MODULE

Champs

* Graphical elements
* Name
* Code Source
* DSP
* Params
* In/Output Nodes
* In/Output Connexions

Méthodes privées

* onDrop
* dragCallback
* dragCnxCallback

Méthodes publiques

* Delete node
* Add/remove/get In/output Connexions
* Get In/Output Node
* Show/hide
* Get/set Source
* Get/set Name
* Get/set/update/delete DSP
* Edit
* Update Factory
* Recompile
* Create/delete interface
* Interface callback
* Save/recall/get/set/add Params
* Add/delete/set InputOutput nodes
* Add/remove listener
* Add/remove connexion listener
* IsPointIn In/Output
* IsPointInNode

SCENE

Champs

* Input/Output
* Modules

Méthodes publiques

* Delete scene
* Add Input/ Add Output
* Integrate scene
* Show/hide
* Mute/unmute
* Add/Remove module
* Get Modules
* Clean Modules
* Start/stop scene
* Get scene container
* Get Input / get Output