



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.

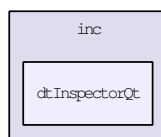
For more about dependencies see the Delta3D **Dependencies** page.

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

Enjoy!

Directory Documentation

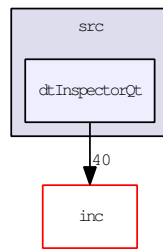
2.1 inc/dtInspectorQt/ Directory Reference



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](#)
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- file [skydomeview.h](#)
- file [systemview.h](#)
- file [transformableview.h](#)
- file [viewview.h](#)
- file [weatherview.h](#)

2.2 src/dtInspectorQt/ Directory Reference



Files

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- file [cameraview.cpp](#)
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- file [drawableview.cpp](#)
- file [environmentview.cpp](#)
- file [infiniteterrainview.cpp](#)
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- file [systemview.cpp](#)
- file [transformableview.cpp](#)
- file [viewview.cpp](#)
- file [weatherview.cpp](#)

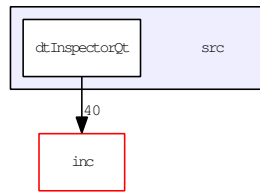
2.3 inc/ Directory Reference



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

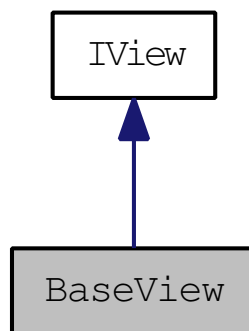
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

Class Documentation

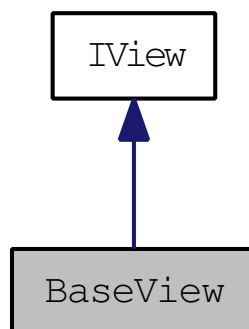
4.1 BaseView Class Reference

Handles the properties of dtCore::Base.

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



Collaboration 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](#).

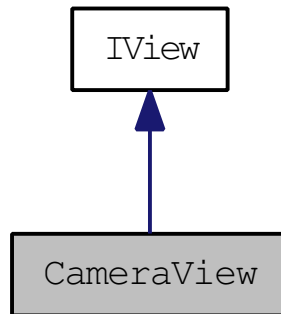
The documentation for this class was generated from the following files:

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

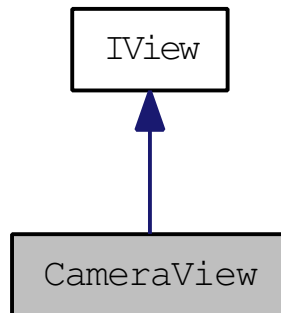
4.2 CameraView Class Reference

operates on Camera

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



Collaboration 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](#).

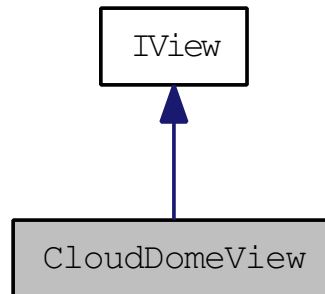
The documentation for this class was generated from the following files:

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

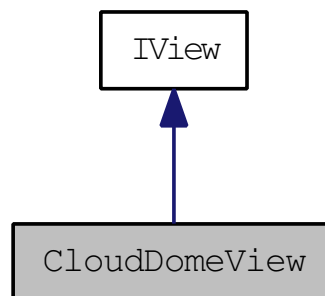
4.3 CloudDomeView Class Reference

Handles the properties of dtCore::CloudDome.

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



Collaboration 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 *va*) [protected, slot]

4.3.3.5 void OnPickColor () [protected, slot]

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

Implements [IView](#).

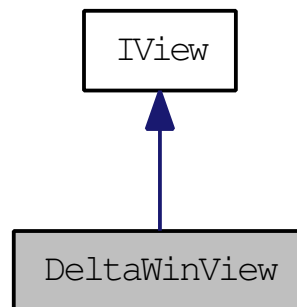
The documentation for this class was generated from the following files:

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

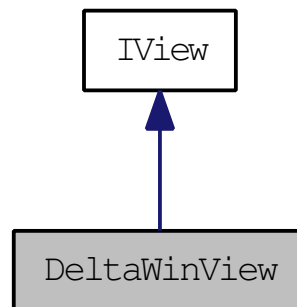
4.4 DeltaWinView Class Reference

Handles the properties of dtCore::DeltaWin.

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



Collaboration 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](#).

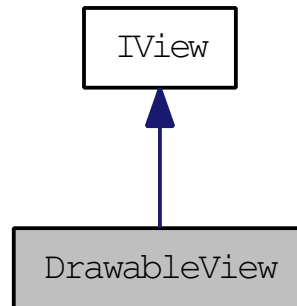
The documentation for this class was generated from the following files:

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

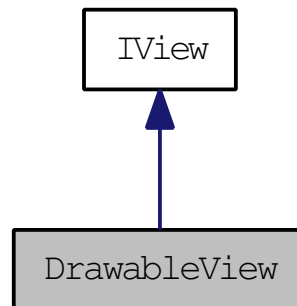
4.5 DrawableView Class Reference

Handles the properties of dtCore::DeltaDrawable.

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



Collaboration 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](#).

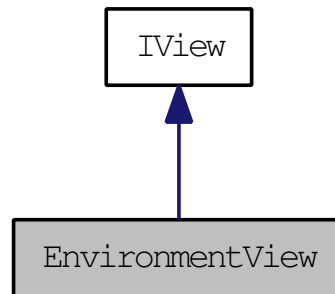
The documentation for this class was generated from the following files:

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

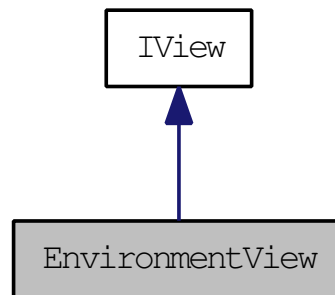
4.6 EnvironmentView Class Reference

Handles the properties of dtCore::Environment.

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



Collaboration 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](#).

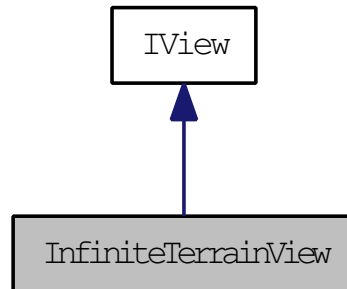
The documentation for this class was generated from the following files:

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

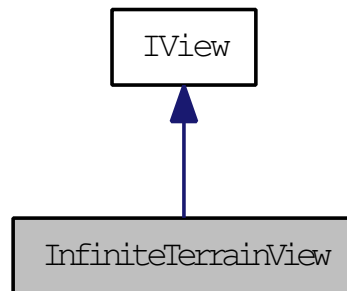
4.7 InfiniteTerrainView Class Reference

Handles the properties of dtCore::InfiniteTerrain.

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



Collaboration 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](#).

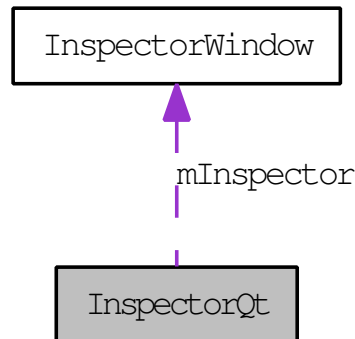
The documentation for this class was generated from the following files:

- [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>` Collaboration diagram for InspectorQt:



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>
```

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

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](#), [SkyDomeView](#), [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](#)

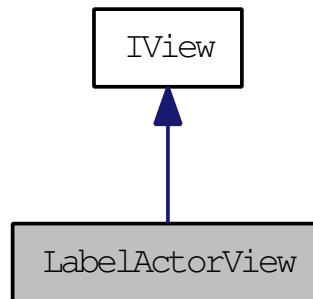
The documentation for this class was generated from the following file:

- [iview.h](#)

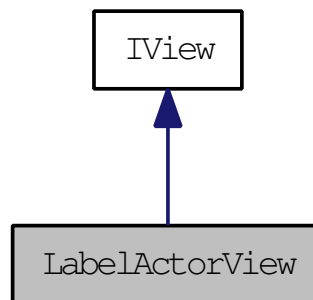
4.11 LabelActorView Class Reference

Handles the properties of dtABC::LabelActor.

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



Collaboration 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](#).

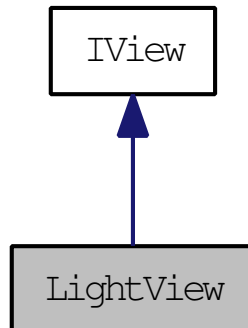
The documentation for this class was generated from the following files:

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

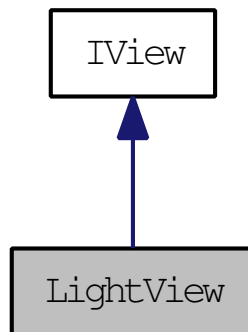
4.12 LightView Class Reference

Handles the properties of dtCore::Light.

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



Collaboration 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](#).

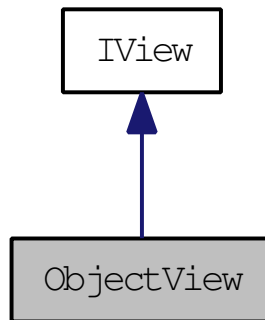
The documentation for this class was generated from the following files:

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

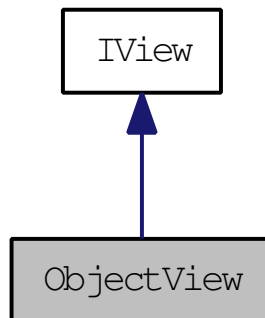
4.13 ObjectView Class Reference

Handles the properties of dtCore::Object.

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



Collaboration 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 & *u*)

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](#).

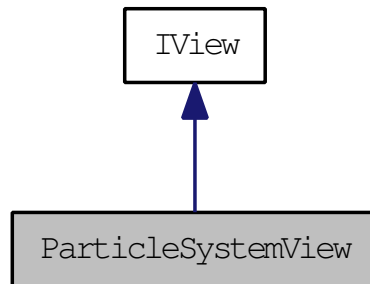
The documentation for this class was generated from the following files:

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

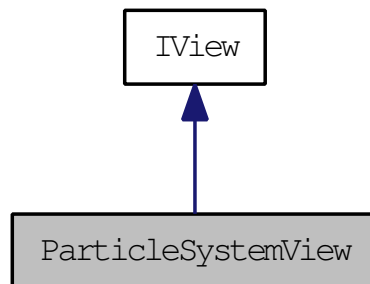
4.14 ParticleSystemView Class Reference

Handles the properties of dtCore::ParticleSystem.

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



Collaboration 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]

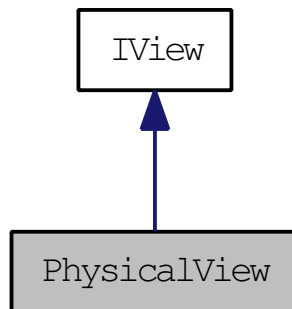
Implements [IView](#).

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

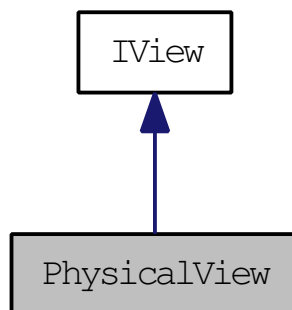
- [particlesystemview.h](#)
- [particlesystemview.cpp](#)

4.15 PhysicalView Class Reference

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



Collaboration 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](#).

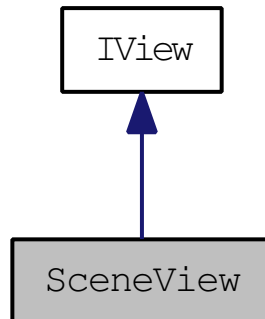
The documentation for this class was generated from the following files:

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

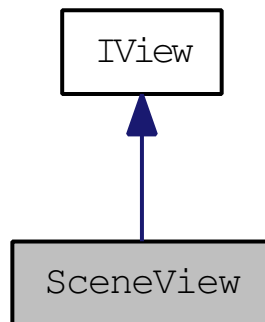
4.16 SceneView Class Reference

Handles the properties of dtCore::Scene.

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



Collaboration 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](#).

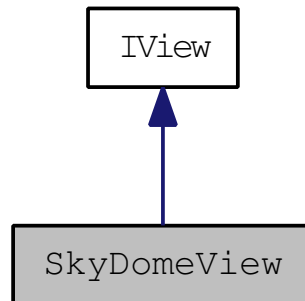
The documentation for this class was generated from the following files:

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

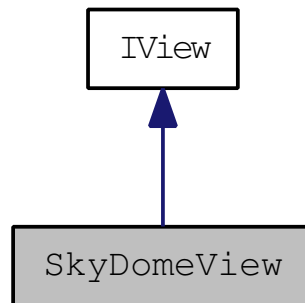
4.17 SkyDomeView Class Reference

Handles the properties of dtCore::SkyDome.

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



Collaboration 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](#).

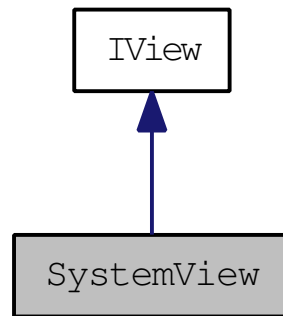
The documentation for this class was generated from the following files:

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

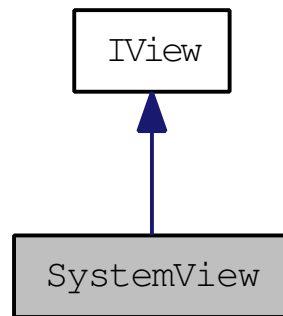
4.18 SystemView Class Reference

Handles the properties of dtCore::System.

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



Collaboration 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](#).

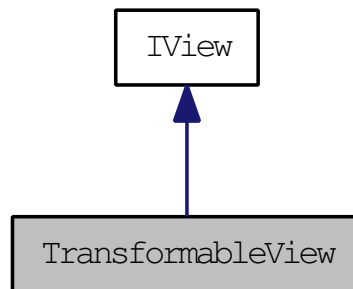
The documentation for this class was generated from the following files:

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

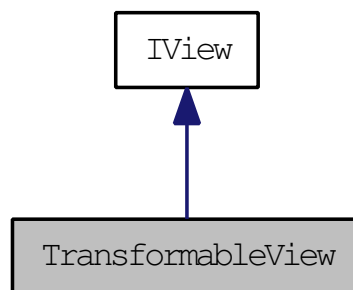
4.19 TransformableView Class Reference

Handles the properties of dtCore::Transformable.

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



Collaboration 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]

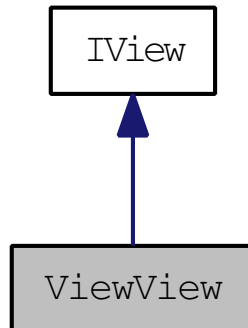
The documentation for this class was generated from the following files:

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

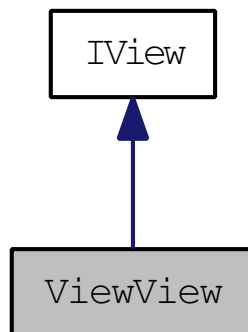
4.20 ViewView Class Reference

Handles the properties of dtCore::View.

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



Collaboration 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](#).

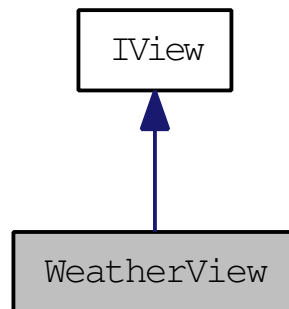
The documentation for this class was generated from the following files:

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

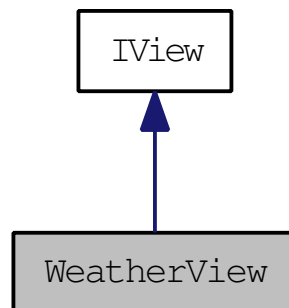
4.21 WeatherView Class Reference

Handles the properties of dtABC::Weather.

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



Collaboration 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](#)

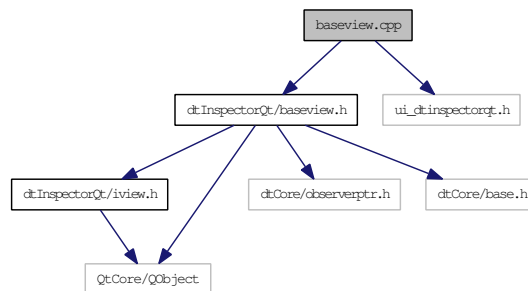
File Documentation

5.1 baseview.cpp File Reference

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

```
#include "ui_dtinspectorqt.h"
```

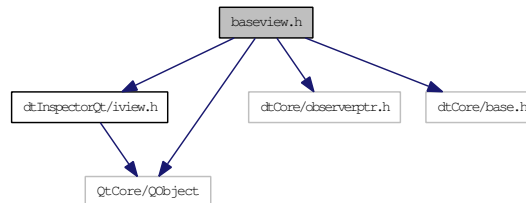
Include dependency graph for baseview.cpp:



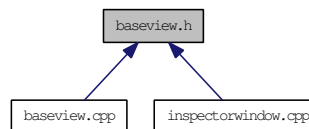
5.2 baseview.h File Reference

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

Include dependency graph for baseview.h:



This graph shows which files directly or indirectly include this file:



Classes

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

Namespaces

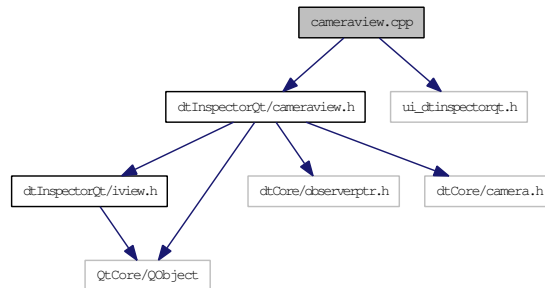
- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.3 cameraview.cpp File Reference

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

```
#include "ui_dtinspectorqt.h"
```

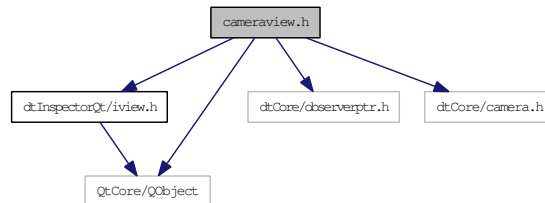
Include dependency graph for cameraview.cpp:



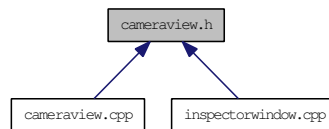
5.4 cameraview.h File Reference

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

Include dependency graph for cameraview.h:



This graph shows which files directly or indirectly include this file:



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.

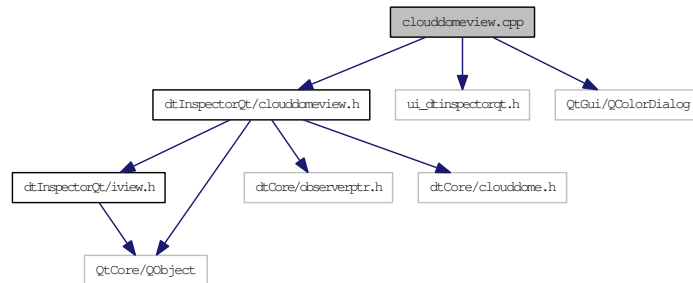
5.5 clouddomeview.cpp File Reference

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

```
#include "ui_dtinspectorqt.h"
```

```
#include <QtGui/QColorDialog>
```

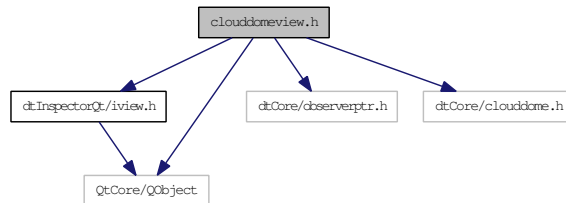
Include dependency graph for clouddomeview.cpp:



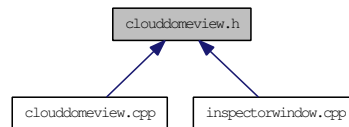
5.6 clouddomeview.h File Reference

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

Include dependency graph for clouddomeview.h:



This graph shows which files directly or indirectly include this file:



Classes

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

Namespaces

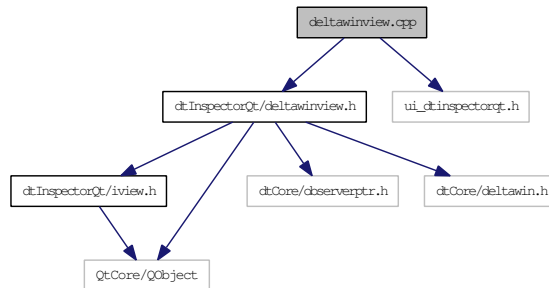
- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with `Delta3D` class instances at runtime, via a Qt UI.

5.7 deltawinview.cpp File Reference

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

```
#include "ui_dtinspectorqt.h"
```

Include dependency graph for deltawinview.cpp:



5.8 deltawinview.h File Reference

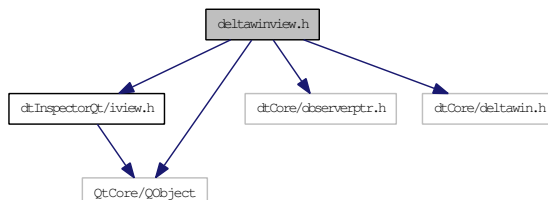
```
#include <dtInspectorQt/iview.h>
```

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

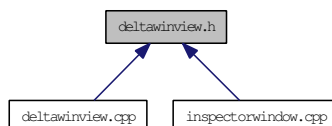
```
#include <dtCore/observerptr.h>
```

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

Include dependency graph for deltawinview.h:



This graph shows which files directly or indirectly include this file:



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.

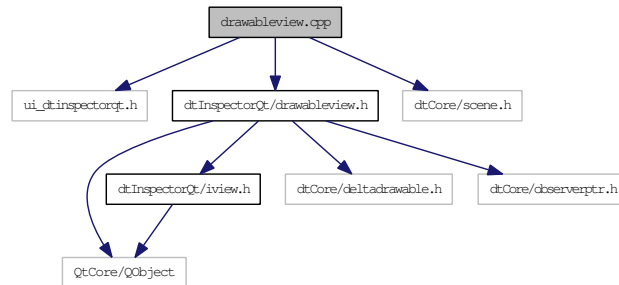
5.9 drawableview.cpp File Reference

```
#include "ui_dtinspectorqt.h"
```

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

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

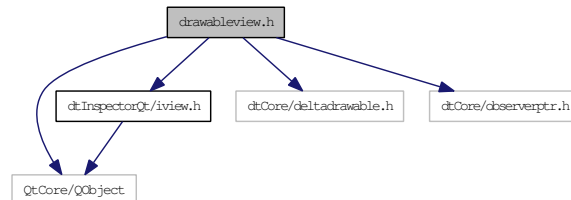
Include dependency graph for drawableview.cpp:



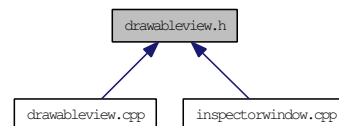
5.10 drawableview.h File Reference

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

Include dependency graph for drawableview.h:



This graph shows which files directly or indirectly include this file:



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.

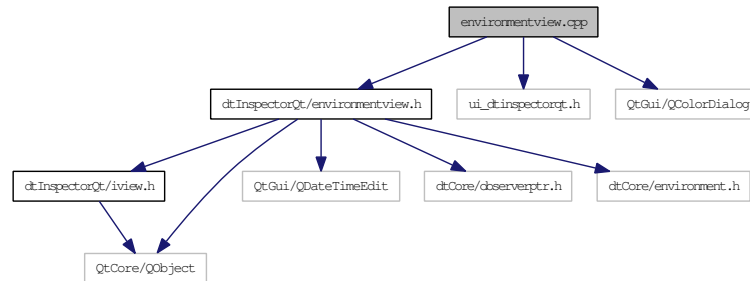
5.11 environmentview.cpp File Reference

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

```
#include "ui_dtinspectorqt.h"
```

```
#include <QtGui/QColorDialog>
```

Include dependency graph for environmentview.cpp:



5.12 environmentview.h File Reference

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

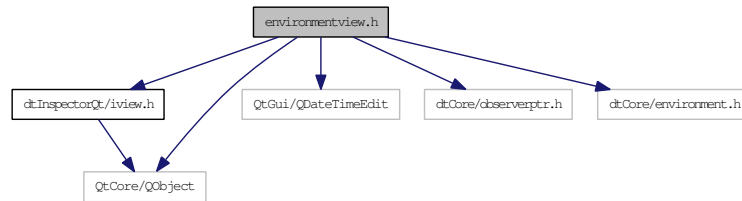
```
#include <QtCore/QObject>
```

```
#include <QtGui/QDateTimeEdit>
```

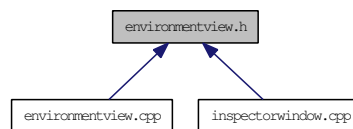
```
#include <dtCore/observerptr.h>
```

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

Include dependency graph for environmentview.h:



This graph shows which files directly or indirectly include this file:



Classes

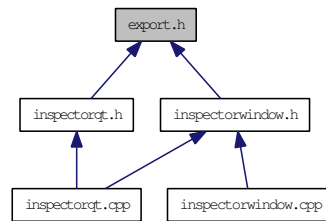
- class [EnvironmentView](#)
Handles the properties of dtCore::Environment.

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

This graph shows which files directly or indirectly include this file:



Defines

- #define [DT_INSPECTORQT_EXPORT](#)

5.13.1 Define Documentation

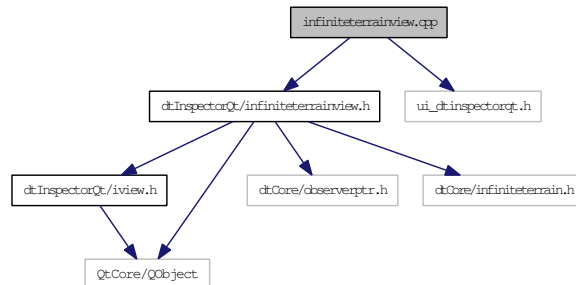
5.13.1.1 #define DT_INSPECTORQT_EXPORT

5.14 infiniteterrainview.cpp File Reference

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

```
#include "ui_dtinspectorqt.h"
```

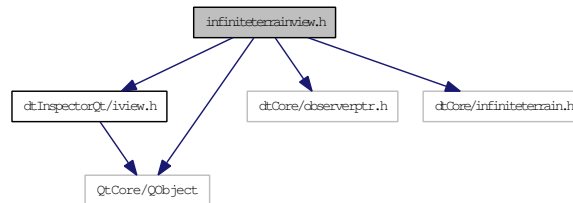
Include dependency graph for infiniteterrainview.cpp:



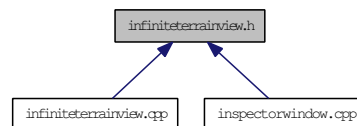
5.15 infiniteterrainview.h File Reference

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

Include dependency graph for infiniteterrainview.h:



This graph shows which files directly or indirectly include this file:



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>
```

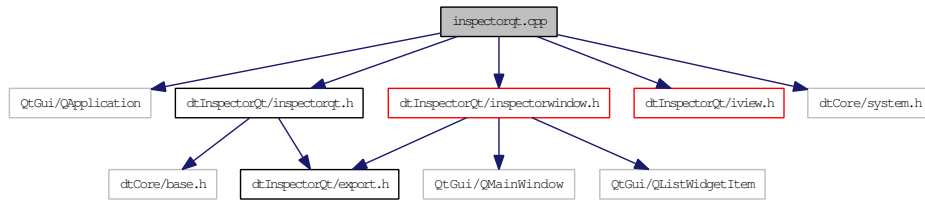
```
#include <dtInspectorQt/inspectorqt.h>
```

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

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

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

Include dependency graph for inspectorqt.cpp:

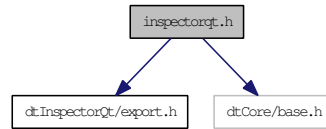


5.17 inspectorqt.h File Reference

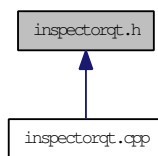
```
#include <dtInspectorQt/export.h>
```

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

Include dependency graph for inspectorqt.h:



This graph shows which files directly or indirectly include this file:



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.

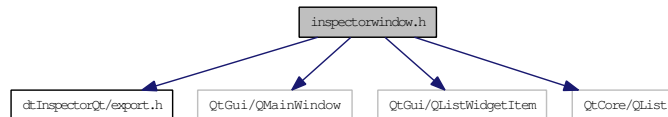
5.18 inspectorwindow.cpp File Reference

```
#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>
```

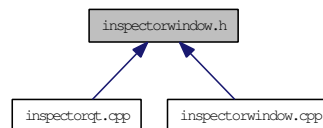
5.19 inspectorwindow.h File Reference

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

Include dependency graph for inspectorwindow.h:



This graph shows which files directly or indirectly include this file:



Classes

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

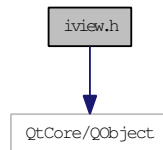
Namespaces

- 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>
```

Include dependency graph for iview.h:



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.

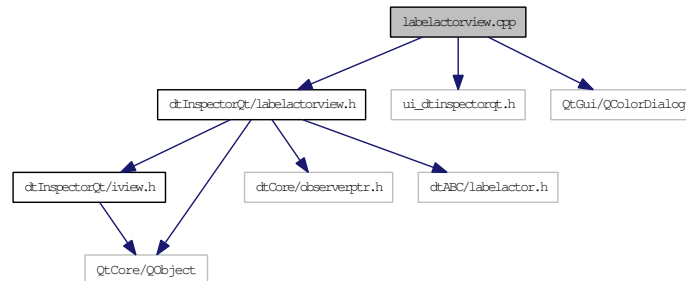
5.21 labelactorview.cpp File Reference

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

```
#include "ui_dtinspectorqt.h"
```

```
#include <QtGui/QColorDialog>
```

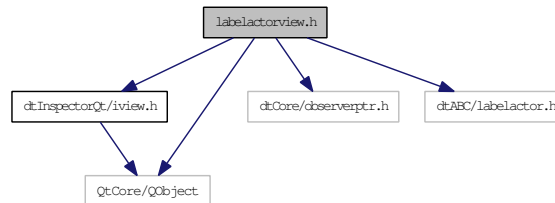
Include dependency graph for labelactorview.cpp:



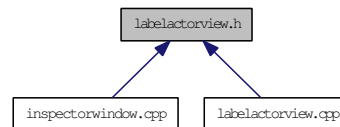
5.22 labelactorview.h File Reference

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

Include dependency graph for labelactorview.h:



This graph shows which files directly or indirectly include this file:



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.

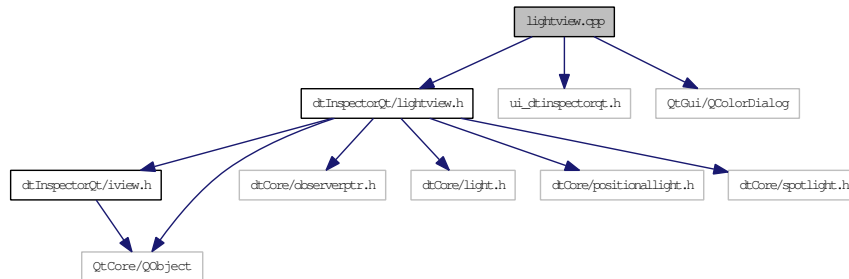
5.23 lightview.cpp File Reference

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

```
#include "ui_dtinspectorqt.h"
```

```
#include <QtGui/QColorDialog>
```

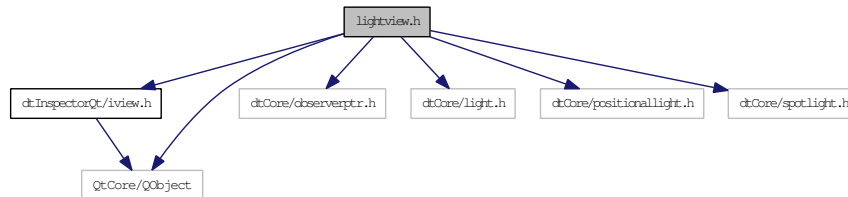
Include dependency graph for lightview.cpp:



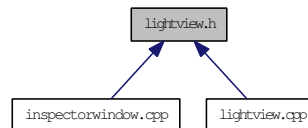
5.24 lightview.h File Reference

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

Include dependency graph for lightview.h:



This graph shows which files directly or indirectly include this file:



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.

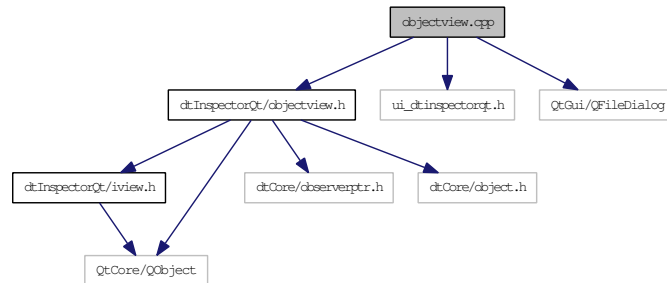
5.26 objectview.cpp File Reference

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

```
#include "ui_dtinspectorqt.h"
```

```
#include <QtGui/QFileDialog>
```

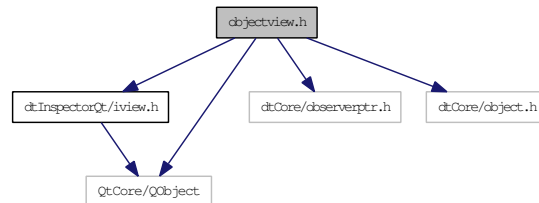
Include dependency graph for objectview.cpp:



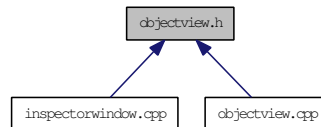
5.27 objectview.h File Reference

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

Include dependency graph for objectview.h:



This graph shows which files directly or indirectly include this file:



Classes

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

Namespaces

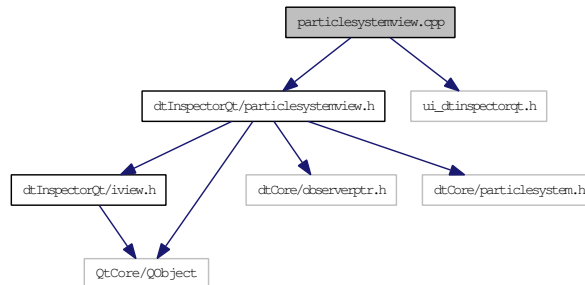
- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.28 particlesystemview.cpp File Reference

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

```
#include "ui_dtinspectorqt.h"
```

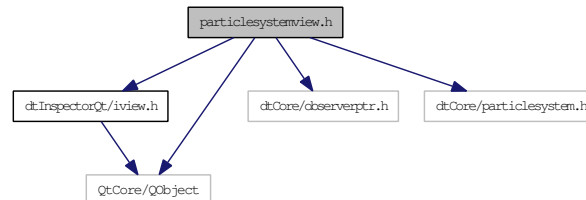
Include dependency graph for particlesystemview.cpp:



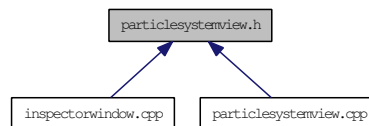
5.29 particlesystemview.h File Reference

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

Include dependency graph for particlesystemview.h:



This graph shows which files directly or indirectly include this file:



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

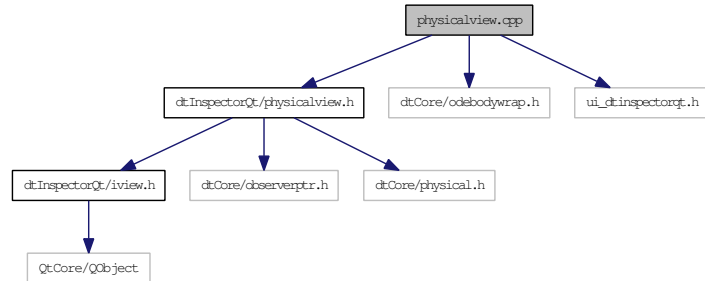
5.30 physicalview.cpp File Reference

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

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

```
#include "ui_dtinspectorqt.h"
```

Include dependency graph for physicalview.cpp:



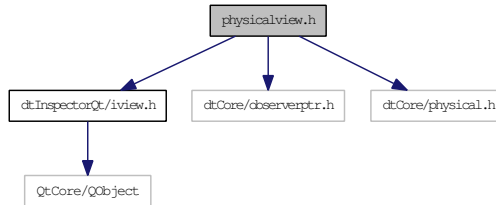
5.31 physicalview.h File Reference

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

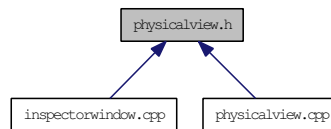
```
#include <dtCore/observerptr.h>
```

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

Include dependency graph for physicalview.h:



This graph shows which files directly or indirectly include this file:



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

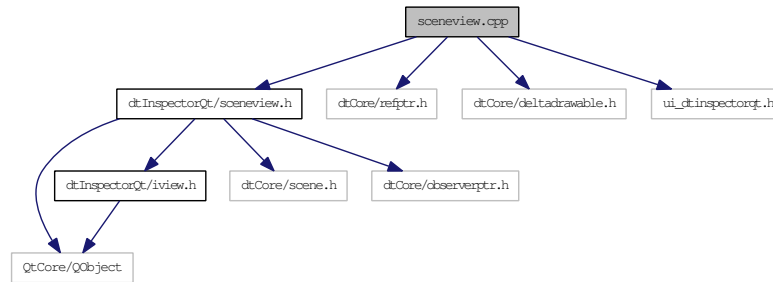
```
#include <dtInspectorQt/sceneview.h>
```

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

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

```
#include "ui_dtinspectorqt.h"
```

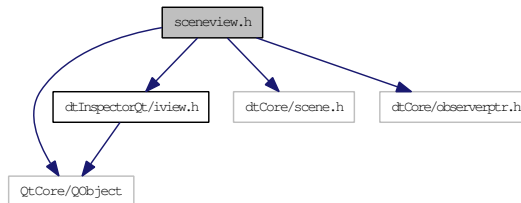
Include dependency graph for sceneview.cpp:



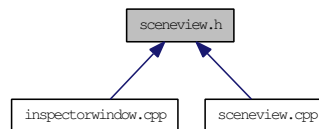
5.33 sceneview.h File Reference

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

Include dependency graph for sceneview.h:



This graph shows which files directly or indirectly include this file:



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.

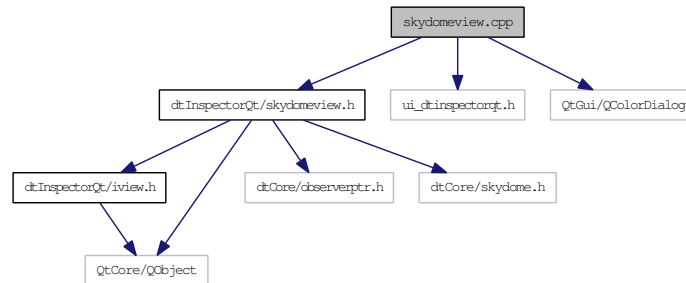
5.34 skydomeview.cpp File Reference

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

```
#include "ui_dtinspectorqt.h"
```

```
#include <QtGui/QColorDialog>
```

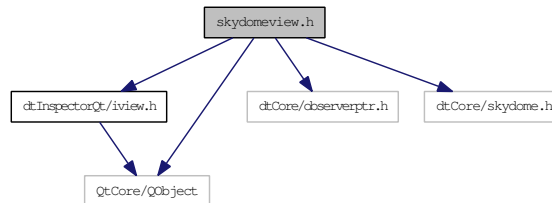
Include dependency graph for skydomeview.cpp:



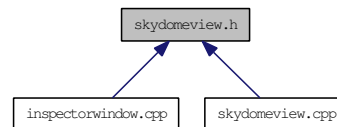
5.35 skydomeview.h File Reference

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

Include dependency graph for skydomeview.h:



This graph shows which files directly or indirectly include this file:



Classes

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

Namespaces

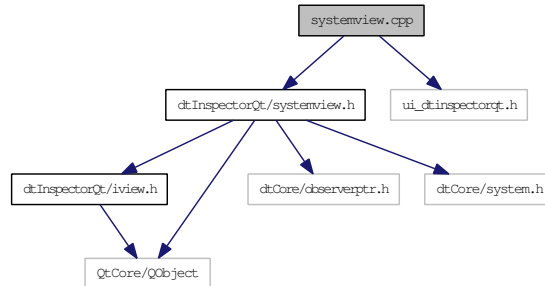
- namespace [dtInspectorQt](#)
A dynamic library that allows developers to interact with Delta3D class instances at runtime, via a Qt UI.

5.36 systemview.cpp File Reference

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

```
#include "ui_dtinspectorqt.h"
```

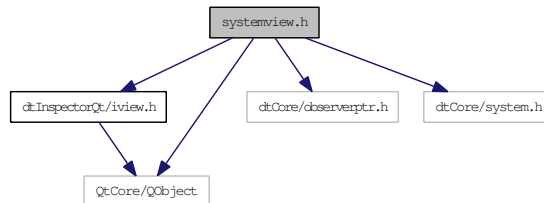
Include dependency graph for systemview.cpp:



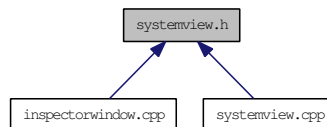
5.37 systemview.h File Reference

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

Include dependency graph for systemview.h:



This graph shows which files directly or indirectly include this file:



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

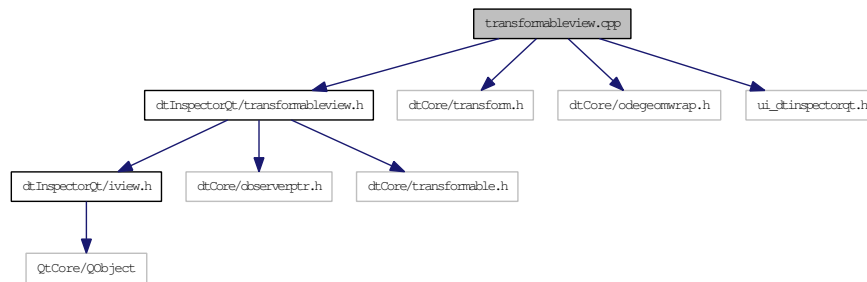
```
#include <dtInspectorQt/transformableview.h>
```

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

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

```
#include "ui_dtinspectorqt.h"
```

Include dependency graph for transformableview.cpp:



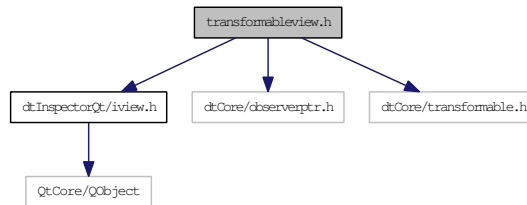
5.39 transformableview.h File Reference

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

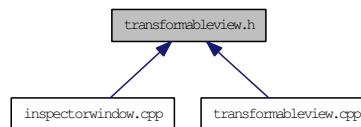
```
#include <dtCore/observerptr.h>
```

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

Include dependency graph for transformableview.h:



This graph shows which files directly or indirectly include this file:



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

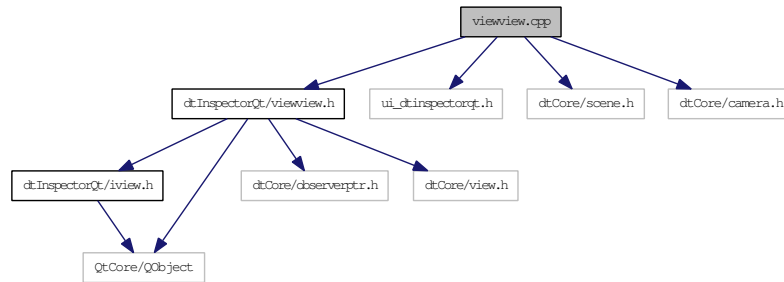
```
#include <dtInspectorQt/viewview.h>
```

```
#include "ui_dtinspectorqt.h"
```

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

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

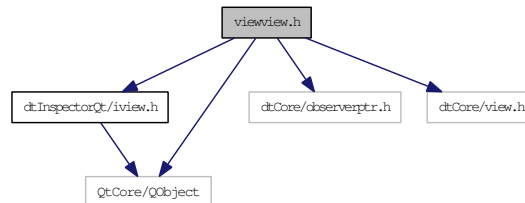
Include dependency graph for viewview.cpp:



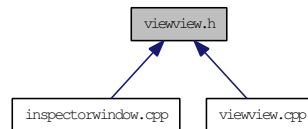
5.41 viewview.h File Reference

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

Include dependency graph for viewview.h:



This graph shows which files directly or indirectly include this file:



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.

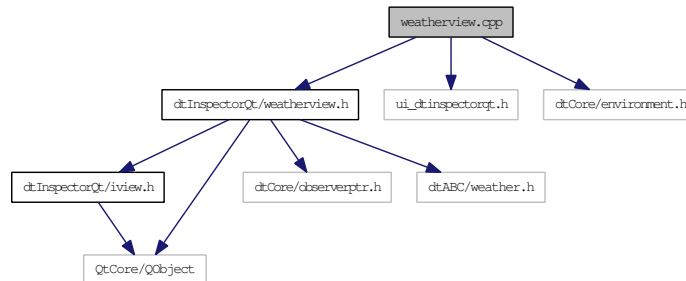
5.42 weatherview.cpp File Reference

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

```
#include "ui_dtinspectorqt.h"
```

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

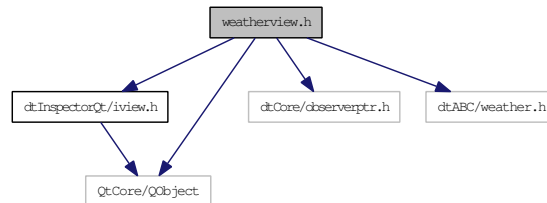
Include dependency graph for weatherview.cpp:



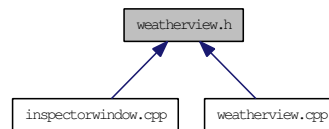
5.43 weatherview.h File Reference

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

Include dependency graph for weatherview.h:



This graph shows which files directly or indirectly include this file:



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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