Package: cgltf (via r-universe)

November 16, 2026

Type Package

Title Header-Only Library for Loading 'glTF' Models

Version 1.15.0-0

Description Provides the header-only 'cgltf' C library for reading 'glTF' (Graphics Library Transmission Format) 3D models and their binary 'GLB' representation <https://github.com/jkuhlmann/cgltf>. Supports scene hierarchies, mesh data, materials, skins, morph targets, and animation channels.

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URL https://github.com/tylermorganwall/cgltf

BugReports https://github.com/tylermorganwall/cgltf/issues

Encoding UTF-8

Config/roxygen2/version 8.0.0

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

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Contents

cgltf_test 2

Index **3**

`cgltf_test` *Check the Bundled cgltf Library*

Description

Verify that the bundled library can parse and validate a small glTF scene and compute a node transformation.

Usage

```
cgltf_test()
```

Details

Calls a small C routine compiled against the bundled header when the package is installed. The checks also verify that malformed JSON is rejected. No compiler is needed to run this function in an installed package.

Value

A logical scalar: `TRUE` if all checks pass, otherwise `FALSE`.

Examples

```
# Check parsing and transformations for a scene with a translated node.
stopifnot(cgltf_test())
```

Index

cgltf_test, 2