

# Types and Constants

## Defined Types

### N3DProjectionType

```
typedef enum {  
    N3D_Perspective,  
    N3D_Orthographic  
} N3DProjectionType
```

### N3DLightType

```
typedef enum {  
    N3D_AmbientLight,  
    N3D_PointLight,  
    N3D_DistantLight,  
    N3D_SpotLight  
} N3DLightType;
```

### N3DAxis

```
typedef enum {  
    N3D_AllAxes,  
    N3D_XAxis,  
    N3D_YAxis,  
    N3D_ZAxis,  
    N3D_XYAxes,  
    N3D_XZAxes,  
    N3D_YZAxes  
} N3DAxis;
```

### N3DHider

```
typedef enum {  
    N3D_HiddenRendering = 0,  
    N3D_InOrderRendering,  
    N3D_NoRendering  
} N3DHider
```

### N3DShapeName

```
typedef struct {  
    char  id[6];  
    char  name;  
} N3DShapeName
```

### N3DSurfaceType

```
typedef enum {
    N3D_PointCloud = 0,
    N3D_WireFrame,
    N3D_ShadedWireFrame,
    N3D_FacetedSolids,
    N3D_SmoothSolids
} N3DSurfaceType;
```

### SLOArgs

```
typedef struct {
    SLO_VISSYMDEF symb;
    union {
        float    fval;
        RtPoint   pval;
        NXColor   cval;
        char      *sval;
    } value;
} SLOArgs
```

## Symbolic Constants

### Matrix Constants

```
N3D_BOTH_CLEAN
N3D_CTM_DIRTY
N3D_CTM_INVERSE_DIRTY
N3D_CTM_BOTH_DIRTY
```

## Global Variables

### N3DIdentityMatrix

```
const RtMatrix N3DIdentityMatrix
```

### N3DOrigin

```
const RtPoint N3DOrigin
```

### N3DRIBPboardType

```
NXAtom N3DRIBPboardType
```