BSP ORTHO
- BSP gen
- BSP frustum
- BSP ball test
- BSP build
- BSP build figures

COLLISION MESH
- Ortho BSP data
- Object reference
- Initialisation

PHYSIC
- Managing simple primitives
- Constrained physic
- Environments
- Collision detection

EVENT

SPHERE TREE
- Raw data
- Load/Save

PHYSIC OBJECT
- Physic values
- Geometry

POB
- Raw data

TEXTUREAPI
- Create
- Modify

TEXTURE INFO

TEXTURE API CONTAINER
- Managing
- Create
- Modify
- Type wrapper

TextureAPIContainerBase

3D API
- Extended primitives
- Projections
- Shadowing

Shadowing

3D API BASE
- Initialisation
- Basic primitives
- Texture managing
- Light managing
- Materials
- CreateFromMultiGroup
- Renderer
- Transformations
- I/O
- Misc

LIGHT

POB GENERATOR
- Bounding box
- OBB Tree

HLL VERTEX PROGRAM
- OpenGL/D3D/Shaders
- Emulated OpenGL engine

VERTEX BUFFER CONTAINER
- Used to manage
- VB on device reset.

OBJECT3D
- Create
- Calculs
- Transformations
- OptimizeMeshBoolean Methods
- Filters
- Basic mesh operations
- Sphere tree calculation
- Vertices,faces,keyframe,props

VERTEX BUFFER
- Create
- Modifying
- Extended Create

BSP LIGHT
- BSP gen
- BSP apply
- Primitives

BSP 2D

TRIANGLE LIST
- Specific data

BSP VOLUMIC
- BSP gen
- BSP apply
- BSP boolean

FIGURE
- Operations
- Evaluation

TRIANGULARISATION

GENERATOR
- Mesh operations
- Scripting

MATHS
- Vectors
- Matrix
- Quaternion
- Planes
- Matrix n x m

LIB3D / BASE

Structures

Render, processing unit

Transformation class

Secondary processing unit

Shared computation unit

Inheritance

Input

Output

Input/output