cFrustum

Fields

cFrustum has no public fields.

Functions

Return Type	Function Name	Parameters	Description
void	SetupPerspectiveProj	const cMatrixf &in a_mtxProj, const cMatrixf &in a_mtxView, float afFarPlane, float afNearPlane, float afFOV, float afAspect, const cVector3f& avOrigin	
void	SetupOrthoProj	const cMatrixf &in a_mtxProj, const cMatrixf &in a_mtxView, float afFarPlane, float afNearPlane, const cVector2f& avViewSize, const cVector3f& avOrigin	
const cPlanef&	GetPlane	eFrustumPlane aType	
const cVector3f&	GetVertex	int alIdx	
bool	CollidePoint	const cVector3f &in avPoint	
eCollision	CollideBoundingVolume	cBoundingVolume@+ apBV	
eCollision	CollideFrustum	cFrustum@+ apFrustum	
eCollision	CollideFustrumSphere	const cVector3f &in avCenter, float afRadius	
eCollision	CollideSphere	const cVector3f &in avCenter, float afRadius, int alMaxPlanes	
eCollision	CollideAABB	const cVector3f &in avMin, const cVector3f &in avMax, int alMaxPlanes	
const cMatrixf&	GetProjectionMatrix		
const cMatrixf&	GetViewMatrix	const	

Return Type	Function Name	Parameters	Description
float	GetFarPlane	const	
float	GetNearPlane	const	
float	GetAspect	const	
float	GetFOV	const	
bool	GetInfFarPlane		
void	SetInvertsCullMode	bool abX	
bool	GetInvertsCullMode		
eProjectionType	GetProjectionType	const	
const cVector2f&	GetOrthoViewSize	const	
bool	CheckSphereNearPlaneIntersection	const cVector3f& avCenter, float afRadius	
bool	CheckAABBNearPlaneIntersection	const cVector3f& avMin, const cVector3f& avMax	
bool	CheckBVNearPlaneIntersection	cBoundingVolume@+ aBV	
bool	CheckFrustumNearPlaneIntersection	cFrustum@+ aFrustum	
bool	CheckPyramidNearPlaneIntersection	cFrustum@+ aFrustum	
bool	CheckLineIntersection	const cVector3f &in avStart, const cVector3f& avEnd, cVector3f& avIntersection	
const cBoundingVolume@+	GetBoundingVolume		
const cVector3f&	GetOrigin		
cBoundingVolume@+	GetOriginBV		
cVector3f	GetForward		

Remarks

Have some helpful descriptions to add to this class? Edit this page and add your insight to the Wiki!