



Program Listing for File primitive_topology.hpp

[Return to documentation for file \(modules/holoviz/src/holoviz/primitive_topology.hpp\)](#)

```
/* * SPDX-FileCopyrightText: Copyright (c) 2022-2023 NVIDIA CORPORATION &
AFFILIATES. All rights reserved. * SPDX-License-Identifier: Apache-2.0 * * Licensed
under the Apache License, Version 2.0 (the "License"); * you may not use this file
except in compliance with the License. * You may obtain a copy of the License at * *
http://www.apache.org/licenses/LICENSE-2.0 * * Unless required by applicable law
or agreed to in writing, software * distributed under the License is distributed on an
"AS IS" BASIS, * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either
express or implied. * See the License for the specific language governing
permissions and * limitations under the License. */ #ifndef
HOLOSCAN_VIZ_HOLOVIZ_PRIMITIVE_TOPOLOGY_HPP #define
HOLOSCAN_VIZ_HOLOVIZ_PRIMITIVE_TOPOLOGY_HPP namespace holoscan::viz {
enum class PrimitiveTopology { POINT_LIST, LINE_LIST, LINE_STRIP, TRIANGLE_LIST,
CROSS_LIST, RECTANGLE_LIST, OVAL_LIST, POINT_LIST_3D, LINE_LIST_3D,
LINE_STRIP_3D, TRIANGLE_LIST_3D, }; } // namespace holoscan::viz #endif/*
HOLOSCAN_VIZ_HOLOVIZ_PRIMITIVE_TOPOLOGY_HPP */
```

© Copyright 2022-2024, NVIDIA.. PDF Generated on 06/06/2024