Package: libimath (via r-universe)

May 30, 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://tylermorganwall.r-universe.dev

Date/Publication 2026-05-30 02:16:06 UTC

RemoteUrl https://github.com/tylermorganwall/libimath

RemoteRef HEAD

RemoteSha 85193ec1c5a9fa1d841945e55720540f797ee5af

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()
```

Index