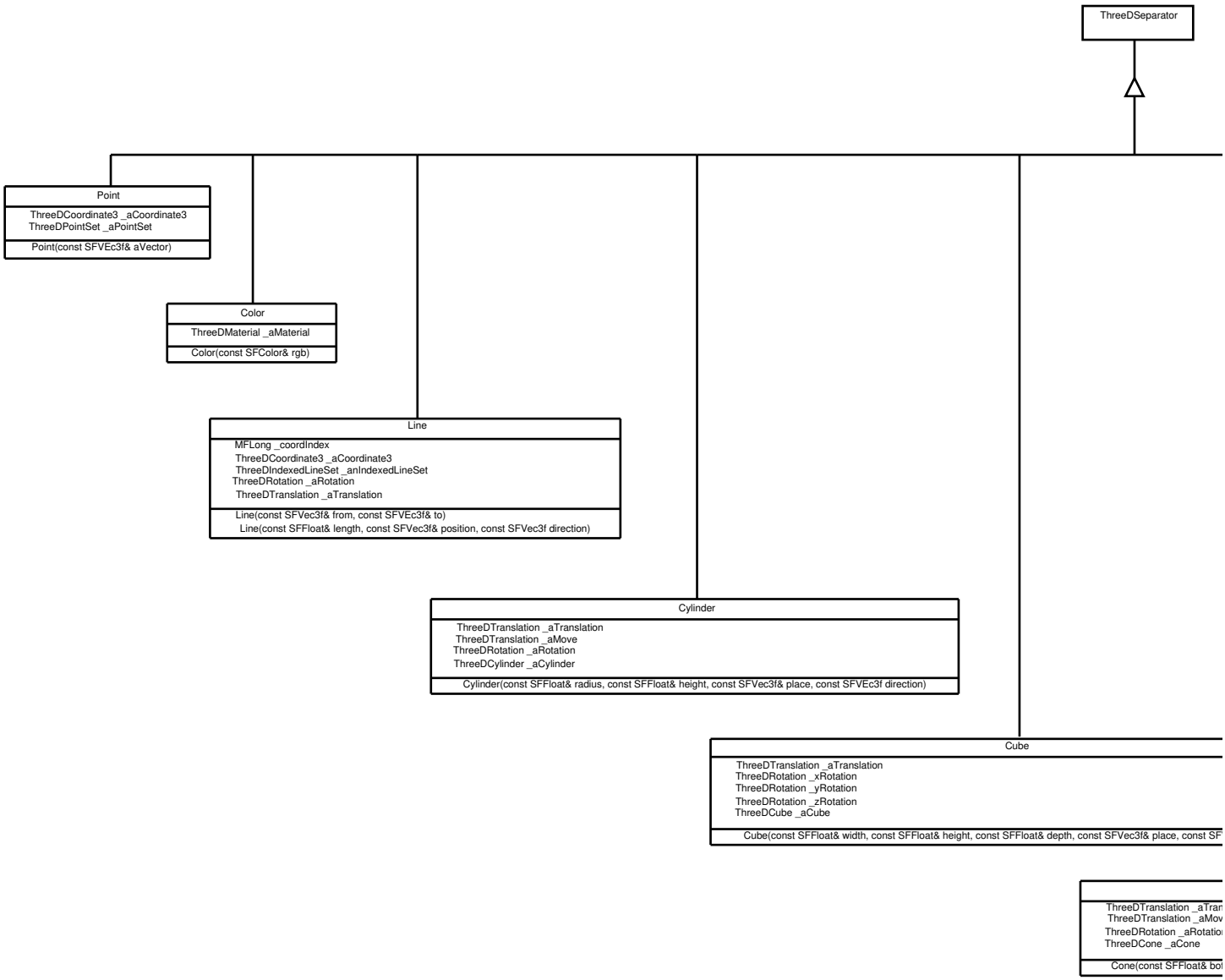
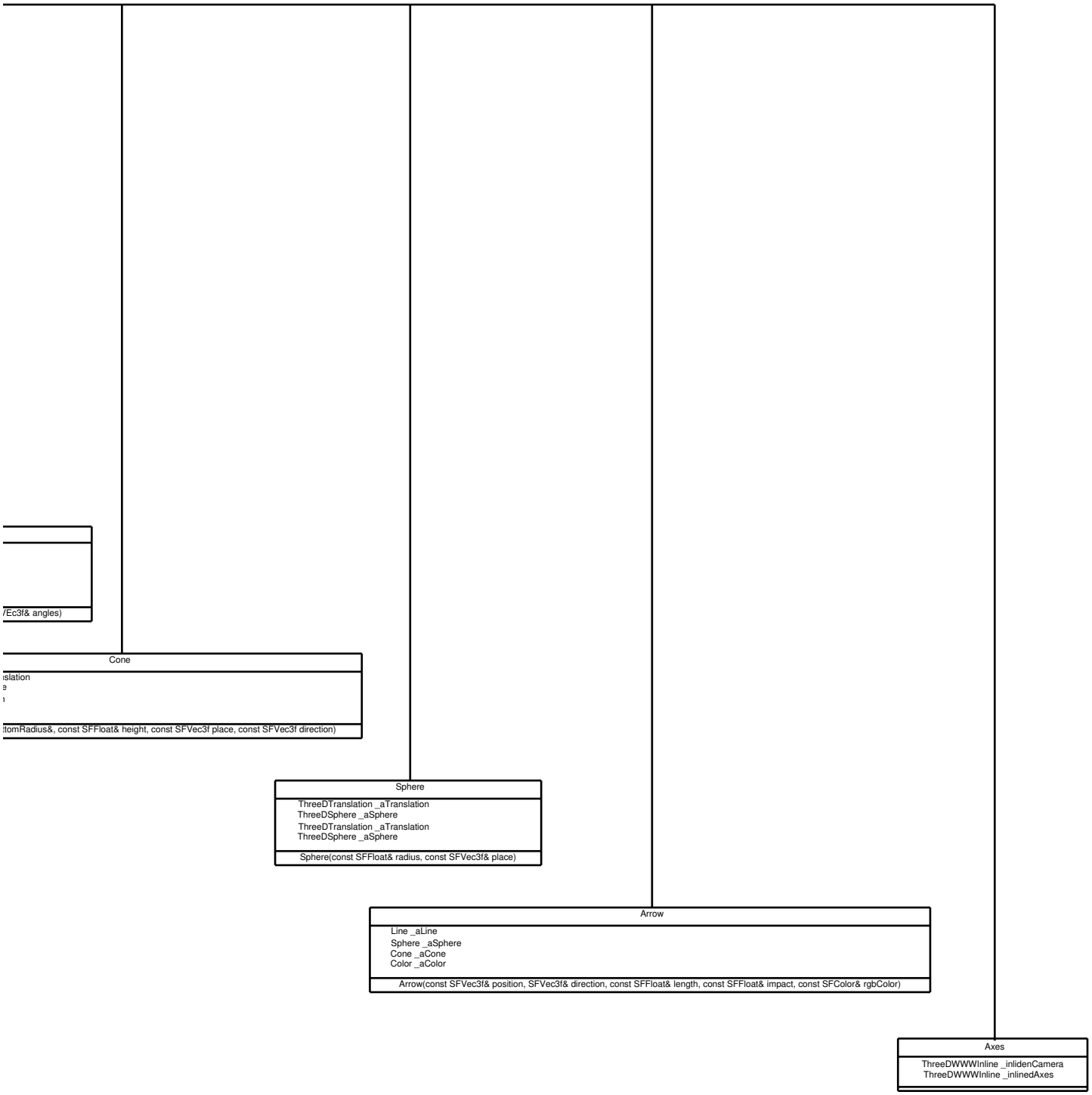

ThreeDSeparator
Point
ThreeDCoordinate3 _aCoordinate3
ThreeDPointSet _aPointSet
Point(const SFVEc3f& aVector)
Color
ThreeDMaterial _aMaterial
Color(const SFColor& rgb)
Line
MFLong _coordIndex
ThreeDCoordinate3 _aCoordinate3
ThreeDIndexedLineSet _anIndexedLineSet
ThreeDRotation _aRotation
ThreeDTranslation _aTranslation
Line(const SFVec3f& from, const SFVEc3f& to)
Line(const SFFloat& length, const SFVec3f& position, const SFVec3f direction)
Cylinder
ThreeDTranslation _aTranslation
ThreeDTranslation _aMove
ThreeDRotation _aRotation
ThreeDCylinder _aCylinder
Cylinder(const SFFloat& radius, const SFFloat& height, const SFVec3f& place, const SFVEc3f direction)
Cube
ThreeDTranslation _aTranslation
ThreeDRotation _xRotation
ThreeDRotation _yRotation
ThreeDRotation _zRotation
ThreeDCube _aCube
Cube(const SFFloat& width, const SFFloat& height, const SFFloat& depth, const SFVec3f& place, const SF
ThreeDTranslation _aTran
ThreeDTranslation _aMov
ThreeDRotation _aRotatio
ThreeDCone _aCone
Cone(const SFFloat& bo


/Ec3f& angles)
Cone
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e
tomRadius&, const SFFloat& height, const SFVec3f place, const SFVec3f direction)
Sphere
ThreeDTranslation _aTranslation
ThreeDSphere _aSphere
ThreeDTranslation _aTranslation
ThreeDSphere _aSphere
Sphere(const SFFloat& radius, const SFVec3f& place)
Arrow
Line _aLine
Sphere _aSphere
Cone _aCone
Color _aColor
Arrow(const SFVec3f& position, SFVec3f& direction, const SFFloat& length, const SFFloat& impact, const SFColor& rgbColor)
Axes
ThreeDWWWInline _inlidenCamera
ThreeDWWWInline _inlinedAxes