

Package: libimath (via r-universe)

October 7, 2026

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.
License BSD_3_clause + file LICENSE
SystemRequirements GNU Make, cmake
Encoding UTF-8
LazyData true
Config/build/compilation-database true
Biarch TRUE
Config/roxygen2/version 8.0.0
Config/pak/sysreqs cmake make
Repository <https://tylrmorganwall.r-universe.dev>
Date/Publication 2026-05-30 02:16:06 UTC
RemoteUrl <https://github.com/tylrmorganwall/libimath>
RemoteRef HEAD
RemoteSha 85193ec1c5a9fa1d841945e55720540f797ee5af

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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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