

WAL::Component

# \_entity

+ operator=()  
+ ~Component()  
+ clone()  
+ onStart()  
+ onStop()  
# Component()  
# Component()



BBM::AlphaVarShaderComponent

+ alpha  
+ minAlpha  
+ maxAlpha  
+ initalStepValue  
+ step  
+ balance  
+ clock

+ clone()  
+ AlphaVarShaderComponent()  
+ AlphaVarShaderComponent()  
+ ~AlphaVarShaderComponent()  
+ operator=()