CreatureBody

+ anatomyGraph
- tree
- m_file
- bodyTokenList
- bodySize
- bodyName

+ CreatureBody()
+ GenerateVertices()
+ GenerateOrganVertices()
+ GenerateEdges()
+ GenerateOrganEdges()
+ InitializeBodypartEquipment()
+ setName()
+ getName()
+ load()
+ openBodyTypeFile()
and 10 more...