 4948 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.684 X3D\_MetadataSfImage Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **setValue**
- double **tickTime**
- struct **Multi\_Int32** **value**
- struct **Multi\_Int32** **valueChanged**

### 3.684.1 Detailed Description

Definition at line 4969 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.685 X3D\_MetadataSFInt32 Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **setValue**
- double **tickTime**
- int **value**
- int **valueChanged**

#### 3.685.1 Detailed Description

Definition at line 4990 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.686 X3D\_MetadataSFMatrix3d Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFMatrix3d** **setValue**
- double **tickTime**
- struct **SFMatrix3d** **value**
- struct **SFMatrix3d** **valueChanged**



### 3.686.1 Detailed Description

Definition at line 5011 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.687 X3D\_MetadataSFMatrix3f Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFMatrix3f** **setValue**
- double **tickTime**
- struct **SFMatrix3f** **value**
- struct **SFMatrix3f** **valueChanged**

### 3.687.1 Detailed Description

Definition at line 5032 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.688 X3D\_MetadataSFMatrix4d Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**

- struct **SFMatrix4d setValue**
- double **tickTime**
- struct **SFMatrix4d value**
- struct **SFMatrix4d valueChanged**

### 3.688.1 Detailed Description

Definition at line 5053 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.689 X3D\_MetadataSFMatrix4f Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFMatrix4f setValue**
- double **tickTime**
- struct **SFMatrix4f value**
- struct **SFMatrix4f valueChanged**

### 3.689.1 Detailed Description

Definition at line 5074 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.690 X3D\_MetadataSFNode Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**

- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **setValue**
- double **tickTime**
- struct **X3D\_Node** \* **value**
- struct **X3D\_Node** \* **valueChanged**

### 3.690.1 Detailed Description

Definition at line 5095 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.691 X3D\_MetadataSFRotation Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFRotation** **setValue**
- double **tickTime**
- struct **SFRotation** **value**
- struct **SFRotation** **valueChanged**

### 3.691.1 Detailed Description

Definition at line 5116 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.692 X3D\_MetadataSFString Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Uni\_String** \* **setValue**
- double **tickTime**
- struct **Uni\_String** \* **value**
- struct **Uni\_String** \* **valueChanged**

#### 3.692.1 Detailed Description

Definition at line 5137 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.693 X3D\_MetadataSFTIME Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- double **setValue**
- double **tickTime**
- double **value**
- double **valueChanged**

### 3.693.1 Detailed Description

Definition at line 5158 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.694 X3D\_MetadataSFVec2d Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec2d** **setValue**
- double **tickTime**
- struct **SFVec2d** **value**
- struct **SFVec2d** **valueChanged**

### 3.694.1 Detailed Description

Definition at line 5179 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.695 X3D\_MetadataSFVec2f Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**

- struct **SFVec2f setValue**
- double **tickTime**
- struct **SFVec2f value**
- struct **SFVec2f valueChanged**

### 3.695.1 Detailed Description

Definition at line 5200 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.696 X3D\_MetadataSFVec3d Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3d setValue**
- double **tickTime**
- struct **SFVec3d value**
- struct **SFVec3d valueChanged**

### 3.696.1 Detailed Description

Definition at line 5221 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.697 X3D\_MetadataSFVec3f Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**

- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **setValue**
- double **tickTime**
- struct **SFVec3f** **value**
- struct **SFVec3f** **valueChanged**

### 3.697.1 Detailed Description

Definition at line 5242 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.698 X3D\_MetadataSFVec4d Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec4d** **setValue**
- double **tickTime**
- struct **SFVec4d** **value**
- struct **SFVec4d** **valueChanged**

### 3.698.1 Detailed Description

Definition at line 5263 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.699 X3D\_MetadataSFVec4f Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec4f** **setValue**
- double **tickTime**
- struct **SFVec4f** **value**
- struct **SFVec4f** **valueChanged**

#### 3.699.1 Detailed Description

Definition at line 5284 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.700 X3D\_MetadataString Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Uni\_String** \* **reference**
- struct **Multi\_String** **value**



### 3.700.1 Detailed Description

Definition at line 5326 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.701 X3D\_MovieTexture Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_textureTableIndex**
- void \* **\_parentResource**
- struct **Uni\_String** \* **description**
- double **duration\_changed**
- double **elapsedTime**
- int **isActive**
- double **isPaused**
- int **loop**
- struct **X3D\_Node** \* **metadata**
- double **pauseTime**
- int **repeatS**
- int **repeatT**
- double **resumeTime**
- float **speed**
- double **startTime**
- double **stopTime**
- struct **X3D\_Node** \* **textureProperties**
- struct **Multi\_String** **url**

### 3.701.1 Detailed Description

Definition at line 5347 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.702 X3D\_MultiTexture Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- void \* **\_\_params**
- float **alpha**
- struct **SFColor** **color**
- struct **Multi\_String** **function**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **mode**
- struct **Multi\_String** **source**
- struct **Multi\_Node** **texture**

### 3.702.1 Detailed Description

Definition at line 5382 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.703 X3D\_MultiTextureCoordinate Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **texCoord**

### 3.703.1 Detailed Description

Definition at line 5407 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.704 X3D\_MultiTextureTransform Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **textureTransform**

### 3.704.1 Detailed Description

Definition at line 5426 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.705 X3D\_NavigationInfo Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **avatarSize**
- double **bindTime**

- int **headlight**
- int **isBound**
- struct **X3D\_Node** \* **metadata**
- int **set\_bind**
- float **speed**
- int **transitionComplete**
- double **transitionTime**
- struct **Multi\_String** **transitionType**
- struct **Multi\_String** **type**
- float **visibilityLimit**

### 3.705.1 Detailed Description

Definition at line 5445 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.706 X3D\_Node Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**

### 3.706.1 Detailed Description

Definition at line 1910 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.707 X3D\_Normal Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**

- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec3f** **vector**

### 3.707.1 Detailed Description

Definition at line 5474 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.708 X3D\_NormalInterpolator Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec3f** **keyValue**
- struct **X3D\_Node** \* **metadata**
- float **set\_fraction**
- struct **Multi\_Vec3f** **value\_changed**

### 3.708.1 Detailed Description

Definition at line 5493 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.709 X3D\_NurbsCurve Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **controlPoint**
- struct **Multi\_Double** **knot**
- struct **X3D\_Node** \* **metadata**
- int **order**
- int **tessellation**
- struct **Multi\_Double** **weight**

### 3.709.1 Detailed Description

Definition at line 5515 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.710 X3D\_NurbsCurve2D Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec2d** **controlPoint**
- struct **Multi\_Double** **knot**
- struct **X3D\_Node** \* **metadata**
- int **order**
- int **tessellation**
- struct **Multi\_Double** **weight**

### 3.710.1 Detailed Description

Definition at line 5538 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.711 X3D\_NurbsOrientationInterpolator Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **controlPoint**
- struct **Multi\_Double** **knot**
- struct **X3D\_Node** \* **metadata**
- int **order**
- float **set\_fraction**
- struct **SFRotation** **value\_changed**
- struct **Multi\_Double** **weight**

### 3.711.1 Detailed Description

Definition at line 5561 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.712 X3D\_NurbsPatchSurface Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**

- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **controlPoint**
- struct **X3D\_Node** \* **metadata**
- int **solid**
- struct **X3D\_Node** \* **texCoord**
- int **uClosed**
- int **uDimension**
- struct **Multi\_Double** **uKnot**
- int **uOrder**
- int **uTessellation**
- int **vClosed**
- int **vDimension**
- struct **Multi\_Double** **vKnot**
- int **vOrder**
- int **vTessellation**
- struct **Multi\_Double** **weight**

### 3.712.1 Detailed Description

Definition at line 5585 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.713 X3D\_NurbsPositionInterpolator Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **controlPoint**
- struct **Multi\_Double** **knot**
- struct **X3D\_Node** \* **metadata**
- int **order**
- float **set\_fraction**
- struct **SFVec3f** **value\_changed**
- struct **Multi\_Double** **weight**



### 3.713.1 Detailed Description

Definition at line 5617 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.714 X3D\_NurbsSet Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addGeometry**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Node** **geometry**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **removeGeometry**
- float **tessellationScale**

### 3.714.1 Detailed Description

Definition at line 5641 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.715 X3D\_NurbsSurfaceInterpolator Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**

- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **controlPoint**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **normal\_changed**
- struct **SFVec3f** **position\_changed**
- struct **SFVec2f** **set\_fraction**
- int **uDimension**
- struct **Multi\_Double** **uKnot**
- int **uOrder**
- int **vDimension**
- struct **Multi\_Double** **vKnot**
- int **vOrder**

### 3.715.1 Detailed Description

Definition at line 5665 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.716 X3D\_NurbsSweptSurface Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **ccw**
- struct **X3D\_Node** \* **crossSectionCurve**
- struct **X3D\_Node** \* **metadata**
- int **solid**
- struct **X3D\_Node** \* **trajectoryCurve**

### 3.716.1 Detailed Description

Definition at line 5693 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.717 X3D\_NurbsSwungSurface Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **ccw**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **profileCurve**
- int **solid**
- struct **X3D\_Node** \* **trajectoryCurve**

### 3.717.1 Detailed Description

Definition at line 5715 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.718 X3D\_NurbsTextureCoordinate Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec2f** **controlPoint**
- struct **X3D\_Node** \* **metadata**
- int **uDimension**
- struct **Multi\_Double** **uKnot**
- int **uOrder**
- int **vDimension**
- struct **Multi\_Double** **vKnot**
- int **vOrder**
- struct **Multi\_Float** **weight**

### 3.718.1 Detailed Description

Definition at line 5737 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.719 X3D\_NurbsTrimmedSurface Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addTrimmingContour**
- struct **X3D\_Node** \* **controlPoint**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **removeTrimmingContour**
- int **solid**
- struct **X3D\_Node** \* **texCoord**
- struct **Multi\_Node** **trimmingContour**
- int **uClosed**
- int **uDimension**
- struct **Multi\_Double** **uKnot**
- int **uOrder**
- int **uTessellation**
- int **vClosed**
- int **vDimension**
- struct **Multi\_Double** **vKnot**
- int **vOrder**
- int **vTessellation**
- struct **Multi\_Double** **weight**

### 3.719.1 Detailed Description

Definition at line 5763 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.720 X3D\_OrientationInterpolator Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **key**
- struct **Multi\_Rotation** **keyValue**
- struct **X3D\_Node** \* **metadata**
- float **set\_fraction**
- struct **SFRotation** **value\_changed**

### 3.720.1 Detailed Description

Definition at line 5838 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.721 X3D\_OrthoViewpoint Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- double **bindTime**
- struct **SFVec3f** **centerOfRotation**
- struct **Uni\_String** \* **description**
- struct **Multi\_Float** **fieldOfView**
- int **isBound**
- int **jump**
- struct **X3D\_Node** \* **metadata**

- struct **SFRotation** orientation
- struct **SFVec3f** position
- int **retainUserOffsets**
- int **set\_bind**

### 3.721.1 Detailed Description

Definition at line 5860 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.722 X3D\_OSC\_Sensor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **FIFOsize**
- struct **X3D\_Node** \* **\_\_oldmetadata**
- void \* **\_floatInpFIFO**
- void \* **\_floatOutFIFO**
- void \* **\_int32InpFIFO**
- void \* **\_int32OutFIFO**
- int **\_status**
- void \* **\_stringInpFIFO**
- void \* **\_stringOutFIFO**
- struct **Multi\_Node** **\_talkToNodes**
- struct **Uni\_String** \* **description**
- int **enabled**
- struct **Uni\_String** \* **filter**
- float **floatInp**
- int **gotEvents**
- struct **Uni\_String** \* **handler**
- int **int32Inp**
- struct **Uni\_String** \* **listenfor**
- struct **X3D\_Node** \* **metadata**
- int **port**
- struct **Uni\_String** \* **protocol**
- struct **Uni\_String** \* **stringInp**
- struct **Multi\_String** **talksTo**

### 3.722.1 Detailed Description

Definition at line 5798 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.723 X3D\_PackagedShader Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_initialized**
- int **\_retrievedURLData**
- pthread\_t **\_shaderLoadThread**
- struct **X3D\_Node** \* **\_shaderUserDefinedFields**
- int **\_shaderUserNumber**
- int **activate**
- int **isSelected**
- int **isValid**
- struct **Uni\_String** \* **language**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **url**

### 3.723.1 Detailed Description

Definition at line 5888 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.724 X3D\_PickableGroup Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**

- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **FreeWRL\_PROTOInterfaceNodes**
- int **FreeWRL\_\_protoDef**
- struct **Multi\_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **objectType**
- int **pickable**
- struct **Multi\_Node** **removeChildren**

### 3.724.1 Detailed Description

Definition at line 5916 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.725 X3D\_PixelTexture Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_textureTableIndex**
- void \* **\_parentResource**
- struct **Multi\_Int32** **image**
- struct **X3D\_Node** \* **metadata**
- int **repeatS**
- int **repeatT**
- struct **X3D\_Node** \* **textureProperties**



### 3.725.1 Detailed Description

Definition at line 5943 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.726 X3D\_PlaneSensor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_oldEnabled**
- struct **SFVec3f** **\_oldtrackPoint**
- struct **SFVec3f** **\_oldtranslation**
- struct **SFVec3f** **\_origPoint**
- int **autoOffset**
- struct **SFRotation** **axisRotation**
- struct **Uni\_String** \* **description**
- int **enabled**
- int **isActive**
- int **isOver**
- struct **SFVec2f** **maxPosition**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec2f** **minPosition**
- struct **SFVec3f** **offset**
- struct **SFVec3f** **trackPoint\_changed**
- struct **SFVec3f** **translation\_changed**

### 3.726.1 Detailed Description

Definition at line 5967 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.727 X3D\_PointLight Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec4f** **\_amb**
- struct **SFVec4f** **\_col**
- struct **SFVec4f** **\_loc**
- float **ambientIntensity**
- struct **SFVec3f** **attenuation**
- struct **SFColor** **color**
- int **global**
- float **intensity**
- struct **SFVec3f** **location**
- struct **X3D\_Node** \* **metadata**
- int **on**
- float **radius**

### 3.727.1 Detailed Description

Definition at line 6000 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.728 X3D\_PointPickSensor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**

- struct **SFVec3f** **\_bboxCenter**
- struct **SFVec3f** **\_bboxSize**
- int **\_oldIsActive**
- struct **Multi\_Node** **\_oldpickTarget**
- struct **Multi\_Node** **\_oldpickedGeometry**
- struct **Multi\_Vec3f** **\_oldpickedPoint**
- int **enabled**
- struct **Uni\_String** \* **intersectionType**
- int **isActive**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **objectType**
- struct **Multi\_Node** **pickTarget**
- struct **Multi\_Node** **pickedGeometry**
- struct **Multi\_Vec3f** **pickedPoint**
- struct **X3D\_Node** \* **pickingGeometry**
- struct **Uni\_String** \* **set\_intersectionType**
- struct **Uni\_String** \* **set\_sortOrder**
- struct **Uni\_String** \* **sortOrder**

### 3.728.1 Detailed Description

Definition at line 6029 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.729 X3D\_PointSet Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_colourSize**
- int **\_coloursVBO**
- int **\_npoints**
- int **\_pointsVBO**
- struct **Multi\_Node** **attrib**
- struct **X3D\_Node** \* **color**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**

### 3.729.1 Detailed Description

Definition at line 6064 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.730 X3D\_Polyline2D Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec2f** **lineSegments**
- struct **X3D\_Node** \* **metadata**

### 3.730.1 Detailed Description

Definition at line 6090 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.731 X3D\_Polypoint2D Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec2f** **point**

### 3.731.1 Detailed Description

Definition at line 6109 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.732 X3D\_PolyRep Struct Reference

### Data Fields

- int **irep\_change**
- int **ccw**
- int **ntri**
- int **streamed**
- GLuint \* **cindex**
- GLuint \* **colindex**
- GLuint \* **norindex**
- GLuint \* **tcindex**
- float \* **actualCoord**
- float \* **color**
- float \* **normal**
- float \* **GeneratedTexCoords**
- int **tcoordtype**
- int **texgentype**
- GLfloat **minVals** [3]
- GLfloat **maxVals** [3]
- GLfloat **transparency**
- int **isRGBAColorNode**
- GLuint **VBO\_buffers** [VBO\_COUNT]

### 3.732.1 Detailed Description

Definition at line 61 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.733 X3D\_PositionInterpolator Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**

- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec3f** **keyValue**
- struct **X3D\_Node** \* **metadata**
- float **set\_fraction**
- struct **SFVec3f** **value\_changed**

### 3.733.1 Detailed Description

Definition at line 6128 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.734 X3D\_PositionInterpolator2D Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec2f** **keyValue**
- struct **X3D\_Node** \* **metadata**
- float **set\_fraction**
- struct **SFVec2f** **value\_changed**

### 3.734.1 Detailed Description

Definition at line 6150 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.735 X3D\_ProgramShader Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_initialized**
- int **\_retrievedURLData**
- pthread\_t **\_shaderLoadThread**
- int **\_shaderUserNumber**
- int **activate**
- int **isSelected**
- int **isValid**
- struct **Uni\_String** \* **language**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **programs**

### 3.735.1 Detailed Description

Definition at line 6172 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.736 X3D\_Proto Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- void \* **\_\_DEFnames**
- void \* **\_\_IS**

- void \* **\_\_ROUTES**
- struct **X3D\_Node** \* **\_\_parentProto**
- struct **Multi\_Node** **\_\_protoDeclares**
- void \* **\_\_protoDef**
- int **\_\_protoFlags**
- struct **X3D\_Node** \* **\_\_prototype**
- struct **Multi\_Node** **\_children**
- struct **Multi\_Node** **\_sortedChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **X3D\_Node** \* **metadata**

### 3.736.1 Detailed Description

Definition at line 6199 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.737 X3D\_ProximitySensor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_hit**
- int **\_\_oldEnabled**
- struct **SFVec3f** **\_\_t1**
- struct **SFRotation** **\_\_t2**
- struct **SFVec3f** **center**
- struct **SFVec3f** **centerOfRotation\_changed**
- int **enabled**
- double **enterTime**
- double **exitTime**
- int **isActive**
- struct **X3D\_Node** \* **metadata**
- struct **SFRotation** **orientation\_changed**
- struct **SFVec3f** **position\_changed**
- struct **SFVec3f** **size**



### 3.737.1 Detailed Description

Definition at line 6229 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.738 X3D\_QuadSet Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32\_coordIndex**
- struct **Multi\_Node attrib**
- int **ccw**
- struct **X3D\_Node** \* **color**
- int **colorPerVertex**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- int **normalPerVertex**
- int **solid**
- struct **X3D\_Node** \* **texCoord**

### 3.738.1 Detailed Description

Definition at line 6260 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.739 X3D\_ReceiverPdu Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**

- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Uni\_String** \* **address**
- int **applicationID**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **enabled**
- int **entityID**
- int **isActive**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni\_String** \* **networkMode**
- int **port**
- int **radiolD**
- float **readInterval**
- float **receivedPower**
- int **receiverState**
- int **rtpHeaderExpected**
- int **sitelD**
- double **timestamp**
- int **transmitterApplicationID**
- int **transmitterEntityID**
- int **transmitterRadiolD**
- int **transmitterSitelD**
- int **whichGeometry**
- float **writeInterval**

### 3.739.1 Detailed Description

Definition at line 6289 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.740 X3D\_Rectangle2D Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**

- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_numPoints**
- struct **Multi\_Vec3f** **\_\_points**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec2f** **size**
- int **solid**

### 3.740.1 Detailed Description

Definition at line 6335 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.741 X3D\_ScalarInterpolator Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **key**
- struct **Multi\_Float** **keyValue**
- struct **X3D\_Node** \* **metadata**
- float **set\_fraction**
- float **value\_changed**

### 3.741.1 Detailed Description

Definition at line 6357 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.742 X3D\_Script Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- void \* **\_\_scriptObj**
- void \* **\_parentResource**
- int **directOutput**
- struct **X3D\_Node** \* **metadata**
- int **mustEvaluate**
- struct **Multi\_String** **url**

### 3.742.1 Detailed Description

Definition at line 6379 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.743 X3D\_ShaderPart Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- void \* **\_parentResource**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **type**
- struct **Multi\_String** **url**

### 3.743.1 Detailed Description

Definition at line 6402 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.744 X3D\_ShaderProgram Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- void \* **\_parentResource**
- struct **X3D\_Node** \* **\_shaderUserDefinedFields**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **type**
- struct **Multi\_String** **url**

### 3.744.1 Detailed Description

Definition at line 6423 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.745 X3D\_Shape Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**

- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_Samples**
- int **\_\_occludeCheckCount**
- int **\_\_visible**
- int **\_shaderTableEntry**
- struct **X3D\_Node** \* **appearance**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **X3D\_Node** \* **geometry**
- struct **X3D\_Node** \* **metadata**

### 3.745.1 Detailed Description

Definition at line 6445 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.746 X3D\_SignalPdu Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Uni\_String** \* **address**
- int **applicationID**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Int32** **data**
- int **dataLength**
- int **enabled**
- int **encodingScheme**
- int **entityID**
- int **isActive**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni\_String** \* **networkMode**

- int **port**
- int **radiolD**
- float **readInterval**
- int **rtpHeaderExpected**
- int **sampleRate**
- int **samples**
- int **siteID**
- int **tdlType**
- double **timestamp**
- int **whichGeometry**
- float **writeInterval**

### 3.746.1 Detailed Description

Definition at line 6471 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.747 X3D\_Sound Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **direction**
- float **intensity**
- struct **SFVec3f** **location**
- float **maxBack**
- float **maxFront**
- struct **X3D\_Node** \* **metadata**
- float **minBack**
- float **minFront**
- float **priority**
- struct **X3D\_Node** \* **source**
- int **spatialize**

### 3.747.1 Detailed Description

Definition at line 6517 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.748 X3D\_Sphere Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_SphereIndxVBO**
- struct **Multi\_Vec3f** **\_\_points**
- int **\_sideVBO**
- struct **X3D\_Node** \* **metadata**
- float **radius**
- int **solid**

#### 3.748.1 Detailed Description

Definition at line 6545 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.749 X3D\_SphereSensor Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_oldEnabled**
- struct **SFRotation** **\_oldrotation**
- struct **SFVec3f** **\_oldtrackPoint**
- struct **SFVec3f** **\_origNormalizedPoint**
- struct **SFVec3f** **\_origPoint**
- float **\_radius**



- int **autoOffset**
- struct **Uni\_String** \* **description**
- int **enabled**
- int **isActive**
- int **isOver**
- struct **X3D\_Node** \* **metadata**
- struct **SFRotation** **offset**
- struct **SFRotation** **rotation\_changed**
- struct **SFVec3f** **trackPoint\_changed**

### 3.749.1 Detailed Description

Definition at line 6568 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.750 X3D\_SplinePositionInterpolator Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **closed**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec3f** **keyValue**
- struct **Multi\_Vec3f** **keyVelocity**
- struct **X3D\_Node** \* **metadata**
- int **normalizeVelocity**
- float **set\_fraction**
- struct **SFVec3f** **value\_changed**

### 3.750.1 Detailed Description

Definition at line 6600 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.751 X3D\_SplinePositionInterpolator2D Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **closed**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec2f** **keyValue**
- struct **Multi\_Vec2f** **keyVelocity**
- struct **X3D\_Node** \* **metadata**
- int **normalizeVelocity**
- float **set\_fraction**
- struct **SFVec2f** **value\_changed**

#### 3.751.1 Detailed Description

Definition at line 6625 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.752 X3D\_SplineScalarInterpolator Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **closed**
- struct **Multi\_Float** **key**
- struct **Multi\_Float** **keyValue**
- struct **Multi\_Float** **keyVelocity**

- struct **X3D\_Node** \* **metadata**
- int **normalizeVelocity**
- float **set\_fraction**
- float **value\_changed**

### 3.752.1 Detailed Description

Definition at line 6650 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.753 X3D\_SpotLight Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec4f** **\_amb**
- struct **SFVec4f** **\_col**
- struct **SFVec4f** **\_dir**
- struct **SFVec4f** **\_loc**
- float **ambientIntensity**
- struct **SFVec3f** **attenuation**
- float **beamWidth**
- struct **SFColor** **color**
- float **cutOffAngle**
- struct **SFVec3f** **direction**
- int **global**
- float **intensity**
- struct **SFVec3f** **location**
- struct **X3D\_Node** \* **metadata**
- int **on**
- float **radius**

### 3.753.1 Detailed Description

Definition at line 6675 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.754 X3D\_SquadOrientationInterpolator Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **key**
- struct **Multi\_Rotation** **keyValue**
- struct **X3D\_Node** \* **metadata**
- int **normalizeVelocity**
- float **set\_fraction**
- struct **SFRotation** **value\_changed**

#### 3.754.1 Detailed Description

Definition at line 6708 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 3.755 X3D\_StaticGroup Struct Reference

#### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_solid**
- int **\_\_transparency**
- struct **Multi\_Node** **\_sortedChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**

### 3.755.1 Detailed Description

Definition at line 6731 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.756 X3D\_StringSensor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_oldEnabled**
- int **\_initialized**
- int **deletionAllowed**
- int **enabled**
- struct **Uni\_String** \* **enteredText**
- struct **Uni\_String** \* **finalText**
- int **isActive**
- struct **X3D\_Node** \* **metadata**

### 3.756.1 Detailed Description

Definition at line 6755 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.757 X3D\_Switch Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**

- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_isX3D**
- struct **Multi\_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Node** **children**
- struct **Multi\_Node** **choice**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **removeChildren**
- int **whichChoice**

### 3.757.1 Detailed Description

Definition at line 6780 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.758 X3D\_Text Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_rendersub**
- struct **X3D\_Node** \* **fontStyle**
- struct **Multi\_Float** **length**
- struct **Multi\_Vec2f** **lineBounds**
- float **maxExtent**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **origin**
- int **solid**
- struct **Multi\_String** **string**
- struct **SFVec2f** **textBounds**

### 3.758.1 Detailed Description

Definition at line 6806 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.759 X3D\_TextureBackground Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_VBO**
- struct **Multi\_Vec3f** **\_\_colours**
- struct **Multi\_Vec3f** **\_\_points**
- int **\_\_quadcount**
- void \* **\_parentResource**
- struct **X3D\_Node** \* **backTexture**
- double **bindTime**
- struct **X3D\_Node** \* **bottomTexture**
- struct **X3D\_Node** \* **frontTexture**
- struct **Multi\_Float** **groundAngle**
- struct **Multi\_Color** **groundColor**
- int **isBound**
- struct **X3D\_Node** \* **leftTexture**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **rightTexture**
- int **set\_bind**
- struct **Multi\_Float** **skyAngle**
- struct **Multi\_Color** **skyColor**
- struct **X3D\_Node** \* **topTexture**
- struct **Multi\_Float** **transparency**

### 3.759.1 Detailed Description

Definition at line 6833 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.760 X3D\_TextureCoordinate Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**

- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec2f** **point**

### 3.760.1 Detailed Description

Definition at line 6870 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.761 X3D\_TextureCoordinateGenerator Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **mode**
- struct **Multi\_Float** **parameter**

### 3.761.1 Detailed Description

Definition at line 6889 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h



## 3.762 X3D\_TextureProperties Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- float **anisotropicDegree**
- struct **SFColorRGBA** **borderColor**
- int **borderWidth**
- struct **Uni\_String** \* **boundaryModeR**
- struct **Uni\_String** \* **boundaryModeS**
- struct **Uni\_String** \* **boundaryModeT**
- int **generateMipMaps**
- struct **Uni\_String** \* **magnificationFilter**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **minificationFilter**
- struct **Uni\_String** \* **textureCompression**
- float **texturePriority**

### 3.762.1 Detailed Description

Definition at line 6909 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.763 X3D\_TextureTransform Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**

- struct **SFVec2f** center
- struct **X3D\_Node** \* metadata
- float rotation
- struct **SFVec2f** scale
- struct **SFVec2f** translation

### 3.763.1 Detailed Description

Definition at line 6938 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.764 X3D\_TimeSensor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- double **\_\_ctflag**
- double **\_\_inittime**
- int **\_\_oldEnabled**
- double **cycleInterval**
- double **cycleTime**
- double **elapsedTime**
- int **enabled**
- float **fraction\_changed**
- int **isActive**
- double **isPaused**
- int **loop**
- struct **X3D\_Node** \* **metadata**
- double **pauseTime**
- double **resumeTime**
- double **startTime**
- double **stopTime**
- double **time**

### 3.764.1 Detailed Description

Definition at line 6960 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.765 X3D\_TimeTrigger Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- int **set\_boolean**
- double **triggerTime**

### 3.765.1 Detailed Description

Definition at line 6994 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.766 X3D\_TouchSensor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_oldEnabled**
- struct **SFVec3f** **\_oldhitNormal**
- struct **SFVec3f** **\_oldhitPoint**
- struct **SFVec2f** **\_oldhitTexCoord**
- struct **Uni\_String** \* **description**
- int **enabled**
- struct **SFVec3f** **hitNormal\_changed**
- struct **SFVec3f** **hitPoint\_changed**
- struct **SFVec2f** **hitTexCoord\_changed**

- int **isActive**
- int **isOver**
- struct **X3D\_Node** \* **metadata**
- double **touchTime**

### 3.766.1 Detailed Description

Definition at line 7014 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.767 X3D\_Transform Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_do\_anything**
- int **\_\_do\_center**
- int **\_\_do\_rotation**
- int **\_\_do\_scale**
- int **\_\_do\_scaleO**
- int **\_\_do\_trans**
- struct **Multi\_Node** **\_sortedChildren**
- struct **Multi\_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **removeChildren**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **scale**
- struct **SFRotation** **scaleOrientation**
- struct **SFVec3f** **translation**

### 3.767.1 Detailed Description

Definition at line 7044 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.768 X3D\_TransmitterPdu Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Uni\_String** \* **address**
- struct **SFVec3f** **antennaLocation**
- int **antennaPatternLength**
- int **antennaPatternType**
- int **applicationID**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **cryptoKeyID**
- int **cryptoSystem**
- int **enabled**
- int **entityID**
- int **frequency**
- int **inputSource**
- int **isActive**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- int **lengthOfModulationParameters**
- struct **X3D\_Node** \* **metadata**
- int **modulationTypeDetail**
- int **modulationTypeMajor**
- int **modulationTypeSpreadSpectrum**
- int **modulationTypeSystem**
- struct **Uni\_String** \* **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni\_String** \* **networkMode**
- int **port**
- float **power**
- int **radioEntityTypeCategory**
- int **radioEntityTypeCountry**
- int **radioEntityTypeDomain**
- int **radioEntityTypeKind**
- int **radioEntityTypeNomenclature**
- int **radioEntityTypeNomenclatureVersion**
- int **radioID**
- float **readInterval**
- struct **SFVec3f** **relativeAntennaLocation**

- int **rtpHeaderExpected**
- int **siteID**
- double **timestamp**
- float **transmitFrequencyBandwidth**
- int **transmitState**
- int **whichGeometry**
- float **writeInterval**

### 3.768.1 Detailed Description

Definition at line 7079 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.769 X3D\_TriangleFanSet Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **\_coordIndex**
- struct **Multi\_Node** **attrib**
- int **ccw**
- struct **X3D\_Node** \* **color**
- int **colorPerVertex**
- struct **X3D\_Node** \* **coord**
- struct **Multi\_Int32** **fanCount**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- int **normalPerVertex**
- int **solid**
- struct **X3D\_Node** \* **texCoord**

### 3.769.1 Detailed Description

Definition at line 7141 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.770 X3D\_TriangleSet Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32\_coordIndex**
- struct **Multi\_Node attrib**
- int **ccw**
- struct **X3D\_Node** \* **color**
- int **colorPerVertex**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- int **normalPerVertex**
- int **solid**
- struct **X3D\_Node** \* **texCoord**

### 3.770.1 Detailed Description

Definition at line 7171 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.771 X3D\_TriangleSet2D Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**

- void \* **\_\_texCoords**
- struct **X3D\_Node** \* **metadata**
- int **solid**
- struct **Multi\_Vec2f** **vertices**

### 3.771.1 Detailed Description

Definition at line 7200 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.772 X3D\_TriangleStripSet Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **\_coordIndex**
- struct **Multi\_Node** **attrib**
- int **ccw**
- struct **X3D\_Node** \* **color**
- int **colorPerVertex**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- int **normalPerVertex**
- int **solid**
- struct **Multi\_Int32** **stripCount**
- struct **X3D\_Node** \* **texCoord**

### 3.772.1 Detailed Description

Definition at line 7221 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h



## 3.773 X3D\_TwoSidedMaterial Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **\_verifiedBackColor**
- struct **Multi\_Float** **\_verifiedFrontColor**
- float **ambientIntensity**
- float **backAmbientIntensity**
- struct **SFColor** **backDiffuseColor**
- struct **SFColor** **backEmissiveColor**
- float **backShininess**
- struct **SFColor** **backSpecularColor**
- float **backTransparency**
- struct **SFColor** **diffuseColor**
- struct **SFColor** **emissiveColor**
- struct **X3D\_Node** \* **metadata**
- int **separateBackColor**
- float **shininess**
- struct **SFColor** **specularColor**
- float **transparency**

### 3.773.1 Detailed Description

Definition at line 7251 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.774 X3D\_Viewpoint Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**

- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- double **bindTime**
- struct **SFVec3f** **centerOfRotation**
- struct **Uni\_String** \* **description**
- float **fieldOfView**
- int **isBound**
- int **jump**
- struct **X3D\_Node** \* **metadata**
- struct **SFRotation** **orientation**
- struct **SFVec3f** **position**
- int **retainUserOffsets**
- int **set\_bind**

### 3.774.1 Detailed Description

Definition at line 7284 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.775 X3D\_ViewpointGroup Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **\_\_proxNode**
- struct **SFVec3f** **center**
- struct **Multi\_Node** **children**
- struct **Uni\_String** \* **description**
- int **displayed**
- struct **X3D\_Node** \* **metadata**
- int **retainUserOffsets**
- struct **SFVec3f** **size**

### 3.775.1 Detailed Description

Definition at line 7312 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.776 X3D\_Virt Struct Reference

### Data Fields

- void(\* **prep** )(void \*)
- void(\* **rend** )(void \*)
- void(\* **children** )(void \*)
- void(\* **fin** )(void \*)
- void(\* **rendray** )(void \*)
- void(\* **mkpolyrep** )(void \*)
- void(\* **proximity** )(void \*)
- void(\* **other** )(void \*)
- void(\* **collision** )(void \*)
- void(\* **compile** )(void \*, void \*, void \*, void \*, void \*)

### 3.776.1 Detailed Description

Definition at line 37 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.777 X3D\_VisibilitySensor Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_\_Samples**
- int **\_\_occludeCheckCount**
- int **\_\_oldEnabled**
- struct **Multi\_Vec3f** **\_\_points**
- int **\_\_visible**
- struct **SFVec3f** **center**
- int **enabled**
- double **enterTime**
- double **exitTime**
- int **isActive**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **size**

### 3.777.1 Detailed Description

Definition at line 7337 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.778 X3D\_WorldInfo Struct Reference

### Data Fields

- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **\_nodeType**
- int **referenceCount**
- int **\_defaultContainer**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_String** **info**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **title**

### 3.778.1 Detailed Description

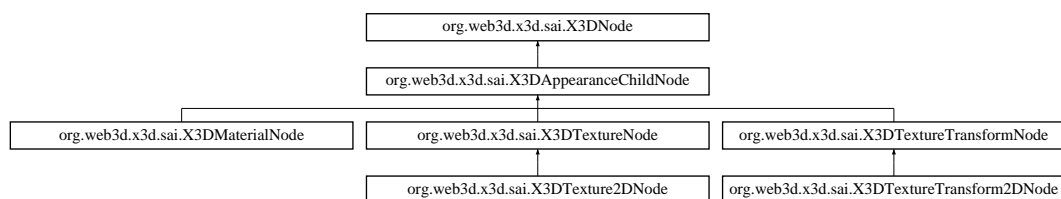
Definition at line 7366 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 3.779 org.web3d.x3d.sai.X3DAppearanceChildNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAppearanceChildNode:



### Additional Inherited Members

### 3.779.1 Detailed Description

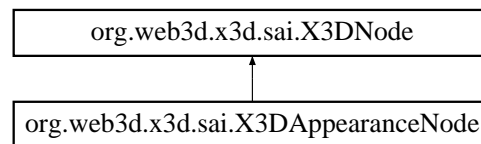
Definition at line 3 of file X3DAppearanceChildNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAppearanceChildNode.java

### 3.780 org.web3d.x3d.sai.X3DAppearanceNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAppearanceNode:



#### Additional Inherited Members

##### 3.780.1 Detailed Description

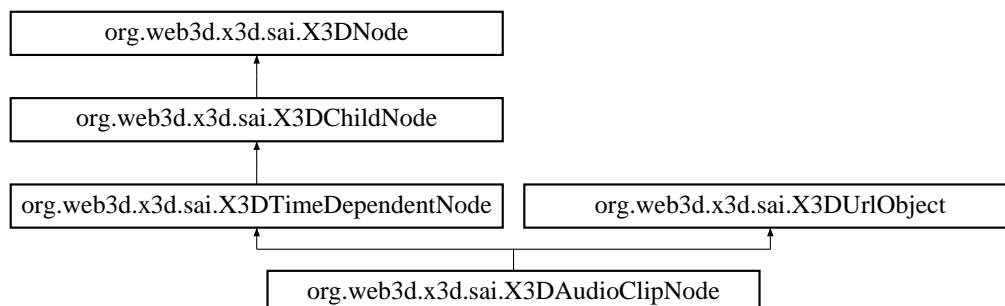
Definition at line 3 of file `X3DAppearanceNode.java`.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAppearanceNode.java

### 3.781 org.web3d.x3d.sai.X3DAudioClipNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAudioClipNode:



#### Public Member Functions

- String **getDescription** ()
- void **setDescription** ()
- float **getPitch** ()
- void **setPitch** (float pitch) throws `InvalidFieldValueException`
- double **getDuration** ()
- void **setDuration** (double time)

### 3.781.1 Detailed Description

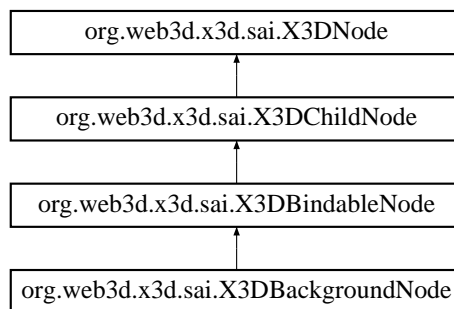
Definition at line 3 of file X3DAudioClipNode.java.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DAudioClipNode.java`

## 3.782 `org.web3d.x3d.sai.X3DBackgroundNode` Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DBackgroundNode`:



### Public Member Functions

- `int getNumSkyAngle ()`
- `void getSkyAngle (float[] angles)`
- `void setSkyAngle (float[] angles)`
- `int getNumGroundAngle ()`
- `void getGroundAngle (float[] angle)`
- `void setGroundAngle (float[] angle)`
- `int getNumSkyColor ()`
- `void getSkyColor (float[] colors)`
- `void setSkyColor (float[] colors)`
- `int getNumGroundColor ()`
- `void getGroundColor (float[] color)`
- `void setGroundColor (float[] color)`

### 3.782.1 Detailed Description

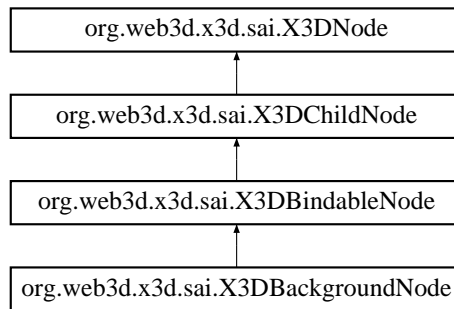
Definition at line 3 of file X3DBackgroundNode.java.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DBackgroundNode.java`

## 3.783 `org.web3d.x3d.sai.X3DBindableNode` Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DBindableNode`:



### Public Member Functions

- void **setBind** (boolean enable)
- boolean **isBound** ()
- double **getBindTime** ()

#### 3.783.1 Detailed Description

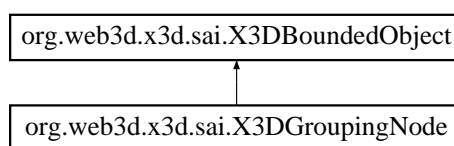
Definition at line 3 of file X3DBindableNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBindableNode.java

## 3.784 org.web3d.x3d.sai.X3DBoundedObject Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DBoundedObject:



#### 3.784.1 Detailed Description

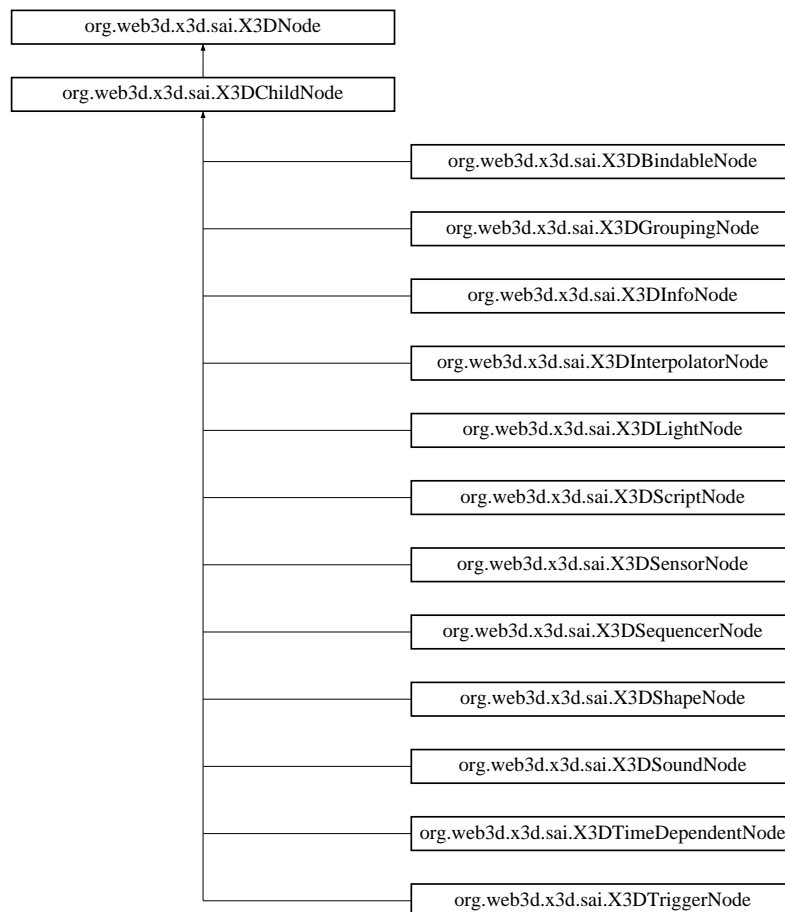
Definition at line 3 of file X3DBoundedObject.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBoundedObject.java

## 3.785 org.web3d.x3d.sai.X3DChildNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DChildNode:



## Additional Inherited Members

### 3.785.1 Detailed Description

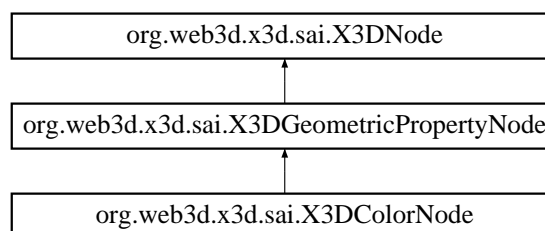
Definition at line 3 of file X3DChildNode.java.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DChildNode.java`

## 3.786 org.web3d.x3d.sai.X3DColorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DColorNode:





## Public Member Functions

- int **getNumColors** ()
- int **getNumComponents** ()
- void **setColor** (float[] colors)
- void **getColor** (float[] color)

### 3.786.1 Detailed Description

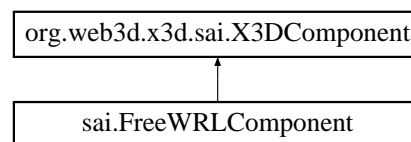
Definition at line 3 of file X3DColorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DColorNode.java

## 3.787 org.web3d.x3d.sai.X3DComponent Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DComponent:



## Public Member Functions

- **ExternalBrowser** **getBrowser** ()
- Object **getImplementation** ()
- void **shutdown** ()

### 3.787.1 Detailed Description

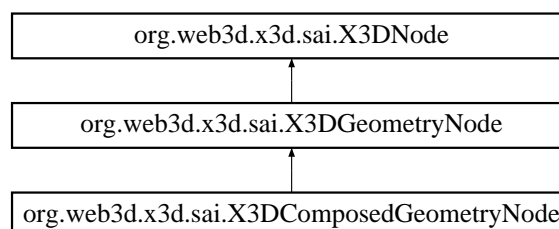
Definition at line 3 of file X3DComponent.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DComponent.java

## 3.788 org.web3d.x3d.sai.X3DComposedGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DComposedGeometryNode:



## Public Member Functions

- **X3DNode** **getColor** ()
- void **setColor** (X3DColorNode node)
- void **setColor** (X3DProtolInstance comp)
- **X3DNode** **getCoord** ()
- void **setCoord** (X3DCoordinateNode node)
- void **setCoord** (X3DProtolInstance node)
- **X3DNode** **getTexCoord** ()
- void **setTexCoord** (X3DTextureCoordinateNode node)
- void **setTexCoord** (X3DProtolInstance node)
- **X3DNode** **getNormal** ()
- void **setNormal** (X3DNormalNode node)
- void **setNormal** (X3DProtolInstance node)
- boolean **getIsSolid** ()
- void **setIsSolid** (boolean solid)
- boolean **getIsCCW** ()
- void **setIsCCW** (boolean ccw)
- boolean **getColorPerVertex** ()
- void **setColorPerVertex** (boolean perVertex)
- boolean **getNormalPerVertex** ()
- void **setNormalPerVertex** (boolean perVertex)

### 3.788.1 Detailed Description

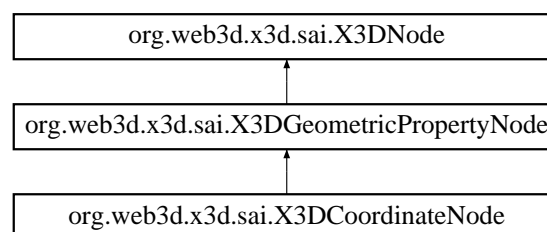
Definition at line 3 of file X3DComposedGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DComposedGeometryNode.java

## 3.789 org.web3d.x3d.sai.X3DCoordinateNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DCoordinateNode:



## Public Member Functions

- int **getNumCoordinates** ()
- void **setPoint** (float[] points)
- void **getPoint** (float[] points)

### 3.789.1 Detailed Description

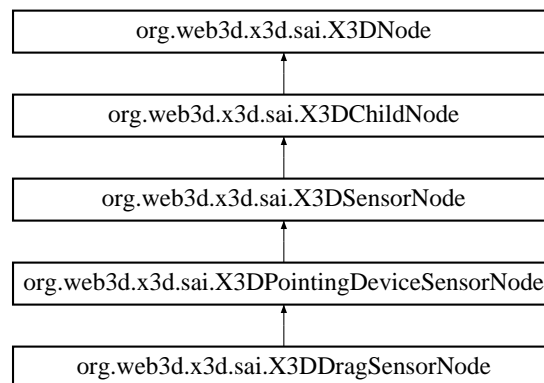
Definition at line 3 of file X3DCoordinateNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DCoordinateNode.java

## 3.790 org.web3d.x3d.sai.X3DDragSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DDragSensorNode:



### Public Member Functions

- void **setAutoOffset** (boolean newAutoOffset)
- boolean **getAutoOffset** ()
- void **getTrackPoint** (float[] points)

### 3.790.1 Detailed Description

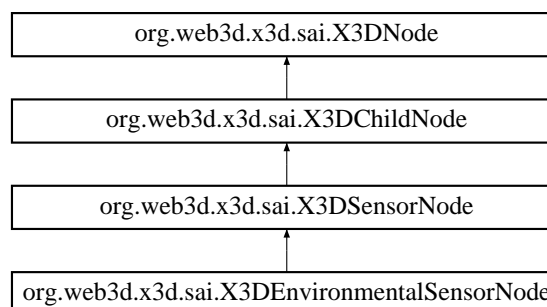
Definition at line 3 of file X3DDragSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DDragSensorNode.java

## 3.791 org.web3d.x3d.sai.X3DEnvironmentalSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DEnvironmentalSensorNode:



## Public Member Functions

- double **getEnterTime** ()
- double **getExitTime** ()
- void **getCenter** (float[] pos)
- void **setCenter** (float[] pos)
- void **getSize** (float[] size)
- void **setSize** (float[] size)

### 3.791.1 Detailed Description

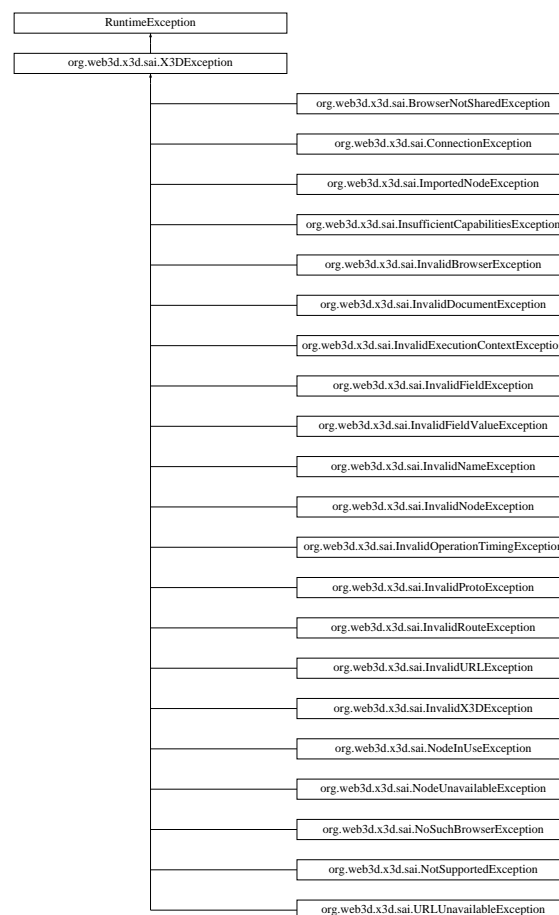
Definition at line 3 of file X3DEnvironmentalSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DEnvironmentalSensorNode.java

## 3.792 org.web3d.x3d.sai.X3DException Class Reference

Inheritance diagram for org.web3d.x3d.sai.X3DException:



## Public Member Functions

- **X3DException** (String msg)

### 3.792.1 Detailed Description

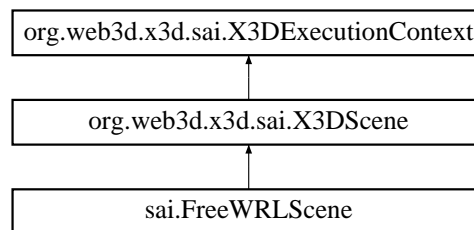
Definition at line 3 of file X3DException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DException.java

## 3.793 org.web3d.x3d.sai.X3DExecutionContext Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DExecutionContext:



### Public Member Functions

- String **getSpecificationVersion** () throws InvalidExecutionContextException
- int **getEncoding** () throws InvalidExecutionContextException
- **ProfileInfo** **getProfile** () throws InvalidExecutionContextException
- **ComponentInfo**[] **getComponents** () throws InvalidExecutionContextException
- String **getWorldURL** () throws InvalidExecutionContextException
- **X3DNode** **getNamedNode** (String nodeName) throws InvalidExecutionContextException, Node↔UnavailableException, InvalidNameException
- **X3DNode** **getImportedNode** (String nodeName) throws InvalidExecutionContextException, Node↔UnavailableException, InvalidNameException
- **X3DNode** **createNode** (String nodeName) throws InvalidExecutionContextException, InvalidNameException
- **X3DProtoInstance** **createProto** (String protoName) throws InvalidExecutionContextException, Invalid↔NameException
- void **updateNamedNode** (String nodeName, **X3DNode** nodeRef) throws InvalidExecutionContextException, InvalidNameException, ImportedNodeException
- void **updateImportedNode** (String nodeName, String importedName, **X3DNode** nodeRef) throws Invalid↔ExecutionContextException, InvalidNameException, ImportedNodeException
- void **removeNamedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName↔Exception
- void **removeImportedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName↔Exception
- **X3DProtoDeclaration** **getProtoDeclaration** (String protoName) throws InvalidExecutionContextException, InvalidNameException
- void **updateProtoDeclaration** (String protoName, **X3DProtoDeclaration** newDeclaration) throws Invalid↔ExecutionContextException, InvalidNameException
- void **removeProtoDeclaration** (String protoName) throws InvalidExecutionContextException, InvalidName↔Exception
- **X3DExternProtoDeclaration** **getExternProtoDeclaration** (String protoName) throws InvalidExecution↔ContextException, InvalidNameException, URLUnavailableException
- void **updateExternProtoDeclaration** (String protoName, **X3DExternProtoDeclaration** newDeclaration) throws InvalidExecutionContextException
- void **removeExternProtoDeclaration** (String protoName) throws InvalidExecutionContextException
- **X3DNode**[] **getRootNodes** () throws InvalidExecutionContextException

- **X3DRoute[] getRoutes** () throws InvalidExecutionContextException
- **X3DRoute addRoute** (**X3DNode** startNode, String starttName, **X3DNode** endNode, String endEvent) throws InvalidExecutionContextException, InvalidNodeException, InvalidFieldException
- void **removeRoute** (**X3DRoute** route) throws InvalidExecutionContextException

### 3.793.1 Detailed Description

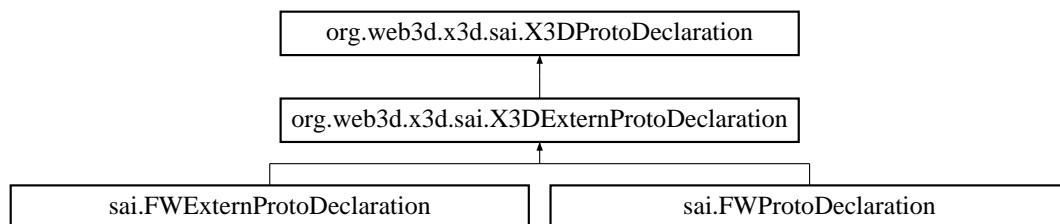
Definition at line 3 of file X3DExecutionContext.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DExecutionContext.java

## 3.794 org.web3d.x3d.sai.X3DExternProtoDeclaration Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DExternProtoDeclaration:



### Public Member Functions

- int **getLoadState** () throws InvalidOperationTimingException, InvalidProtoException
- void **loadNow** () throws InvalidOperationTimingException, InvalidProtoException

### 3.794.1 Detailed Description

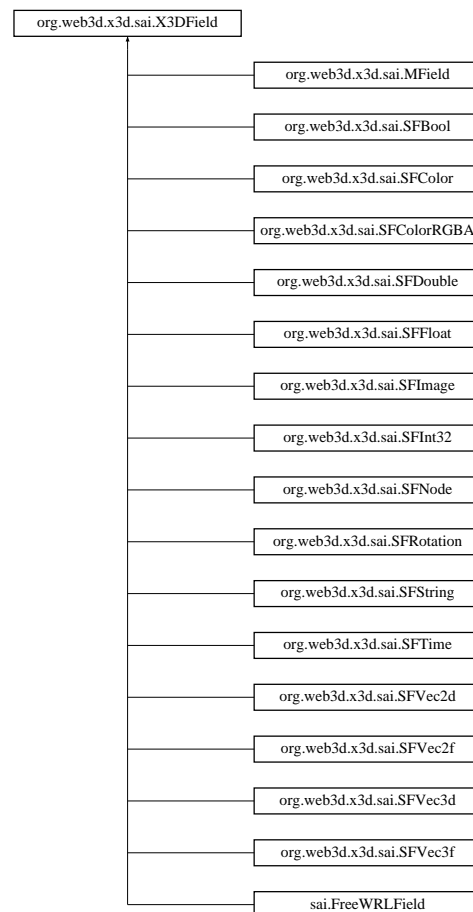
Definition at line 3 of file X3DExternProtoDeclaration.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DExternProtoDeclaration.java

## 3.795 org.web3d.x3d.sai.X3DField Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DField:



## Public Member Functions

- **X3DFieldDefinition** **getDefinition** () throws InvalidFieldException, ConnectionException
- boolean **isReadable** () throws InvalidFieldException, ConnectionException
- boolean **isWritable** () throws InvalidFieldException, ConnectionException
- void **addX3DEventListener** (X3DFieldEventListener l) throws InvalidFieldException, ConnectionException
- void **removeX3DEventListener** (X3DFieldEventListener l) throws InvalidFieldException, ConnectionException
- void **setUserData** (Object data) throws InvalidFieldException, ConnectionException
- Object **getUserData** () throws InvalidFieldException, ConnectionException
- void **dispose** ()

### 3.795.1 Detailed Description

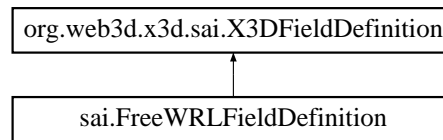
Definition at line 3 of file X3DField.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DField.java

## 3.796 org.web3d.x3d.sai.X3DFieldDefinition Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldDefinition:



### Public Member Functions

- String **getName** ()
- int **getAccessType** ()
- int **getFieldType** ()
- String **getFieldTypeString** ()

#### 3.796.1 Detailed Description

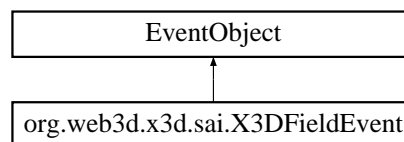
Definition at line 3 of file X3DFieldDefinition.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldDefinition.java

### 3.797 org.web3d.x3d.sai.X3DFieldEvent Class Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldEvent:



### Public Member Functions

- **X3DFieldEvent** (Object src, double t, Object d)
- double **getTime** ()
- Object **getData** ()

#### 3.797.1 Detailed Description

Definition at line 4 of file X3DFieldEvent.java.

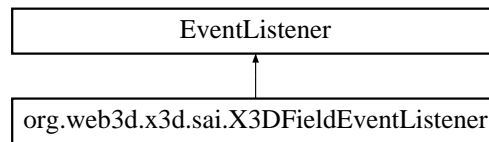
The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldEvent.java

### 3.798 org.web3d.x3d.sai.X3DFieldEventListener Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldEventListener:





## Public Member Functions

- void **readableFieldChanged** (X3DFieldEvent evt)

### 3.798.1 Detailed Description

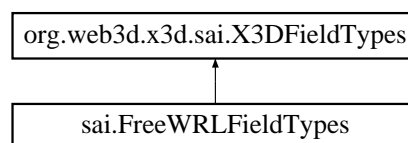
Definition at line 3 of file X3DFieldEventListener.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldEventListener.java

## 3.799 org.web3d.x3d.sai.X3DFieldTypes Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldTypes:



## Data Fields

- int **INPUT\_ONLY** = 1
- int **INITIALIZE\_ONLY** = 2
- int **INPUT\_OUTPUT** = 3
- int **OUTPUT\_ONLY** = 4
- int **SFBOOL** = 1
- int **MFBOOL** = 2
- int **SFCOLOR** = 21
- int **MFCOLOR** = 22
- int **SFCOLORRGBA** = 23
- int **MFCOLORRGBA** = 24
- int **SFDOUBLE** = 7
- int **MFDDOUBLE** = 8
- int **SFFLOAT** = 5
- int **MFFLOAT** = 6
- int **SFIMAGE** = 25
- int **MFIMAGE** = 26
- int **SFINT32** = 3
- int **MFINT32** = 4
- int **SFNODE** = 11
- int **MFNODE** = 12
- int **SFROTATION** = 19

- int **MFROTATION** = 20
- int **SFSTRING** = 27
- int **MFSTRING** = 28
- int **SFTIME** = 9
- int **MFTIME** = 10
- int **SFVEC2F** = 13
- int **MFVEC2F** = 14
- int **SFVEC3F** = 15
- int **MFVEC3F** = 16
- int **SFVEC3D** = 17
- int **MFVEC3D** = 18
- int **SFVEC2D** = 29
- int **MFVEC2D** = 30

### 3.799.1 Detailed Description

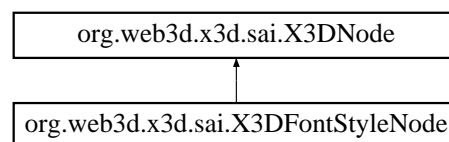
Definition at line 3 of file X3DFieldTypes.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldTypes.java

## 3.800 org.web3d.x3d.sai.X3DFontStyleNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFontStyleNode:



### Public Member Functions

- Font **getFont** ()
- int **getHorizontalJustification** ()
- int **getVerticalJustification** ()
- float **getSpacing** ()
- float **getSize** ()
- boolean **isTopToBottom** ()
- boolean **isLeftToRight** ()

### Data Fields

- int **PLAIN\_STYLE** = java.awt.Font.PLAIN
- int **ITALIC\_STYLE** = java.awt.Font.ITALIC
- int **BOLD\_STYLE** = java.awt.Font.BOLD
- int **BOLDITALIC\_STYLE** = java.awt.Font.BOLD + java.awt.Font.ITALIC
- int **BEGIN\_JUSTIFY** = 1
- int **END\_JUSTIFY** = 2
- int **MIDDLE\_JUSTIFY** = 3
- int **FIRST\_JUSTIFY** = 4

### 3.800.1 Detailed Description

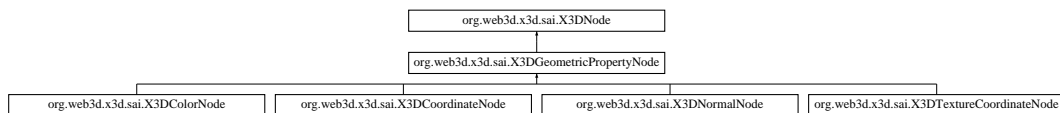
Definition at line 4 of file X3DFontStyleNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFontStyleNode.java

## 3.801 org.web3d.x3d.sai.X3DGeometricPropertyNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGeometricPropertyNode:



### Additional Inherited Members

#### 3.801.1 Detailed Description

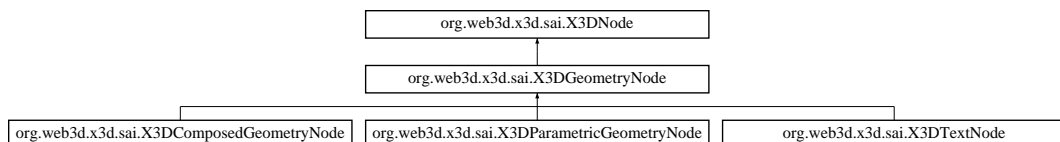
Definition at line 3 of file X3DGeometricPropertyNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGeometricPropertyNode.java

## 3.802 org.web3d.x3d.sai.X3DGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGeometryNode:



### Additional Inherited Members

#### 3.802.1 Detailed Description

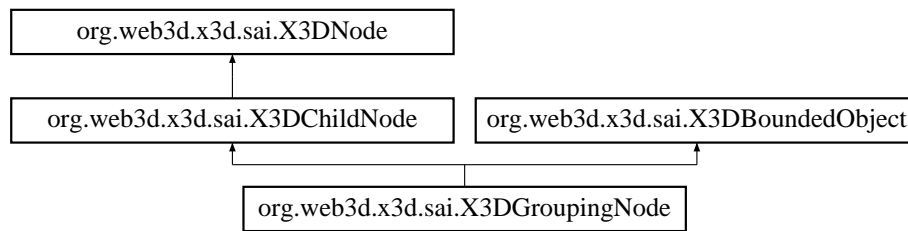
Definition at line 3 of file X3DGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGeometryNode.java

## 3.803 org.web3d.x3d.sai.X3DGroupingNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGroupingNode:



### Public Member Functions

- void **getChildren** (**X3DNode**[] nodes)
- void **setChildren** (**X3DNode**[] kids) throws `InvalidNodeException`
- void **addChildren** (**X3DNode**[] added) throws `InvalidNodeException`
- void **removeChildren** (**X3DNode**[] removed) throws `InvalidNodeException`
- void **removeChild** (**X3DNode** removed) throws `InvalidNodeException`
- int **getNumChildren** ()

#### 3.803.1 Detailed Description

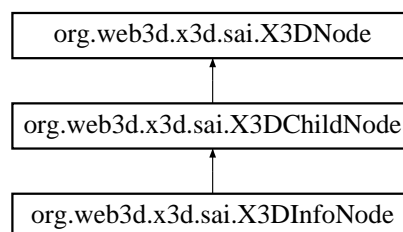
Definition at line 3 of file `X3DGroupingNode.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DGroupingNode.java`

### 3.804 org.web3d.x3d.sai.X3DInfoNode Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DInfoNode`:



### Additional Inherited Members

#### 3.804.1 Detailed Description

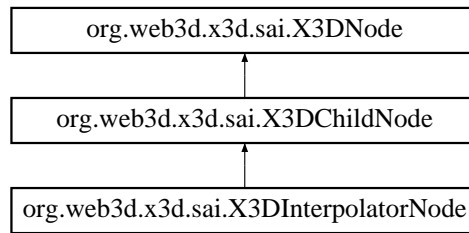
Definition at line 3 of file `X3DInfoNode.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DInfoNode.java`

### 3.805 org.web3d.x3d.sai.X3DInterpolatorNode Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DInterpolatorNode`:



### Public Member Functions

- void **setFraction** (float value)
- int **getNumKeys** ()
- void **setKey** (float[] keys)
- void **getKey** (float[] keys)

#### 3.805.1 Detailed Description

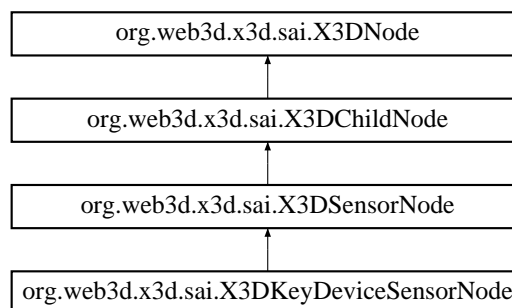
Definition at line 3 of file X3DInterpolatorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DInterpolatorNode.java

## 3.806 org.web3d.x3d.sai.X3DKeyDeviceSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DKeyDeviceSensorNode:



### Additional Inherited Members

#### 3.806.1 Detailed Description

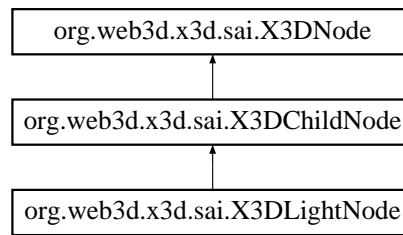
Definition at line 3 of file X3DKeyDeviceSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DKeyDeviceSensorNode.java

## 3.807 org.web3d.x3d.sai.X3DLightNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DLightNode:



## Public Member Functions

- boolean **getOn** ()
- void **setOn** (boolean state)
- float **getAmbientIntensity** ()
- void **setAmbientIntensity** (float intensity) throws InvalidFieldValueException
- void **getColor** (float[] color)
- void **setColor** (float[] color) throws InvalidFieldValueException
- void **getIntensity** ()
- void **setIntensity** (float newIntensity) throws InvalidFieldValueException

### 3.807.1 Detailed Description

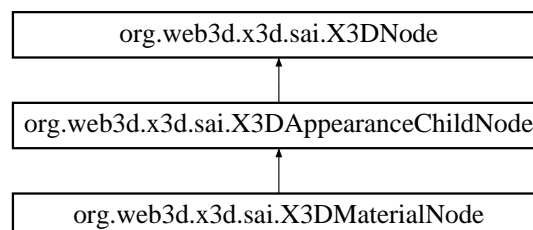
Definition at line 3 of file X3DLightNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DLightNode.java

## 3.808 org.web3d.x3d.sai.X3DMaterialNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DMaterialNode:



## Additional Inherited Members

### 3.808.1 Detailed Description

Definition at line 3 of file X3DMaterialNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DMaterialNode.java

## 3.809 org.web3d.x3d.sai.X3DMetadataObject Interface Reference

### Public Member Functions

- void **setStandard** (String std)
- String **getStandard** ()
- void **setName** (String name)
- String **getName** ()

### 3.809.1 Detailed Description

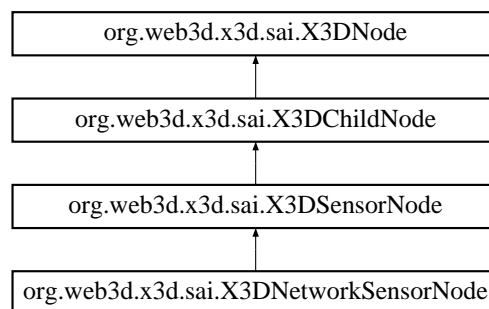
Definition at line 3 of file X3DMetadataObject.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DMetadataObject.java

## 3.810 org.web3d.x3d.sai.X3DNetworkSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNetworkSensorNode:



### Additional Inherited Members

### 3.810.1 Detailed Description

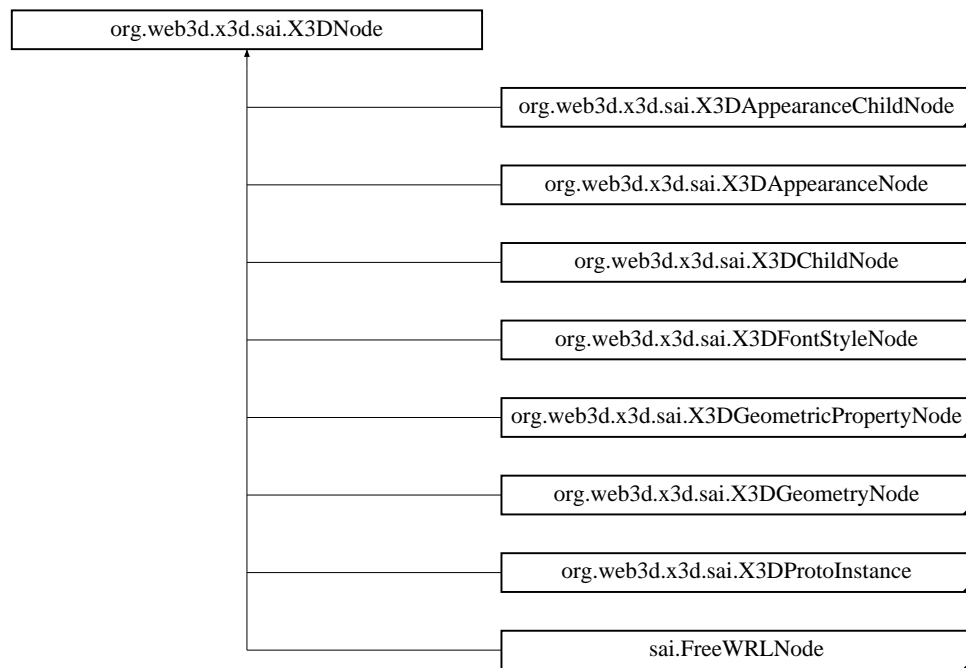
Definition at line 3 of file X3DNetworkSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNetworkSensorNode.java

## 3.811 org.web3d.x3d.sai.X3DNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNode:



### Public Member Functions

- void **setMetadata** (**X3DMetadataObject** data) throws InvalidNodeException, ConnectionException
- **X3DMetadataObject** **getMetadata** () throws InvalidNodeException, ConnectionException
- String **getNodeName** () throws InvalidNodeException, ConnectionException
- **X3DFieldDefinition**[] **getFieldDefinitions** () throws InvalidNodeException, ConnectionException
- int[] **getNodeType** () throws InvalidNodeException, ConnectionException
- **X3DField** **getField** (String name) throws InvalidNameException, InvalidNodeException, ConnectionException
- void **dispose** ()

#### 3.811.1 Detailed Description

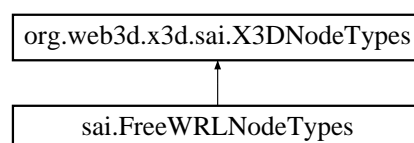
Definition at line 3 of file X3DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNode.java

## 3.812 org.web3d.x3d.sai.X3DNodeTypes Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNodeTypes:





## Data Fields

- `int X3DBoundedObject = 1`
- `int X3DBounded2DObject = 2`
- `int X3DURLObject = 3`
- `int X3DAppearanceNode = 10`
- `int X3DAppearanceChildNode = 11`
- `int X3DMaterialNode = 12`
- `int X3DTextureNode = 13`
- `int X3DTexture2DNode = 14`
- `int X3DTexture3DNode = 15`
- `int X3DTextureTransformNode = 16`
- `int X3DTextureTransform2DNode = 17`
- `int X3DGeometryNode = 18`
- `int X3DTextNode = 19`
- `int X3DParametricGeometryNode = 20`
- `int X3DGeometricPropertyNode = 21`
- `int X3DColorNode = 22`
- `int X3DCoordinateNode = 23`
- `int X3DNormalNode = 24`
- `int X3DTextureCoordinateNode = 25`
- `int X3DFontStyleNode = 26`
- `int X3DProtoInstance = 27`
- `int X3DChildNode = 28`
- `int X3DBindableNode = 29`
- `int X3DBackgroundNode = 30`
- `int X3DGroupingNode = 31`
- `int X3DShapeNode = 32`
- `int X3DInterpolatorNode = 33`
- `int X3DLightNode = 34`
- `int X3DScriptNode = 35`
- `int X3DSensorNode = 36`
- `int X3DEnvironmentalSensorNode = 37`
- `int X3DKeyDeviceSensorNode = 38`
- `int X3DNetworkSensorNode = 39`
- `int X3DPointingDeviceSensorNode = 40`
- `int X3DDragSensorNode = 41`
- `int X3DTouchSensorNode = 42`
- `int X3DSequencerNode = 43`
- `int X3DTimeDependentNode = 44`
- `int X3DSoundSourceNode = 45`
- `int X3DTriggerNode = 46`
- `int X3DInfoNode = 47`

### 3.812.1 Detailed Description

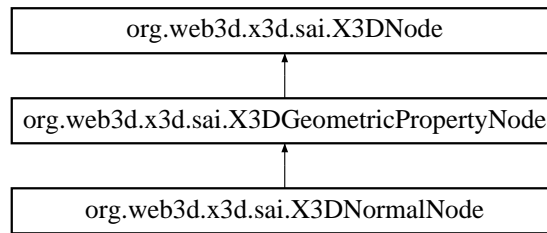
Definition at line 3 of file X3DNodeTypes.java.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DNodeTypes.java`

### 3.813 org.web3d.x3d.sai.X3DNormalNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNormalNode:



#### Public Member Functions

- int **getNumNormals** ()
- void **setVector** (float[] value)
- void **getVector** (float[] value)

#### 3.813.1 Detailed Description

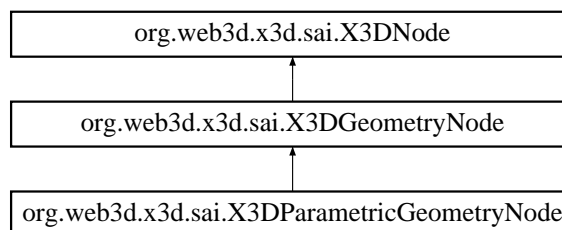
Definition at line 3 of file X3DNormalNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNormalNode.java

### 3.814 org.web3d.x3d.sai.X3DParametricGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DParametricGeometryNode:



#### Additional Inherited Members

#### 3.814.1 Detailed Description

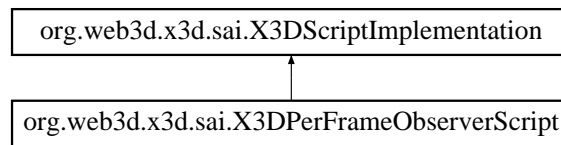
Definition at line 3 of file X3DParametricGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DParametricGeometryNode.java

### 3.815 org.web3d.x3d.sai.X3DPerFrameObserverScript Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DPerFrameObserverScript:



## Public Member Functions

- void **prepareEvents** ()

### 3.815.1 Detailed Description

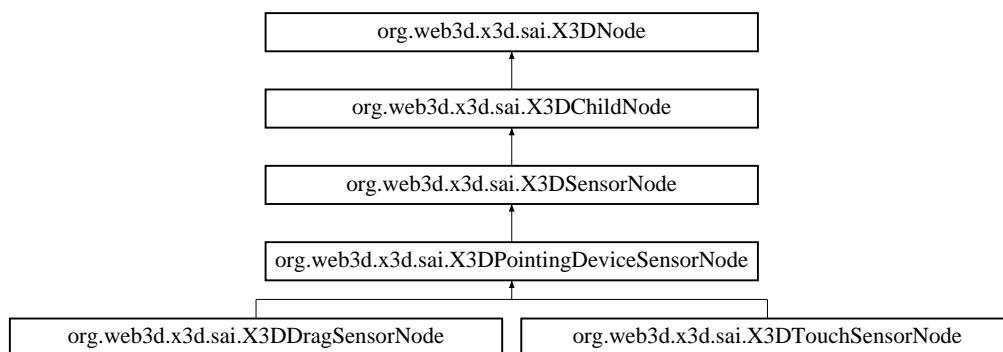
Definition at line 3 of file X3DPerFrameObserverScript.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DPerFrameObserverScript.java

## 3.816 org.web3d.x3d.sai.X3DPointingDeviceSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DPointingDeviceSensorNode:



## Additional Inherited Members

### 3.816.1 Detailed Description

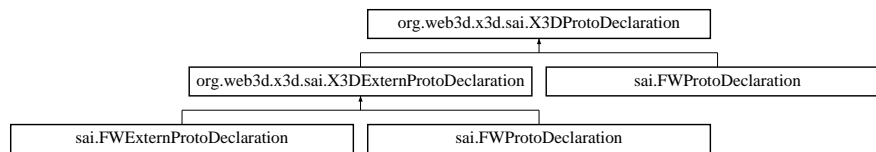
Definition at line 3 of file X3DPointingDeviceSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DPointingDeviceSensorNode.java

## 3.817 org.web3d.x3d.sai.X3DProtoDeclaration Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DProtoDeclaration:



## Public Member Functions

- **X3DProtoInstance** **createInstance** () throws `InvalidOperationTimingException`, `InvalidProtoException`
- **X3DFieldDefinition[]** **getFieldDefinitions** () throws `InvalidOperationTimingException`, `InvalidProtoException`
- void **dispose** ()

### 3.817.1 Detailed Description

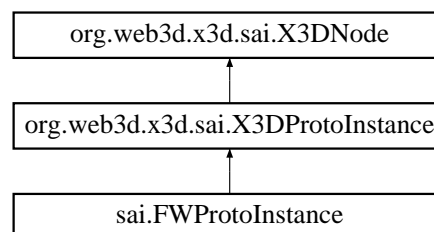
Definition at line 3 of file `X3DProtoDeclaration.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DProtoDeclaration.java`

## 3.818 org.web3d.x3d.sai.X3DProtoInstance Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DProtoInstance`:



## Public Member Functions

- `int[]` **getImplementationTypes** ()

### 3.818.1 Detailed Description

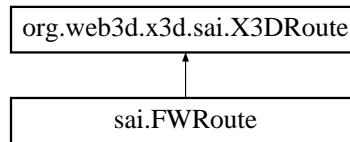
Definition at line 3 of file `X3DProtoInstance.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DProtoInstance.java`

## 3.819 org.web3d.x3d.sai.X3DRoute Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DRoute`:



### Public Member Functions

- **X3DNode** **getSourceNode** () throws InvalidOperationTimingException, InvalidRouteException
- String **getSourceField** () throws InvalidOperationTimingException, InvalidRouteException
- **X3DNode** **getDestinationNode** () throws InvalidOperationTimingException, InvalidRouteException
- String **getDestinationField** () throws InvalidOperationTimingException, InvalidRouteException
- void **dispose** () throws InvalidOperationTimingException

#### 3.819.1 Detailed Description

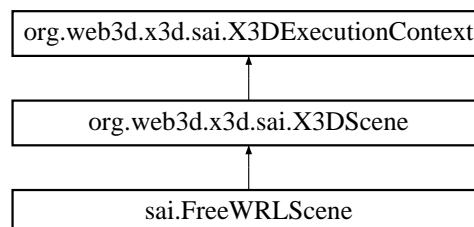
Definition at line 3 of file X3DRoute.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DRoute.java

## 3.820 org.web3d.x3d.sai.X3DScene Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DScene:



### Public Member Functions

- String **getMetaData** (String **key**) throws InvalidExecutionContextException
- void **setMetaData** (String **key**, String value) throws InvalidExecutionContextException
- **X3DNode** **getExportedNode** (String nodeName) throws InvalidExecutionContextException, Node←UnavailableException, InvalidNameException
- void **updateExportedNode** (String nodeName, String newName) throws InvalidExecutionContextException, InvalidNameException
- void **removeExportedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName←Exception
- void **addRootNode** (**X3DNode** rootNode) throws InvalidExecutionContextException, NodeInUseException, InsufficientCapabilitiesException
- void **removeRootNode** (**X3DNode** rootNode) throws InvalidExecutionContextException
- void **dispose** ()

### 3.820.1 Detailed Description

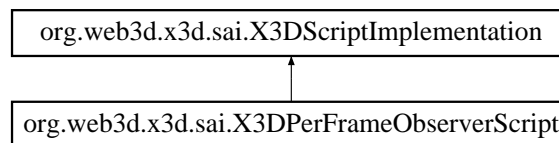
Definition at line 3 of file X3DScene.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DScene.java

## 3.821 org.web3d.x3d.sai.X3DScriptImplementation Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DScriptImplementation:



### Public Member Functions

- void **setBrowser** (**Browser** browser)
- void **setFields** (**X3DScriptNode** externalView, java.util.Map fields)
- void **initialize** ()
- void **eventsProcessed** ()
- void **shutdown** ()

### 3.821.1 Detailed Description

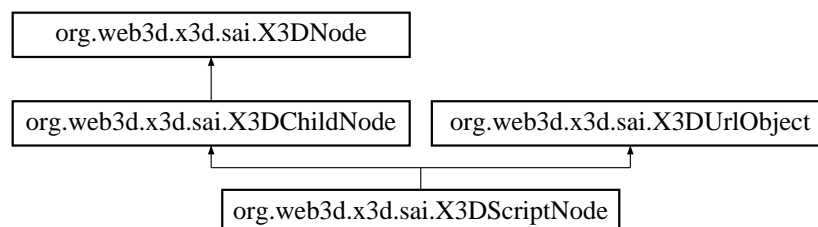
Definition at line 3 of file X3DScriptImplementation.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DScriptImplementation.java

## 3.822 org.web3d.x3d.sai.X3DScriptNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DScriptNode:



### Additional Inherited Members

### 3.822.1 Detailed Description

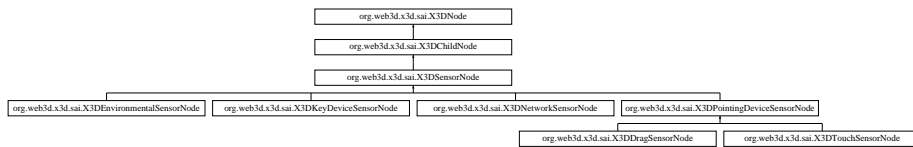
Definition at line 3 of file X3DScriptNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DScriptNode.java

### 3.823 org.web3d.x3d.sai.X3DSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DSensorNode:



#### Public Member Functions

- void **setEnabled** (boolean state)
- boolean **getEnabled** ()
- boolean **getIsActive** ()

#### 3.823.1 Detailed Description

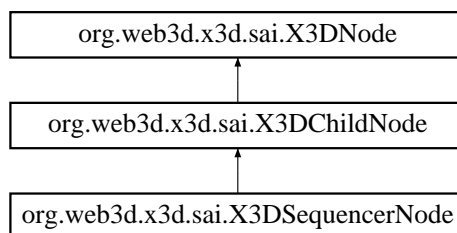
Definition at line 3 of file X3DSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSensorNode.java

### 3.824 org.web3d.x3d.sai.X3DSequencerNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DSequencerNode:



#### Public Member Functions

- void **setFraction** (float fraction)
- int **getNumKey** ()
- void **getKey** (float[] keys)
- void **setKey** (float[] keys)
- int **getNumKeyValue** ()

### 3.824.1 Detailed Description

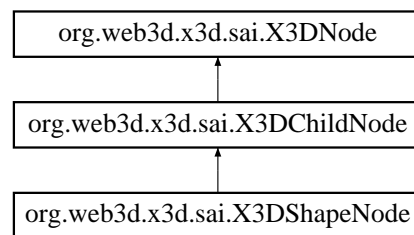
Definition at line 3 of file X3DSequencerNode.java.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DSequencerNode.java`

## 3.825 `org.web3d.x3d.sai.X3DShapeNode` Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DShapeNode`:



### Public Member Functions

- **X3DNode** `getAppearance ()`
- void **setAppearance** (**X3DAppearanceNode** app)
- void **setAppearance** (**X3DProtolInstance** app)
- **X3DNode** `getGeometry ()`
- void **setGeometry** (**X3DGeometryNode** geom)
- void **setGeometry** (**X3DProtolInstance** geom)

### 3.825.1 Detailed Description

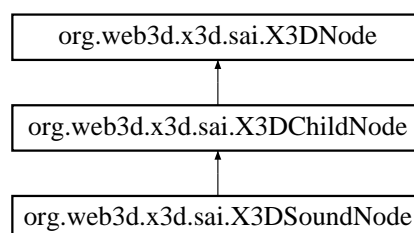
Definition at line 3 of file X3DShapeNode.java.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DShapeNode.java`

## 3.826 `org.web3d.x3d.sai.X3DSoundNode` Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DSoundNode`:





## Additional Inherited Members

### 3.826.1 Detailed Description

Definition at line 3 of file X3DSoundNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSoundNode.java

## 3.827 org.web3d.x3d.sai.X3DSoundSourceNode Interface Reference

### Public Member Functions

- float **getPitch** ()
- void **setPitch** (float pitch) throws InvalidFieldValueException
- void **setDescription** (String text)
- String **getDescription** (String text)

### 3.827.1 Detailed Description

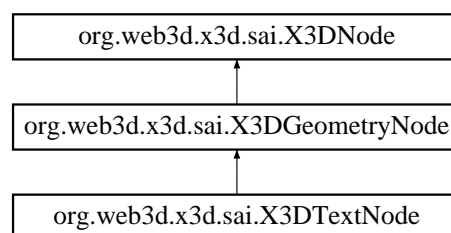
Definition at line 3 of file X3DSoundSourceNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSoundSourceNode.java

## 3.828 org.web3d.x3d.sai.X3DTextNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextNode:



### Public Member Functions

- void **setFontStyle** (X3DFontStyleNode fs)
- void **setFontStyle** (X3DProtoInstance fs)
- X3DNode **getFontStyle** ()
- int **getNumText** ()
- void **setText** (String[] text)
- void **getText** (String[] text)

### 3.828.1 Detailed Description

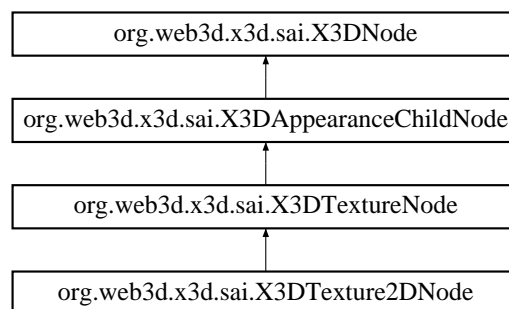
Definition at line 3 of file X3DTextNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextNode.java

## 3.829 org.web3d.x3d.sai.X3DTexture2DNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTexture2DNode:



### Public Member Functions

- void **setRepeatS** (boolean state)
- boolean **getRepeatS** ()
- void **setRepeatT** (boolean state)
- boolean **getRepeatT** ()

### 3.829.1 Detailed Description

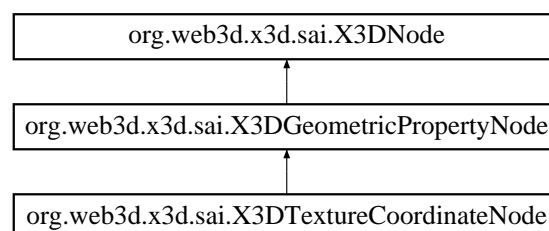
Definition at line 3 of file X3DTexture2DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTexture2DNode.java

## 3.830 org.web3d.x3d.sai.X3DTextureCoordinateNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureCoordinateNode:



## Public Member Functions

- int **getNumCoordinates** ()
- int **getNumComponents** ()
- void **setPoint** (float[] points)
- void **getPoint** (float[] points)

### 3.830.1 Detailed Description

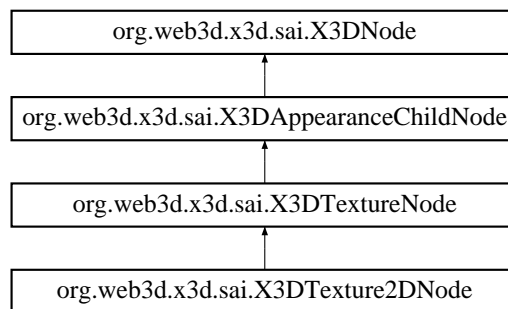
Definition at line 3 of file X3DTextureCoordinateNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureCoordinateNode.java

## 3.831 org.web3d.x3d.sai.X3DTextureNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureNode:



## Additional Inherited Members

### 3.831.1 Detailed Description

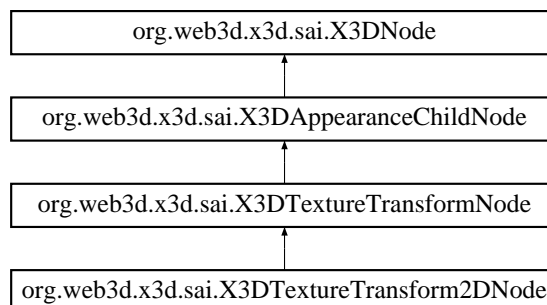
Definition at line 3 of file X3DTextureNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureNode.java

## 3.832 org.web3d.x3d.sai.X3DTextureTransform2DNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureTransform2DNode:



## Public Member Functions

- void **getCenter** (float[ ] position)
- void **setCenter** (float[ ] position)
- float **getRotation** ()
- void **setRotation** (float angle)
- void **getScale** (float[ ] scale)
- void **setScale** (float[ ] scale)
- void **getTranslation** (float[ ] trans)
- void **setTranslation** (float[ ] trans)

### 3.832.1 Detailed Description

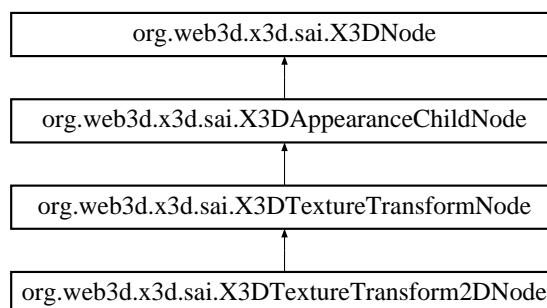
Definition at line 3 of file X3DTextureTransform2DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureTransform2DNode.java

## 3.833 org.web3d.x3d.sai.X3DTextureTransformNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureTransformNode:



## Additional Inherited Members

### 3.833.1 Detailed Description

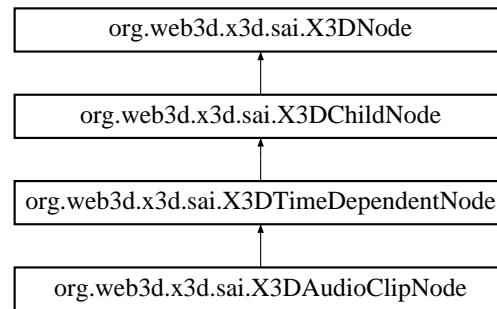
Definition at line 3 of file X3DTextureTransformNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureTransformNode.java

## 3.834 org.web3d.x3d.sai.X3DTimeDependentNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTimeDependentNode:



### Public Member Functions

- boolean **getIsActive** ()
- boolean **getIsPaused** ()
- double **getElapsedTime** ()
- void **setNumLoops** (float count)
- float **getNumLoops** ()
- void **setLoop** (boolean loop)
- boolean **getLoop** ()
- void **setStartTime** (double time)
- double **getStartTime** ()
- void **setStopTime** (double time)
- double **getStopTime** ()
- void **setPauseTime** (double time)
- double **getPauseTime** ()
- void **setUnPauseTime** (double time)
- double **getUnPauseTime** ()

#### 3.834.1 Detailed Description

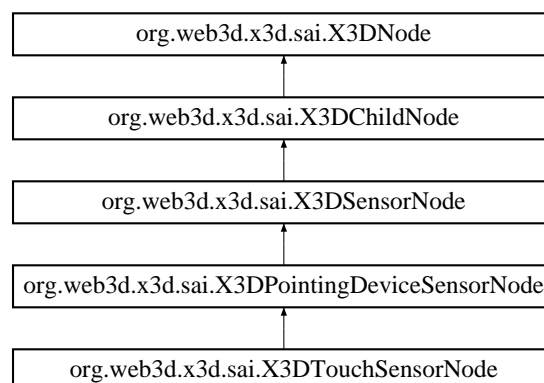
Definition at line 3 of file `X3DTimeDependentNode.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DTimeDependentNode.java`

### 3.835 org.web3d.x3d.sai.X3DTouchSensorNode Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DTouchSensorNode`:



## Public Member Functions

- boolean **getIsOver** ()
- double **getEnterTime** ()
- double **getTouchTime** ()

### 3.835.1 Detailed Description

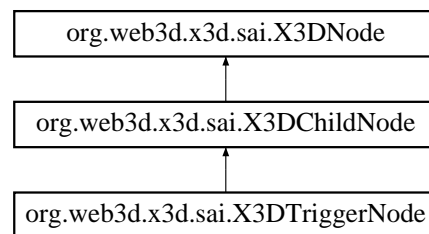
Definition at line 3 of file X3DTouchSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTouchSensorNode.java

## 3.836 org.web3d.x3d.sai.X3DTriggerNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTriggerNode:



## Additional Inherited Members

### 3.836.1 Detailed Description

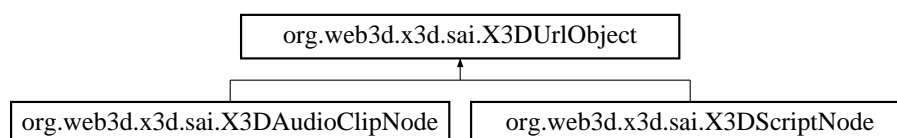
Definition at line 3 of file X3DTriggerNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTriggerNode.java

## 3.837 org.web3d.x3d.sai.X3DUrlObject Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DUrlObject:



## Public Member Functions

- int **getNumUrls** ()
- void **geturl** (String[] urls)
- void **setUrl** (String[] urls)

### 3.837.1 Detailed Description

Definition at line 3 of file X3DUrlObject.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DUrlObject.java

## 3.838 XY Struct Reference

### Data Fields

- int **x**
- int **y**

### 3.838.1 Detailed Description

Definition at line 210 of file CursorDraw.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/CursorDraw.c





# Index

`_BrowserNative`, 33  
`_CRnodeStruct`, 33  
`_FW_PluginInstance`, 34  
`_SFColorNative`, 44  
`_SFColorRGBANative`, 44  
`_SFImageNative`, 44  
`_SFNodeNative`, 44  
`_SFRotationNative`, 45  
`_SFVec2fNative`, 45  
`_SFVec3dNative`, 45  
`_SFVec3fNative`, 46  
`_SFVec4dNative`, 46  
`_SFVec4fNative`, 46  
`_X3DNode`, 47  
`_cd_list_t`, 33  
`_intX3D_EventIn`, 43  
`_intX3D_MFBool`, 34  
`_intX3D_MFColor`, 35  
`_intX3D_MFColorRGBA`, 35  
`_intX3D_MFFloat`, 35  
`_intX3D_MFImage`, 36  
`_intX3D_MFInt32`, 36  
`_intX3D_MFNode`, 36  
`_intX3D_MFRotation`, 37  
`_intX3D_MFString`, 37  
`_intX3D_MFTime`, 37  
`_intX3D_MFVec2d`, 38  
`_intX3D_MFVec2f`, 38  
`_intX3D_MFVec3d`, 38  
`_intX3D_MFVec3f`, 39  
`_intX3D_SFBool`, 39  
`_intX3D_SFColor`, 39  
`_intX3D_SFColorRGBA`, 39  
`_intX3D_SFFloat`, 40  
`_intX3D_SFImage`, 40  
`_intX3D_SFInt32`, 40  
`_intX3D_SFNode`, 41  
`_intX3D_SFRotation`, 41  
`_intX3D_SFString`, 41  
`_intX3D_SFTime`, 41  
`_intX3D_SFVec2d`, 42  
`_intX3D_SFVec2f`, 42  
`_intX3D_SFVec3d`, 42  
`_intX3D_SFVec3f`, 43  
`_s_list_t`, 43  
`_urlRequest`, 46

`ActiveRegion`, 48  
`anyVrml`, 48

`block`, 49  
`brotoDefpair`, 49  
`brotoIS`, 49  
`brotoRoute`, 50

`CR_RegStruct`, 75  
`CRStruct`, 77  
`CRjsnameStruct`, 76  
`CRscriptStruct`, 76  
`CachedVertex`, 57  
`cbDataExactName`, 57  
`cbDataRootNameAndRouteDir`, 58  
`coded_block_pattern_entry`, 58  
`currayhit`, 77

`DDS_header`, 78  
`datChnk`, 77  
`dct_dc_size_entry`, 78  
`DdsLoadInfo`, 79  
`Dict`, 79  
`DictNode`, 79

`EAI_ListenerStruct`, 80  
`EAINodeIndexStruct`, 84  
`EAINodeParams`, 84  
`ECMAValueStruct`, 86  
`EdgePair`, 87

`FWBITMAPFILEHEADER`, 126  
`FWBITMAPINFO`, 126  
`FWBITMAPINFOHEADER`, 126  
`FWJavaScriptClassLoader`  
    `vrml::FWJavaScriptClassLoader`, 130  
`FWRGBQUAD`, 141  
`FWSNDMSG`, 150  
`FGY`, 150  
`FaceCount`, 111  
`FieldDecl`, 112  
`fieldNodeState`, 113  
`FirstStruct`, 114  
`fmtChnk`, 114  
`freewrl_params`, 115  
`fw_MaterialParameters`, 125

`GLUface`, 151  
`GLUhalfEdge`, 151  
`GLUmesh`, 152  
`GLUtessellator`, 152  
`GLUvertex`, 153  
`GoP`, 153

- iiglobal, 155
- iiglobal::tBindable, 259
- iiglobal::tCParse, 263
- iiglobal::tCParseParser, 263
- iiglobal::tCProto, 264
- iiglobal::tCRoutes, 264
- iiglobal::tCScripts, 264
- iiglobal::tComponent\_EnvironSensor, 260
- iiglobal::tComponent\_Geometry3D, 261
- iiglobal::tComponent\_Geospatial, 261
- iiglobal::tComponent\_HAnim, 261
- iiglobal::tComponent\_KeyDevice, 261
- iiglobal::tComponent\_Shape, 262
- iiglobal::tComponent\_Sound, 262
- iiglobal::tComponent\_Text, 262
- iiglobal::tComponent\_VRML1, 263
- iiglobal::tConsoleMessage, 263
- iiglobal::tCursorDraw, 265
- iiglobal::tEAI\_C\_CommonFunctions, 266
- iiglobal::tEAICore, 266
- iiglobal::tEAIEventsIn, 266
- iiglobal::tEAIHelpers, 267
- iiglobal::tFrustum, 268
- iiglobal::tJScript, 269
- iiglobal::tLoadTextures, 270
- iiglobal::tMainloop, 270
- iiglobal::tOpenGL\_Utills, 271
- iiglobal::tPluginSocket, 271
- iiglobal::tProdCon, 272
- iiglobal::tRasterFont, 272
- iiglobal::tRenderFuncs, 273
- iiglobal::tRenderTextures, 274
- iiglobal::tSensInterps, 274
- iiglobal::tSnapshot, 275
- iiglobal::tStreamPoly, 275
- iiglobal::tTess, 275
- iiglobal::tTextures, 276
- iiglobal::tViewer, 277
- iiglobal::tX3DParser, 277
- iiglobal::tX3DProtoScript, 277
- iiglobal::tcollision, 260
- iiglobal::tcommon, 260
- iiglobal::tdisplay, 265
- iiglobal::tinternalc, 268
- iiglobal::tio\_http, 268
- iiglobal::tjsUtils, 269
- iiglobal::tjsVRMLBrowser, 269
- iiglobal::tjsVRMLClasses, 270
- iiglobal::tpluginUtils, 272
- iiglobal::tresources, 274
- iiglobal::tstatusbar, 275
- iiglobal::tthreads, 276
- initialRouteStruct, 157
- InvalidEventInException
  - vrml::external::exception::InvalidEventInException, 160
- InvalidNodeException
  - vrml::external::exception::InvalidNodeException, 165
- InvalidVrmlException
  - vrml::external::exception::InvalidVrmlException, 169
- key, 170
- keypressTuple, 171
- macroblock, 171
- matpropstruct, 171
- mb\_addr\_inc\_entry, 174
- mb\_type\_entry, 174
- motion\_vectors\_entry, 195
- mouseTuple, 195
- Multi\_Bool, 195
- Multi\_Color, 196
- Multi\_ColorRGBA, 196
- Multi\_Double, 196
- Multi\_Float, 197
- Multi\_Int32, 197
- Multi\_Matrix3d, 197
- Multi\_Matrix3f, 198
- Multi\_Matrix4d, 198
- Multi\_Matrix4f, 198
- Multi\_Node, 199
- Multi\_Rotation, 199
- Multi\_String, 199
- Multi\_Time, 200
- Multi\_Vec2d, 200
- Multi\_Vec2f, 200
- Multi\_Vec3d, 201
- Multi\_Vec3f, 201
- Multi\_Vec4d, 201
- Multi\_Vec4f, 202
- multiTexParams, 202
- myArgs, 202
- MyVertex, 203
- nameValuePairs, 203
- NestedProtoField, 203
- opened\_file, 207
- org.web3d.x3d.sai.Browser, 50
- org.web3d.x3d.sai.BrowserEvent, 53
- org.web3d.x3d.sai.BrowserFactoryImpl, 54
- org.web3d.x3d.sai.BrowserInterface, 55
- org.web3d.x3d.sai.BrowserListener, 56
- org.web3d.x3d.sai.BrowserNotSharedException, 57
- org.web3d.x3d.sai.ComponentInfo, 59
- org.web3d.x3d.sai.ConnectionException, 59
- org.web3d.x3d.sai.ExternalBrowser, 111
- org.web3d.x3d.sai.ImportedNodeException, 157
- org.web3d.x3d.sai.InsufficientCapabilitiesException, 158
- org.web3d.x3d.sai.InvalidBrowserException, 158
- org.web3d.x3d.sai.InvalidDocumentException, 159
- org.web3d.x3d.sai.InvalidExecutionContextException, 161

- org.web3d.x3d.sai.InvalidFieldException, 163
- org.web3d.x3d.sai.InvalidFieldValueException, 163
- org.web3d.x3d.sai.InvalidNameException, 164
- org.web3d.x3d.sai.InvalidNodeException, 164
- org.web3d.x3d.sai.InvalidOperationTimingException, 166
- org.web3d.x3d.sai.InvalidProtoException, 166
- org.web3d.x3d.sai.InvalidRouteException, 167
- org.web3d.x3d.sai.InvalidURLErrorException, 168
- org.web3d.x3d.sai.InvalidX3DException, 169
- org.web3d.x3d.sai.MFBool, 174
- org.web3d.x3d.sai.MFColor, 176
- org.web3d.x3d.sai.MFColorRGBA, 177
- org.web3d.x3d.sai.MFDouble, 177
- org.web3d.x3d.sai.MFFloat, 179
- org.web3d.x3d.sai.MFImage, 182
- org.web3d.x3d.sai.MFInt32, 182
- org.web3d.x3d.sai.MFNode, 184
- org.web3d.x3d.sai.MFRotation, 185
- org.web3d.x3d.sai.MFString, 187
- org.web3d.x3d.sai.MFTime, 189
- org.web3d.x3d.sai.MFVec2d, 190
- org.web3d.x3d.sai.MFVec2f, 191
- org.web3d.x3d.sai.MFVec3d, 192
- org.web3d.x3d.sai.MFVec3f, 194
- org.web3d.x3d.sai.MField, 179
- org.web3d.x3d.sai.Matrix, 172
- org.web3d.x3d.sai.Matrix3, 172
- org.web3d.x3d.sai.Matrix4, 173
- org.web3d.x3d.sai.NoSuchBrowserException, 206
- org.web3d.x3d.sai.NodeInUseException, 205
- org.web3d.x3d.sai.NodeUnavailableException, 205
- org.web3d.x3d.sai.NotSupportedException, 206
- org.web3d.x3d.sai.ProfileInfo, 224
- org.web3d.x3d.sai.SFBool, 239
- org.web3d.x3d.sai.SFColor, 241
- org.web3d.x3d.sai.SFColorRGBA, 242
- org.web3d.x3d.sai.SFDouble, 242
- org.web3d.x3d.sai.SFFloat, 243
- org.web3d.x3d.sai.SFImage, 244
- org.web3d.x3d.sai.SFInt32, 246
- org.web3d.x3d.sai.SFNode, 248
- org.web3d.x3d.sai.SFRotation, 250
- org.web3d.x3d.sai.SFString, 251
- org.web3d.x3d.sai.SFTime, 252
- org.web3d.x3d.sai.SFVec2d, 253
- org.web3d.x3d.sai.SFVec2f, 254
- org.web3d.x3d.sai.SFVec3d, 255
- org.web3d.x3d.sai.SFVec3f, 257
- org.web3d.x3d.sai.URLUnavailableException, 279
- org.web3d.x3d.sai.X3DAppearanceChildNode, 446
- org.web3d.x3d.sai.X3DAppearanceNode, 447
- org.web3d.x3d.sai.X3DAudioClipNode, 447
- org.web3d.x3d.sai.X3DBackgroundNode, 448
- org.web3d.x3d.sai.X3DBindableNode, 448
- org.web3d.x3d.sai.X3DBoundedObject, 449
- org.web3d.x3d.sai.X3DChildNode, 449
- org.web3d.x3d.sai.X3DColorNode, 450
- org.web3d.x3d.sai.X3DComponent, 451
- org.web3d.x3d.sai.X3DComposedGeometryNode, 451
- org.web3d.x3d.sai.X3DCoordinateNode, 452
- org.web3d.x3d.sai.X3DDragSensorNode, 453
- org.web3d.x3d.sai.X3DEnvironmentalSensorNode, 453
- org.web3d.x3d.sai.X3DException, 454
- org.web3d.x3d.sai.X3DExecutionContext, 455
- org.web3d.x3d.sai.X3DExternProtoDeclaration, 456
- org.web3d.x3d.sai.X3DField, 456
- org.web3d.x3d.sai.X3DFieldDefinition, 457
- org.web3d.x3d.sai.X3DFieldEvent, 458
- org.web3d.x3d.sai.X3DFieldEventListener, 458
- org.web3d.x3d.sai.X3DFieldTypes, 459
- org.web3d.x3d.sai.X3DFontStyleNode, 460
- org.web3d.x3d.sai.X3DGeometricPropertyNode, 461
- org.web3d.x3d.sai.X3DGeometryNode, 461
- org.web3d.x3d.sai.X3DGroupingNode, 461
- org.web3d.x3d.sai.X3DInfoNode, 462
- org.web3d.x3d.sai.X3DInterpolatorNode, 462
- org.web3d.x3d.sai.X3DKeyDeviceSensorNode, 463
- org.web3d.x3d.sai.X3DLightNode, 463
- org.web3d.x3d.sai.X3DMaterialNode, 464
- org.web3d.x3d.sai.X3DMetadataObject, 465
- org.web3d.x3d.sai.X3DNetworkSensorNode, 465
- org.web3d.x3d.sai.X3DNode, 465
- org.web3d.x3d.sai.X3DNodeTypes, 466
- org.web3d.x3d.sai.X3DNormalNode, 468
- org.web3d.x3d.sai.X3DParametricGeometryNode, 468
- org.web3d.x3d.sai.X3DPerFrameObserverScript, 468
- org.web3d.x3d.sai.X3DPointingDeviceSensorNode, 469
- org.web3d.x3d.sai.X3DProtoDeclaration, 469
- org.web3d.x3d.sai.X3DProtoInstance, 470
- org.web3d.x3d.sai.X3DRoute, 470
- org.web3d.x3d.sai.X3DScene, 471
- org.web3d.x3d.sai.X3DScriptImplementation, 472
- org.web3d.x3d.sai.X3DScriptNode, 472
- org.web3d.x3d.sai.X3DSensorNode, 473
- org.web3d.x3d.sai.X3DSequencerNode, 473
- org.web3d.x3d.sai.X3DShapeNode, 474
- org.web3d.x3d.sai.X3DSoundNode, 474
- org.web3d.x3d.sai.X3DSoundSourceNode, 475
- org.web3d.x3d.sai.X3DTextNode, 475
- org.web3d.x3d.sai.X3DTexture2DNode, 476
- org.web3d.x3d.sai.X3DTextureCoordinateNode, 476
- org.web3d.x3d.sai.X3DTextureNode, 477
- org.web3d.x3d.sai.X3DTextureTransform2DNode, 477
- org.web3d.x3d.sai.X3DTextureTransformNode, 478
- org.web3d.x3d.sai.X3DTimeDependentNode, 478
- org.web3d.x3d.sai.X3DTouchSensorNode, 479
- org.web3d.x3d.sai.X3DTriggerNode, 480
- org.web3d.x3d.sai.X3DUrlObject, 480
- orient\_XYZA, 207
- pCParse, 212
- pCParseParser, 212
- pCProto, 212
- pCRoutes, 213
- pCScripts, 213
- pComponent\_EnvironSensor, 208

- pComponent\_Geometry3D, 209
- pComponent\_Geospatial, 209
- pComponent\_HAnim, 209
- pComponent\_KeyDevice, 210
- pComponent\_Shape, 210
- pComponent\_Sound, 210
- pComponent\_Text, 211
- pConsoleMessage, 211
- pCursorDraw, 213
- pEAI\_C\_CommonFunctions, 214
- pEAICore, 214
- pEAIEventsIn, 214
- pEAISHelpers, 215
- pFrustum, 215
- pJScript, 216
- pLoadTextures, 217
- pMainloop, 217
- pOpenGL\_Utils, 220
- pPluginSocket, 220
- pProdCon, 221
- PQhandleElem, 221
- PQnode, 222
- PROTOInstanceEntry, 227
- PROTOnameStruct, 227
- pRasterFont, 222
- pRenderFuncs, 222
- pRenderTextures, 223
- PSStruct, 229
- pSensInterps, 228
- pSnapshot, 228
- pStreamPoly, 229
- pTess, 230
- pTextures, 230
- pViewer, 230
- pX3DParser, 231
- pX3DProtoScript, 232
- pcollision, 207
- pcommon, 208
- pict, 215
- pict\_image, 216
- pio\_http, 216
- playbackRecord, 217
- point\_XYZ, 219
- pointer2pointer, 219
- PointerHash, 219
- PointerHashEntry, 219
- ppluginUtils, 221
- PriorityQ, 224
- profile\_entry, 224
- proftablestruct, 225
- ProtoDefinition, 225
- ProtoElementPointer, 226
- ProtoFieldDecl, 226
- protoInsert, 226
- ProtoRoute, 227
- pstatusbar, 229
- quaternion, 232
- rb1, 232
- resource\_item, 233
- s\_renderer\_capabilities\_t, 233
- s\_shader\_capabilities, 234
- sCollisionGeometry, 235
- sCollisionInfo, 236
- SFColor, 240
- SFColorRGBA, 241
- SFMatrix3d, 246
- SFMatrix3f, 247
- SFMatrix4d, 247
- SFMatrix4f, 247
- SFRotation, 249
- SFVec2d, 252
- SFVec2f, 253
- SFVec3d, 255
- SFVec3f, 256
- SFVec4d, 257
- SFVec4f, 257
- sFallInfo, 238
- SNDFILE, 259
- sNavInfo, 259
- sai.BrowserFactory, 54
- sai.BrowserGlobals, 55
- sai.eai.EAIAsyncMessage, 80
- sai.eai.EAIAsyncQueue, 81
- sai.eai.EAIAsyncThread, 82
- sai.eai.EAIMessage, 83
- sai.eai.EAIinThread, 82
- sai.eai.EAIoutQueue, 85
- sai.eai.EAIoutThread, 85
- sai.eai.UnsupportedFieldTypeException, 278
- sai.eai.VField, 281
- sai.eai.VIP, 287
- sai.eai.VMFCColor, 289
- sai.eai.VMFFloat, 290
- sai.eai.VMFInt32, 291
- sai.eai.VMFRotation, 292
- sai.eai.VMFString, 293
- sai.eai.VMFVec2f, 294
- sai.eai.VMFVec3f, 295
- sai.eai.VRMLObject, 297
- sai.eai.VRMLObjectObserver, 298
- sai.eai.VSFBBool, 299
- sai.eai.VSFCColor, 300
- sai.eai.VSFFloat, 301
- sai.eai.VSFImage, 303
- sai.eai.VSFInt32, 304
- sai.eai.VSFRotation, 305
- sai.eai.VSFString, 306
- sai.eai.VSFTime, 308
- sai.eai.VSFVec2f, 309
- sai.eai.VSFVec3f, 310
- sai.FWComponentInfo, 127
- sai.FWExternProtoDeclaration, 128
- sai.FWMFCColor, 130
- sai.FWMFCColorRGBA, 131
- sai.FWMFDouble, 132

- sai.FWMFFloat, 132
- sai.FWMFInt32, 133
- sai.FWMFNode, 134
- sai.FWMFRotation, 134
- sai.FWMFString, 135
- sai.FWMFVec2d, 136
- sai.FWMFVec2f, 136
- sai.FWMFVec3d, 137
- sai.FWMFVec3f, 138
- sai.FWProfInfo, 139
- sai.FWProfileInfo, 138
- sai.FWProtoDeclaration, 139
- sai.FWProtoInstance, 140
- sai.FWRoute, 141
- sai.FWSFBool, 141
- sai.FWSFColor, 142
- sai.FWSFColorRGBA, 143
- sai.FWSFDouble, 143
- sai.FWSFFloat, 144
- sai.FWSFImage, 144
- sai.FWSFInt32, 145
- sai.FWSFNode, 145
- sai.FWSFRotation, 146
- sai.FWSFString, 147
- sai.FWSFTime, 147
- sai.FWSFVec2d, 148
- sai.FWSFVec2f, 148
- sai.FWSFVec3d, 149
- sai.FWSFVec3f, 149
- sai.FreeWRLBrowser, 115
- sai.FreeWRLBrowserInfo, 117
- sai.FreeWRLComponent, 117
- sai.FreeWRLField, 118
- sai.FreeWRLFieldDefinition, 119
- sai.FreeWRLFieldTypes, 120
- sai.FreeWRLMField, 121
- sai.FreeWRLNode, 122
- sai.FreeWRLNodeTypes, 123
- sai.FreeWRLRendererInfo, 123
- sai.FreeWRLScene, 124
- ScriptFieldDecl, 237
- ScriptFieldInstanceInfo, 237
- ScriptParamList, 237
- SensStruct, 238
- Shader\_Script, 258
- shaderTableEntry, 258
- slice, 258
  
- textureTableIndexStruct, 267
- textureVertexInfo, 267
- Touch, 271
- trenderstate, 273
  
- un1, 278
- Uni\_String, 278
  
- VRMLLexer, 296
- VRMLParser, 299
- Vector, 280
  
- vid\_stream, 283
- viewer, 284
- viewer\_examine, 285
- viewer\_fly, 286
- viewer\_inplane, 286
- viewer\_walk, 286
- viewer\_ypz, 287
- vrml.BaseNode, 48
- vrml.Browser, 51
- vrml.ConstField, 60
- vrml.ConstMField, 62
- vrml.Event, 87
- vrml.external.Browser, 52
- vrml.external.BrowserGlobals, 55
- vrml.external.BrowserInterface, 56
- vrml.external.exception.InvalidEventInException, 159
- vrml.external.exception.InvalidEventOutException, 161
- vrml.external.exception.InvalidNodeException, 165
- vrml.external.exception.InvalidVrmlException, 168
- vrml.external.field.EventIn, 88
- vrml.external.field.EventInMFColor, 89
- vrml.external.field.EventInMFFloat, 89
- vrml.external.field.EventInMFInt32, 90
- vrml.external.field.EventInMFNode, 90
- vrml.external.field.EventInMFRotation, 91
- vrml.external.field.EventInMFString, 91
- vrml.external.field.EventInMFVec2f, 92
- vrml.external.field.EventInMFVec3f, 92
- vrml.external.field.EventInSFBool, 93
- vrml.external.field.EventInSFColor, 93
- vrml.external.field.EventInSFFloat, 94
- vrml.external.field.EventInSFImage, 94
- vrml.external.field.EventInSFInt32, 95
- vrml.external.field.EventInSFNode, 95
- vrml.external.field.EventInSFRotation, 96
- vrml.external.field.EventInSFString, 96
- vrml.external.field.EventInSFTime, 97
- vrml.external.field.EventInSFVec2f, 97
- vrml.external.field.EventInSFVec3f, 98
- vrml.external.field.EventOut, 98
- vrml.external.field.EventOutMFColor, 100
- vrml.external.field.EventOutMFFloat, 100
- vrml.external.field.EventOutMFInt32, 101
- vrml.external.field.EventOutMFNode, 102
- vrml.external.field.EventOutMFRotation, 103
- vrml.external.field.EventOutMFString, 103
- vrml.external.field.EventOutMFVec2f, 104
- vrml.external.field.EventOutMFVec3f, 104
- vrml.external.field.EventOutMField, 101
- vrml.external.field.EventOutObserver, 105
- vrml.external.field.EventOutSFBool, 105
- vrml.external.field.EventOutSFColor, 106
- vrml.external.field.EventOutSFFloat, 106
- vrml.external.field.EventOutSFImage, 107
- vrml.external.field.EventOutSFInt32, 107
- vrml.external.field.EventOutSFNode, 108
- vrml.external.field.EventOutSFRotation, 108
- vrml.external.field.EventOutSFString, 109

- vrml.external.field.EventOutSFTIME, 109
- vrml.external.field.EventOutSFVec2f, 110
- vrml.external.field.EventOutSFVec3f, 110
- vrml.external.field.FieldTypes, 113
- vrml.external.FreeWRLEAI.EAIAsyncMessage, 80
- vrml.external.FreeWRLEAI.EAIAsyncQueue, 81
- vrml.external.FreeWRLEAI.EAIAsyncThread, 81
- vrml.external.FreeWRLEAI.EAIMessage, 84
- vrml.external.FreeWRLEAI.EAIinThread, 83
- vrml.external.FreeWRLEAI.EAIoutQueue, 85
- vrml.external.FreeWRLEAI.EAIoutThread, 86
- vrml.external.FreeWRLEAI.UnsupportedFieldTypeException, 279
- vrml.external.FreeWRLEAI.VField, 280
- vrml.external.FreeWRLEAI.VIP, 288
- vrml.external.FreeWRLEAI.VMFCOLOR, 289
- vrml.external.FreeWRLEAI.VMFFloat, 290
- vrml.external.FreeWRLEAI.VMFINt32, 291
- vrml.external.FreeWRLEAI.VMFRotation, 292
- vrml.external.FreeWRLEAI.VMFString, 293
- vrml.external.FreeWRLEAI.VMFVec2f, 294
- vrml.external.FreeWRLEAI.VMFVec3f, 296
- vrml.external.FreeWRLEAI.VRMLObject, 297
- vrml.external.FreeWRLEAI.VRMLObjectObserver, 298
- vrml.external.FreeWRLEAI.VSFBool, 300
- vrml.external.FreeWRLEAI.VSFCOLOR, 301
- vrml.external.FreeWRLEAI.VSFFloat, 302
- vrml.external.FreeWRLEAI.VSFImage, 302
- vrml.external.FreeWRLEAI.VSFInt32, 304
- vrml.external.FreeWRLEAI.VSFRotation, 305
- vrml.external.FreeWRLEAI.VSFString, 306
- vrml.external.FreeWRLEAI.VSFTIME, 307
- vrml.external.FreeWRLEAI.VSFVec2f, 308
- vrml.external.FreeWRLEAI.VSFVec3f, 309
- vrml.external.IBrowser, 154
- vrml.external.Node, 204
- vrml.FWCreateField, 127
- vrml.FWHelper, 128
- vrml.FWJavaScript, 129
- vrml.FWJavaScriptBinding, 129
- vrml.FWJavaScriptClassLoader, 129
- vrml.Field, 111
- vrml.field.ConstMFCOLOR, 60
- vrml.field.ConstMFFloat, 61
- vrml.field.ConstMFINt32, 63
- vrml.field.ConstMFNode, 64
- vrml.field.ConstMFRotation, 64
- vrml.field.ConstMFString, 65
- vrml.field.ConstMFTIME, 66
- vrml.field.ConstMFVec2f, 67
- vrml.field.ConstMFVec3f, 67
- vrml.field.ConstSFBool, 68
- vrml.field.ConstSFCOLOR, 69
- vrml.field.ConstSFFloat, 70
- vrml.field.ConstSFImage, 70
- vrml.field.ConstSFInt32, 71
- vrml.field.ConstSFNode, 72
- vrml.field.ConstSFRotation, 72
- vrml.field.ConstSFString, 73
- vrml.field.ConstSFTIME, 73
- vrml.field.ConstSFVec2f, 74
- vrml.field.ConstSFVec3f, 75
- vrml.field.MFCOLOR, 175
- vrml.field.MFFloat, 178
- vrml.field.MFINt32, 183
- vrml.field.MFNode, 184
- vrml.field.MFRotation, 186
- vrml.field.MFString, 188
- vrml.field.MFTIME, 189
- vrml.field.MFVec2f, 191
- vrml.field.MFVec3f, 193
- vrml.field.SFBool, 239
- vrml.field.SFCOLOR, 240
- vrml.field.SFFloat, 243
- vrml.field.SFImage, 244
- vrml.field.SFINt32, 245
- vrml.field.SFNode, 247
- vrml.field.SFRotation, 249
- vrml.field.SFString, 250
- vrml.field.SFTIME, 251
- vrml.field.SFVec2f, 254
- vrml.field.SFVec3f, 256
- vrml.InvalidEventInException, 160
- vrml.InvalidEventOutException, 160
- vrml.InvalidExposedFieldException, 162
- vrml.InvalidFieldChangeException, 162
- vrml.InvalidFieldException, 163
- vrml.InvalidRouteException, 167
- vrml.InvalidVRMLSyntaxException, 169
- vrml.InvalidX3DSyntaxException, 170
- vrml.MField, 180
- vrml.node.Node, 204
- vrml.node.Script, 236
- vrml::FWJavaScriptClassLoader
  - FWJavaScriptClassLoader, 130
- vrml::external::exception::InvalidEventInException
  - InvalidEventInException, 160
- vrml::external::exception::InvalidNodeException
  - InvalidNodeException, 165
- vrml::external::exception::InvalidVrmlException
  - InvalidVrmlException, 169
- X3D\_Ancor, 311
- X3D\_Appearance, 311
- X3D\_Arc2D, 312
- X3D\_ArcClose2D, 312
- X3D\_AudioClip, 313
- X3D\_Background, 314
- X3D\_Billboard, 315
- X3D\_BooleanFilter, 316
- X3D\_BooleanSequencer, 316
- X3D\_BooleanToggle, 317
- X3D\_BooleanTrigger, 317
- X3D\_Box, 318
- X3D\_CADAssembly, 318
- X3D\_CADFace, 319
- X3D\_CADLayer, 320

X3D\_CADPart, 320  
X3D\_Circle2D, 321  
X3D\_ClipPlane, 322  
X3D\_Collision, 322  
X3D\_Color, 323  
X3D\_ColorInterpolator, 323  
X3D\_ColorRGBA, 324  
X3D\_ComposedCubeMapTexture, 324  
X3D\_ComposedShader, 325  
X3D\_Cone, 326  
X3D\_Contour2D, 326  
X3D\_ContourPolyLine2D, 327  
X3D\_Coordinate, 327  
X3D\_CoordinateDouble, 328  
X3D\_CoordinateInterpolator, 328  
X3D\_CoordinateInterpolator2D, 329  
X3D\_Cylinder, 329  
X3D\_CylinderSensor, 330  
X3D\_DISEntityManager, 332  
X3D\_DISEntityTypeMapping, 332  
X3D\_DirectionalLight, 331  
X3D\_Disk2D, 333  
X3D\_EaseInEaseOut, 334  
X3D\_ElevationGrid, 334  
X3D\_EspduTransform, 335  
X3D\_Extrusion, 337  
X3D\_FillProperties, 338  
X3D\_FloatVertexAttribute, 338  
X3D\_Fog, 339  
X3D\_FogCoordinate, 340  
X3D\_FontStyle, 340  
X3D\_GeneratedCubeMapTexture, 341  
X3D\_GeoCoordinate, 341  
X3D\_GeoElevationGrid, 342  
X3D\_GeoLOD, 344  
X3D\_GeoLocation, 343  
X3D\_GeoMetadata, 345  
X3D\_GeoOrigin, 345  
X3D\_GeoPositionInterpolator, 346  
X3D\_GeoProximitySensor, 346  
X3D\_GeoTouchSensor, 347  
X3D\_GeoTransform, 348  
X3D\_GeoViewpoint, 349  
X3D\_Group, 350  
X3D\_HAnimDisplacer, 351  
X3D\_HAnimHumanoid, 351  
X3D\_HAnimJoint, 352  
X3D\_HAnimSegment, 353  
X3D\_HAnimSite, 354  
X3D\_ImageCubeMapTexture, 354  
X3D\_ImageTexture, 355  
X3D\_IndexedFaceSet, 356  
X3D\_IndexedLineSet, 356  
X3D\_IndexedQuadSet, 357  
X3D\_IndexedTriangleFanSet, 358  
X3D\_IndexedTriangleSet, 359  
X3D\_IndexedTriangleStripSet, 359  
X3D\_Inline, 360  
X3D\_IntegerSequencer, 361  
X3D\_IntegerTrigger, 361  
X3D\_KeySensor, 362  
X3D\_LOD, 366  
X3D\_LineProperties, 363  
X3D\_LineSensor, 363  
X3D\_LineSet, 364  
X3D\_LoadSensor, 365  
X3D\_LocalFog, 365  
X3D\_Material, 367  
X3D\_Matrix3VertexAttribute, 367  
X3D\_Matrix4VertexAttribute, 368  
X3D\_MetadataDouble, 368  
X3D\_MetadataFloat, 369  
X3D\_MetadataInteger, 370  
X3D\_MetadataMFBool, 370  
X3D\_MetadataMFColor, 371  
X3D\_MetadataMFColorRGBA, 371  
X3D\_MetadataMFDouble, 372  
X3D\_MetadataMFFloat, 372  
X3D\_MetadataMFInt32, 373  
X3D\_MetadataMFMatrix3d, 374  
X3D\_MetadataMFMatrix3f, 374  
X3D\_MetadataMFMatrix4d, 375  
X3D\_MetadataMFMatrix4f, 375  
X3D\_MetadataMFNode, 376  
X3D\_MetadataMFRotation, 376  
X3D\_MetadataMFString, 377  
X3D\_MetadataMFTime, 378  
X3D\_MetadataMFVec2d, 378  
X3D\_MetadataMFVec2f, 379  
X3D\_MetadataMFVec3d, 379  
X3D\_MetadataMFVec3f, 380  
X3D\_MetadataMFVec4d, 380  
X3D\_MetadataMFVec4f, 381  
X3D\_MetadataSFBool, 382  
X3D\_MetadataSFColor, 383  
X3D\_MetadataSFColorRGBA, 383  
X3D\_MetadataSFDouble, 384  
X3D\_MetadataSFFloat, 384  
X3D\_MetadataSFImage, 385  
X3D\_MetadataSFInt32, 386  
X3D\_MetadataSFMMatrix3d, 386  
X3D\_MetadataSFMMatrix3f, 387  
X3D\_MetadataSFMMatrix4d, 387  
X3D\_MetadataSFMMatrix4f, 388  
X3D\_MetadataSFNode, 388  
X3D\_MetadataSFRotation, 389  
X3D\_MetadataSFString, 390  
X3D\_MetadataSFTime, 390  
X3D\_MetadataSFVec2d, 391  
X3D\_MetadataSFVec2f, 391  
X3D\_MetadataSFVec3d, 392  
X3D\_MetadataSFVec3f, 392  
X3D\_MetadataSFVec4d, 393  
X3D\_MetadataSFVec4f, 394  
X3D\_MetadataSet, 382  
X3D\_MetadataString, 394

X3D\_MovieTexture, 395  
X3D\_MultiTexture, 396  
X3D\_MultiTextureCoordinate, 396  
X3D\_MultiTextureTransform, 397  
X3D\_NavigationInfo, 397  
X3D\_Node, 398  
X3D\_Normal, 398  
X3D\_NormalInterpolator, 399  
X3D\_NurbsCurve, 400  
X3D\_NurbsCurve2D, 400  
X3D\_NurbsOrientationInterpolator, 401  
X3D\_NurbsPatchSurface, 401  
X3D\_NurbsPositionInterpolator, 402  
X3D\_NurbsSet, 403  
X3D\_NurbsSurfaceInterpolator, 403  
X3D\_NurbsSweptSurface, 404  
X3D\_NurbsSwungSurface, 405  
X3D\_NurbsTextureCoordinate, 405  
X3D\_NurbsTrimmedSurface, 406  
X3D\_OSC\_Sensor, 408  
X3D\_OrientationInterpolator, 407  
X3D\_OrthoViewpoint, 407  
X3D\_PackagedShader, 409  
X3D\_PickableGroup, 409  
X3D\_PixelTexture, 410  
X3D\_PlaneSensor, 411  
X3D\_PointLight, 412  
X3D\_PointPickSensor, 412  
X3D\_PointSet, 413  
X3D\_PolyRep, 415  
X3D\_Polyline2D, 414  
X3D\_Polypoint2D, 414  
X3D\_PositionInterpolator, 415  
X3D\_PositionInterpolator2D, 416  
X3D\_ProgramShader, 417  
X3D\_Proto, 417  
X3D\_ProximitySensor, 418  
X3D\_QuadSet, 419  
X3D\_ReceiverPdu, 419  
X3D\_Rectangle2D, 420  
X3D\_ScalarInterpolator, 421  
X3D\_Script, 422  
X3D\_ShaderPart, 422  
X3D\_ShaderProgram, 423  
X3D\_Shape, 423  
X3D\_SignalPdu, 424  
X3D\_Sound, 425  
X3D\_Sphere, 426  
X3D\_SphereSensor, 426  
X3D\_SplinePositionInterpolator, 427  
X3D\_SplinePositionInterpolator2D, 428  
X3D\_SplineScalarInterpolator, 428  
X3D\_SpotLight, 429  
X3D\_SquadOrientationInterpolator, 430  
X3D\_StaticGroup, 430  
X3D\_StringSensor, 431  
X3D\_Switch, 431  
X3D\_Text, 432  
X3D\_TextureBackground, 433  
X3D\_TextureCoordinate, 433  
X3D\_TextureCoordinateGenerator, 434  
X3D\_TextureProperties, 435  
X3D\_TextureTransform, 435  
X3D\_TimeSensor, 436  
X3D\_TimeTrigger, 437  
X3D\_TouchSensor, 437  
X3D\_Transform, 438  
X3D\_TransmitterPdu, 439  
X3D\_TriangleFanSet, 440  
X3D\_TriangleSet, 441  
X3D\_TriangleSet2D, 441  
X3D\_TriangleStripSet, 442  
X3D\_TwoSidedMaterial, 443  
X3D\_Viewpoint, 443  
X3D\_ViewpointGroup, 444  
X3D\_Virt, 445  
X3D\_VisibilitySensor, 445  
X3D\_WorldInfo, 446  
XY, 481