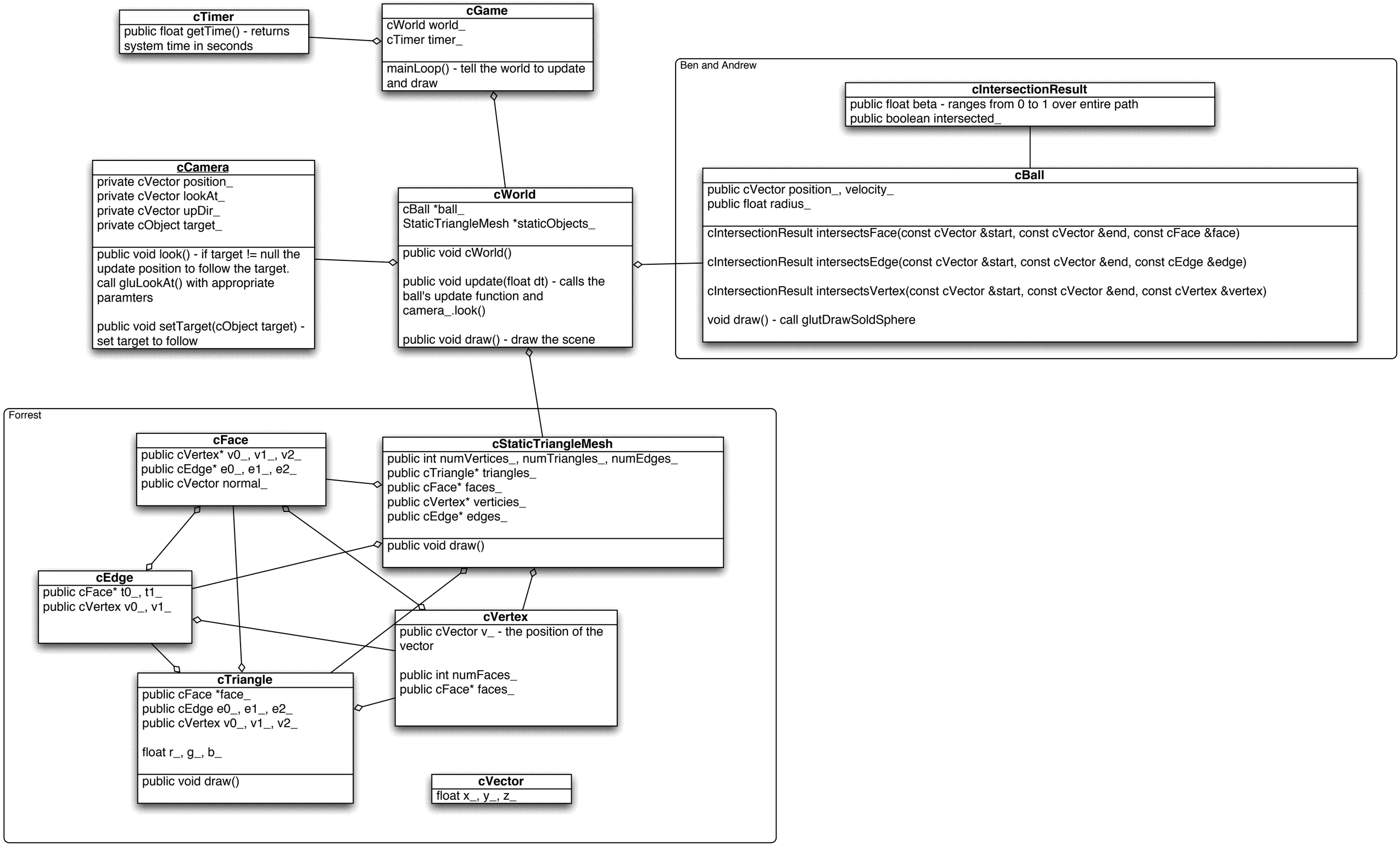
cTimer
public float getTime() - returns system time in seconds
cGame
cWorld world_
cTimer timer_
mainLoop() - tell the world to update and draw
Ben and Andrew
cIntersectionResult
public float beta - ranges from 0 to 1 over entire path
public boolean intersected_
cCamera
private cVector position_
private cVector lookAt_
private cVector upDir_
private cObject target_
public void look() - if target != null the update position to follow the target. call gluLookAt() with appropriate paramters
public void setTarget(cObject target) - set target to follow
cWorld
cBall *ball_
StaticTriangleMesh *staticObjects_
public void cWorld()
public void update(float dt) - calls the ball's update function and camera_.look()
public void draw() - draw the scene
cBall
public cVector position_, velocity_
public float radius_
cIntersectionResult intersectsFace(const cVector &start, const cVector &end, const cFace &face)
cIntersectionResult intersectsEdge(const cVector &start, const cVector &end, const cEdge &edge)
cIntersectionResult intersectsVertex(const cVector &start, const cVector &end, const cVertex &vertex)
void draw() - call glutDrawSoldSphere
Forrest
cFace
public cVertex* v0_, v1_, v2_
public cEdge* e0_, e1_, e2_
public cVector normal_
cStaticTriangleMesh
public int numVertices_, numTriangles_, numEdges_
public cTriangle* triangles_
public cFace* faces_
public cVertex* verticies_
public cEdge* edges_
public void draw()
cEdge
public cFace* t0_, t1_
public cVertex v0_, v1_
cVertex
public cVector v_ - the position of the vector
public int numFaces_
public cFace* faces_
cTriangle
public cFace *face_
public cEdge e0_, e1_, e2_
public cVertex v0_, v1_, v2_
float r_, g_, b_
public void draw()
cVector
float x_, y_, z_