



Delta3D Version 2.4.0

dtInspectorQt::

Reference Manual

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Main Page

Delta3D is an Open Source engine which can be used for games, simulations, or other graphical applications.

The **Delta3D** framework exists as a number of modules, each sitting in its own library, enclosed within its own namespace. At the very core lies the **dtCore** library. This contains basic, low-level functionality which is mostly required for all 3D applications written in C++.

Around and alongside this sit other supporting libraries, such as dtUtil (containing reusable features which are useful for most applications), dtTerrain (for rendering terrain databases), dtGame, dtNet, etc.

Extensive online documentation is available from the Delta3D **Docs** section to help in using Delta3D.

The project's original reference guides generated by Doxygen from the source code may be viewed at the Delta3D **API Documentation** section.

To download source code, binaries, dependencies and sample datasets visit the Delta3D **Downloads** page.

For more about dependencies see the Delta3D **Dependencies** page.

The documentation you are looking at can be downloaded from www.3draum.ch.

Enjoy!

Directory Documentation

2.1 inc/dtInspectorQt/ Directory Reference

Files

- file [baseview.h](#)
- file [cameraview.h](#)
- file [clouddomeview.h](#)
- file [deltawinview.h](#)
- file [drawableview.h](#)
- file [environmentview.h](#)
- file [export.h](#)
- file [infiniteterrainview.h](#)
- file [inspectorqt.h](#)
- file [inspectorwindow.h](#)
- file [iview.h](#)
- file [labelactorview.h](#)
- file [lightview.h](#)
- file [mainpage.h](#)
- file [objectview.h](#)
- file [particlesystemview.h](#)
- file [physicalview.h](#)
- file [sceneview.h](#)
- file [skydomeview.h](#)
- file [systemview.h](#)
- file [transformableview.h](#)
- file [viewview.h](#)
- file [weatherview.h](#)

2.2 src/dtInspectorQt/ Directory Reference

Files

- file [baseview.cpp](#)
- file [cameraview.cpp](#)
- file [clouddomeview.cpp](#)
- file [deltawinview.cpp](#)
- file [drawableview.cpp](#)
- file [environmentview.cpp](#)
- file [infiniteterrainview.cpp](#)
- file [inspectorqt.cpp](#)
- file [inspectorwindow.cpp](#)
- file [labelactorview.cpp](#)
- file [lightview.cpp](#)
- file [objectview.cpp](#)
- file [particlesystemview.cpp](#)
- file [physicalview.cpp](#)
- file [sceneview.cpp](#)
- file [skydomeview.cpp](#)
- file [systemview.cpp](#)
- file [transformableview.cpp](#)
- file [viewview.cpp](#)
- file [weatherview.cpp](#)

2.3 inc/ Directory Reference

Directories

- directory [dtInspectorQt](#)

2.4 src/ Directory Reference

Directories

- directory [dtInspectorQt](#)

Namespace Documentation

3.1 dtCore Namespace Reference

3.2 dtInspectorQt Namespace Reference

A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

Classes

- class [BaseView](#)
Handles the properties of dtCore::Base.
- class [CameraView](#)
operates on Camera
- class [CloudDomeView](#)
Handles the properties of dtCore::CloudDome.
- class [DeltaWinView](#)
Handles the properties of dtCore::DeltaWin.
- class [DrawableView](#)
Handles the properties of dtCore::DeltaDrawable.
- class [EnvironmentView](#)
Handles the properties of dtCore::Environment.
- class [InfiniteTerrainView](#)
Handles the properties of dtCore::InfiniteTerrain.
- class [InspectorQt](#)
This utility library is used to inspect and tweak Delta3D class instances found at runtime.
- class [InspectorWindow](#)
The rendered Qt window for [InspectorQt](#). Uses a .ui file to define the widgets.
- class [IView](#)
Interface class to the handlers of dtCore::Base derivatives.
- class [LabelActorView](#)
Handles the properties of dtABC::LabelActor.
- class [LightView](#)
Handles the properties of dtCore::Light.
- class [ObjectView](#)
Handles the properties of dtCore::Object.
- class [ParticleSystemView](#)
Handles the properties of dtCore::ParticleSystem.
- class [PhysicalView](#)
- class [SceneView](#)
Handles the properties of dtCore::Scene.
- class [SkyDomeView](#)
Handles the properties of dtCore::SkyDome.
- class [SystemView](#)

Handles the properties of dtCore::System.

- class [TransformableView](#)
Handles the properties of dtCore::Transformable.
- class [ViewView](#)
Handles the properties of dtCore::View.
- class [WeatherView](#)
Handles the properties of dtABC::Weather.

3.2.1 Detailed Description

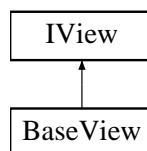
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

Class Documentation

4.1 BaseView Class Reference

Handles the properties of dtCore::Base.

`#include <inc/dtInspectorQt/baseview.h>` Inheritance diagram for BaseView::



Signals

- void [NameChanged](#) (const QString &text)

Public Member Functions

- [BaseView](#) (Ui::InspectorWidget &ui)
- [~BaseView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnNameChange](#) (const QString &text)

4.1.1 Detailed Description

Handles the properties of dtCore::Base.

4.1.2 Constructor & Destructor Documentation

4.1.2.1 [BaseView](#) (Ui::InspectorWidget & *ui*)

4.1.2.2 [~BaseView](#) ()

4.1.3 Member Function Documentation

4.1.3.1 bool [IsOfType](#) (QString *name*, dtCore::Base * *object*) [virtual]

Implements [IView](#).

4.1.3.2 void [NameChanged](#) (const QString & *text*) [signal]

4.1.3.3 void [OnNameChange](#) (const QString & *text*) [protected, slot]

4.1.3.4 void [OperateOn](#) (dtCore::Base * *b*) [virtual]

Implements [IView](#).

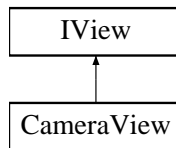
The documentation for this class was generated from the following files:

- [baseview.h](#)
- [baseview.cpp](#)

4.2 CameraView Class Reference

operates on Camera

#include <inc/dtInspectorQt/cameraview.h> Inheritance diagram for CameraView::



Public Member Functions

- [CameraView](#) (Ui::InspectorWidget &ui)
- virtual [~CameraView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnClearColorChanged](#) (double value)
- void [OnEnabled](#) (int state)
- void [OnPerspectiveChanged](#) (double value)

4.2.1 Detailed Description

operates on Camera

4.2.2 Constructor & Destructor Documentation

4.2.2.1 CameraView (Ui::InspectorWidget & u)

4.2.2.2 ~CameraView () [virtual]

4.2.3 Member Function Documentation

4.2.3.1 bool IsOfType (QString name, dtCore::Base * object) [virtual]

Implements [IView](#).

4.2.3.2 void OnClearColorChanged (double value) [protected, slot]

4.2.3.3 void OnEnabled (int state) [protected, slot]

4.2.3.4 void OnPerspectiveChanged (double value) [protected, slot]

4.2.3.5 void OperateOn (dtCore::Base * b) [virtual]

Implements [IView](#).

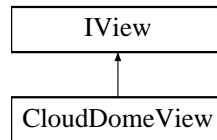
The documentation for this class was generated from the following files:

- [cameraview.h](#)
- [cameraview.cpp](#)

4.3 CloudDomeView Class Reference

Handles the properties of dtCore::CloudDome.

#include <inc/dtInspectorQt/clouddomeview.h> Inheritance diagram for CloudDomeView::



Public Member Functions

- [CloudDomeView](#) (Ui::InspectorWidget &ui)
- virtual [~CloudDomeView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnColorChanged](#) (double)
- void [OnEnabled](#) (int state)
- void [OnParametersChanged](#) (double val)
- void [OnPickColor](#) ()

4.3.1 Detailed Description

Handles the properties of dtCore::CloudDome.

4.3.2 Constructor & Destructor Documentation

4.3.2.1 [CloudDomeView](#) (Ui::InspectorWidget & *ui*)

4.3.2.2 [~CloudDomeView](#) () [virtual]

4.3.3 Member Function Documentation

4.3.3.1 bool [IsOfType](#) (QString *name*, dtCore::Base * *object*) [virtual]

Implements [IView](#).

4.3.3.2 void [OnColorChanged](#) (double) [protected, slot]

4.3.3.3 void [OnEnabled](#) (int *state*) [protected, slot]

4.3.3.4 void [OnParametersChanged](#) (double *val*) [protected, slot]

4.3.3.5 void [OnPickColor](#) () [protected, slot]

4.3.3.6 void [OperateOn](#) (dtCore::Base * *b*) [virtual]

Implements [IView](#).

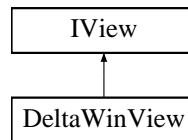
The documentation for this class was generated from the following files:

- [clouddomeview.h](#)
- [clouddomeview.cpp](#)

4.4 DeltaWinView Class Reference

Handles the properties of dtCore::DeltaWin.

#include <inc/dtInspectorQt/deltawinview.h>Inheritance diagram for DeltaWinView::



Public Member Functions

- [DeltaWinView](#) (Ui::InspectorWidget &ui)
- virtual [~DeltaWinView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnCursorToggle](#) (int checked)
- void [OnFullScreenToggle](#) (int checked)
- void [OnPositionChanged](#) ()
- void [OnTitleChanged](#) (const QString &title)

4.4.1 Detailed Description

Handles the properties of dtCore::DeltaWin.

4.4.2 Constructor & Destructor Documentation

4.4.2.1 DeltaWinView (Ui::InspectorWidget & *ui*)

4.4.2.2 ~DeltaWinView () [virtual]

4.4.3 Member Function Documentation

4.4.3.1 bool IsOfType (QString *name*, dtCore::Base * *object*) [virtual]

Implements [IView](#).

4.4.3.2 void OnCursorToggle (int *checked*) [protected, slot]

4.4.3.3 void OnFullScreenToggle (int *checked*) [protected, slot]

4.4.3.4 void OnPositionChanged () [protected, slot]

4.4.3.5 void OnTitleChanged (const QString & *title*) [protected, slot]

4.4.3.6 void OperateOn (dtCore::Base * *b*) [virtual]

Implements [IView](#).

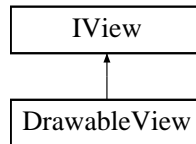
The documentation for this class was generated from the following files:

- [deltawinview.h](#)
- [deltawinview.cpp](#)

4.5 DrawableView Class Reference

Handles the properties of dtCore::DeltaDrawable.

#include <inc/dtInspectorQt/drawableview.h> Inheritance diagram for DrawableView::



Public Member Functions

- [DrawableView](#) (Ui::InspectorWidget &ui)
- [~DrawableView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnActive](#) (int checked)
- void [OnRenderProxyNode](#) (int checked)

4.5.1 Detailed Description

Handles the properties of dtCore::DeltaDrawable.

4.5.2 Constructor & Destructor Documentation

4.5.2.1 DrawableView (Ui::InspectorWidget & ui)

4.5.2.2 ~DrawableView ()

4.5.3 Member Function Documentation

4.5.3.1 bool IsOfType (QString name, dtCore::Base * object) [virtual]

Implements [IView](#).

4.5.3.2 void OnActive (int checked) [protected, slot]

4.5.3.3 void OnRenderProxyNode (int checked) [protected, slot]

4.5.3.4 void OperateOn (dtCore::Base * b) [virtual]

Implements [IView](#).

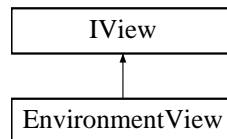
The documentation for this class was generated from the following files:

- [drawableview.h](#)
- [drawableview.cpp](#)

4.6 EnvironmentView Class Reference

Handles the properties of dtCore::Environment.

#include <inc/dtInspectorQt/environmentview.h> Inheritance diagram for EnvironmentView::



Public Member Functions

- [EnvironmentView](#) (Ui::InspectorWidget &ui)
- virtual [~EnvironmentView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnDateTimeChanged](#) (QDateTime newDateTime)
- void [OnFogColorChanged](#) (double newValue)
- void [OnFogColorPickerClicked](#) ()
- void [OnFogToggled](#) (int checked)
- void [OnRefPositionChanged](#) (double newValue)
- void [OnSkyColorChanged](#) (double newValue)
- void [OnSkyColorPickerClicked](#) ()
- void [OnVisibilityChanged](#) (double newValue)

4.6.1 Detailed Description

Handles the properties of dtCore::Environment.

4.6.2 Constructor & Destructor Documentation

4.6.2.1 [EnvironmentView](#) (Ui::InspectorWidget & *ui*)

4.6.2.2 [~EnvironmentView](#) () [virtual]

4.6.3 Member Function Documentation

4.6.3.1 bool [IsOfType](#) (QString *name*, dtCore::Base * *object*) [virtual]

Implements [IView](#).

4.6.3.2 void [OnDateTimeChanged](#) (QDateTime *newDateTime*) [protected, slot]

4.6.3.3 void [OnFogColorChanged](#) (double *newValue*) [protected, slot]

4.6.3.4 void [OnFogColorPickerClicked](#) () [protected, slot]

4.6.3.5 void [OnFogToggled](#) (int *checked*) [protected, slot]

4.6.3.6 void [OnRefPositionChanged](#) (double *newValue*) [protected, slot]

4.6.3.7 void [OnSkyColorChanged](#) (double *newValue*) [protected, slot]

4.6.3.8 void [OnSkyColorPickerClicked](#) () [protected, slot]

4.6.3.9 void [OnVisibilityChanged](#) (double *newValue*) [protected, slot]

4.6.3.10 void [OperateOn](#) (dtCore::Base * *b*) [virtual]

Implements [IView](#).

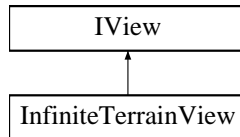
The documentation for this class was generated from the following files:

- [environmentview.h](#)
- [environmentview.cpp](#)

4.7 InfiniteTerrainView Class Reference

Handles the properties of dtCore::InfiniteTerrain.

#include <inc/dtInspectorQt/infiniteterrainview.h> Inheritance diagram for InfiniteTerrainView::



Public Member Functions

- [InfiniteTerrainView](#) (Ui::InspectorWidget &ui)
- virtual [~InfiniteTerrainView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnBuildDistanceChanged](#) ()
- void [OnHorizontalScaleChanged](#) ()
- void [OnRegenerate](#) ()
- void [OnSegmentDivisionsChanged](#) ()
- void [OnSegmentSizeChanged](#) ()
- void [OnSmoothCollisionsToggled](#) (int checked)
- void [OnVerticalScaleChanged](#) ()

4.7.1 Detailed Description

Handles the properties of dtCore::InfiniteTerrain.

4.7.2 Constructor & Destructor Documentation

4.7.2.1 [InfiniteTerrainView](#) (Ui::InspectorWidget & *ui*)

4.7.2.2 [~InfiniteTerrainView](#) () [virtual]

4.7.3 Member Function Documentation

4.7.3.1 bool [IsOfType](#) (QString *name*, dtCore::Base * *object*) [virtual]

Implements [IView](#).

4.7.3.2 void [OnBuildDistanceChanged](#) () [protected, slot]

4.7.3.3 void [OnHorizontalScaleChanged](#) () [protected, slot]

4.7.3.4 void [OnRegenerate](#) () [protected, slot]

4.7.3.5 void [OnSegmentDivisionsChanged](#) () [protected, slot]

4.7.3.6 void [OnSegmentSizeChanged](#) () [protected, slot]

4.7.3.7 void [OnSmoothCollisionsToggled](#) (int *checked*) [protected, slot]

4.7.3.8 void [OnVerticalScaleChanged](#) () [protected, slot]

4.7.3.9 void [OperateOn](#) (dtCore::Base * *b*) [virtual]

Implements [IView](#).

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

- [infiniteterrainview.h](#)
- [infiniteterrainview.cpp](#)

4.8 InspectorQt Class Reference

This utility library is used to inspect and tweak Delta3D class instances found at runtime.

```
#include <inc/dtInspectorQt/inspectorqt.h>
```

Public Member Functions

- [InspectorQt](#) (int &argc, char **argv)
- void [AddCustomView](#) (IView *customView)
- void [Hide](#) ()
- virtual void [OnMessage](#) (MessageData *)
- void [SetVisible](#) (bool isVisible)
- void [Show](#) ()

Protected Member Functions

- virtual [~InspectorQt](#) ()

4.8.1 Detailed Description

This utility library is used to inspect and tweak Delta3D class instances found at runtime. To use, just create an instance of [InspectorQt](#) in your application, sometime after all Delta3D instances have been created. Note: [dtInspectorQt](#) will not find any instances that have been created after [dtInspectorQt](#) has been created.

```
#include <dtInspectorQt/inspectorqt.h>
dtCore::RefPtr<dtInspectorQt::InspectorQt> mgr = new dtInspectorQt::InspectorQt(
    argc, argv);
```

Note [InspectorQt](#) requires modification to your project settings to add the Qt include folders, plus linking with Qt libraries.

4.8.2 Constructor & Destructor Documentation

4.8.2.1 [InspectorQt](#) (int & *argc*, char ** *argv*)

4.8.2.2 [~InspectorQt](#) () [protected, virtual]

4.8.3 Member Function Documentation

4.8.3.1 void [AddCustomView](#) (IView * *customView*)

4.8.3.2 void [Hide](#) ()

4.8.3.3 void [OnMessage](#) (MessageData * *data*) [virtual]

4.8.3.4 void [SetVisible](#) (bool *isVisible*)

4.8.3.5 void [Show](#) ()

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

- [inspectorqt.h](#)
- [inspectorqt.cpp](#)

4.9 InspectorWindow Class Reference

The rendered Qt window for [InspectorQt](#). Uses a .ui file to define the widgets.

```
#include <inc/dtInspectorQt/inspectorwindow.h>
```

Public Slots

- void [FilterSelected](#) (const QString &text)
- void [OnNameChanged](#) (const QString &text)
- void [OnSelection](#) (QListWidgetItem *current, QListWidgetItem *prev)
- void [RefreshCurrentItem](#) ()
- void [RefreshFilters](#) ()
- void [SortList](#) (bool sorted)
- void [UpdateInstances](#) ()

Public Member Functions

- [InspectorWindow](#) (QWidget *parent=NULL)
- [~InspectorWindow](#) ()
- void [AddCustomView](#) (IView *customView)
- QWidget * [GetPropertyContainerWidget](#) ()

4.9.1 Detailed Description

The rendered Qt window for [InspectorQt](#). Uses a .ui file to define the widgets.

4.9.2 Constructor & Destructor Documentation

4.9.2.1 [InspectorWindow](#) (QWidget * *parent* = NULL)

4.9.2.2 [~InspectorWindow](#) ()

4.9.3 Member Function Documentation

4.9.3.1 void [AddCustomView](#) (IView * *customView*)

4.9.3.2 void [FilterSelected](#) (const QString & *text*) [slot]

4.9.3.3 QWidget * [GetPropertyContainerWidget](#) ()

4.9.3.4 void [OnNameChanged](#) (const QString & *text*) [slot]

4.9.3.5 void [OnSelection](#) (QListWidgetItem * *current*, QListWidgetItem * *prev*) [slot]

4.9.3.6 void [RefreshCurrentItem](#) () [slot]

4.9.3.7 void [RefreshFilters](#) () [slot]

4.9.3.8 void [SortList](#) (bool *sorted*) [slot]

4.9.3.9 void [UpdateInstances](#) () [slot]

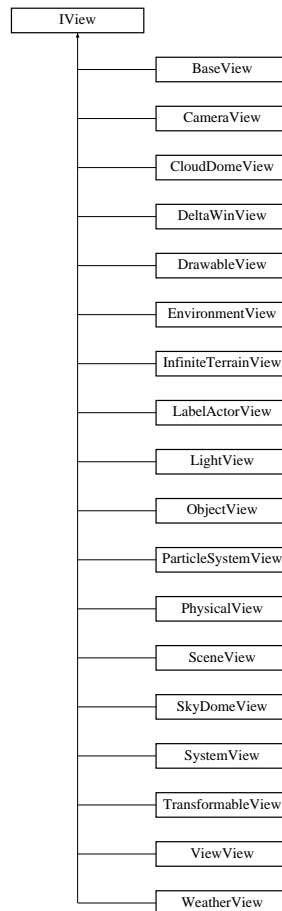
The documentation for this class was generated from the following files:

- [inspectorwindow.h](#)
- [inspectorwindow.cpp](#)

4.10 IView Class Reference

Interface class to the handlers of dtCore::Base derivatives.

#include <inc/dtInspectorQt/iview.h> Inheritance diagram for IView::



Public Member Functions

- [IView \(\)](#)
- [~IView \(\)](#)
- virtual bool [IsOfType](#) (QString name, dtCore::Base *object)=0
- virtual void [OperateOn](#) (dtCore::Base *b)=0

Public Attributes

- QString [mFilterName](#)

4.10.1 Detailed Description

Interface class to the handlers of dtCore::Base derivatives.

4.10.2 Constructor & Destructor Documentation

4.10.2.1 [IView \(\)](#) [inline]

4.10.2.2 [~IView \(\)](#) [inline]

4.10.3 Member Function Documentation

4.10.3.1 virtual bool [IsOfType](#) (QString *name*, dtCore::Base * *object*) [pure virtual]

Implemented in [BaseView](#), [CameraView](#), [CloudDomeView](#), [DeltaWinView](#), [DrawableView](#), [EnvironmentView](#), [InfiniteTerrainView](#), [LabelActorView](#), [LightView](#), [ObjectView](#), [ParticleSystemView](#), [PhysicalView](#), [SceneView](#), [Sky-](#)

[DomeView](#), [SystemView](#), [TransformableView](#), [ViewView](#), and [WeatherView](#).

4.10.3.2 virtual void OperateOn(dtCore::Base * b) [pure virtual]

Implemented in [BaseView](#), [CameraView](#), [CloudDomeView](#), [DeltaWinView](#), [DrawableView](#), [EnvironmentView](#), [InfiniteTerrainView](#), [LabelActorView](#), [LightView](#), [ObjectView](#), [ParticleSystemView](#), [PhysicalView](#), [SceneView](#), [SkyDomeView](#), [SystemView](#), [TransformableView](#), [ViewView](#), and [WeatherView](#).

4.10.4 Member Data Documentation

4.10.4.1 QString mFilterName

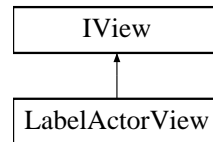
The documentation for this class was generated from the following file:

- [iview.h](#)

4.11 LabelActorView Class Reference

Handles the properties of dtABC::LabelActor.

#include <inc/dtInspectorQt/labelactorview.h>Inheritance diagram for LabelActorView::



Public Member Functions

- [LabelActorView](#) (Ui::InspectorWidget &ui)
- virtual [~LabelActorView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnAlignmentChanged](#) (int newAlignment)
- void [OnBackdropColorChanged](#) (double newValue)
- void [OnBackdropColorPickerClicked](#) ()
- void [OnBackdropSizeChanged](#) (double newValue)
- void [OnBackdropToggled](#) (int checked)
- void [OnDepthTestingToggled](#) (int checked)
- void [OnFontSizeChanged](#) (double newValue)
- void [OnLightingToggled](#) (int checked)
- void [OnTextChanged](#) ()
- void [OnTextColorChanged](#) (double newValue)
- void [OnTextColorPickerClicked](#) ()

4.11.1 Detailed Description

Handles the properties of dtABC::LabelActor.

4.11.2 Constructor & Destructor Documentation

4.11.2.1 [LabelActorView](#) (Ui::InspectorWidget & *ui*)

4.11.2.2 [~LabelActorView](#) () [virtual]

4.11.3 Member Function Documentation

4.11.3.1 bool [IsOfType](#) (QString *name*, dtCore::Base * *object*) [virtual]

Implements [IView](#).

- 4.11.3.2 void OnAlignmentChanged (int *newAlignment*) [protected, slot]
- 4.11.3.3 void OnBackdropColorChanged (double *newValue*) [protected, slot]
- 4.11.3.4 void OnBackdropColorPickerClicked () [protected, slot]
- 4.11.3.5 void OnBackdropSizeChanged (double *newValue*) [protected, slot]
- 4.11.3.6 void OnBackdropToggled (int *checked*) [protected, slot]
- 4.11.3.7 void OnDepthTestingToggled (int *checked*) [protected, slot]
- 4.11.3.8 void OnFontSizeChanged (double *newValue*) [protected, slot]
- 4.11.3.9 void OnLightingToggled (int *checked*) [protected, slot]
- 4.11.3.10 void OnTextChanged () [protected, slot]
- 4.11.3.11 void OnTextColorChanged (double *newValue*) [protected, slot]
- 4.11.3.12 void OnTextColorPickerClicked () [protected, slot]
- 4.11.3.13 void OperateOn (dtCore::Base * *b*) [virtual]

Implements [IView](#).

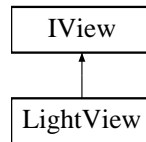
The documentation for this class was generated from the following files:

- [labelactorview.h](#)
- [labelactorview.cpp](#)

4.12 LightView Class Reference

Handles the properties of dtCore::Light.

#include <inc/dtInspectorQt/lightview.h> Inheritance diagram for LightView::



Public Member Functions

- [LightView](#) (Ui::InspectorWidget &ui)
- virtual [~LightView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnAmbientChanged](#) (double newValue)
- void [OnAmbientColorChooserClicked](#) ()
- void [OnAttenuationChanged](#) (double newValue)
- void [OnDiffuseChanged](#) (double newValue)
- void [OnDiffuseColorChooserClicked](#) ()
- void [OnEnabled](#) (int checked)
- void [OnLightNumberChanged](#) (int newValue)
- void [OnModeChanged](#) (const QString &newValue)
- void [OnSpecularChanged](#) (double newValue)
- void [OnSpecularColorChooserClicked](#) ()
- void [OnSpotCutoffChanged](#) (double newValue)
- void [OnSpotExponentChanged](#) (double newValue)

4.12.1 Detailed Description

Handles the properties of dtCore::Light.

4.12.2 Constructor & Destructor Documentation

4.12.2.1 [LightView](#) (Ui::InspectorWidget & *ui*)

4.12.2.2 [~LightView](#) () [virtual]

4.12.3 Member Function Documentation

4.12.3.1 bool [IsOfType](#) (QString *name*, dtCore::Base * *object*) [virtual]

Implements [IView](#).

- 4.12.3.2 void OnAmbientChanged (double *newValue*) [protected, slot]
- 4.12.3.3 void OnAmbientColorChooserClicked () [protected, slot]
- 4.12.3.4 void OnAttenuationChanged (double *newValue*) [protected, slot]
- 4.12.3.5 void OnDiffuseChanged (double *newValue*) [protected, slot]
- 4.12.3.6 void OnDiffuseColorChooserClicked () [protected, slot]
- 4.12.3.7 void OnEnabled (int *checked*) [protected, slot]
- 4.12.3.8 void OnLightNumberChanged (int *newValue*) [protected, slot]
- 4.12.3.9 void OnModeChanged (const QString & *newValue*) [protected, slot]
- 4.12.3.10 void OnSpecularChanged (double *newValue*) [protected, slot]
- 4.12.3.11 void OnSpecularColorChooserClicked () [protected, slot]
- 4.12.3.12 void OnSpotCutoffChanged (double *newValue*) [protected, slot]
- 4.12.3.13 void OnSpotExponentChanged (double *newValue*) [protected, slot]
- 4.12.3.14 void OperateOn (dtCore::Base * *b*) [virtual]

Implements [IView](#).

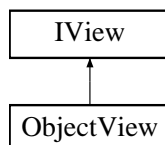
The documentation for this class was generated from the following files:

- [lightview.h](#)
- [lightview.cpp](#)

4.13 ObjectView Class Reference

Handles the properties of dtCore::Object.

#include <inc/dtInspectorQt/objectview.h> Inheritance diagram for ObjectView::



Public Member Functions

- [ObjectView](#) (Ui::InspectorWidget &ui)
- virtual [~ObjectView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnFilenameChanged](#) ()
- void [OnFindFile](#) ()
- void [OnOffsetChanged](#) (double val)
- void [OnScaleChanged](#) (double val)

4.13.1 Detailed Description

Handles the properties of dtCore::Object.

4.13.2 Constructor & Destructor Documentation

4.13.2.1 [ObjectView](#) (Ui::InspectorWidget & *ui*)

4.13.2.2 [~ObjectView](#) () [[virtual](#)]

4.13.3 Member Function Documentation

4.13.3.1 bool [IsOfType](#) (QString *name*, dtCore::Base * *object*) [[virtual](#)]

Implements [IView](#).

4.13.3.2 void [OnFilenameChanged](#) () [[protected](#), [slot](#)]

4.13.3.3 void [OnFindFile](#) () [[protected](#), [slot](#)]

4.13.3.4 void [OnOffsetChanged](#) (double *val*) [[protected](#), [slot](#)]

4.13.3.5 void [OnScaleChanged](#) (double *val*) [[protected](#), [slot](#)]

4.13.3.6 void [OperateOn](#) (dtCore::Base * *b*) [[virtual](#)]

Implements [IView](#).

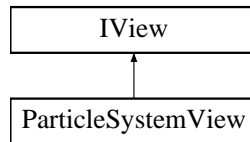
The documentation for this class was generated from the following files:

- [objectview.h](#)
- [objectview.cpp](#)

4.14 ParticleSystemView Class Reference

Handles the properties of dtCore::ParticleSystem.

#include <inc/dtInspectorQt/particlesystemview.h> Inheritance diagram for ParticleSystemView::



Public Member Functions

- [ParticleSystemView](#) (Ui::InspectorWidget &ui)
- virtual [~ParticleSystemView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnEnabled](#) (int checked)
- void [OnParentRelative](#) (int checked)

4.14.1 Detailed Description

Handles the properties of dtCore::ParticleSystem.

4.14.2 Constructor & Destructor Documentation

4.14.2.1 [ParticleSystemView](#) (Ui::InspectorWidget & *ui*)

4.14.2.2 [~ParticleSystemView](#) () [virtual]

4.14.3 Member Function Documentation

4.14.3.1 bool [IsOfType](#) (QString *name*, dtCore::Base * *object*) [virtual]

Implements [IView](#).

4.14.3.2 void [OnEnabled](#) (int *checked*) [protected, slot]

4.14.3.3 void [OnParentRelative](#) (int *checked*) [protected, slot]

4.14.3.4 void [OperateOn](#) (dtCore::Base * *b*) [virtual]

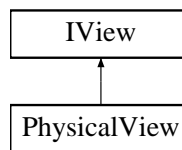
Implements [IView](#).

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

- [particlesystemview.h](#)
- [particlesystemview.cpp](#)

4.15 PhysicalView Class Reference

#include <inc/dtInspectorQt/physicalview.h>Inheritance diagram for PhysicalView::



Public Member Functions

- [PhysicalView](#) (Ui::InspectorWidget &ui)
- virtual [~PhysicalView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnDynamicsToggled](#) (int checked)
- void [OnMassChanged](#) (double mass)

4.15.1 Constructor & Destructor Documentation

4.15.1.1 [PhysicalView](#) (Ui::InspectorWidget & *ui*)

4.15.1.2 [~PhysicalView](#) () [virtual]

4.15.2 Member Function Documentation

4.15.2.1 bool [IsOfType](#) (QString *name*, dtCore::Base * *object*) [virtual]

Implements [IView](#).

4.15.2.2 void [OnDynamicsToggled](#) (int *checked*) [protected, slot]

4.15.2.3 void [OnMassChanged](#) (double *mass*) [protected, slot]

4.15.2.4 void [OperateOn](#) (dtCore::Base * *b*) [virtual]

Implements [IView](#).

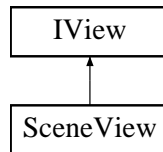
The documentation for this class was generated from the following files:

- [physicalview.h](#)
- [physicalview.cpp](#)

4.16 SceneView Class Reference

Handles the properties of dtCore::Scene.

#include <inc/dtInspectorQt/sceneview.h> Inheritance diagram for SceneView::



Public Member Functions

- [SceneView](#) (Ui::InspectorWidget &ui)
- [~SceneView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnRenderStateChanged](#) (int mode)
- void [OnUseSceneLight](#) (int state)

4.16.1 Detailed Description

Handles the properties of dtCore::Scene.

4.16.2 Constructor & Destructor Documentation

4.16.2.1 SceneView (Ui::InspectorWidget & ui)

4.16.2.2 ~SceneView ()

4.16.3 Member Function Documentation

4.16.3.1 bool IsOfType (QString *name*, dtCore::Base * *object*) [virtual]

Implements [IView](#).

4.16.3.2 void OnRenderStateChanged (int *mode*) [protected, slot]

4.16.3.3 void OnUseSceneLight (int *state*) [protected, slot]

4.16.3.4 void OperateOn (dtCore::Base * *b*) [virtual]

Implements [IView](#).

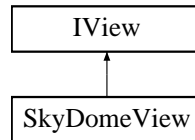
The documentation for this class was generated from the following files:

- [sceneview.h](#)
- [sceneview.cpp](#)

4.17 SkyDomeView Class Reference

Handles the properties of dtCore::SkyDome.

#include <inc/dtInspectorQt/skydomeview.h>Inheritance diagram for SkyDomeView::



Public Member Functions

- [SkyDomeView](#) (Ui::InspectorWidget &ui)
- virtual [~SkyDomeView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnColorChanged](#) (double val)
- void [OnColorPickerClicked](#) ()

4.17.1 Detailed Description

Handles the properties of dtCore::SkyDome.

4.17.2 Constructor & Destructor Documentation

4.17.2.1 [SkyDomeView](#) (Ui::InspectorWidget & *ui*)

4.17.2.2 [~SkyDomeView](#) () [virtual]

4.17.3 Member Function Documentation

4.17.3.1 bool [IsOfType](#) (QString *name*, dtCore::Base * *object*) [virtual]

Implements [IView](#).

4.17.3.2 void [OnColorChanged](#) (double *val*) [protected, slot]

4.17.3.3 void [OnColorPickerClicked](#) () [protected, slot]

4.17.3.4 void [OperateOn](#) (dtCore::Base * *b*) [virtual]

Implements [IView](#).

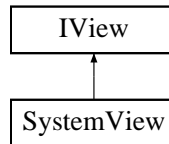
The documentation for this class was generated from the following files:

- [skydomeview.h](#)
- [skydomeview.cpp](#)

4.18 SystemView Class Reference

Handles the properties of dtCore::System.

#include <inc/dtInspectorQt/systemview.h> Inheritance diagram for SystemView::



Public Member Functions

- [SystemView](#) (Ui::InspectorWidget &ui)
- virtual [~SystemView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnFixedTimeStepsToggled](#) (int checked)
- void [OnMaxBetweenDrawsChanged](#) (double newValue)
- void [OnPaused](#) (int checked)
- void [OnSetFrameRateChanged](#) (double newValue)
- void [OnTimeScaleChanged](#) (double newValue)

4.18.1 Detailed Description

Handles the properties of dtCore::System.

4.18.2 Constructor & Destructor Documentation

4.18.2.1 [SystemView](#) (Ui::InspectorWidget & *ui*)

4.18.2.2 [~SystemView](#) () [virtual]

4.18.3 Member Function Documentation

4.18.3.1 bool [IsOfType](#) (QString *name*, dtCore::Base * *object*) [virtual]

Implements [IView](#).

4.18.3.2 void [OnFixedTimeStepsToggled](#) (int *checked*) [protected, slot]

4.18.3.3 void [OnMaxBetweenDrawsChanged](#) (double *newValue*) [protected, slot]

4.18.3.4 void [OnPaused](#) (int *checked*) [protected, slot]

4.18.3.5 void [OnSetFrameRateChanged](#) (double *newValue*) [protected, slot]

4.18.3.6 void [OnTimeScaleChanged](#) (double *newValue*) [protected, slot]

4.18.3.7 void [OperateOn](#) (dtCore::Base * *b*) [virtual]

Implements [IView](#).

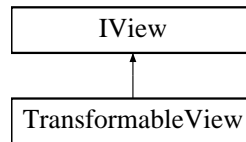
The documentation for this class was generated from the following files:

- [systemview.h](#)
- [systemview.cpp](#)

4.19 TransformableView Class Reference

Handles the properties of dtCore::Transformable.

#include <inc/dtInspectorQt/transformableview.h> Inheritance diagram for TransformableView::



Public Member Functions

- [TransformableView](#) (Ui::InspectorWidget &ui)
- [~TransformableView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnCategoryBits](#) (const QString &text)
- void [OnCollideBits](#) (const QString &text)
- void [OnCollisionDetection](#) (int checked)
- void [OnRenderCollision](#) (int checked)
- void [OnXYZHPRChanged](#) (double val)
- void [Update](#) ()

4.19.1 Detailed Description

Handles the properties of dtCore::Transformable.

4.19.2 Constructor & Destructor Documentation

4.19.2.1 [TransformableView](#) (Ui::InspectorWidget & *ui*)

4.19.2.2 [~TransformableView](#) ()

4.19.3 Member Function Documentation

4.19.3.1 bool [IsOfType](#) (QString *name*, dtCore::Base * *object*) [virtual]

Implements [IView](#).

4.19.3.2 void [OnCategoryBits](#) (const QString & *text*) [protected, slot]

4.19.3.3 void [OnCollideBits](#) (const QString & *text*) [protected, slot]

4.19.3.4 void [OnCollisionDetection](#) (int *checked*) [protected, slot]

4.19.3.5 void [OnRenderCollision](#) (int *checked*) [protected, slot]

4.19.3.6 void [OnXYZHPRChanged](#) (double *val*) [protected, slot]

4.19.3.7 void [OperateOn](#) (dtCore::Base * *b*) [virtual]

Implements [IView](#).

4.19.3.8 void [Update](#) () [protected, slot]

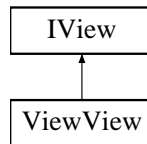
The documentation for this class was generated from the following files:

- [transformableview.h](#)
- [transformableview.cpp](#)

4.20 ViewView Class Reference

Handles the properties of dtCore::View.

#include <inc/dtInspectorQt/viewview.h> Inheritance diagram for ViewView::



Public Member Functions

- [ViewView](#) (Ui::InspectorWidget &ui)
- virtual [~ViewView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnRenderOrderChanged](#) (int order)

4.20.1 Detailed Description

Handles the properties of dtCore::View.

4.20.2 Constructor & Destructor Documentation

4.20.2.1 [ViewView](#) (Ui::InspectorWidget & *ui*)

4.20.2.2 [~ViewView](#) () [virtual]

4.20.3 Member Function Documentation

4.20.3.1 bool [IsOfType](#) (QString *name*, dtCore::Base * *object*) [virtual]

Implements [IView](#).

4.20.3.2 void [OnRenderOrderChanged](#) (int *order*) [protected, slot]

4.20.3.3 void [OperateOn](#) (dtCore::Base * *b*) [virtual]

Implements [IView](#).

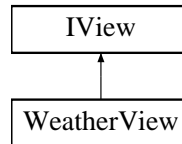
The documentation for this class was generated from the following files:

- [viewview.h](#)
- [viewview.cpp](#)

4.21 WeatherView Class Reference

Handles the properties of dtABC::Weather.

#include <inc/dtInspectorQt/weatherview.h> Inheritance diagram for WeatherView::



Public Member Functions

- [WeatherView](#) (Ui::InspectorWidget &ui)
- virtual [~WeatherView](#) ()
- bool [IsOfType](#) (QString name, dtCore::Base *object)
- virtual void [OperateOn](#) (dtCore::Base *b)

Protected Slots

- void [OnCloudTypeChanged](#) (int index)
- void [OnThemeChanged](#) (int index)
- void [OnTimeSeasonChanged](#) (int)
- void [OnVisibilityTypeChanged](#) (int index)
- void [OnWindTypeChanged](#) (int index)

4.21.1 Detailed Description

Handles the properties of dtABC::Weather.

4.21.2 Constructor & Destructor Documentation

4.21.2.1 WeatherView (Ui::InspectorWidget & ui)

4.21.2.2 ~WeatherView () [virtual]

4.21.3 Member Function Documentation

4.21.3.1 bool IsOfType (QString *name*, dtCore::Base * *object*) [virtual]

Implements [IView](#).

4.21.3.2 void OnCloudTypeChanged (int *index*) [protected, slot]

4.21.3.3 void OnThemeChanged (int *index*) [protected, slot]

4.21.3.4 void OnTimeSeasonChanged (int) [protected, slot]

4.21.3.5 void OnVisibilityTypeChanged (int *index*) [protected, slot]

4.21.3.6 void OnWindTypeChanged (int *index*) [protected, slot]

4.21.3.7 void OperateOn (dtCore::Base * *b*) [virtual]

Implements [IView](#).

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

- [weatherview.h](#)
- [weatherview.cpp](#)

File Documentation

5.1 baseview.cpp File Reference

```
#include <dtInspectorQt/baseview.h>  
#include "ui_dtinspectorqt.h"
```

5.2 baseview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <dtCore/observerptr.h>
#include <QtCore/QObject>
#include <dtCore/base.h>
```

Classes

- class [BaseView](#)
Handles the properties of dtCore::Base.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.3 cameraview.cpp File Reference

```
#include <dtInspectorQt/cameraview.h>  
#include "ui_dtinspectorqt.h"
```

5.4 cameraview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <QtCore/QObject>
#include <dtCore/observerptr.h>
#include <dtCore/camera.h>
```

Classes

- class [CameraView](#)
operates on Camera

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.5 clouddomeview.cpp File Reference

```
#include <dtInspectorQt/clouddomeview.h>  
#include "ui_dtinspectorqt.h"  
#include <QtGui/QColorDialog>
```

5.6 clouddomeview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <QtCore/QObject>
#include <dtCore/observerptr.h>
#include <dtCore/clouddome.h>
```

Classes

- class [CloudDomeView](#)
Handles the properties of dtCore::CloudDome.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.7 deltawinview.cpp File Reference

```
#include <dtInspectorQt/deltawinview.h>  
#include "ui_dtinspectorqt.h"
```

5.8 deltawinview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <QtCore/QObject>
#include <dtCore/observerptr.h>
#include <dtCore/deltawin.h>
```

Classes

- class [DeltaWinView](#)
Handles the properties of dtCore::DeltaWin.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.9 drawableview.cpp File Reference

```
#include "ui_dtinspectorqt.h"  
#include <dtInspectorQt/drawableview.h>  
#include <dtCore/scene.h>
```

5.10 drawableview.h File Reference

```
#include <QtCore/QObject>
#include <dtInspectorQt/iview.h>
#include <dtCore/deltadrawable.h>
#include <dtCore/observerptr.h>
```

Classes

- class [DrawableView](#)
Handles the properties of dtCore::DeltaDrawable.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.11 environmentview.cpp File Reference

```
#include <dtInspectorQt/environmentview.h>
#include "ui_dtinspectorqt.h"
#include <QtGui/QColorDialog>
```

5.12 environmentview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <QtCore/QObject>
#include <QtGui/QDateTimeEdit>
#include <dtCore/observerptr.h>
#include <dtCore/environment.h>
```

Classes

- class [EnvironmentView](#)
Handles the properties of dtCore::Environment.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.13 export.h File Reference

Defines

- #define [DT_INSPECTORQT_EXPORT](#)

5.13.1 Define Documentation

5.13.1.1 #define DT_INSPECTORQT_EXPORT

5.14 infiniteterrainview.cpp File Reference

```
#include <dtInspectorQt/infiniteterrainview.h>  
#include "ui_dtinspectorqt.h"
```

5.15 infiniteterrainview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <QtCore/QObject>
#include <dtCore/observerptr.h>
#include <dtCore/infiniteterrain.h>
```

Classes

- class [InfiniteTerrainView](#)
Handles the properties of dtCore::InfiniteTerrain.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.16 inspectorqt.cpp File Reference

```
#include <QtGui/QApplication>
#include <dtInspectorQt/inspectorqt.h>
#include <dtInspectorQt/inspectorwindow.h>
#include <dtInspectorQt/iview.h>
#include <dtCore/system.h>
```

5.17 inspectorqt.h File Reference

```
#include <dtInspectorQt/export.h>
```

```
#include <dtCore/base.h>
```

Classes

- class [InspectorQt](#)

This utility library is used to inspect and tweak Delta3D class instances found at runtime.

Namespaces

- namespace [dtInspectorQt](#)

A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.18 inspectorwindow.cpp File Reference

```
#include <dtInspectorQt/inspectorwindow.h>
#include <dtInspectorQt/baseview.h>
#include <dtInspectorQt/cameraview.h>
#include <dtInspectorQt/clouddomeview.h>
#include <dtInspectorQt/deltawinview.h>
#include <dtInspectorQt/drawableview.h>
#include <dtInspectorQt/environmentview.h>
#include <dtInspectorQt/infiniteterrainview.h>
#include <dtInspectorQt/labelactorview.h>
#include <dtInspectorQt/lightview.h>
#include <dtInspectorQt/objectview.h>
#include <dtInspectorQt/particlesystemview.h>
#include <dtInspectorQt/physicalview.h>
#include <dtInspectorQt/sceneview.h>
#include <dtInspectorQt/skydomeview.h>
#include <dtInspectorQt/systemview.h>
#include <dtInspectorQt/transformableview.h>
#include <dtInspectorQt/viewview.h>
#include <dtInspectorQt/weatherview.h>
#include "ui_dtinspectorqt.h"
#include <dtCore/base.h>
#include <dtCore/uniqueid.h>
```

5.19 inspectorwindow.h File Reference

```
#include <dtInspectorQt/export.h>
#include <QtGui/QMainWindow>
#include <QtGui/QListWidgetItem>
#include <QtCore/QList>
```

Classes

- class [InspectorWindow](#)

The rendered Qt window for [InspectorQt](#). Uses a .ui file to define the widgets.

Namespaces

- namespace [dtCore](#)
- namespace [dtInspectorQt](#)

A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.20 iview.h File Reference

```
#include <QtCore/QObject>
```

Classes

- class [IView](#)
Interface class to the handlers of dtCore::Base derivatives.

Namespaces

- namespace [dtCore](#)
- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.21 labelactorview.cpp File Reference

```
#include <dtInspectorQt/labelactorview.h>
#include "ui_dtinspectorqt.h"
#include <QtGui/QColorDialog>
```

5.22 labelactorview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <QtCore/QObject>
#include <dtCore/observerptr.h>
#include <dtABC/labelactor.h>
```

Classes

- class [LabelActorView](#)
Handles the properties of dtABC::LabelActor.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.23 lightview.cpp File Reference

```
#include <dtInspectorQt/lightview.h>  
#include "ui_dtinspectorqt.h"  
#include <QtGui/QColorDialog>
```

5.24 lightview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <QtCore/QObject>
#include <dtCore/observerptr.h>
#include <dtCore/light.h>
#include <dtCore/positionallight.h>
#include <dtCore/spotlight.h>
```

Classes

- class [LightView](#)
Handles the properties of dtCore::Light.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.25 mainpage.h File Reference

5.25.1 Detailed Description

This file contains Doxygen special commands and text for the [Main Page](#) and some other minor aspects of this documentation. It is not part of Delta3D.

5.26 objectview.cpp File Reference

```
#include <dtInspectorQt/objectview.h>
#include "ui_dtinspectorqt.h"
#include <QtGui/QFileDialog>
```

5.27 objectview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <QtCore/QObject>
#include <dtCore/observerptr.h>
#include <dtCore/object.h>
```

Classes

- class [ObjectView](#)
Handles the properties of dtCore::Object.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.28 particlesystemview.cpp File Reference

```
#include <dtInspectorQt/particlesystemview.h>  
#include "ui_dtinspectorqt.h"
```

5.29 particlesystemview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <QtCore/QObject>
#include <dtCore/observerptr.h>
#include <dtCore/particlesystem.h>
```

Classes

- class [ParticleSystemView](#)
Handles the properties of dtCore::ParticleSystem.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

Defines

- #define [emit](#)

5.29.1 Define Documentation

5.29.1.1 #define emit

5.30 physicalview.cpp File Reference

```
#include <dtInspectorQt/physicalview.h>  
#include <dtCore/odebodywrap.h>  
#include "ui_dtinspectorqt.h"
```

5.31 physicalview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <dtCore/observerptr.h>
#include <dtCore/physical.h>
```

Classes

- class [PhysicalView](#)

Namespaces

- namespace [dtInspectorQt](#)

A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.32 sceneview.cpp File Reference

```
#include <dtInspectorQt/sceneview.h>
#include <dtCore/refptr.h>
#include <dtCore/deltadrawable.h>
#include "ui_dtinspectorqt.h"
```

5.33 sceneview.h File Reference

```
#include <QtCore/QObject>
#include <dtInspectorQt/iview.h>
#include <dtCore/scene.h>
#include <dtCore/observerptr.h>
```

Classes

- class [SceneView](#)
Handles the properties of dtCore::Scene.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.34 skydomeview.cpp File Reference

```
#include <dtInspectorQt/skydomeview.h>  
#include "ui_dtinspectorqt.h"  
#include <QtGui/QColorDialog>
```

5.35 skydomeview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <QtCore/QObject>
#include <dtCore/observerptr.h>
#include <dtCore/skydome.h>
```

Classes

- class [SkyDomeView](#)
Handles the properties of dtCore::SkyDome.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.36 systemview.cpp File Reference

```
#include <dtInspectorQt/systemview.h>  
#include "ui_dtinspectorqt.h"
```

5.37 systemview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <QtCore/QObject>
#include <dtCore/observerptr.h>
#include <dtCore/system.h>
```

Classes

- class [SystemView](#)
Handles the properties of dtCore::System.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.38 transformableview.cpp File Reference

```
#include <dtInspectorQt/transformableview.h>
#include <dtCore/transform.h>
#include <dtCore/odegeomwrap.h>
#include "ui_dtinspectorqt.h"
```

5.39 transformableview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <dtCore/observerptr.h>
#include <dtCore/transformable.h>
```

Classes

- class [TransformableView](#)
Handles the properties of dtCore::Transformable.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.40 viewview.cpp File Reference

```
#include <dtInspectorQt/viewview.h>  
#include "ui_dtinspectorqt.h"  
#include <dtCore/scene.h>  
#include <dtCore/camera.h>
```

5.41 viewview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <QtCore/QObject>
#include <dtCore/observerptr.h>
#include <dtCore/view.h>
```

Classes

- class [ViewView](#)
Handles the properties of dtCore::View.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.42 weatherview.cpp File Reference

```
#include <dtInspectorQt/weatherview.h>  
#include "ui_dtinspectorqt.h"  
#include <dtCore/environment.h>
```

5.43 weatherview.h File Reference

```
#include <dtInspectorQt/iview.h>
#include <QtCore/QObject>
#include <dtCore/observerptr.h>
#include <dtABC/weather.h>
```

Classes

- class [WeatherView](#)
Handles the properties of dtABC::Weather.

Namespaces

- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

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