Package: libimath (via r-universe)

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Type Package

Title 'Imath' Computer Graphics Linear Algebra Static Library

Version 3.2.2-1

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

Biarch TRUE

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NeedsCompilation yes

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Config/pak/sysreqs cmake make

Repository https://cran.r-universe.dev

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Contents

`imath_rotate_point` *Rotate Point*

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 *Print the Imath library version info*

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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