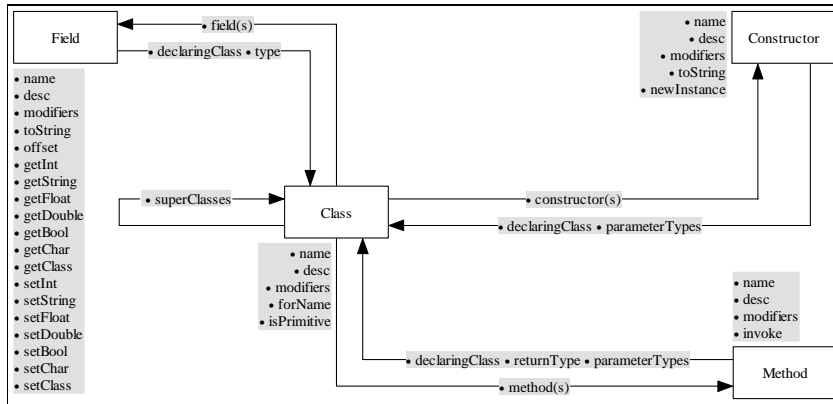




The Gaudi Reflection Tool Short Reference

The MetaModel*



The Methods

```
class MetaModifier
```

```

bool      isPrivate      (int modifier)
bool      isProtected    (int modifier)
bool      isPublic       (int modifier)
bool      isConst        (int modifier)
bool      isVolatile     (int modifier)
bool      isAuto         (int modifier)
bool      isRegister     (int modifier)
bool      isStatic       (int modifier)
bool      isExtern       (int modifier)
bool      isMutable      (int modifier)
bool      isInline       (int modifier)
bool      isVirtual      (int modifier)
bool      isExplicit     (int modifier)
string    toString       (int value)

```

```
class MetaClass
```

```

string    name           ()
string    desc           ()
int       modifiers      ()
MetaClass* declaringClass ()
MetaField* field         (string key)
vector<MetaField*> fields  ()
static MetaClass* forName (string key)
vector<MetaClass*> superClasses ()

```

```
class MetaField
```

```

string    name           ()
string    desc           ()
int       modifiers      ()
MetaClass* declaringClass ()
MetaClass* type         ()
string    toString       ()
int       offset         ()
int       getInt         (int base)
int       getInt         (void* base)
string    getString      (int base)
string    getString      (void* base)
float     getFloat       (int base)
float     getFloat       (void* base)
double    getDouble      (int base)
double    getDouble      (void* base)
bool      getBool        (int base)
bool      getBool        (void* base)
char      getChar        (int base)
char      getChar        (void* base)
int       getClass       (int base)
int       getClass       (void* base)
void      setInt         (int base, int value)
void      setInt         (void* base, int value)
void      setString      (int base, string value)
void      setString      (void* base, string value)
void      setFloat       (int base, float value)
void      setFloat       (void* base, float value)
void      setDouble      (int base, double value)
void      setDouble      (void* base, double value)
void      setBool        (int base, bool value)
void      setBool        (void* base, bool value)
void      setChar        (int base, char value)
void      setChar        (void* base, char value)
void      setClass       (int base, int value)
void      setClass       (void* base, int value)

```

* This picture shows you the complete MetaModel although the methods and classes referring to Constructor and Method have not been implemented yet.