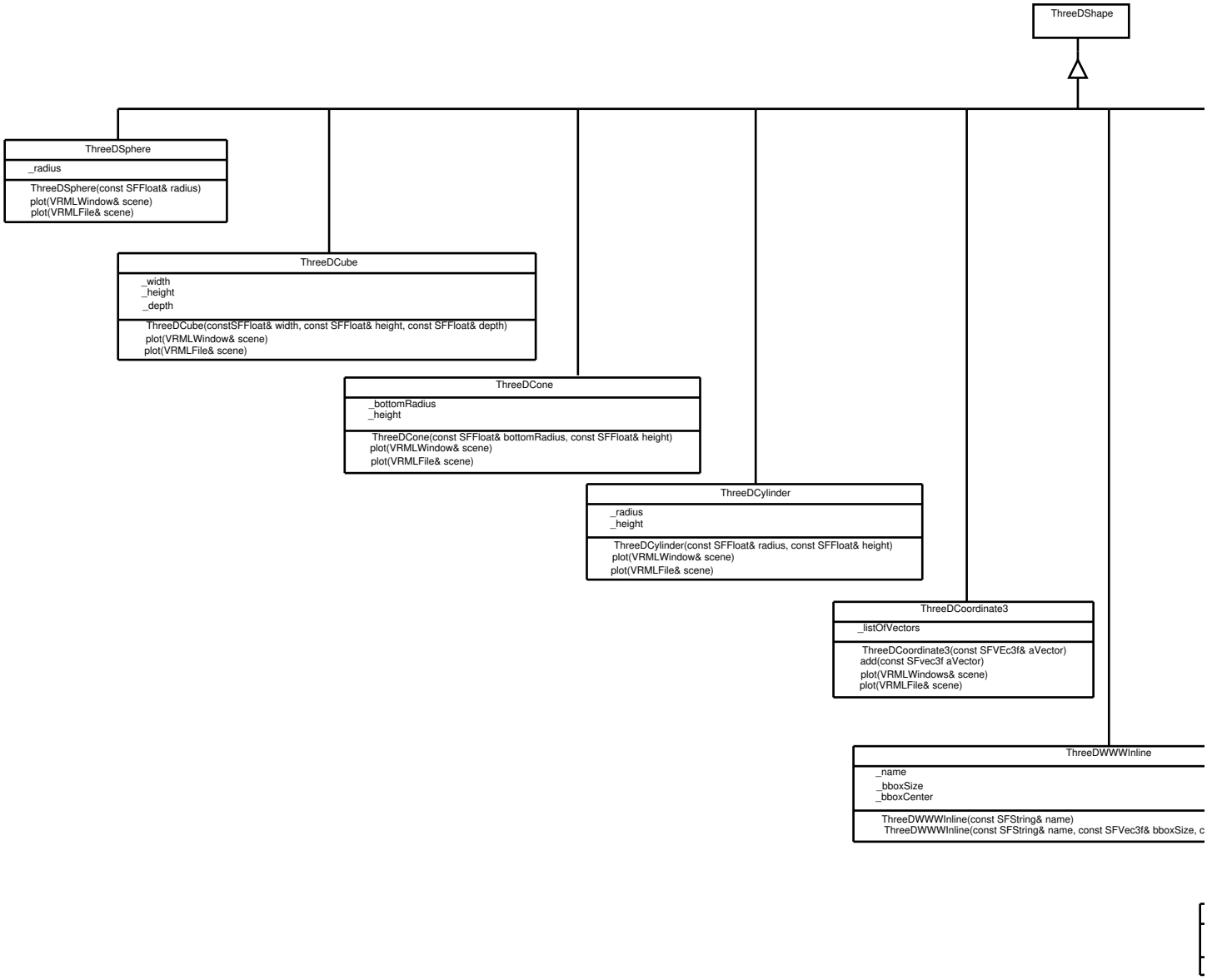
(0,0)


ThreeDShape
ThreeDSphere
_radius
ThreeDSphere(const SFFloat& radius)
plot(VRMLWindow& scene)
plot(VRMLFile& scene)
ThreeDCube
_width
_height
_depth
ThreeDCube(constSFFloat& width, const SFFloat& height, const SFFloat& depth)
plot(VRMLWindow& scene)
plot(VRMLFile& scene)
ThreeDCone
_bottomRadius
_height
ThreeDCone(const SFFloat& bottomRadius, const SFFloat& height)
plot(VRMLWindow& scene)
plot(VRMLFile& scene)
ThreeDCylinder
_radius
_height
ThreeDCylinder(const SFFloat& radius, const SFFloat& height)
plot(VRMLWindow& scene)
plot(VRMLFile& scene)
ThreeDCoordinate3
_listOfVectors
ThreeDCoordinate3(const SFVEc3f& aVector)
add(const SFvec3f aVector)
plot(VRMLWindows& scene)
plot(VRMLFile& scene)
ThreeDWWWInline
_name
_bboxSize
_bboxCenter
ThreeDWWWInline(const SFString& name)
ThreeDWWWInline(const SFString& name, const SFVec3f& bboxSize, c

(0,1)

onst SFVec3f& bboxCenter)
ThreeDPointSet
_startIndex
_numPoints
ThreeDPointSet(const SFLong& startIndex, const SFLong& numPoints)
ThreeDIndexedFaceSet
_coordIndex
_materialIndex
_normalIndex
_textureCoordIndex
ThreeDIndexedFaceSet(const MFLong& coordIndex, const MFLong& materialIndex, const MFLong& normalIndex, const MFLong& textureCoordIndex)
ThreeDIndexedLineSet
_coordIndex
_materialIndex
_normalIndex
_textureCoordIndex
ThreeDIndexedLineSet(const MFLong& coordIndex, const MFLong& materialIndex, const MFLong& normalIndex, const MFLong& textureCoordIndex)