

Package ‘libimath’

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Type Package

Title 'Imath' Computer Graphics Linear Algebra Static Library

Version 3.1.9-1

Description Provides a static library for 'Imath'
(see <<https://github.com/AcademySoftwareFoundation/Imath>>),
a library for functions and data types common in computer graphics
applications, including a 16-bit floating-point type.

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SystemRequirements GNU Make, cmake

Encoding UTF-8

Config/build/compilation-database true

RoxygenNote 7.3.2

Biarch TRUE

NeedsCompilation yes

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imath_rotate_point	<i>Rotate Point</i>
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Description

This rotates a point around the origin at the angles specified. This function is primarily just included as an example of integrating the Imath library into a package. See imath-info.cpp in the source for the corresponding C++ code.

Usage

```
imath_rotate_point(point, angles)
```

Arguments

point	A length-3 numeric vector (x, y, z)
angles	A length-3 numeric vector (rotation angles in radians)

Value

The rotated point as an R numeric vector

Examples

```
# This rotates a point around an angle.  
point = c(1.0, 0.0, 0.0)  
angles = c(0.0, pi/4, 0.0)  
imath_rotate_point(point, angles)
```

print_imath_version	<i>Print the Imath library version info</i>
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Description

Print the Imath library version info

Usage

```
print_imath_version()
```

Value

None.

Examples

```
# Print the Imath version provided in the static library  
print_imath_version()
```

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