

WWRenderable

Adopted By: EveCommand, EveProc

Declared In: WavesWorld/WWAnimatable.h

Protocol Description

The WWRenderable protocol specifies what objects in the WW3D Kit use to render themselves. Implementing it is usually much easier than it might look at first blush, since much of the time-based information is in this protocol for streamlining purposes; most objects that conform to this protocol render themselves exactly the same at any point in time.

Method Types

- class;
- (BOOL)hasBoundingBox;
- calculateBoundingBoxStartingAt:(RtFloat)shutterOpenTime endingAt:(RtFloat)shutterCloseTime;

- (RtBound *)boundingBox;
- setBoundingBox:(RtBound *)newBoundingBox; // this is a private method, should only used by an instance on itself
- renderSelf:(WW3DCamera *)camera startingAt:(RtFloat)shutterOpenTime endingAt:(RtFloat)shutterCloseTime;
- renderSelf:(WW3DCamera *)camera;
- preRenderSelf:(WW3DCamera *)camera startingAt:(RtFloat)shutterOpenTime endingAt:(RtFloat)shutterCloseTime;
- preRenderSelf:(WW3DCamera *)camera;
- transformCTM:(RtMatrix)aMatrix startingAt:(RtFloat)shutterOpenTime endingAt:(RtFloat)shutterCloseTime;
- (BOOL)isMotionBlurrable;
- (BOOL)isCompoundCommand;
- writeEve:(NXStream *)stream atTabLevel:(int)tab;
- writeScene:(NXStream *)stream atTabLevel:(int)tab;

Instance Methods

class

- **class**

This method is always merely implemented by a call to [super class]. It's necessary since it is used to compare various renderable objects.

hasBoundingBox:

- (BOOL)**hasBoundingBox**

Returns a boolean corresponding to whether or not this renderable object has a bounding box. For example, a RIBRotate object does not have a bounding box, while a RIBSphere object does. If an object responds YES to this method, it will be sent msgs asking it to provide a bounding box for itself at various points in time.

See also: - **-calculateBoundingBoxStartingAt:endingAt:**, **-boundingBox**, **-setBoundingBox:**

calculateBoundingBoxStartingAt:endingAt:

- **calculateBoundingBoxStartingAt:**(float)shutterOpenTime **endingAt:**(float)shutterCloseTime

Deletes *who* as a listener of the receiver.

See also: - **bar:**

foo:

- **foo:** *who*

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