```
motorcar::SceneGraphNode
+ SceneGraphNode()
+ ~SceneGraphNode()
+ handleFrameBegin()
+ handleFrameDraw()
+ handleFrameEnd()
+ parentNode()
+ scene()
+ subtreeContains()
+ transform()
+ inverseTransform()
and 8 more...
```

# SceneGraphNode() # setParentNode() # mapOntoSubTree()