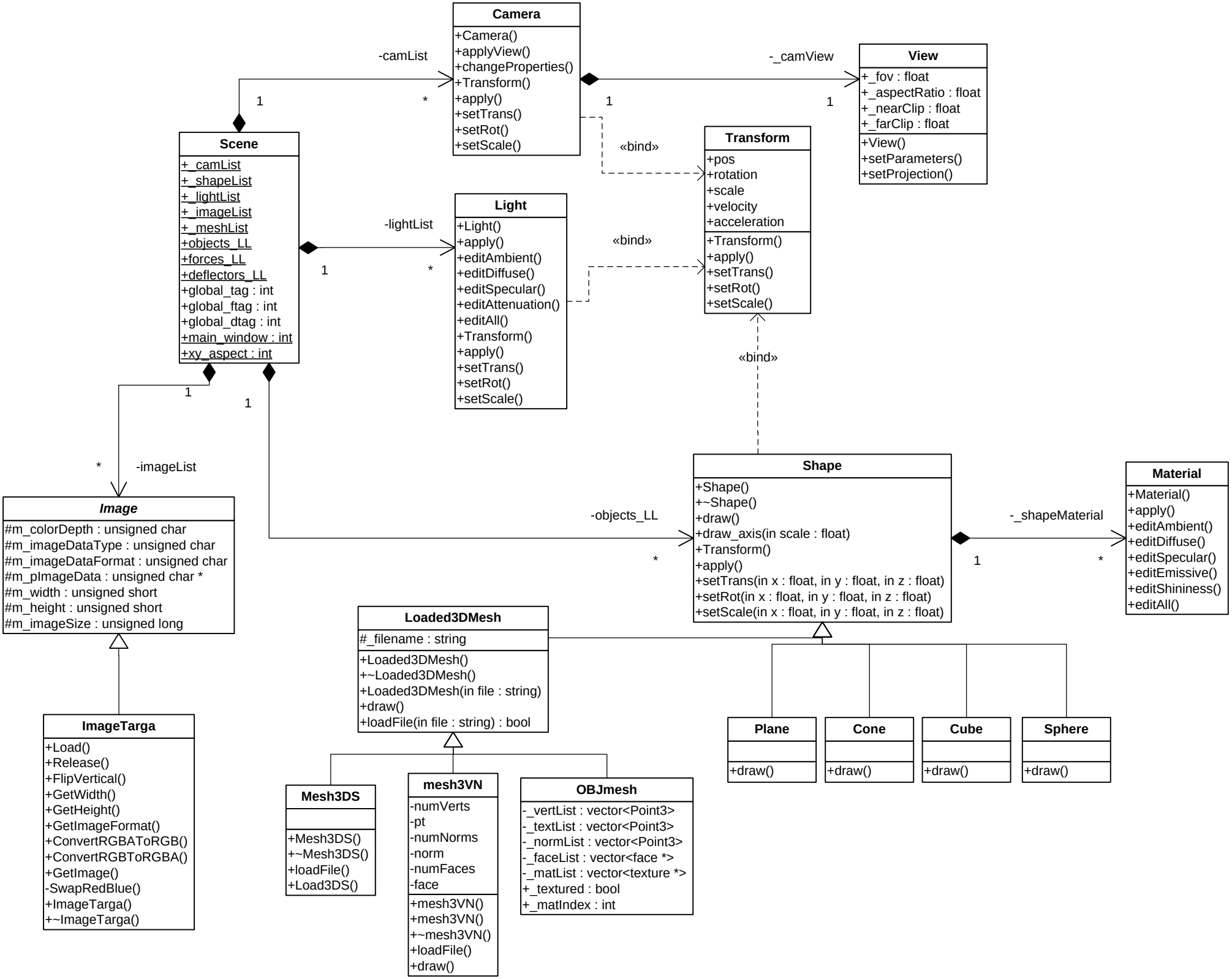
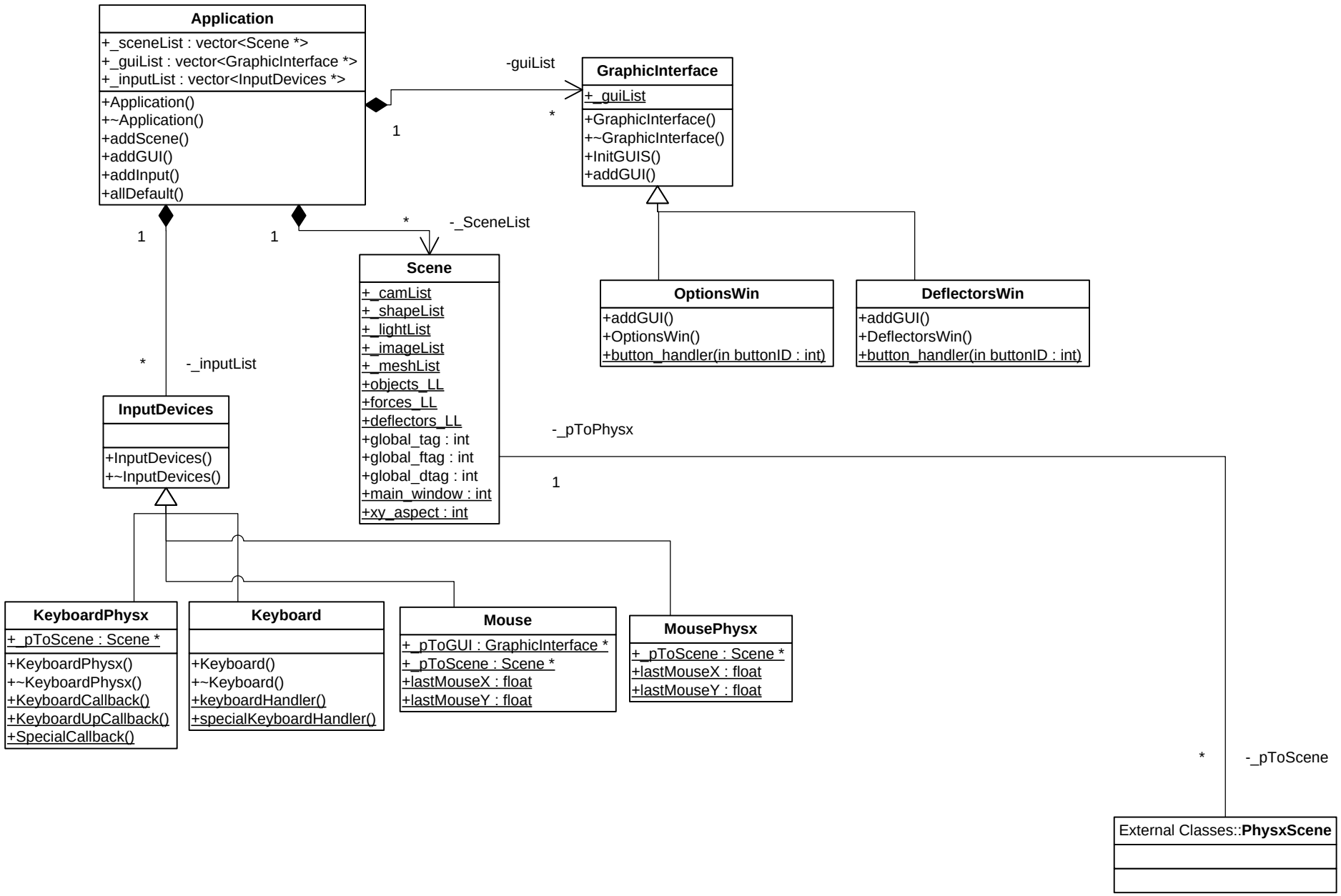

Camera
+Camera()
+applyView()
+changeProperties()
+Transform()
+apply()
+setTrans()
+setRot()
+setScale()
-camList
1
*
-_camView
1
1
View
+_fov : float
+_aspectRatio : float
+_nearClip : float
+_farClip : float
+View()
+setParameters()
+setProjection()
«bind»
Transform
+pos
+rotation
+scale
+velocity
+acceleration
+Transform()
+apply()
+setTrans()
+setRot()
+setScale()
Scene
+_camList
+_shapeList
+_lightList
+_imageList
+_meshList
+objects_LL
+forces_LL
+deflectors_LL
+global_tag : int
+global_ftag : int
+global_dtag : int
+main_window : int
+xy_aspect : int
-lightList
1
*
Light
+Light()
+apply()
+editAmbient()
+editDiffuse()
+editSpecular()
+editAttenuation()
+editAll()
+Transform()
+apply()
+setTrans()
+setRot()
+setScale()
«bind»
«bind»
1
1
*
-imageList
Image
#m_colorDepth : unsigned char
#m_imageDataType : unsigned char
#m_imageDataFormat : unsigned char
#m_pImageData : unsigned char *
#m_width : unsigned short
#m_height : unsigned short
#m_imageSize : unsigned long
-objects_LL
*
Shape
+Shape()
+~Shape()
+draw()
+draw_axis(in scale : float)
+Transform()
+apply()
+setTrans(in x : float, in y : float, in z : float)
+setRot(in x : float, in y : float, in z : float)
+setScale(in x : float, in y : float, in z : float)
-_shapeMaterial
1
*
Material
+Material()
+apply()
+editAmbient()
+editDiffuse()
+editSpecular()
+editEmissive()
+editShininess()
+editAll()
Loaded3DMesh
#_filename : string
+Loaded3DMesh()
+~Loaded3DMesh()
+Loaded3DMesh(in file : string)
+draw()
+loadFile(in file : string) : bool
ImageTarga
+Load()
+Release()
+FlipVertical()
+GetWidth()
+GetHeight()
+GetImageFormat()
+ConvertRGBAToRGB()
+ConvertRGBToRGBA()
+GetImage()
-SwapRedBlue()
+ImageTarga()
+~ImageTarga()
Mesh3DS
+Mesh3DS()
+~Mesh3DS()
+loadFile()
+Load3DS()
mesh3VN
-numVerts
-pt
-numNorms
-norm
-numFaces
-face
+mesh3VN()
+mesh3VN()
+~mesh3VN()
+loadFile()
+draw()
OBJmesh
-_vertList : vector<Point3>
-_textList : vector<Point3>
-_normList : vector<Point3>
-_faceList : vector<face *>
-_matList : vector<texture *>
+_textured : bool
+_matIndex : int
Plane
+draw()
Cone
+draw()
Cube
+draw()
Sphere
+draw()


Application
+_sceneList : vector<Scene *>
+_guiList : vector<GraphicInterface *>
+_inputList : vector<InputDevices *>
+Application()
+~Application()
+addScene()
+addGUI()
+addInput()
+allDefault()
-guiList
1
*
GraphicInterface
+_guiList
+GraphicInterface()
+~GraphicInterface()
+InitGUIS()
+addGUI()
1
1
*
-_SceneList
Scene
+_camList
+_shapeList
+_lightList
+_imageList
+_meshList
+objects_LL
+forces_LL
+deflectors_LL
+global_tag : int
+global_ftag : int
+global_dtag : int
+main_window : int
+xy_aspect : int
OptionsWin
+addGUI()
+OptionsWin()
+button_handler(in buttonID : int)
DeflectorsWin
+addGUI()
+DeflectorsWin()
+button_handler(in buttonID : int)
*
-_inputList
InputDevices
+InputDevices()
+~InputDevices()
-_pToPhysx
1
KeyboardPhysx
+_pToScene : Scene *
+KeyboardPhysx()
+~KeyboardPhysx()
+KeyboardCallback()
+KeyboardUpCallback()
+SpecialCallback()
Keyboard
+Keyboard()
+~Keyboard()
+keyboardHandler()
+specialKeyboardHandler()
Mouse
+_pToGUI : GraphicInterface *
+_pToScene : Scene *
+lastMouseX : float
+lastMouseY : float
MousePhysx
+_pToScene : Scene *
+lastMouseX : float
+lastMouseY : float
*
-_pToScene
External Classes::PhysxScene