

Terrain

- + VAO
- + VBO
- + EBO
- # terrainData
- # scaleX
- # scaleY
- # scaleZ

- + GetMaxHeight()
- + GetMinHeight()
- + GetIndicies()
- + GetTotalData()
- + SetShader()
- + Terrain()
- + ~Terrain()
- + GetVAO()
- + GetTextIds()
- + GetShader()
- and 23 more...