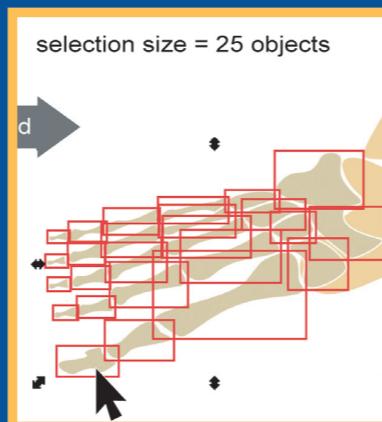
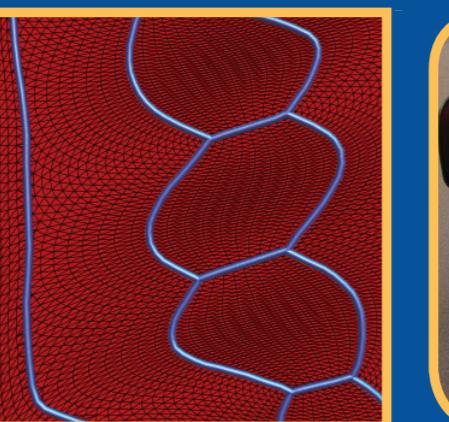


## Graphics Interface 2009



```

    RCP<const FCurveUniformSamples> curve( FCurveUniformSamplesVM::toConst( state, 1 ) );
    RCP<FCurveUniformSamples> result;
    curve->waveletTransformPartialRevCubic( result, VM::toInt( state, 2 ) );
    FCurveUniformSamplesVM::push( state, result );
    return 1;
}
int
fastFourierTransformVM
( VMState* state )
{
    RCP<const FCurveUniformSamples> curve( FCurveUniformSamplesVM::toConst( state, 1 ) );
    RCP<FCurveUniformSamples> result;
    curve->fastFourierTransform( result );
    FCurveUniformSamplesVM::push( state, result );
    return 1;
}
int
maxAmplitudeVM
( VMState* state )
{
    RCP<const FCurveUniformSamples> curve( FCurveUniformSamplesVM::toConst( state, 1 ) );
    RCP<FCurveUniformSamples> result;
    curve->maxAmplitude( result, VM::toInt( state, 2 ), VM::toInt( state, 3 ), VM::toInt( state, 4 ) );
    FCurveUniformSamplesVM::push( state, result );
    return 1;
}
int
translateToMatchVM
( VMState* state )
{
    RCP<const FCurveUniformSamples> curve( FCurveUniformSamplesVM::toConst( state, 1 ) );
    RCP<const FCurveUniformSamples> other( FCurveUniformSamplesVM::toConst( state, 2 ) );
    float scale, offset;
    int translate = curve->translateToMatch( other, scale, offset );
    VM::push( state, translate );
    VM::push( state, scale );
    VM::push( state, offset );
    return 3;
}
CLASS RevOrdering
class RevOrdering
{
public:
    bool operator() ( float a, float b ) const
    {
        return ( a < b );
    }
}
class HaarWaveletOrdering
{
public:
    //---- methods ----*/
    HaarWaveletOrdering( const FCurveUniformSamples::Container& waveletCoefficients )
    : _waveletCoefficients( waveletCoefficients )
    {
        if( _waveletMultiplier.size() == waveletCoefficients.size() )
        {
            return;
        }
        _waveletMultiplier.resize( waveletCoefficients.size() );
        uint increment;
        for( increment=1; increment < _waveletMultiplier.size()-1; increment+=1 )
        {
            uint waveletIdx;
            for ( waveletIdx=0 ; waveletIdx < _waveletMultiplier.size() ; waveletIdx += increment )
            {
                if( increment == 1 )
                {
                    if( waveletIdx > 0 )
                    {
                        _waveletMultiplier[waveletIdx] = 1;
                    }
                    else
                    {
                        _waveletMultiplier[waveletIdx] *= 2;
                    }
                }
                else
                {
                    TRACE( "(" << i << ", " << _waveletMultiplier[i] << ")" );
                }
            }
        }
    }
    bool operator() ( uint a, uint b ) const
    {
        if( a < b )
        {
            return true;
        }
        else
        {
            return false;
        }
    }
}

```

```

    RCP<const FCurveUniformSamples> curve( FCurveUniformSamplesVM::toConst( state, 1 ) );
    RCP<FCurveUniformSamples> result;
    curve->resampleLinear( result, VM::toInt( state, 2 ) );
    FCurveUniformSamplesVM::push( state, result );
    return 1;
}
int
waveletTransformFwdHaarVM
( VMState* state )
{
    RCP<const FCurveUniformSamples> curve( FCurveUniformSamplesVM::toConst( state, 1 ) );
    RCP<FCurveUniformSamples> result;
    curve->waveletTransformFwdHaar( result );
    FCurveUniformSamplesVM::push( state, result );
    return 1;
}
int
waveletTransformRevHaarVM
( VMState* state )
{
    RCP<const FCurveUniformSamples> curve( FCurveUniformSamplesVM::toConst( state, 1 ) );
    RCP<FCurveUniformSamples> result;
    curve->waveletTransformRevHaar( result );
    FCurveUniformSamplesVM::push( state, result );
    return 1;
}
int
waveletTransformPartialRevHaarVM
( VMState* state )
{
    RCP<const FCurveUniformSamples> curve( FCurveUniformSamplesVM::toConst( state, 1 ) );
    RCP<FCurveUniformSamples> result;
    curve->waveletTransformPartialRevHaar( result, VM::toInt( state, 2 ) );
    FCurveUniformSamplesVM::push( state, result );
    return 1;
}
int
waveletTransformFwdLinearVM
( VMState* state )
{
    RCP<const FCurveUniformSamples> curve( FCurveUniformSamplesVM::toConst( state, 1 ) );
    RCP<FCurveUniformSamples> result;
    curve->waveletTransformFwdLinear( result );
    FCurveUniformSamplesVM::push( state, result );
    return 1;
}
int
waveletTransformRevLinearVM
( VMState* state )
{
    RCP<const FCurveUniformSamples> curve( FCurveUniformSamplesVM::toConst( state, 1 ) );
    RCP<FCurveUniformSamples> result;
    curve->waveletTransformRevLinear( result );
    FCurveUniformSamplesVM::push( state, result );
    return 1;
}
int
waveletTransformPartialRevLinearVM
( VMState* state )
{
    RCP<const FCurveUniformSamples> curve( FCurveUniformSamplesVM::toConst( state, 1 ) );
    RCP<FCurveUniformSamples> result;
    curve->waveletTransformPartialRevLinear( result, VM::toInt( state, 2 ) );
    FCurveUniformSamplesVM::push( state, result );
    return 1;
}
int
waveletTransformFwdCubicVM
( VMState* state )
{
    RCP<const FCurveUniformSamples> curve( FCurveUniformSamplesVM::toConst( state, 1 ) );
    RCP<FCurveUniformSamples> result;
    curve->waveletTransformFwdCubic( result );
    FCurveUniformSamplesVM::push( state, result );
    return 1;
}
int
waveletTransformRevCubicVM
( VMState* state )
{
    RCP<const FCurveUniformSamples> curve( FCurveUniformSamplesVM::toConst( state, 1 ) );
    RCP<FCurveUniformSamples> result;
    curve->waveletTransformRevCubic( result );
    FCurveUniformSamplesVM::push( state, result );
    return 1;
}

```



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