OpenSceneGraph Version 2.9.6

osgPresentation::

Reference Manual

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Chapter 1

Main Page

The OpenSceneGraph exists as a number of modules, each sitting in its own library, enclosed within its own namespace. At the very core lies the osg library. This contains the OpenSceneGraph's central classes and, at the bare minimum, it is all users need to write an OpenSceneGraph program in C++.

Around and alongside this sit other supporting libraries, such as osgUtil (containing visitors for app traversals, cull traversals, scene graph optimizers and so on), osgDB (for handling plug-ins, shared library loading, database reading and writing and the like), osgText, osgParticle, etc.

Extensive online documentation is available from the OSG Support section to help in using Open Scene Graph.

The project's original reference guides generated by Doxygen from the source code may be downloaded as a single file from the OSG Reference Guides section.

To download source code, binaries, dependencies and sample datasets visit the OSG Download page.

For more about dependencies see the OSG Dependencies page.

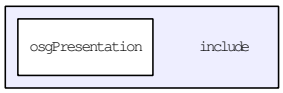
The documentation you are looking at can be downloaded from www.3draum.ch.

Enjoy!

Chapter 2

Directory Documentation

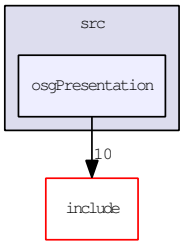
2.1 include/ Directory Reference



Directories

- directory **osgPresentation**

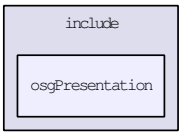
2.2 src/osgPresentation/ Directory Reference



Files

- file **AnimationMaterial.cpp**
- file **CompileSlideCallback.cpp**
- file **PickEventHandler.cpp**
- file **SlideEventHandler.cpp**
- file **SlideShowConstructor.cpp**

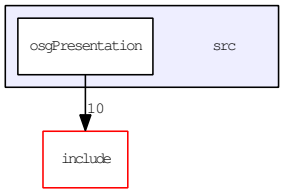
2.3 include/osgPresentation/ Directory Reference



Files

- file **AnimationMaterial**
- file **CompileSlideCallback**
- file **Export**
- file **mainpage.h**
- file **PickEventHandler**
- file **SlideEventHandler**
- file **SlideShowConstructor**

2.4 src/ Directory Reference



Directories

- directory **osgPresentation**

Chapter 3

Namespace Documentation

3.1 osgPresentation Namespace Reference

The **osgPresentation** (p. 7) library is a NodeKit that extends the core scene graph to support 3D scene graph based presentations.

Classes

- class **ActiveOperators**
- class **AnimationMaterial**

  AnimationMaterial *(p. 11) for specify the time varying transformation pathway to use when update camera and model objects.*

- class **AnimationMaterialCallback**
- class **CompileSlideCallback**
- struct **dereference_less**
- struct **FilePathData**
- struct **HomePosition**
- struct **KeyPosition**
- struct **LayerAttributes**
- struct **LayerCallback**
- struct **ObjectOperator**
- class **PickEventHandler**
- class **SlideEventHandler**
- class **SlideShowConstructor**

Enumerations

- enum **Operation** { **RUN**, **LOAD**, **EVENT**, **JUMP** }

  Operations related to click to run/load/key events.

3.1.1 Detailed Description

The **osgPresentation** (p. 7) library is a NodeKit that extends the core scene graph to support 3D scene graph based presentations.

3.1.2 Enumeration Type Documentation

3.1.2.1 enum Operation

Operations related to click to run/load/key events.

Enumerator:

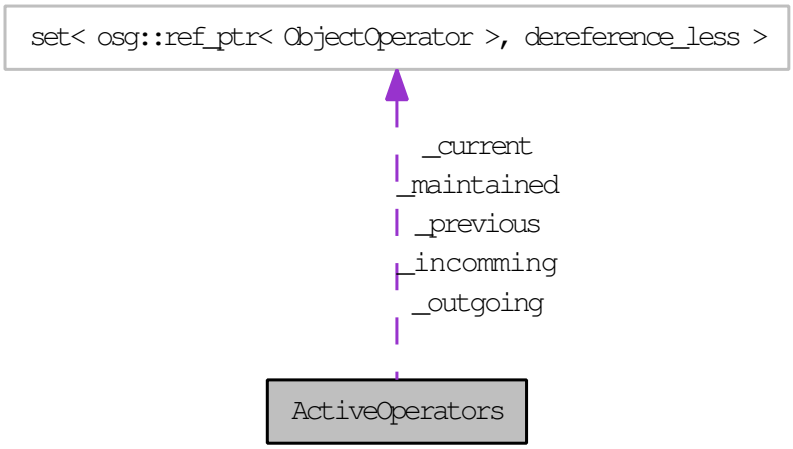
RUN
LOAD
EVENT
JUMP

Chapter 4

Class Documentation

4.1 ActiveOperators Class Reference

Collaboration diagram for ActiveOperators:



Public Types

- typedef std::set< osg::ref_ptr< **ObjectOperator** >, **dereference_less** > **OperatorList**

Public Member Functions

- **ActiveOperators** ()
- ~**ActiveOperators** ()
- void **collect** (osg::Node *incommingNode, osg::NodeVisitor::TraversalMode tm=osg::NodeVisitor::TRAVERSE_ACTIVE_CHILDREN)
- bool **getPause** () const
- void **process** ()
- void **reset** ()
- void **setPause** (bool pause)

Protected Member Functions

- void **processIncomming** ()
- void **processMaintained** ()
- void **processOutgoing** ()

Protected Attributes

- **OperatorList _current**
- **OperatorList _incomming**

- **OperatorList _maintained**
- **OperatorList _outgoing**
- bool **_pause**
- **OperatorList _previous**

4.1.1 Member Typedef Documentation

4.1.1.1 typedef std::set< osg::ref_ptr<ObjectOperator>, dereference_less > OperatorList

4.1.2 Constructor & Destructor Documentation

4.1.2.1 ActiveOperators ()

4.1.2.2 ~ActiveOperators ()

4.1.3 Member Function Documentation

4.1.3.1 void collect (osg::Node * *incommingNode*, osg::NodeVisitor::TraversalMode *tm* = `osg::NodeVisitor::TRAVERSE_ACTIVE_CHILDREN`)

4.1.3.2 bool getPause () const `[inline]`

4.1.3.3 void process ()

4.1.3.4 void processIncomming () `[protected]`

4.1.3.5 void processMaintained () `[protected]`

4.1.3.6 void processOutgoing () `[protected]`

4.1.3.7 void reset ()

4.1.3.8 void setPause (bool *pause*)

4.1.4 Member Data Documentation

4.1.4.1 OperatorList _current `[protected]`

4.1.4.2 OperatorList _incomming `[protected]`

4.1.4.3 OperatorList _maintained `[protected]`

4.1.4.4 OperatorList _outgoing `[protected]`

4.1.4.5 bool _pause `[protected]`

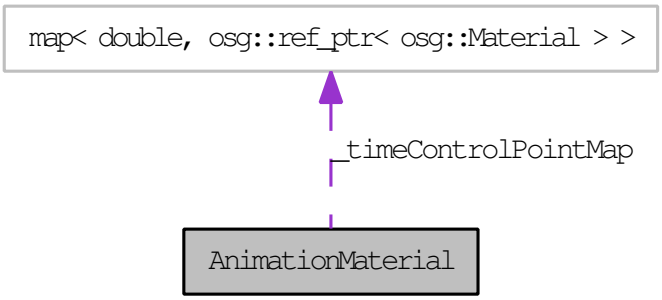
4.1.4.6 OperatorList _previous `[protected]`

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

- **SlideEventHandler**
- **SlideEventHandler.cpp**

4.2 AnimationMaterial Class Reference

AnimationMaterial (p. 11) for specify the time varying transformation pathway to use when update camera and model objects. Collaboration diagram for AnimationMaterial:



Public Types

- enum **LoopMode** { **SWING**, **LOOP**, **NO_LOOPING** }
- typedef std::map< double, osg::ref_ptr< osg::Material > > **TimeControlPointMap**

Public Member Functions

- **AnimationMaterial** (const **AnimationMaterial** &ap, const osg::CopyOp &copyop=osg::CopyOp::SHALLOW_COPY)
- **AnimationMaterial** ()
- double **getFirstTime** () const
- double **getLastTime** () const
- **LoopMode getLoopMode** () const
- bool **getMaterial** (double time, osg::Material &material) const

  get the transformation matrix for a point in time.

- double **getPeriod** () const
- const **TimeControlPointMap** & **getTimeControlPointMap** () const
- **TimeControlPointMap** & **getTimeControlPointMap** ()
- void **insert** (double time, osg::Material *material)
- **META_Object** (osg, **AnimationMaterial**)
- void **read** (std::istream &in)

  read the anumation path from a flat ascii file stream.

- bool **requiresBlending** () const
- void **setLoopMode** (**LoopMode** lm)
- void **write** (std::ostream &out) const

  write the anumation path to a flat ascii file stream.

Protected Member Functions

- virtual ~**AnimationMaterial** ()
- void **interpolate** (osg::Material &material, float r, const osg::Material &lhs, const osg::Material &rhs) const

Protected Attributes

- **LoopMode _loopMode**
- **TimeControlPointMap _timeControlPointMap**

4.2.1 Detailed Description

AnimationMaterial (p. 11) for specify the time varying transformation pathway to use when update camera and model objects. Subclassed from Transform::ComputeTransformCallback allows **AnimationMaterial** (p. 11) to be attached directly to Transform nodes to move subgraphs around the scene.

4.2.2 Member Typedef Documentation

4.2.2.1 typedef std::map<double, osg::ref_ptr<osg::Material> > TimeControlPointMap

4.2.3 Member Enumeration Documentation

4.2.3.1 enum LoopMode

Enumerator:

SWING
LOOP
NO_LOOPING

4.2.4 Constructor & Destructor Documentation

4.2.4.1 AnimationMaterial () `[inline]`

4.2.4.2 AnimationMaterial (const AnimationMaterial & *ap*, const osg::CopyOp & *copyop* = `osg::CopyOp::SHALLOW_COPY`) `[inline]`

4.2.4.3 virtual ~AnimationMaterial () `[inline, protected, virtual]`

4.2.5 Member Function Documentation

4.2.5.1 double getFirstTime () const `[inline]`

4.2.5.2 double getLastTime () const `[inline]`

4.2.5.3 LoopMode getLoopMode () const `[inline]`

4.2.5.4 bool getMaterial (double *time*, osg::Material & *material*) const

get the transformation matrix for a point in time.

4.2.5.5 double getPeriod () const `[inline]`

4.2.5.6 const TimeControlPointMap& getTimeControlPointMap () const `[inline]`

4.2.5.7 TimeControlPointMap& getTimeControlPointMap () `[inline]`

4.2.5.8 void insert (double *time*, osg::Material * *material*)

4.2.5.9 void interpolate (osg::Material & *material*, float *r*, const osg::Material & *lhs*, const osg::Material & *rhs*) const `[protected]`

4.2.5.10 META_Object (osg, AnimationMaterial)

4.2.5.11 void read (std::istream & *in*)

read the anumation path from a flat ascii file stream.

4.2.5.12 bool requiresBlending () const

4.2.5.13 void setLoopMode (LoopMode *lm*) `[inline]`

4.2.5.14 void write (std::ostream & *out*) const

write the anumation path to a flat ascii file stream.

4.2.6 Member Data Documentation

4.2.6.1 LoopMode _loopMode `[protected]`

4.2.6.2 TimeControlPointMap _timeControlPointMap `[protected]`

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

- **AnimationMaterial**
- **AnimationMaterial.cpp**

4.3 AnimationMaterialCallback Class Reference

Public Member Functions

- **AnimationMaterialCallback** (**AnimationMaterial** ∗ap, double timeOffset=0.0f, double timeMultiplier=1.0f)
- **AnimationMaterialCallback** (const **AnimationMaterialCallback** &apc, const osg::CopyOp &copyop)
- **AnimationMaterialCallback** ()
- const **AnimationMaterial** ∗ **getAnimationMaterial** () const
- **AnimationMaterial** ∗ **getAnimationMaterial** ()
- double **getAnimationTime** () const

  *get the animation time that is used to specify the position along the **AnimationMaterial** (p. 11).*

- double **getTimeMultiplier** () const
- double **getTimeOffset** () const
- **META_Object** (osg, **AnimationMaterialCallback**)
- virtual void **operator()** (osg::Node ∗node, osg::NodeVisitor ∗nv)

  implements the callback

- void **reset** ()
- void **setAnimationMaterial** (**AnimationMaterial** ∗path)
- void **setPause** (bool pause)
- void **setTimeMultiplier** (double multiplier)
- void **setTimeOffset** (double offset)
- void **update** (osg::Node &node)

Public Attributes

- osg::ref_ptr< **AnimationMaterial** > **_animationMaterial**
- double **_firstTime**
- double **_latestTime**
- bool **_pause**
- double **_pauseTime**
- double **_timeMultiplier**
- double **_timeOffset**
- bool **_useInverseMatrix**

Protected Member Functions

- ∼**AnimationMaterialCallback** ()

4.3.1 Constructor & Destructor Documentation

4.3.1.1 AnimationMaterialCallback () [inline]

4.3.1.2 AnimationMaterialCallback (const AnimationMaterialCallback & *apc*, const osg::CopyOp & *copyop*) [inline]

4.3.1.3 AnimationMaterialCallback (AnimationMaterial ∗ *ap*, double *timeOffset* = 0.0f, double *timeMultiplier* = 1.0f) [inline]

4.3.1.4 ∼AnimationMaterialCallback () [inline, protected]

4.3.2 Member Function Documentation

4.3.2.1 const AnimationMaterial∗ getAnimationMaterial () const [inline]

4.3.2.2 AnimationMaterial∗ getAnimationMaterial () [inline]

4.3.2.3 double getAnimationTime () const

get the animation time that is used to specify the position along the **AnimationMaterial** (p. 11). Animation time is computed from the formula ((_latestTime-_firstTime)-_timeOffset)∗_timeMultiplier.

4.3.2.4 double getTimeMultiplier () const [inline]

4.3.2.5 double getTimeOffset () const [inline]

4.3.2.6 META_Object (osg, AnimationMaterialCallback)

4.3.2.7 void operator() (osg::Node * *node*, osg::NodeVisitor * *nv*) [virtual]

implements the callback

4.3.2.8 void reset ()

4.3.2.9 void setAnimationMaterial (AnimationMaterial * *path*) [inline]

4.3.2.10 void setPause (bool *pause*)

4.3.2.11 void setTimeMultiplier (double *multiplier*) [inline]

4.3.2.12 void setTimeOffset (double *offset*) [inline]

4.3.2.13 void update (osg::Node & *node*)

4.3.3 Member Data Documentation

4.3.3.1 osg::ref_ptr<AnimationMaterial> _animationMaterial

4.3.3.2 double _firstTime

4.3.3.3 double _latestTime

4.3.3.4 bool _pause

4.3.3.5 double _pauseTime

4.3.3.6 double _timeMultiplier

4.3.3.7 double _timeOffset

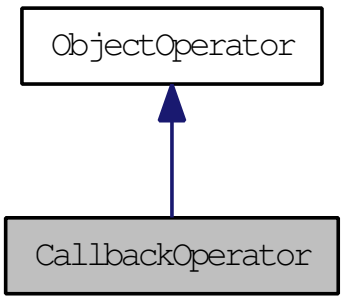
4.3.3.8 bool _useInverseMatrix

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

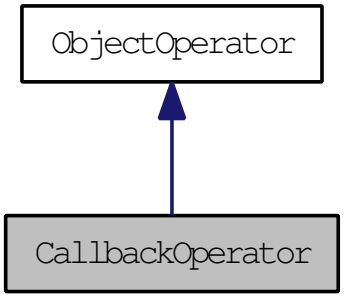
- **AnimationMaterial**
- **AnimationMaterial.cpp**

4.4 CallbackOperator Struct Reference

Inheritance diagram for CallbackOperator:



Collaboration diagram for CallbackOperator:



Public Member Functions

- **CallbackOperator** (osg::Node ∗node, osg::Referenced ∗callback)
- virtual void **enter** ()
- virtual void **leave** ()
- virtual void **maintain** ()
- virtual void ∗ **ptr** () const
- virtual void **reset** ()
- virtual void **setPause** (bool pause)

Public Attributes

- osg::ref_ptr< osg::Referenced > **_callback**
- osg::ref_ptr< osg::Node > **_node**

4.4.1 Constructor & Destructor Documentation

4.4.1.1 CallbackOperator (osg::Node ∗ *node*, osg::Referenced ∗ *callback*) [inline]

4.4.2 Member Function Documentation

4.4.2.1 virtual void enter () [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.4.2.2 virtual void leave () [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.4.2.3 virtual void maintain () [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.4.2.4 virtual void* ptr () const [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.4.2.5 virtual void reset () [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.4.2.6 virtual void setPause (bool *pause*) [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.4.3 Member Data Documentation

4.4.3.1 osg::ref_ptr<osg::Referenced> _callback

4.4.3.2 osg::ref_ptr<osg::Node> _node

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

- **SlideEventHandler.cpp**

4.5 CompileSlideCallback Class Reference

Public Member Functions

- **CompileSlideCallback** ()
- void **needCompile** (osg::Node ∗node)
- virtual void **operator()** (const osg::Camera &camera) const

Protected Member Functions

- virtual ∼**CompileSlideCallback** ()

Protected Attributes

- int **_frameNumber**
- bool **_needCompile**
- osg::ref_ptr< osg::Node > **_sceneToCompile**

4.5.1 Constructor & Destructor Documentation

4.5.1.1 CompileSlideCallback () `[inline]`

4.5.1.2 virtual ∼CompileSlideCallback () `[inline, protected, virtual]`

4.5.2 Member Function Documentation

4.5.2.1 void needCompile (osg::Node ∗ *node*) `[inline]`

4.5.2.2 void operator() (const osg::Camera & *camera*) const `[virtual]`

4.5.3 Member Data Documentation

4.5.3.1 int _frameNumber `[mutable, protected]`

4.5.3.2 bool _needCompile `[mutable, protected]`

4.5.3.3 osg::ref_ptr<osg::Node> _sceneToCompile `[protected]`

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

- **CompileSlideCallback**
- **CompileSlideCallback.cpp**

4.6 dereference_less Struct Reference

Public Member Functions

- template<class T , class U >
  bool **operator()** (const T &lhs, const U &rhs) const

4.6.1 Member Function Documentation

4.6.1.1 bool operator() (const T & *lhs*, const U & *rhs*) const [inline]

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

- **SlideEventHandler**

4.7 DraggerVolumeTileCallback Class Reference

Public Member Functions

- **DraggerVolumeTileCallback** (osgVolume::VolumeTile ∗volume, osgVolume::Locator ∗locator)
- virtual bool **receive** (const osgManipulator::MotionCommand &command)

Public Attributes

- osg::Matrix **_localToWorld**
- osg::ref_ptr< osgVolume::Locator > **_locator**
- osg::Matrix **_startMotionMatrix**
- osg::observer_ptr< osgVolume::VolumeTile > **_volume**
- osg::Matrix **_worldToLocal**

4.7.1 Constructor & Destructor Documentation

4.7.1.1 DraggerVolumeTileCallback (osgVolume::VolumeTile ∗ *volume*, osgVolume::Locator ∗ *locator*) `[inline]`

4.7.2 Member Function Documentation

4.7.2.1 bool receive (const osgManipulator::MotionCommand & *command*) `[virtual]`

4.7.3 Member Data Documentation

4.7.3.1 osg::Matrix _localToWorld

4.7.3.2 osg::ref_ptr<osgVolume::Locator> _locator

4.7.3.3 osg::Matrix _startMotionMatrix

4.7.3.4 osg::observer_ptr<osgVolume::VolumeTile> _volume

4.7.3.5 osg::Matrix _worldToLocal

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

- **SlideShowConstructor.cpp**

4.8 FilePathData Struct Reference

Public Member Functions

- **FilePathData** (const osgDB::FilePathList &fpl)

Public Attributes

- osgDB::FilePathList **filePathList**

4.8.1 Constructor & Destructor Documentation

4.8.1.1 FilePathData (const osgDB::FilePathList & *fpl*) [inline]

4.8.2 Member Data Documentation

4.8.2.1 osgDB::FilePathList filePathList

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

- **SlideEventHandler**

4.9 FindFilePathDataVisitor Class Reference

Public Member Functions

- **FindFilePathDataVisitor** ()
- void **apply** (osg::Node &node)

4.9.1 Constructor & Destructor Documentation

4.9.1.1 FindFilePathDataVisitor () [inline]

4.9.2 Member Function Documentation

4.9.2.1 void apply (osg::Node & *node*) [inline]

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

- **SlideEventHandler.cpp**

4.10 FindHomePositionVisitor Class Reference

Public Member Functions

- **FindHomePositionVisitor** ()
- void **apply** (osg::Node &node)

Public Attributes

- osg::ref_ptr< **HomePosition** > **_homePosition**

4.10.1 Constructor & Destructor Documentation

4.10.1.1 FindHomePositionVisitor () [inline]

4.10.2 Member Function Documentation

4.10.2.1 void apply (osg::Node & *node*) [inline]

4.10.3 Member Data Documentation

4.10.3.1 osg::ref_ptr<HomePosition> _homePosition

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

- **SlideEventHandler.cpp**

4.11 FindImageStreamsVisitor Class Reference

Public Member Functions

- **FindImageStreamsVisitor** ()
- virtual void **apply** (osg::Geode &node)
- virtual void **apply** (osg::Node &node)
- void **process** (osg::StateSet ∗ss)

4.11.1 Constructor & Destructor Documentation

4.11.1.1 FindImageStreamsVisitor () `[inline]`

4.11.2 Member Function Documentation

4.11.2.1 virtual void apply (osg::Geode & *node*) `[inline, virtual]`

4.11.2.2 virtual void apply (osg::Node & *node*) `[inline, virtual]`

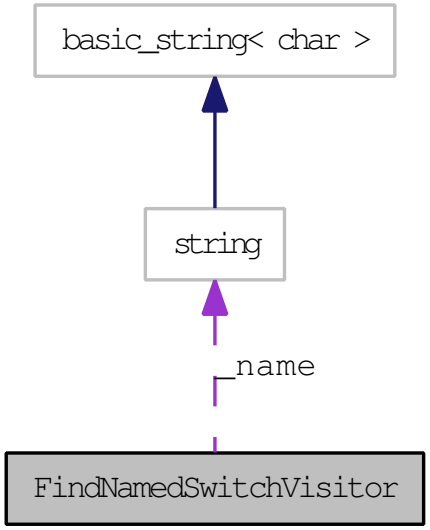
4.11.2.3 void process (osg::StateSet ∗ *ss*) `[inline]`

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

- **SlideShowConstructor.cpp**

4.12 FindNamedSwitchVisitor Class Reference

Collaboration diagram for FindNamedSwitchVisitor:



Public Member Functions

- **FindNamedSwitchVisitor** (const std::string &name)
- void **apply** (osg::Switch &sw)

Public Attributes

- std::string **_name**
- osg::Switch * **_switch**

4.12.1 Constructor & Destructor Documentation

4.12.1.1 FindNamedSwitchVisitor (const std::string & *name*) [inline]

4.12.2 Member Function Documentation

4.12.2.1 void apply (osg::Switch & *sw*) [inline]

4.12.3 Member Data Documentation

4.12.3.1 std::string _name

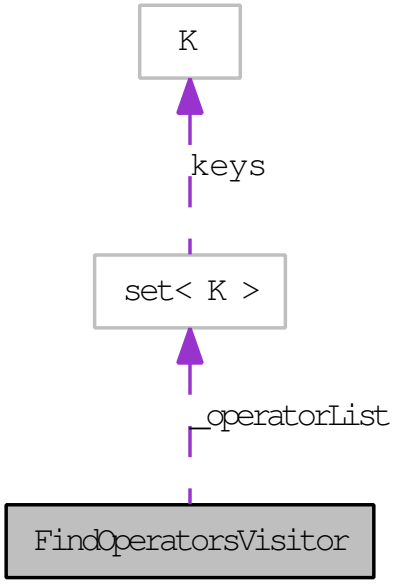
4.12.3.2 osg::Switch* _switch

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

- **SlideEventHandler.cpp**

4.13 FindOperatorsVisitor Class Reference

Collaboration diagram for FindOperatorsVisitor:



Public Member Functions

- **FindOperatorsVisitor** (**ActiveOperators::OperatorList** &operatorList, osg::NodeVisitor::TraversalMode tm)
- void **apply** (osg::Geode &node)
- void **apply** (osg::Node &node)
- virtual void **process** (osg::StateSet ∗ss)

Public Attributes

- **ActiveOperators::OperatorList** & **_operatorList**

4.13.1 Constructor & Destructor Documentation

4.13.1.1 FindOperatorsVisitor (ActiveOperators::OperatorList & *operatorList*, osg::NodeVisitor::TraversalMode *tm*) [inline]

4.13.2 Member Function Documentation

4.13.2.1 void apply (osg::Geode & *node*) [inline]

4.13.2.2 void apply (osg::Node & *node*) [inline]

4.13.2.3 virtual void process (osg::StateSet ∗ *ss*) [inline, virtual]

4.13.3 Member Data Documentation

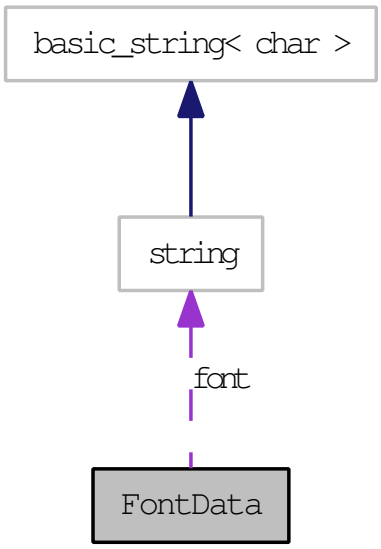
4.13.3.1 ActiveOperators::OperatorList& _operatorList

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

- **SlideEventHandler.cpp**

4.14 FontData Struct Reference

Collaboration diagram for FontData:



Public Member Functions

- **FontData** ()

Public Attributes

- osgText::Text::AlignmentType **alignment**
- osgText::Text::AxisAlignment **axisAlignment**
- float **characterSize**
- osg::Vec4 **color**
- std::string **font**
- osgText::Text::Layout **layout**
- float **maximumHeight**
- float **maximumWidth**

4.14.1 Constructor & Destructor Documentation

4.14.1.1 FontData () [inline]

4.14.2 Member Data Documentation

4.14.2.1 osgText::Text::AlignmentType alignment

4.14.2.2 osgText::Text::AxisAlignment axisAlignment

4.14.2.3 float characterSize

4.14.2.4 osg::Vec4 color

4.14.2.5 std::string font

4.14.2.6 osgText::Text::Layout layout

4.14.2.7 float maximumHeight

4.14.2.8 float maximumWidth

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

- **SlideShowConstructor**

4.15 HomePosition Struct Reference

Public Member Functions

- **HomePosition** (const osg::Vec3 &in_eye, const osg::Vec3 &in_center, const osg::Vec3 &in_up)
- **HomePosition** ()

Public Attributes

- osg::Vec3 **center**
- osg::Vec3 **eye**
- osg::Vec3 **up**

4.15.1 Constructor & Destructor Documentation

4.15.1.1 HomePosition () [inline]

4.15.1.2 HomePosition (const osg::Vec3 & *in_eye*, const osg::Vec3 & *in_center*, const osg::Vec3 & *in_up*) [inline]

4.15.2 Member Data Documentation

4.15.2.1 osg::Vec3 center

4.15.2.2 osg::Vec3 eye

4.15.2.3 osg::Vec3 up

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

- **SlideEventHandler**

4.16 ImageData Struct Reference

Public Member Functions

- **ImageData** ()

Public Attributes

- osg::Vec4 **backgroundColor**
- float **height**
- osg::ImageStream::LoopingMode **loopingMode**
- int **page**
- osg::Vec4 **region**
- bool **region_in_pixel_coords**
- float **texcoord_rotate**
- float **width**

4.16.1 Constructor & Destructor Documentation

4.16.1.1 ImageData () [inline]

4.16.2 Member Data Documentation

4.16.2.1 osg::Vec4 backgroundColor

4.16.2.2 float height

4.16.2.3 osg::ImageStream::LoopingMode loopingMode

4.16.2.4 int page

4.16.2.5 osg::Vec4 region

4.16.2.6 bool region_in_pixel_coords

4.16.2.7 float texcoord_rotate

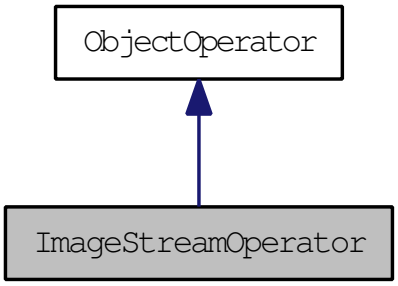
4.16.2.8 float width

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

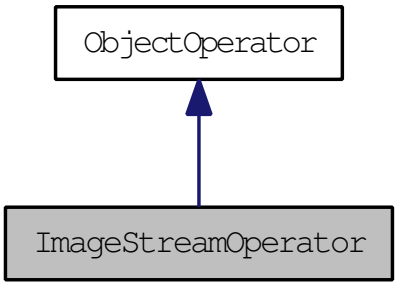
- **SlideShowConstructor**

4.17 ImageStreamOperator Struct Reference

Inheritance diagram for ImageStreamOperator:



Collaboration diagram for ImageStreamOperator:



Public Member Functions

- **ImageStreamOperator** (osg::ImageStream *imageStream)
- virtual void **enter** ()
- virtual void **leave** ()
- virtual void **maintain** ()
- virtual void * **ptr** () const
- virtual void **reset** ()
- virtual void **setPause** (bool pause)

Public Attributes

- osg::ref_ptr< osg::ImageStream > **_imageStream**

4.17.1 Constructor & Destructor Documentation

4.17.1.1 ImageStreamOperator (osg::ImageStream * *imageStream*) [inline]

4.17.2 Member Function Documentation

4.17.2.1 virtual void enter () [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.17.2.2 virtual void leave () [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.17.2.3 virtual void maintain () [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.17.2.4 virtual void* ptr () const [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.17.2.5 virtual void reset () [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.17.2.6 virtual void setPause (bool *pause*) [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.17.3 Member Data Documentation

4.17.3.1 osg::ref_ptr<osg::ImageStream> _imageStream

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

- **SlideEventHandler.cpp**

4.18 KeyPosition Struct Reference

Public Member Functions

- **KeyPosition** (unsigned int key=0, float x=FLT_MAX, float y=FLT_MAX)
- void **set** (unsigned int key=0, float x=FLT_MAX, float y=FLT_MAX)

Public Attributes

- osgGA::GUIEventAdapter::KeySymbol **_key**
- float **_x**
- float **_y**

4.18.1 Constructor & Destructor Documentation

4.18.1.1 KeyPosition (unsigned int *key* = `0`, float *x* = `FLT_MAX`, float *y* = `FLT_MAX`) `[inline]`

4.18.2 Member Function Documentation

4.18.2.1 void set (unsigned int *key* = `0`, float *x* = `FLT_MAX`, float *y* = `FLT_MAX`) `[inline]`

4.18.3 Member Data Documentation

4.18.3.1 osgGA::GUIEventAdapter::KeySymbol _key

4.18.3.2 float _x

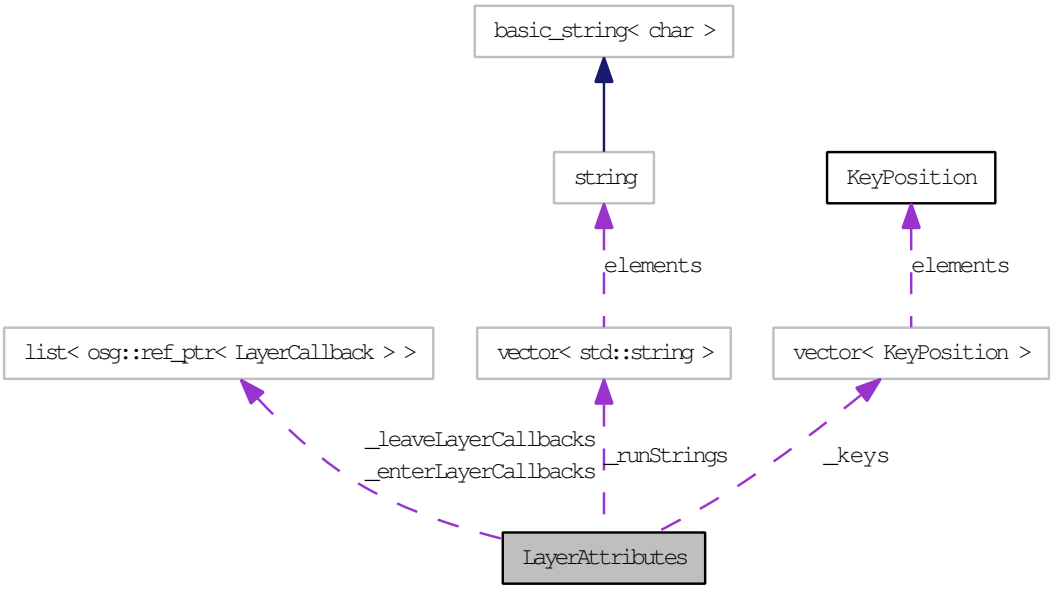
4.18.3.3 float _y

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

- **SlideEventHandler**

4.19 LayerAttributes Struct Reference

Collaboration diagram for LayerAttributes:



Public Types

- typedef std::vector< **KeyPosition** > **Keys**
- typedef std::list< osg::ref_ptr< **LayerCallback** > > **LayerCallbacks**
- typedef std::vector< std::string > **RunStrings**

Public Member Functions

- **LayerAttributes** (double in_duration)
- **LayerAttributes** ()
- void **addEnterCallback** (**LayerCallback** *lc)
- void **addKey** (const **KeyPosition** &kp)
- void **addLeaveCallback** (**LayerCallback** *lc)
- void **addRunString** (const std::string &runString)
- void **callEnterCallbacks** (osg::Node *node)
- void **callLeaveCallbacks** (osg::Node *node)
- double **getDuration** () const
- const **Keys** & **getKeys** () const
- int **getLayerNum** () const
- bool **getRelativeJump** () const
- const **RunStrings** & **getRunStrings** () const
- int **getSlideNum** () const
- bool **requiresJump** () const
- void **setDuration** (double duration)
- void **setJump** (bool relativeJump, int slideNum, int layerNum)
- void **setKeys** (const **Keys** &keys)
- void **setRunStrings** (const **RunStrings** &runStrings)

Public Attributes

- double **_duration**
- **LayerCallbacks _enterLayerCallbacks**
- **Keys _keys**
- int **_layerNum**

- **LayerCallbacks _leaveLayerCallbacks**
- bool **_relativeJump**
- **RunStrings _runStrings**
- int **_slideNum**

4.19.1 Member Typedef Documentation

4.19.1.1 typedef std::vector<KeyPosition> Keys

4.19.1.2 typedef std::list< osg::ref_ptr<LayerCallback> > LayerCallbacks

4.19.1.3 typedef std::vector<std::string> RunStrings

4.19.2 Constructor & Destructor Documentation

4.19.2.1 LayerAttributes () [inline]

4.19.2.2 LayerAttributes (double *in_duration*) [inline]

4.19.3 Member Function Documentation

4.19.3.1 void addEnterCallback (LayerCallback * *lc*) [inline]

4.19.3.2 void addKey (const KeyPosition & *kp*) [inline]

4.19.3.3 void addLeaveCallback (LayerCallback * *lc*) [inline]

4.19.3.4 void addRunString (const std::string & *runString*) [inline]

4.19.3.5 void callEnterCallbacks (osg::Node * *node*)

4.19.3.6 void callLeaveCallbacks (osg::Node * *node*)

4.19.3.7 double getDuration () const [inline]

4.19.3.8 const Keys& getKeys () const [inline]

4.19.3.9 int getLayerNum () const [inline]

4.19.3.10 bool getRelativeJump () const [inline]

4.19.3.11 const RunStrings& getRunStrings () const [inline]

4.19.3.12 int getSlideNum () const [inline]

4.19.3.13 bool requiresJump () const [inline]

4.19.3.14 void setDuration (double *duration*) [inline]

4.19.3.15 void setJump (bool *relativeJump*, int *slideNum*, int *layerNum*) [inline]

4.19.3.16 void setKeys (const Keys & *keys*) [inline]

4.19.3.17 void setRunStrings (const RunStrings & *runStrings*) [inline]

4.19.4 Member Data Documentation

4.19.4.1 double _duration

4.19.4.2 LayerCallbacks _enterLayerCallbacks

4.19.4.3 Keys _keys

4.19.4.4 int _layerNum

4.19.4.5 LayerCallbacks _leaveLayerCallbacks

4.19.4.6 bool _relativeJump

4.19.4.7 RunStrings _runStrings

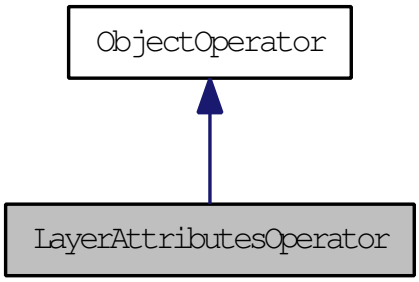
4.19.4.8 int _slideNum

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

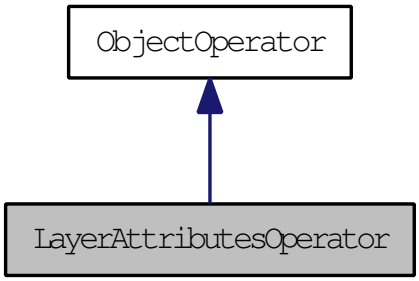
- **SlideEventHandler**
- **SlideEventHandler.cpp**

4.20 LayerAttributesOperator Struct Reference

Inheritance diagram for LayerAttributesOperator:



Collaboration diagram for LayerAttributesOperator:



Public Member Functions

- **LayerAttributesOperator** (osg::Node *node, **LayerAttributes** *la)
- virtual void **enter** ()
- virtual void **leave** ()
- virtual void **maintain** ()
- virtual void * **ptr** () const
- virtual void **reset** ()
- virtual void **setPause** (bool pause)

Public Attributes

- osg::ref_ptr< **LayerAttributes** > **_layerAttribute**
- osg::ref_ptr< osg::Node > **_node**

4.20.1 Constructor & Destructor Documentation

4.20.1.1 LayerAttributesOperator (osg::Node * *node*, LayerAttributes * *la*) [inline]

4.20.2 Member Function Documentation

4.20.2.1 virtual void enter () [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.20.2.2 virtual void leave () [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.20.2.3 virtual void maintain () [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.20.2.4 virtual void* ptr () const [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.20.2.5 virtual void reset () [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.20.2.6 virtual void setPause (bool *pause*) [inline, virtual]

Implements **ObjectOperator** (p. 40).

4.20.3 Member Data Documentation

4.20.3.1 osg::ref_ptr<LayerAttributes> _layerAttribute

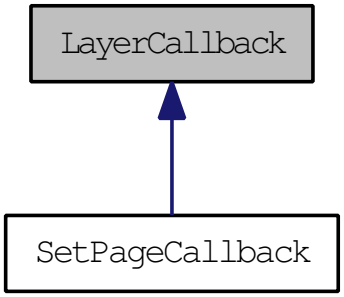
4.20.3.2 osg::ref_ptr<osg::Node> _node

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

- **SlideEventHandler.cpp**

4.21 LayerCallback Struct Reference

Inheritance diagram for LayerCallback:



Public Member Functions

- virtual void **operator()** (osg::Node ∗node) const =0

4.21.1 Member Function Documentation

4.21.1.1 virtual void operator() (osg::Node ∗ *node*) const [pure virtual]

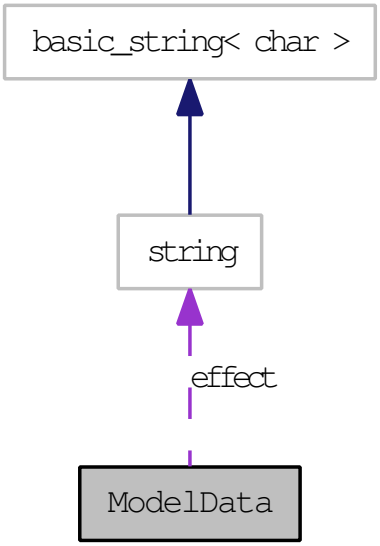
Implemented in **SetPageCallback** (p. 45).

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

- **SlideEventHandler**

4.22 ModelData Struct Reference

Collaboration diagram for ModelData:



Public Member Functions

- **ModelData** ()

Public Attributes

- std::string **effect**

4.22.1 Constructor & Destructor Documentation

4.22.1.1 ModelData () [inline]

4.22.2 Member Data Documentation

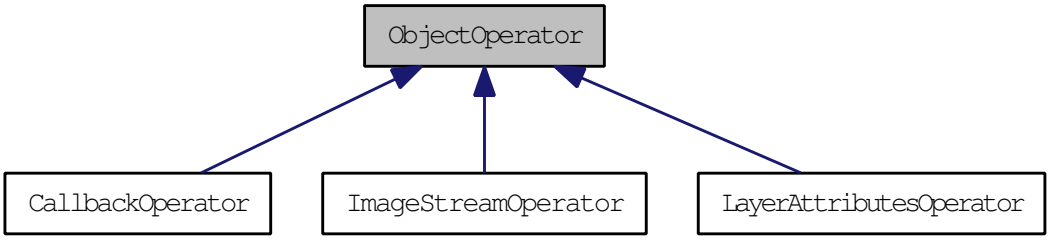
4.22.2.1 std::string effect

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

- **SlideShowConstructor**

4.23 ObjectOperator Struct Reference

Inheritance diagram for ObjectOperator:



Public Member Functions

- virtual ~**ObjectOperator** ()
- virtual void **enter** ()=0
- virtual void **leave** ()=0
- virtual void **maintain** ()=0
- bool **operator**< (const **ObjectOperator** &rhs) const
- virtual void * **ptr** () const =0
- virtual void **reset** ()=0
- virtual void **setPause** (bool pause)=0

4.23.1 Constructor & Destructor Documentation

4.23.1.1 virtual ~ObjectOperator () [inline, virtual]

4.23.2 Member Function Documentation

4.23.2.1 virtual void enter () [pure virtual]

Implemented in **ImageStreamOperator** (p. 30), **CallbackOperator** (p. 16), and **LayerAttributesOperator** (p. 36).

4.23.2.2 virtual void leave () [pure virtual]

Implemented in **ImageStreamOperator** (p. 30), **CallbackOperator** (p. 16), and **LayerAttributesOperator** (p. 36).

4.23.2.3 virtual void maintain () [pure virtual]

Implemented in **ImageStreamOperator** (p. 30), **CallbackOperator** (p. 16), and **LayerAttributesOperator** (p. 36).

4.23.2.4 bool operator< (const ObjectOperator & *rhs*) const [inline]

4.23.2.5 virtual void* ptr () const [pure virtual]

Implemented in **ImageStreamOperator** (p. 31), **CallbackOperator** (p. 17), and **LayerAttributesOperator** (p. 37).

4.23.2.6 virtual void reset () [pure virtual]

Implemented in **ImageStreamOperator** (p. 31), **CallbackOperator** (p. 17), and **LayerAttributesOperator** (p. 37).

4.23.2.7 virtual void setPause (bool *pause*) [pure virtual]

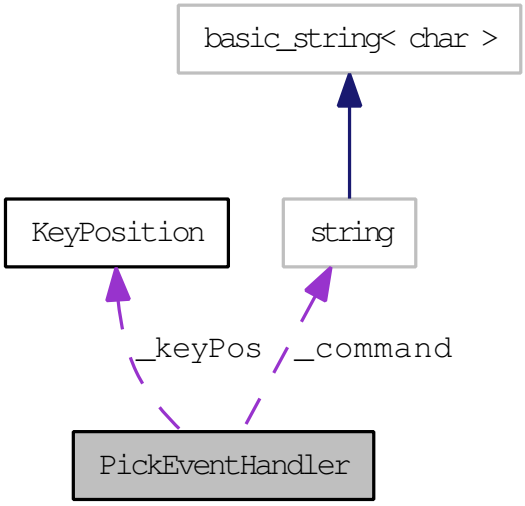
Implemented in **ImageStreamOperator** (p. 31), **CallbackOperator** (p. 17), and **LayerAttributesOperator** (p. 37).

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

- **SlideEventHandler**

4.24 PickEventHandler Class Reference

Collaboration diagram for PickEventHandler:



Public Member Functions

- **PickEventHandler** (const **osgPresentation::KeyPosition** &keyPos, bool relativeJump=true, int slideNum=0, int layerNum=0)
- **PickEventHandler** (const std::string &str, **osgPresentation::Operation** operation, bool relativeJump=true, int slideNum=0, int layerNum=0)
- **PickEventHandler** (**osgPresentation::Operation** operation, bool relativeJump=true, int slideNum=0, int layerNum=0)
- virtual void **accept** (osgGA::GUIEventHandlerVisitor &v)
- void **doOperation** ()
- const std::string & **getCommand** () const
- const **osgPresentation::KeyPosition** & **getKeyPosition** () const
- int **getLayerNum** () const
- **osgPresentation::Operation getOperation** () const
- bool **getRelativeJump** () const
- int **getSlideNum** () const
- virtual void **getUsage** (osg::ApplicationUsage &usage) const
- virtual bool **handle** (const osgGA::GUIEventAdapter &ea, osgGA::GUIActionAdapter &aa, osg::Object *object, osg::NodeVisitor *nv)
- bool **requiresJump** () const
- void **setAbsoluteJump** (int slideNum, int layerNum)
- void **setCommand** (const std::string &str)
- void **setKeyPosition** (const **osgPresentation::KeyPosition** &keyPos)
- void **setOperation** (**osgPresentation::Operation** operation)
- void **setRelativeJump** (int slideDelta, int layerDelta)

Public Attributes

- std::string **_command**
- **osgPresentation::KeyPosition _keyPos**
- int **_layerNum**
- **osgPresentation::Operation _operation**
- bool **_relativeJump**
- int **_slideNum**

4.24.1 Constructor & Destructor Documentation

4.24.1.1 PickEventHandler (osgPresentation::Operation *operation*, bool *relativeJump* = `true`, int *slideNum* = `0`, int *layerNum* = `0`)

4.24.1.2 PickEventHandler (const std::string & *str*, osgPresentation::Operation *operation*, bool *relativeJump* = `true`, int *slideNum* = `0`, int *layerNum* = `0`)

4.24.1.3 PickEventHandler (const osgPresentation::KeyPosition & *keyPos*, bool *relativeJump* = `true`, int *slideNum* = `0`, int *layerNum* = `0`)

4.24.2 Member Function Documentation

4.24.2.1 void accept (osgGA::GUIEventHandlerVisitor & *v*) `[virtual]`

4.24.2.2 void doOperation ()

4.24.2.3 const std::string& getCommand () const `[inline]`

4.24.2.4 const osgPresentation::KeyPosition& getKeyPosition () const `[inline]`

4.24.2.5 int getLayerNum () const `[inline]`

4.24.2.6 osgPresentation::Operation getOperation () const `[inline]`

4.24.2.7 bool getRelativeJump () const `[inline]`

4.24.2.8 int getSlideNum () const `[inline]`

4.24.2.9 void getUsage (osg::ApplicationUsage & *usage*) const `[virtual]`

4.24.2.10 bool handle (const osgGA::GUIEventAdapter & *ea*, osgGA::GUIActionAdapter & *aa*, osg::Object * *object*, osg::NodeVisitor * *nv*) `[virtual]`

4.24.2.11 bool requiresJump () const `[inline]`

4.24.2.12 void setAbsoluteJump (int *slideNum*, int *layerNum*)

4.24.2.13 void setCommand (const std::string & *str*) `[inline]`

4.24.2.14 void setKeyPosition (const osgPresentation::KeyPosition & *keyPos*) `[inline]`

4.24.2.15 void setOperation (osgPresentation::Operation *operation*) `[inline]`

4.24.2.16 void setRelativeJump (int *slideDelta*, int *layerDelta*)

4.24.3 Member Data Documentation

4.24.3.1 std::string _command

4.24.3.2 osgPresentation::KeyPosition _keyPos

4.24.3.3 int _layerNum

4.24.3.4 osgPresentation::Operation _operation

4.24.3.5 bool _relativeJump

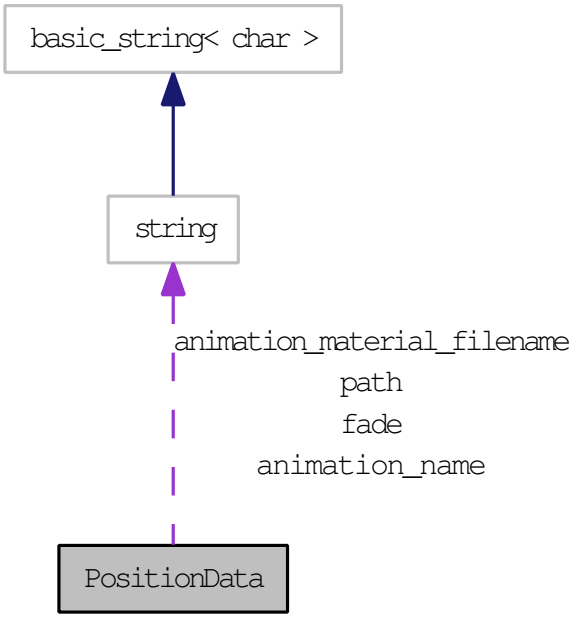
4.24.3.6 int _slideNum

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

- **PickEventHandler**
- **PickEventHandler.cpp**

4.25 PositionData Struct Reference

Collaboration diagram for PositionData:



Public Member Functions

- **PositionData** ()
- bool **requiresAnimation** () const
- bool **requiresMaterialAnimation** () const
- bool **requiresPosition** () const
- bool **requiresRotate** () const
- bool **requiresScale** () const

Public Attributes

- bool **absolute_path**
- std::string **animation_material_filename**
- **AnimationMaterial::LoopMode animation_material_loop_mode**
- double **animation_material_time_multiplier**
- double **animation_material_time_offset**
- std::string **animation_name**
- std::string **fade**
- **CoordinateFrame frame**
- bool **inverse_path**
- std::string **path**
- osg::AnimationPath::LoopMode **path_loop_mode**
- double **path_time_multiplier**
- double **path_time_offset**
- osg::Vec3 **position**
- osg::Vec4 **rotate**
- osg::Vec4 **rotation**
- osg::Vec3 **scale**

4.25.1 Constructor & Destructor Documentation

4.25.1.1 PositionData () [inline]

4.25.2 Member Function Documentation

4.25.2.1 bool requiresAnimation () const [inline]

4.25.2.2 bool requiresMaterialAnimation () const [inline]

4.25.2.3 bool requiresPosition () const [inline]

4.25.2.4 bool requiresRotate () const [inline]

4.25.2.5 bool requiresScale () const [inline]

4.25.3 Member Data Documentation

4.25.3.1 bool absolute_path

4.25.3.2 std::string animation_material_filename

4.25.3.3 AnimationMaterial::LoopMode animation_material_loop_mode

4.25.3.4 double animation_material_time_multiplier

4.25.3.5 double animation_material_time_offset

4.25.3.6 std::string animation_name

4.25.3.7 std::string fade

4.25.3.8 CoordinateFrame frame

4.25.3.9 bool inverse_path

4.25.3.10 std::string path

4.25.3.11 osg::AnimationPath::LoopMode path_loop_mode

4.25.3.12 double path_time_multiplier

4.25.3.13 double path_time_offset

4.25.3.14 osg::Vec3 position

4.25.3.15 osg::Vec4 rotate

4.25.3.16 osg::Vec4 rotation

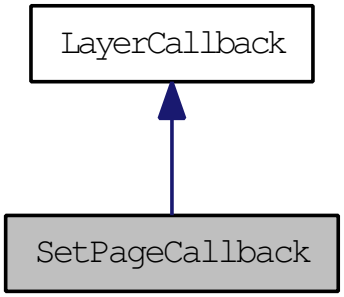
4.25.3.17 osg::Vec3 scale

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

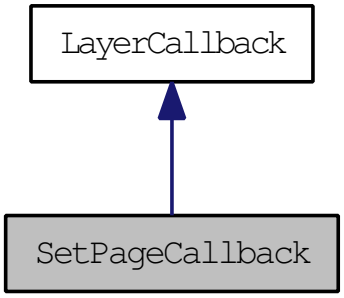
- **SlideShowConstructor**

4.26 SetPageCallback Class Reference

Inheritance diagram for SetPageCallback:



Collaboration diagram for SetPageCallback:



Public Member Functions

- **SetPageCallback** (osgWidget::PdfImage ∗pdfImage, int pageNum)
- virtual void **operator()** (osg::Node ∗) const

Public Attributes

- int **_pageNum**
- osg::observer_ptr< osgWidget::PdfImage > **_pdfImage**

4.26.1 Constructor & Destructor Documentation

4.26.1.1 SetPageCallback (osgWidget::PdfImage ∗ *pdfImage*, int *pageNum*) [inline]

4.26.2 Member Function Documentation

4.26.2.1 virtual void operator() (osg::Node ∗) const [inline, virtual]

Implements **LayerCallback** (p. 38).

4.26.3 Member Data Documentation

4.26.3.1 int _pageNum

4.26.3.2 osg::observer_ptr<osgWidget::PdfImage> _pdfImage

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

- **SlideShowConstructor.cpp**

4.27 SetToTransparentBin Class Reference

Public Member Functions

- **SetToTransparentBin** ()
- virtual void **apply** (osg::Geode &geode)
- virtual void **appply** (osg::Node &node)

4.27.1 Constructor & Destructor Documentation

4.27.1.1 SetToTransparentBin () `[inline]`

4.27.2 Member Function Documentation

4.27.2.1 virtual void apply (osg::Geode & *geode*) `[inline, virtual]`

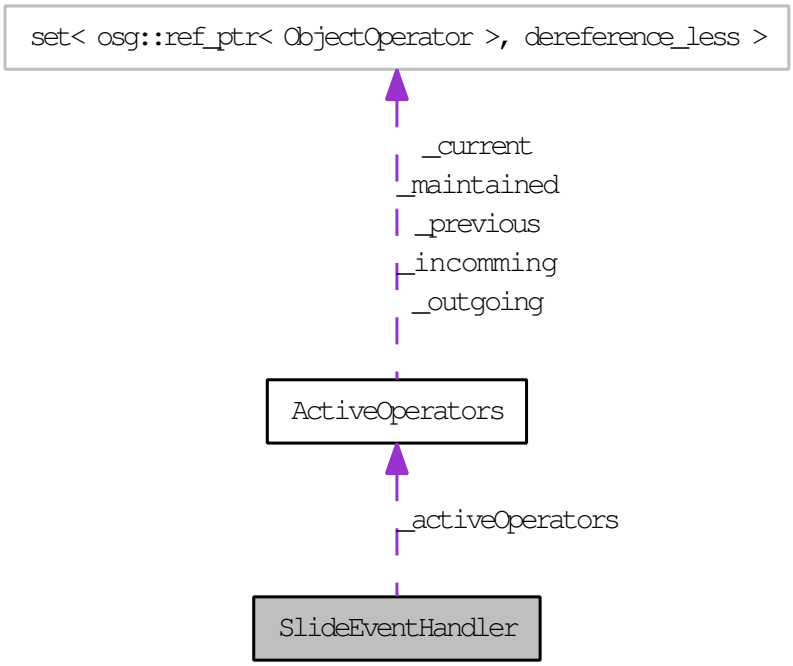
4.27.2.2 virtual void appply (osg::Node & *node*) `[inline, virtual]`

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

- **SlideShowConstructor.cpp**

4.28 SlideEventHandler Class Reference

Collaboration diagram for SlideEventHandler:



Public Types

- enum **ObjectMask** { **MOVIE** = 1<<0, **OBJECTS** = 1<<1, **ALL_OBJECTS** = MOVIE | OBJECTS }
- enum **WhichPosition** { **FIRST_POSITION** = 0, **LAST_POSITION** = -1 }

Public Member Functions

- **SlideEventHandler** (osgViewer::Viewer *viewer=0)
- virtual void **accept** (osgGA::GUIEventHandlerVisitor &v)
- void **compileSlide** (unsigned int slideNum)
- void **dispatchEvent** (const **KeyPosition** &keyPosition)
- int **getActiveLayer** () const
- int **getActiveSlide** () const
- bool **getAutoSteppingActive** () const
- double **getCurrentTimeDelayBetweenSlides** () const
- double **getDuration** (const osg::Node *node) const
- bool **getLoopPresentation** () const
- unsigned int **getNumSlides** ()
- bool **getReleaseAndCompileOnEachNewSlide** () const
- double **getTimeDelayBetweenSlides** () const
- float **getTimeDelayOnNewSlideWithMovies** () const
- virtual void **getUsage** (osg::ApplicationUsage &usage) const
- osgViewer::Viewer * **getViewer** ()
- virtual bool **handle** (const osgGA::GUIEventAdapter &ea, osgGA::GUIActionAdapter &)
- bool **home** ()
- **META_Object** (osgslideshowApp, **SlideEventHandler**)
- bool **nextLayer** ()
- bool **nextLayerOrSlide** ()
- bool **nextSlide** ()
- virtual void **operator()** (osg::Node *node, osg::NodeVisitor *nv)

  Event traversal node callback method.

- bool **previousLayer** ()
- bool **previousLayerOrSlide** ()
- bool **previousSlide** ()
- void **releaseSlide** (unsigned int slideNum)
- bool **selectLayer** (int layerNum)
- bool **selectSlide** (int slideNum, int layerNum=FIRST_POSITION)
- void **set** (osg::Node *model)
- void **setAutoSteppingActive** (bool flag=true)
- void **setLoopPresentation** (bool loop)
- void **setReleaseAndCompileOnEachNewSlide** (bool flag)
- void **setTimeDelayBetweenSlides** (double dt)
- void **setTimeDelayOnNewSlideWithMovies** (float t)

Static Public Member Functions

- static **SlideEventHandler** * **instance** ()

Protected Member Functions

- **SlideEventHandler** (const **SlideEventHandler** &, const osg::CopyOp &)
- ~**SlideEventHandler** ()
- bool **home** (const osgGA::GUIEventAdapter &ea, osgGA::GUIActionAdapter &aa)
- void **updateAlpha** (bool, bool, float x, float y)
- void **updateLight** (float x, float y)
- void **updateOperators** ()

Protected Attributes

- int **_activeLayer**
- **ActiveOperators** **_activeOperators**
- int **_activePresentation**
- int **_activeSlide**
- bool **_autoSteppingActive**
- osg::ref_ptr< **CompileSlideCallback** > **_compileSlideCallback**
- bool **_cursorOn**
- bool **_firstSlideOrLayerChange**
- bool **_firstTraversal**
- bool **_hold**
- bool **_loopPresentation**
- double **_minimumTimeBetweenKeyPresses**
- bool **_pause**
- osg::observer_ptr< osg::Switch > **_presentationSwitch**
- double **_previousTime**
- float **_previousX**
- float **_previousY**
- bool **_releaseAndCompileOnEachNewSlide**
- osg::observer_ptr< osg::Switch > **_showSwitch**
- osg::observer_ptr< osg::Switch > **_slideSwitch**
- osg::Timer_t **_tickAtFirstSlideOrLayerChange**
- osg::Timer_t **_tickAtLastSlideOrLayerChange**
- float **_timeDelayOnNewSlideWithMovies**
- double **_timeLastKeyPresses**
- double **_timePerSlide**
- bool **_updateLightActive**
- bool **_updateOpacityActive**
- osg::observer_ptr< osgViewer::Viewer > **_viewer**

4.28.1 Member Enumeration Documentation

4.28.1.1 enum ObjectMask

Enumerator:

MOVIE

OBJECTS

ALL_OBJECTS

4.28.1.2 enum WhichPosition

Enumerator:

FIRST_POSITION

LAST_POSITION

4.28.2 Constructor & Destructor Documentation

4.28.2.1 SlideEventHandler (osgViewer::Viewer * *viewer* = 0)

4.28.2.2 ~SlideEventHandler () [inline, protected]

4.28.2.3 SlideEventHandler (const SlideEventHandler &, const osg::CopyOp &) [inline, protected]

4.28.3 Member Function Documentation

4.28.3.1 virtual void accept (osgGA::GUIEventHandlerVisitor & *v*) [inline, virtual]

4.28.3.2 void compileSlide (unsigned int *slideNum*)

4.28.3.3 void dispatchEvent (const KeyPosition & *keyPosition*)

4.28.3.4 int getActiveLayer () const [inline]

4.28.3.5 int getActiveSlide () const [inline]

4.28.3.6 bool getAutoSteppingActive () const [inline]

4.28.3.7 double getCurrentTimeDelayBetweenSlides () const

4.28.3.8 double getDuration (const osg::Node * *node*) const

4.28.3.9 bool getLoopPresentation () const [inline]

4.28.3.10 unsigned int getNumSlides ()

4.28.3.11 bool getReleaseAndCompileOnEachNewSlide () const [inline]

4.28.3.12 double getTimeDelayBetweenSlides () const [inline]

4.28.3.13 float getTimeDelayOnNewSlideWithMovies () const [inline]

4.28.3.14 void getUsage (osg::ApplicationUsage & *usage*) const [virtual]

4.28.3.15 osgViewer::Viewer* getViewer () [inline]

4.28.3.16 bool handle (const osgGA::GUIEventAdapter & *ea*, osgGA::GUIActionAdapter & *aa*) [virtual]

4.28.3.17 bool home (const osgGA::GUIEventAdapter & *ea*, osgGA::GUIActionAdapter & *aa*) [protected]

4.28.3.18 bool home ()

4.28.3.19 SlideEventHandler * instance () [static]

4.28.3.20 META_Object (osgslideshowApp, SlideEventHandler)

4.28.3.21 bool nextLayer ()

4.28.3.22 bool nextLayerOrSlide ()

4.28.3.23 bool nextSlide ()

4.28.3.24 void operator() (osg::Node * *node*, osg::NodeVisitor * *nv*) [virtual]

Event traversal node callback method.

4.28.3.25 bool previousLayer ()

4.28.3.26 bool previousLayerOrSlide ()

4.28.3.27 bool previousSlide ()

4.28.3.28 void releaseSlide (unsigned int *slideNum*)

4.28.3.29 bool selectLayer (int *layerNum*)

4.28.3.30 bool selectSlide (int *slideNum*, int *layerNum* = FIRST_POSITION)

4.28.3.31 void set (osg::Node * *model*)

4.28.3.32 void setAutoSteppingActive (bool *flag* = true) [inline]

4.28.3.33 void setLoopPresentation (bool *loop*) [inline]

4.28.3.34 void setReleaseAndCompileOnEachNewSlide (bool *flag*) [inline]

4.28.3.35 void setTimeDelayBetweenSlides (double *dt*) [inline]

4.28.3.36 void setTimeDelayOnNewSlideWithMovies (float *t*) [inline]

4.28.3.37 void updateAlpha (bool *modAlphaFunc*, bool *modMaterial*, float *x*, float *y*) [protected]

4.28.3.38 void updateLight (float *x*, float *y*) [protected]

4.28.3.39 void updateOperators () [protected]

4.28.4 Member Data Documentation

4.28.4.1 int _activeLayer [protected]

4.28.4.2 ActiveOperators _activeOperators [protected]

4.28.4.3 int _activePresentation [protected]

4.28.4.4 int _activeSlide [protected]

4.28.4.5 bool _autoSteppingActive [protected]

4.28.4.6 osg::ref_ptr<CompileSlideCallback> _compileSlideCallback [protected]

4.28.4.7 bool _cursorOn [protected]

4.28.4.8 bool _firstSlideOrLayerChange [protected]

4.28.4.9 bool _firstTraversal [protected]

4.28.4.10 bool _hold [protected]

4.28.4.11 bool _loopPresentation [protected]

4.28.4.12 double _minimumTimeBetweenKeyPresses [protected]

4.28.4.13 bool _pause [protected]

4.28.4.14 osg::observer_ptr<osg::Switch> _presentationSwitch [protected]

4.28.4.15 double _previousTime [protected]

4.28.4.16 float _previousX [protected]

4.28.4.17 float _previousY [protected]

4.28.4.18 bool _releaseAndCompileOnEachNewSlide [protected]

4.28.4.19 osg::observer_ptr<osg::Switch> _showSwitch [protected]

4.28.4.20 osg::observer_ptr<osg::Switch> _slideSwitch [protected]

4.28.4.21 osg::Timer_t _tickAtFirstSlideOrLayerChange [protected]

4.28.4.22 osg::Timer_t _tickAtLastSlideOrLayerChange [protected]

4.28.4.23 float _timeDelayOnNewSlideWithMovies [protected]

4.28.4.24 double _timeLastKeyPresses [protected]

4.28.4.25 double _timePerSlide [protected]

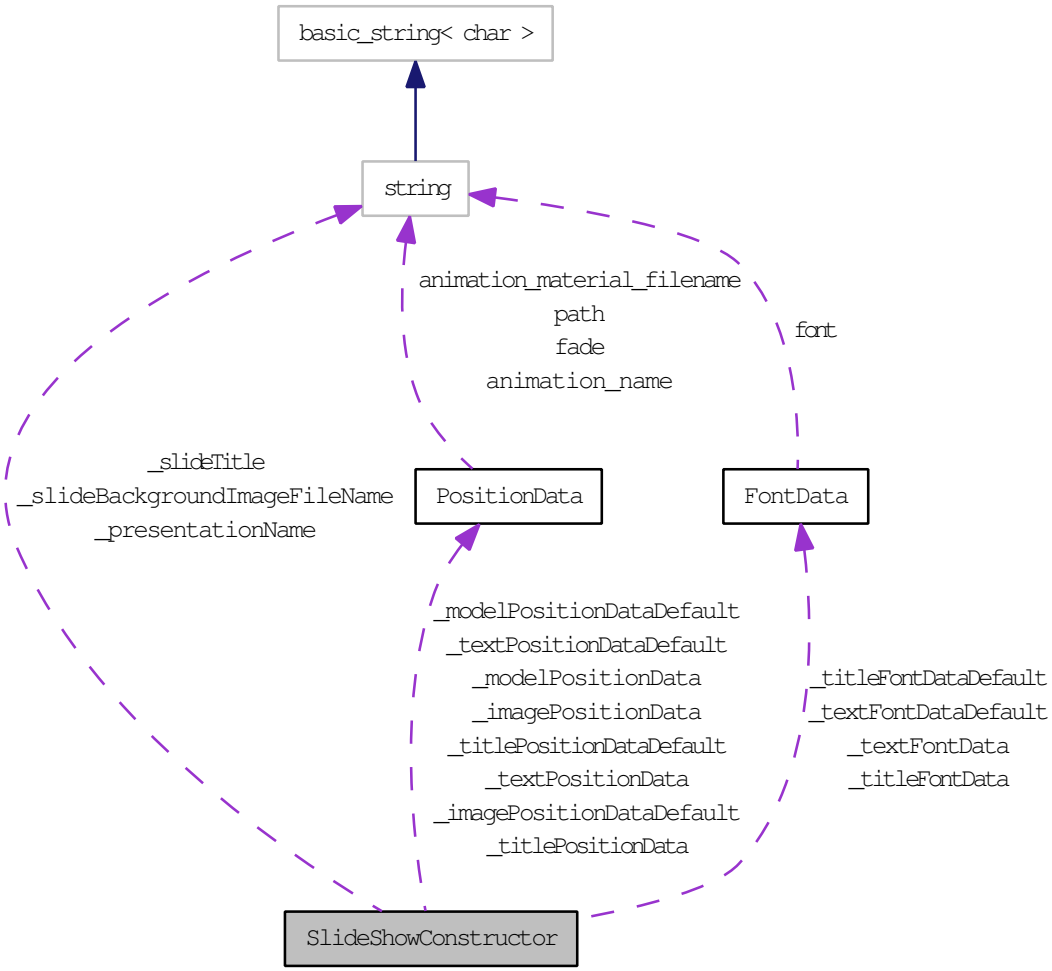
4.28.4.26 bool _updateLightActive [protected]

4.28.4.27 bool _updateOpacityActive [protected]

- **SlideEventHandler**
- **SlideEventHandler.cpp**

4.29 SlideShowConstructor Class Reference

Collaboration diagram for SlideShowConstructor:



Classes

- struct **FontData**
- struct **ImageData**
- struct **ModelData**
- struct **PositionData**
- struct **VolumeData**

Public Types

- enum **CoordinateFrame** { **SLIDE**, **MODEL** }

Public Member Functions

- **SlideShowConstructor** (const osgDB::ReaderWriter::Options ∗options)
- void **addBrowser** (const std::string &filename, const **PositionData** &positionData, const **ImageData** &imageData)
- void **addBullet** (const std::string &bullet, **PositionData** &positionData, **FontData** &fontData)
- void **addImage** (const std::string &filename, const **PositionData** &positionData, const **ImageData** &imageData)
- osg::Image ∗ **addInteractiveImage** (const std::string &filename, const **PositionData** &positionData, const **ImageData** &imageData)
- void **addKey** (osg::Node ∗node, const **KeyPosition** &kp)

- void **addLayer** (bool inheritPreviousLayers=true, bool defineAsBaseLayer=false)
- void **addLayerKey** (const **KeyPosition** &kp)
- void **addLayerRunString** (const std::string &runString)
- void **addModel** (const std::string &filename, const **PositionData** &positionData, const **ModelData** &modelData)
- void **addModel** (osg::Node *subgraph, const **PositionData** &positionData, const **ModelData** &modelData)
- void **addParagraph** (const std::string &paragraph, **PositionData** &positionData, **FontData** &fontData)
- void **addPDF** (const std::string &filename, const **PositionData** &positionData, const **ImageData** &imageData)
- void **addPresentationKey** (const **KeyPosition** &kp)
- void **addPresentationRunString** (const std::string &runString)
- void **addRunString** (osg::Node *node, const std::string &runString)
- void **addSlide** ()
- void **addSlideKey** (const **KeyPosition** &kp)
- void **addSlideRunString** (const std::string &runString)
- void **addStereoImagePair** (const std::string &filenameLeft, const **ImageData** &imageDataLeft, const std::string &filenameRight, const **ImageData** &imageDataRight, const **PositionData** &positionData)
- void **addVNC** (const std::string &filename, const **PositionData** &positionData, const **ImageData** &imageData)
- void **addVolume** (const std::string &filename, const **PositionData** &positionData, const **VolumeData** &volumeData)
- void **createPresentation** ()
- bool **getAutoSteppingActive** () const
- const osg::Vec4 & **getBackgroundColor** () const
- osg::Group * **getCurrentLayer** ()
- osg::Switch * **getCurrentSlide** ()
- **PositionData** & **getImagePositionData** ()
- **PositionData** & **getImagePositionDataDefault** ()
- bool **getLoopPresentation** () const
- **PositionData** & **getModelPositionData** ()
- **PositionData** & **getModelPositionDataDefault** ()
- **LayerAttributes** * **getOrCreateLayerAttributes** (osg::Node *node)
- osg::Group * **getPresentation** ()
- osg::Switch * **getPresentationSwitch** ()
- const osg::Vec4 & **getTextColor** () const
- **FontData** & **getTextFontData** ()
- **FontData** & **getTextFontDataDefault** ()
- **PositionData** & **getTextPositionData** ()
- **PositionData** & **getTextPositionDataDefault** ()
- **FontData** & **getTitleFontData** ()
- **FontData** & **getTitleFontDataDefault** ()
- **PositionData** & **getTitlePositionData** ()
- **PositionData** & **getTitlePositionDataDefault** ()
- void **layerClickEventOperation** (const **KeyPosition** &keyPos, bool relativeJump=true, int slideNum=0, int layerNum=0)
- void **layerClickToDoOperation** (const std::string &command, **Operation** operation, bool relativeJump=true, int slideNum=0, int layerNum=0)
- void **layerClickToDoOperation** (**Operation** operation, bool relativeJump=true, int slideNum=0, int layerNum=0)
- void **selectLayer** (int layerNum)
- void **selectSlide** (int slideNum)
- void **setAutoSteppingActive** (bool flag=true)
- void **setBackgroundColor** (const osg::Vec4 &color, bool updateClearNode)
- void **setDuration** (osg::Node *node, double duration)
- void **setJump** (osg::Node *node, bool relativeJump, int slideNum, int layerNum)
- void **setLayerDuration** (double duration)
- void **setLayerJump** (bool relativeJump, int switchNum, int layerNum)

- void **setLoopPresentation** (bool loop)
- void **setPresentationAspectRatio** (const std::string &str)
- void **setPresentationAspectRatio** (float aspectRatio)
- void **setPresentationDuration** (double duration)
- void **setPresentationName** (const std::string &name)
- void **setSlideBackground** (const std::string &name)
- void **setSlideDuration** (double duration)
- void **setSlideJump** (bool relativeJump, int switchNum, int layerNum)
- void **setSlideTitle** (const std::string &name, **PositionData** &positionData, **FontData** &fontData)
- void **setTextColor** (const osg::Vec4 &color)
- osg::Group * **takePresentation** ()
- void **translateTextCursor** (const osg::Vec3 &delta)

Protected Member Functions

- osg::Node * **attachMaterialAnimation** (osg::Node *model, const **PositionData** &positionData)
- bool **attachTexMat** (osg::StateSet *stateset, const **ImageData** &imageData, float s, float t, bool textureRectangle)
- osg::Vec3 **computePositionInModelCoords** (const **PositionData** &positionData) const
- osg::Vec3 **convertModelToSlide** (const osg::Vec3 &position) const
- osg::Vec3 **convertSlideToModel** (const osg::Vec3 &position) const
- osg::Geometry * **createTexturedQuadGeometry** (const osg::Vec3 &pos, const osg::Vec4 &rotation, float width, float height, osg::Image *image, bool &usedTextureRectangle)
- osg::StateSet * **createTransformStateSet** ()
- std::string **findFileAndRecordPath** (const std::string &filename)
- void **findImageStreamsAndAddCallbacks** (osg::Node *node)
- osg::AnimationPathCallback * **getAnimationPathCallback** (const **PositionData** &positionData)
- void **recordOptionsFilePath** (const osgDB::Options *options)
- void **updatePositionFromInModelCoords** (const osg::Vec3 &vertex, **PositionData** &positionData) const

Protected Attributes

- bool **_autoSteppingActive**
- osg::Vec4 **_backgroundColor**
- osg::ref_ptr< osg::Group > **_currentLayer**
- osg::Vec3 **_eyeOrigin**
- osg::ref_ptr< **FilePathData** > **_filePathData**
- **PositionData _imagePositionData**
- **PositionData _imagePositionDataDefault**
- bool **_loopPresentation**
- **PositionData _modelPositionData**
- **PositionData _modelPositionDataDefault**
- osg::ref_ptr< const osgDB::ReaderWriter::Options > **_options**
- double **_presentationDuration**
- std::string **_presentationName**
- osg::ref_ptr< osg::Switch > **_presentationSwitch**
- osg::ref_ptr< osg::Group > **_previousLayer**
- osg::ref_ptr< osg::Group > **_root**
- osg::ref_ptr< osg::Switch > **_slide**
- std::string **_slideBackgroundImageFileName**
- osg::ref_ptr< osg::ClearNode > **_slideClearNode**
- float **_slideDistance**
- float **_slideHeight**
- osg::Vec3 **_slideOrigin**
- std::string **_slideTitle**
- float **_slideWidth**
- **FontData _textFontData**

- **FontData _textFontDataDefault**

- **PositionData _textPositionData**

- **PositionData _textPositionDataDefault**

- **FontData _titleFontData**

- **FontData _titleFontDataDefault**

- **PositionData _titlePositionData**

- **PositionData _titlePositionDataDefault**

4.29.1 Member Enumeration Documentation

4.29.1.1 enum CoordinateFrame

Enumerator:

SLIDE

MODEL

4.29.2 Constructor & Destructor Documentation

4.29.2.1 SlideShowConstructor (const osgDB::ReaderWriter::Options * *options*)

4.29.3 Member Function Documentation

4.29.3.1 void addBrowser (const std::string & *filename*, const PositionData & *positionData*, const ImageData & *imageData*)

4.29.3.2 void addBullet (const std::string & *bullet*, PositionData & *positionData*, FontData & *fontData*)

4.29.3.3 void addImage (const std::string & *filename*, const PositionData & *positionData*, const ImageData & *imageData*)

4.29.3.4 osg::Image * addInteractiveImage (const std::string & *filename*, const PositionData & *positionData*, const ImageData & *imageData*)

4.29.3.5 void addKey (osg::Node * *node*, const KeyPosition & *kp*) [inline]

4.29.3.6 void addLayer (bool *inheritPreviousLayers* = true, bool *defineAsBaseLayer* = false)

4.29.3.7 void addLayerKey (const KeyPosition & *kp*) [inline]

4.29.3.8 void addLayerRunString (const std::string & *runString*) [inline]

4.29.3.9 void addModel (const std::string & *filename*, const PositionData & *positionData*, const ModelData & *modelData*)

4.29.3.10 void addModel (osg::Node * *subgraph*, const PositionData & *positionData*, const ModelData & *modelData*)

4.29.3.11 void addParagraph (const std::string & *paragraph*, PositionData & *positionData*, FontData & *fontData*)

4.29.3.12 void addPDF (const std::string & *filename*, const PositionData & *positionData*, const ImageData & *imageData*)

4.29.3.13 void addPresentationKey (const KeyPosition & *kp*) [inline]

4.29.3.14 void addPresentationRunString (const std::string & *runString*) [inline]

4.29.3.15 void addRunString (osg::Node * *node*, const std::string & *runString*) [inline]

4.29.3.16 void addSlide ()

4.29.3.17 void addSlideKey (const KeyPosition & *kp*) [inline]

4.29.3.18 void addSlideRunString (const std::string & *runString*) [inline]

4.29.3.19 void addStereoImagePair (const std::string & *filenameLeft*, const ImageData & *imageDataLeft*, const std::string & *filenameRight*, const ImageData & *imageDataRight*, const PositionData & *positionData*)

4.29.3.20 void addVNC (const std::string & *filename*, const PositionData & *positionData*, const ImageData & *imageData*)

4.29.3.21 void addVolume (const std::string & *filename*, const PositionData & *positionData*, const VolumeData & *volumeData*)

4.29.3.22 osg::Node * attachMaterialAnimation (osg::Node * *model*, const PositionData & *positionData*) [protected]

4.29.3.23 bool attachTexMat (osg::StateSet * *stateset*, const ImageData & *imageData*, float *s*, float *t*, bool *textureRectangle*) [protected]

4.29.3.24 osg::Vec3 computePositionInModelCoords (const PositionData & *positionData*) const [protected]

4.29.3.25 osg::Vec3 convertModelToSlide (const osg::Vec3 & *position*) const [protected]

4.29.3.26 osg::Vec3 convertSlideToModel (const osg::Vec3 & *position*) const [protected]

4.29.3.27 void createPresentation ()

4.29.3.28 osg::Geometry * createTexturedQuadGeometry (const osg::Vec3 & *pos*, const osg::Vec4 & *rotation*, float *width*, float *height*, osg::Image * *image*, bool & *usedTextureRectangle*) [protected]

4.29.3.29 osg::StateSet* createTransformStateSet () [inline, protected]

- **SlideShowConstructor**
- **SlideShowConstructor.cpp**

4.30 UpdateAlphaVisitor Class Reference

Public Member Functions

- **UpdateAlphaVisitor** (bool modAlphaFunc, bool modMaterial, float currentX, float currentY)
- void **apply** (osg::StateSet &stateset)
- void **apply** (osg::Node &node)

Public Attributes

- float **_currentX**
- float **_currentY**
- bool **_modAlphaFunc**
- bool **_modMaterial**

4.30.1 Constructor & Destructor Documentation

4.30.1.1 UpdateAlphaVisitor (bool *modAlphaFunc*, bool *modMaterial*, float *currentX*, float *currentY*) [inline]

4.30.2 Member Function Documentation

4.30.2.1 void apply (osg::StateSet & *stateset*) [inline]

4.30.2.2 void apply (osg::Node & *node*) [inline]

4.30.3 Member Data Documentation

4.30.3.1 float _currentX

4.30.3.2 float _currentY

4.30.3.3 bool _modAlphaFunc

4.30.3.4 bool _modMaterial

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

- **SlideEventHandler.cpp**

4.31 UpdateLightVisitor Class Reference

Public Member Functions

- **UpdateLightVisitor** (const osg::Matrixd &viewMatrix, float currentX, float currentY)
- void **apply** (osg::TexEnvCombine &texenv)
- void **apply** (osg::StateSet &stateset)
- void **apply** (osg::LightSource &lightsource)
- void **apply** (osg::Node &node)

Public Attributes

- float **_currentX**
- float **_currentY**
- osg::Matrixd **_viewMatrix**

4.31.1 Constructor & Destructor Documentation

4.31.1.1 UpdateLightVisitor (const osg::Matrixd & *viewMatrix*, float *currentX*, float *currentY*) [inline]

4.31.2 Member Function Documentation

4.31.2.1 void apply (osg::TexEnvCombine & *texenv*) [inline]

4.31.2.2 void apply (osg::StateSet & *stateset*) [inline]

4.31.2.3 void apply (osg::LightSource & *lightsource*) [inline]

4.31.2.4 void apply (osg::Node & *node*) [inline]

4.31.3 Member Data Documentation

4.31.3.1 float _currentX

4.31.3.2 float _currentY

4.31.3.3 osg::Matrixd _viewMatrix

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

- **SlideEventHandler.cpp**

4.32 VolumeData Struct Reference

Public Types

- enum **ShadingModel** { **Standard**, **Light**, **Isosurface**, **MaximumIntensityProjection** }

Public Member Functions

- **VolumeData** ()

Public Attributes

- float **alphaValue**
- float **cutoffValue**
- float **region** [6]
- bool **region_in_pixel_coords**
- float **sampleDensityValue**
- **ShadingModel shadingModel**
- osg::ref_ptr< osg::TransferFunction1D > **transferFunction**
- bool **useTabbedDragger**
- bool **useTrackballDragger**

4.32.1 Member Enumeration Documentation

4.32.1.1 enum ShadingModel

Enumerator:

Standard

Light

Isosurface

MaximumIntensityProjection

4.32.2 Constructor & Destructor Documentation

4.32.2.1 VolumeData () `[inline]`

4.32.3 Member Data Documentation

4.32.3.1 float alphaValue

4.32.3.2 float cutoffValue

4.32.3.3 float region[6]

4.32.3.4 bool region_in_pixel_coords

4.32.3.5 float sampleDensityValue

4.32.3.6 ShadingModel shadingModel

4.32.3.7 osg::ref_ptr<osg::TransferFunction1D> transferFunction

4.32.3.8 bool useTabbedDragger

4.32.3.9 bool useTrackballDragger

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

- **SlideShowConstructor**

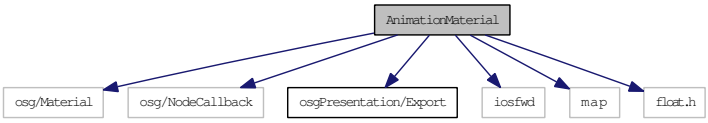
Chapter 5

File Documentation

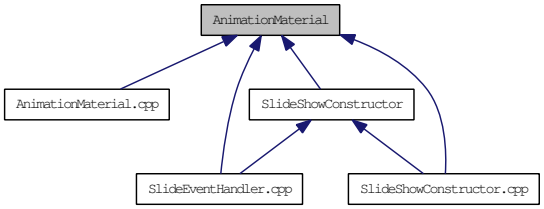
5.1 AnimationMaterial File Reference

```
#include <osg/Material>
#include <osg/NodeCallback>
#include <osgPresentation/Export>
#include <iosfwd>
#include <map>
#include <float.h>
```

Include dependency graph for AnimationMaterial:



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



Classes

- class **AnimationMaterial**

  AnimationMaterial *(p. 11) for specify the time varying transformation pathway to use when update camera and model objects.*

- class **AnimationMaterialCallback**

Namespaces

- namespace **osgPresentation**

  *The **osgPresentation** (p. 7) library is a NodeKit that extends the core scene graph to support 3D scene graph based presentations.*

Defines

- #define **OSG_ANIMATIONMATERIAL** 1

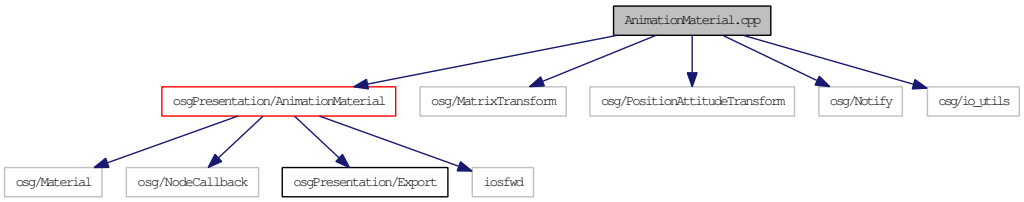
5.1.1 Define Documentation

5.1.1.1 #define OSG_ANIMATIONMATERIAL 1

5.2 AnimationMaterial.cpp File Reference

```
#include <osgPresentation/AnimationMaterial>
#include <osg/MatrixTransform>
#include <osg/PositionAttitudeTransform>
#include <osg/Notify>
#include <osg/io_utils>
```

Include dependency graph for AnimationMaterial.cpp:



Functions

- template<class T >
  T **interp** (float r, const T &lhs, const T &rhs)

5.2.1 Function Documentation

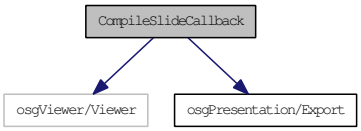
5.2.1.1 T interp (float *r*, const T & *lhs*, const T & *rhs*) [inline]

5.3 CompileSlideCallback File Reference

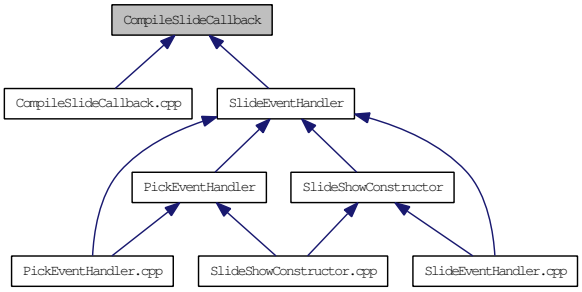
`#include <osgViewer/Viewer>`

`#include <osgPresentation/Export>`

Include dependency graph for CompileSlideCallback:



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



Classes

- class **CompileSlideCallback**

Namespaces

- namespace **osgPresentation**

  *The **osgPresentation** (p. 7) library is a NodeKit that extends the core scene graph to support 3D scene graph based presentations.*

Defines

- #define **OSG_COMPILESLIDECALLBACK** 1

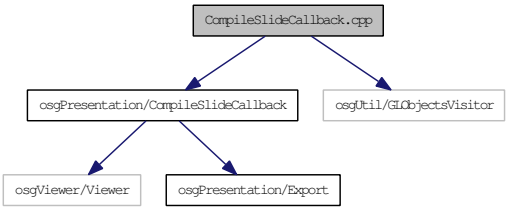
5.3.1 Define Documentation

5.3.1.1 #define OSG_COMPILESLIDECALLBACK 1

5.4 CompileSlideCallback.cpp File Reference

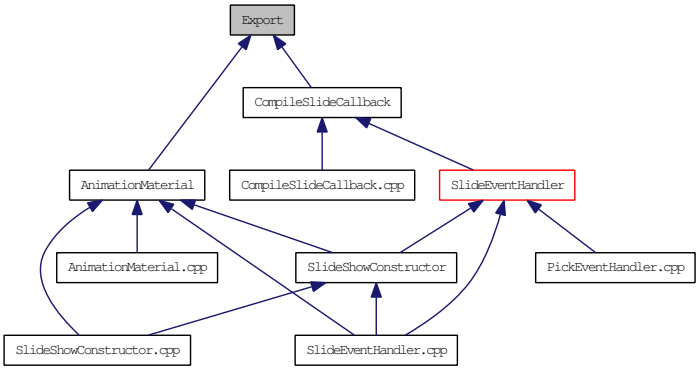
```
#include <osgPresentation/CompileSlideCallback>
#include <osgUtil/GLObjectsVisitor>
```

Include dependency graph for CompileSlideCallback.cpp:



5.5 Export File Reference

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



Namespaces

- namespace **osgPresentation**

  *The **osgPresentation** (p. 7) library is a NodeKit that extends the core scene graph to support 3D scene graph based presentations.*

Defines

- #define **OSGPRESENTATION_EXPORT**
- #define **OSGPRESENTATION_EXPORT_** 1

5.5.1 Define Documentation

5.5.1.1 #define OSGPRESENTATION_EXPORT

5.5.1.2 #define OSGPRESENTATION_EXPORT_ 1

5.6 mainpage.h File Reference

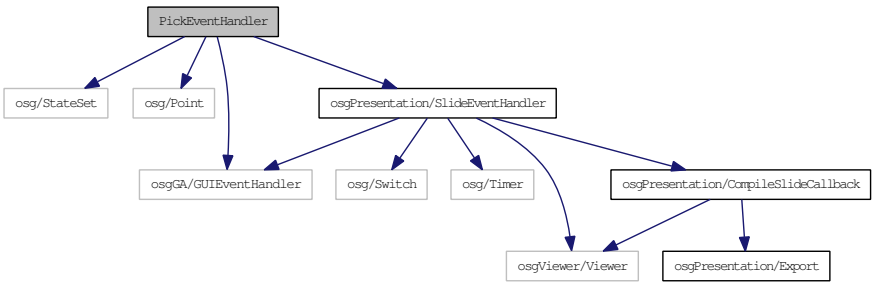
5.6.1 Detailed Description

This file contains doxygen special commands and text for the **Main Page** (p. **??**) and some other minor aspects of this documentation. It is not part of the OSG.

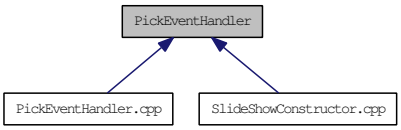
5.7 PickEventHandler File Reference

```
#include <osg/StateSet>
#include <osg/Point>
#include <osgGA/GUIEventHandler>
#include <osgPresentation/SlideEventHandler>
```

Include dependency graph for PickEventHandler:



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



Classes

- class **PickEventHandler**

Namespaces

- namespace **osgPresentation**

  *The **osgPresentation** (p. 7) library is a NodeKit that extends the core scene graph to support 3D scene graph based presentations.*

Defines

- #define **PICKEVENTHANDLER** 1

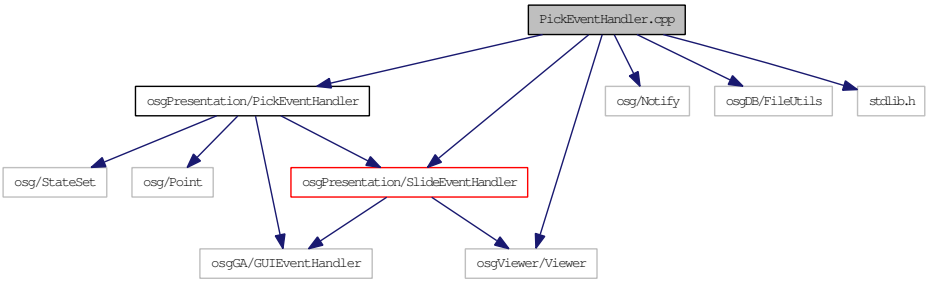
5.7.1 Define Documentation

5.7.1.1 #define PICKEVENTHANDLER 1

5.8 PickEventHandler.cpp File Reference

```
#include <osgPresentation/PickEventHandler>
#include <osgPresentation/SlideEventHandler>
#include <osgViewer/Viewer>
#include <osg/Notify>
#include <osgDB/FileUtils>
#include <stdlib.h>
```

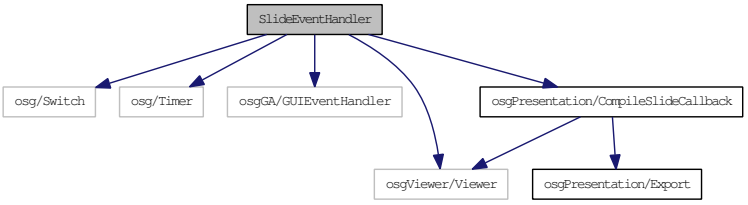
Include dependency graph for PickEventHandler.cpp:



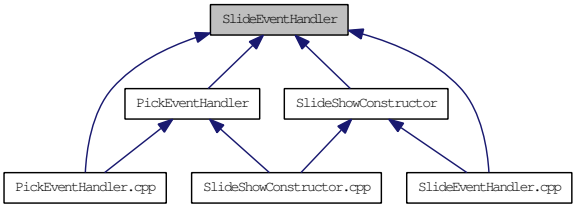
5.9 SlideEventHandler File Reference

```
#include <osg/Switch>
#include <osg/Timer>
#include <osgGA/GUIEventHandler>
#include <osgViewer/Viewer>
#include <osgPresentation/CompileSlideCallback>
```

Include dependency graph for SlideEventHandler:



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



Classes

- class **ActiveOperators**
- struct **dereference_less**
- struct **FilePathData**
- struct **HomePosition**
- struct **KeyPosition**
- struct **LayerAttributes**
- struct **LayerCallback**
- struct **ObjectOperator**
- class **SlideEventHandler**

Namespaces

- namespace **osgPresentation**

  *The **osgPresentation** (p. 7) library is a NodeKit that extends the core scene graph to support 3D scene graph based presentations.*

Defines

- #define **SLIDEEVENTHANDLER** 1

Enumerations

- enum **Operation** { **RUN**, **LOAD**, **EVENT**, **JUMP** }

  Operations related to click to run/load/key events.

5.9.1 Define Documentation

5.9.1.1 #define SLIDEEVENTHANDLER 1

5.10 SlideEventHandler.cpp File Reference

```
#include <osgPresentation/SlideEventHandler>
#include <osgPresentation/SlideShowConstructor>
#include <osg/AnimationPath>
#include <osg/Transform>
#include <osg/TexEnvCombine>
#include <osg/LightSource>
#include <osg/AlphaFunc>
#include <osg/io_utils>
#include <osgUtil/TransformCallback>
#include <osgUtil/GLObjectsVisitor>
#include <osgGA/AnimationPathManipulator>
#include <osgPresentation/AnimationMaterial>
#include <iostream>
```

Classes

- struct **CallbackOperator**
- class **FindFilePathDataVisitor**
- class **FindHomePositionVisitor**
- class **FindNamedSwitchVisitor**
- class **FindOperatorsVisitor**
- struct **ImageStreamOperator**
- struct **LayerAttributesOperator**
- class **UpdateAlphaVisitor**
- class **UpdateLightVisitor**

Variables

- static osg::observer_ptr< **SlideEventHandler** > **s_seh**

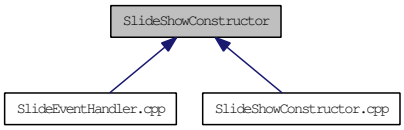
5.10.1 Variable Documentation

5.10.1.1 osg::observer_ptr<SlideEventHandler> s_seh [static]

5.11 SlideShowConstructor File Reference

```
#include <osg/Vec3>
#include <osg/Vec4>
#include <osg/Group>
#include <osg/ClearNode>
#include <osg/Switch>
#include <osg/AnimationPath>
#include <osg/TransferFunction>
#include <osg/ImageStream>
#include <osgText/Text>
#include <osgGA/GUIEventAdapter>
#include <osgDB/FileUtils>
#include <osgPresentation/AnimationMaterial>
#include <osgPresentation/SlideEventHandler>
```

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



Classes

- struct **FontData**
- struct **ImageData**
- struct **ModelData**
- struct **PositionData**
- class **SlideShowConstructor**
- struct **VolumeData**

Namespaces

- namespace **osgPresentation**

  *The **osgPresentation** (p. 7) library is a NodeKit that extends the core scene graph to support 3D scene graph based presentations.*

5.12 SlideShowConstructor.cpp File Reference

```
#include <osgPresentation/SlideShowConstructor>
#include <osg/Geometry>
#include <osg/PolygonOffset>
#include <osg/Geode>
#include <osg/Texture2D>
#include <osg/TextureRectangle>
#include <osg/MatrixTransform>
#include <osg/PositionAttitudeTransform>
#include <osg/TexMat>
#include <osg/ShapeDrawable>
#include <osg/Notify>
#include <osg/io_utils>
#include <osgUtil/TransformCallback>
#include <osgDB/ReadFile>
#include <osgDB/WriteFile>
#include <osgDB/FileUtils>
#include <osgDB/Input>
#include <osgDB/FileNameUtils>
#include <osgWidget/PdfReader>
#include <osgViewer/ViewerEventHandlers>
#include <osgText/Text>
#include <osgFX/SpecularHighlights>
#include <osgVolume/Volume>
#include <osgVolume/RayTracedTechnique>
#include <osgVolume/FixedFunctionTechnique>
#include <sstream>
#include <algorithm>
#include <osgPresentation/AnimationMaterial>
#include <osgPresentation/PickEventHandler>
#include <osgManipulator/TabBoxDragger>
#include <osgManipulator/TabBoxTrackballDragger>
#include <osgManipulator/TrackballDragger>
```

Classes

- class **DraggerVolumeTileCallback**
- class **FindImageStreamsVisitor**
- class **SetPageCallback**
- class **SetToTransparentBin**

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