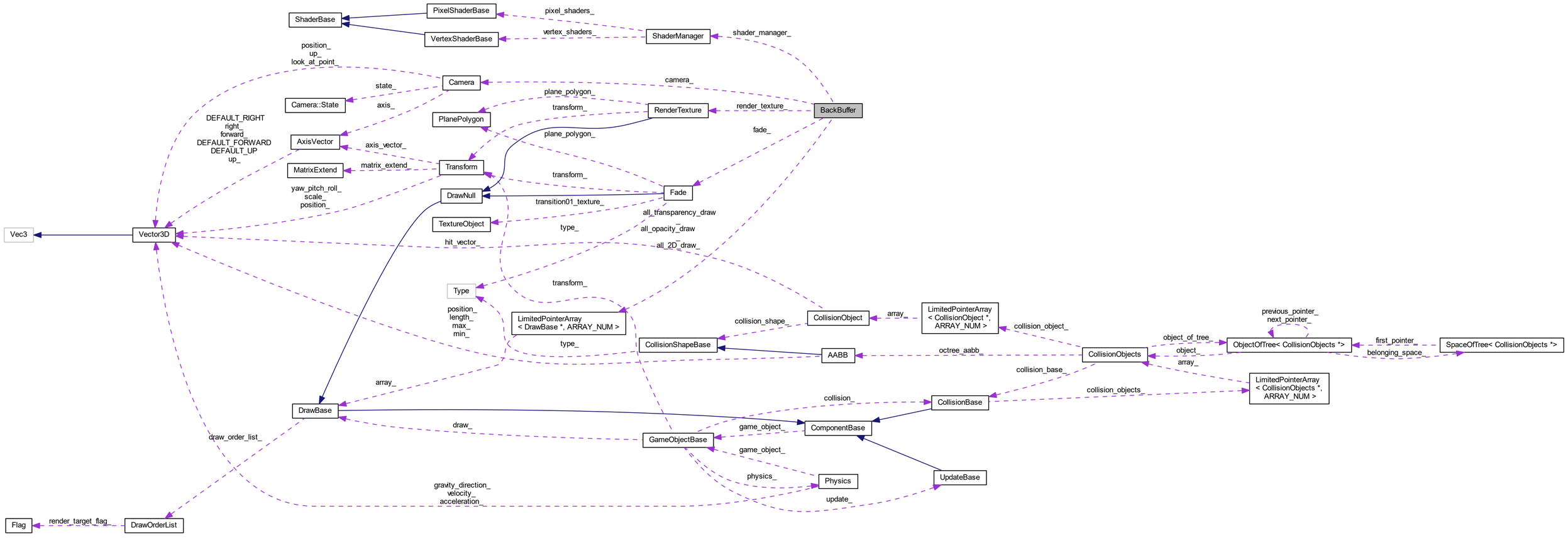
ShaderBase
PixelShaderBase
VertexShaderBase
pixel_shaders_
vertex_shaders_
ShaderManager
shader_manager_
position_
up_
look_at_point_
Camera
camera_
state_
Camera::State
axis_
plane_polygon_
transform_
RenderTexture
render_texture_
BackBuffer
PlanePolygon
DEFAULT_RIGHT
right_
forward_
DEFAULT_FORWARD
DEFAULT_UP
up_
AxisVector
axis_vector_
plane_polygon_
fade_
MatrixExtend
matrix_extend
Transform
transform_
yaw_pitch_roll_
scale_
position_
DrawNull
Fade
transition01_texture_
TextureObject
all_transparency_draw
type_
all_opacity_draw
Vec3
Vector3D
hit_vector_
all_2D_draw_
Type
transform_
position_
length_
max_
min_
LimitedPointerArray
< DrawBase *, ARRAY_NUM >
CollisionObject
array_
LimitedPointerArray
< CollisionObject *,
ARRAY_NUM >
collision_shape_
collision_object_
previous_pointer_
next_pointer_
CollisionShapeBase
type_
AABB
octree_aabb_
CollisionObjects
object_of_tree
ObjectOfTree< CollisionObjects *>
first_pointer
SpaceOfTree< CollisionObjects *>
object_
belonging_space
array_
collision_base_
array_
LimitedPointerArray
< CollisionObjects *,
ARRAY_NUM >
collision_objects_
DrawBase
collision_
CollisionBase
draw_
game_object_
ComponentBase
GameObjectBase
draw_order_list_
game_object_
physics_
Physics
UpdateBase
gravity_direction_
velocity_
acceleration_
update_
Flag
render_target_flag_
DrawOrderList