

# Defined Types

## N3DProjectionType

**DECLARED IN**     3Dkit/next3d.h

**SYNOPSIS** typedef enum {  
              **N3D\_Perspective,**  
              **N3D\_Orthographic**  
          } **N3DProjectionType**

**DESCRIPTION**     Used to set and test the projection type of an N3DCamera.

## N3DLightType

**DECLARED IN**     3Dkit/next3d.h

**SYNOPSIS** typedef enum {  
              **N3D\_AmbientLight,**  
              **N3D\_PointLight,**  
              **N3D\_DistantLight,**  
              **N3D\_SpotLight**  
          } **N3DLightType**

**DESCRIPTION**     Used to set and test the light type of an N3DLight.

## N3DAxis

**DECLARED IN**     3Dkit/next3d.h

**SYNOPSIS** typedef enum {  
              **N3D\_AllAxes,**  
              **N3D\_XAxis,**  
              **N3D\_YAxis,**  
              **N3D\_ZAxis,**  
              **N3D\_XYAxes,**  
              **N3D\_XZAxes,**  
              **N3D\_YZAxes**  
          } **N3DAxis**

**DESCRIPTION**     Used to determine the combination of axes about which a matrix is rotated by N3DRotator objects.

## N3DHider

**DECLARED IN**     3Dkit/next3d.h

**SYNOPSIS** typedef enum {  
          **N3D\_HiddenRendering** = 0,  
          **N3D\_InOrderRendering**,  
          **N3D\_NoRendering**  
      } **N3DHider**

**DESCRIPTION**      Used to set the hider algorithm used by N3DCamera and N3DImageRep objects.

**N3DShapeName**

**DECLARED IN**      3Dkit/N3DShape.h

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

**DESCRIPTION**      The name and id of the shape as character strings (used for picking shapes).

**N3DSurfaceType**

**DECLARED IN**      3Dkit/next3d.h

**SYNOPSIS** typedef enum {  
          **N3D\_PointCloud** = 0,  
          **N3D\_WireFrame**,  
          **N3D\_ShadedWireFrame**,  
          **N3D\_FacetedSolids**,  
          **N3D\_SmoothSolids**  
      } **N3DSurfaceType**

**DESCRIPTION**      Used to set the surface type applied to N3DShape and N3DRIBImageRep objects.

**SLOArgs**

**DECLARED IN**      3Dkit/N3DShader.h

**SYNOPSIS** typedef struct {  
          **SLO\_VISSYMDEF symb**;  
          union {  
              float **fval**;  
              RtPoint **pval**;  
              NXColor **cval**;  
              char \***sval**;  
          } **value**;  
      } **SLOArgs**

**DESCRIPTION**      The union that represents shader language function arguments.

**Symbolic Constants**

<b>DESCRIPTION</b>	Pasteboard for copying RIB data.
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