

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