

Legend



: Optional component



: Depends on



: Contains



: Everything



: Linkes to page containing content for “x”, may include short forms

Short Forms

OpenGL : OpenGL

Soft : Software

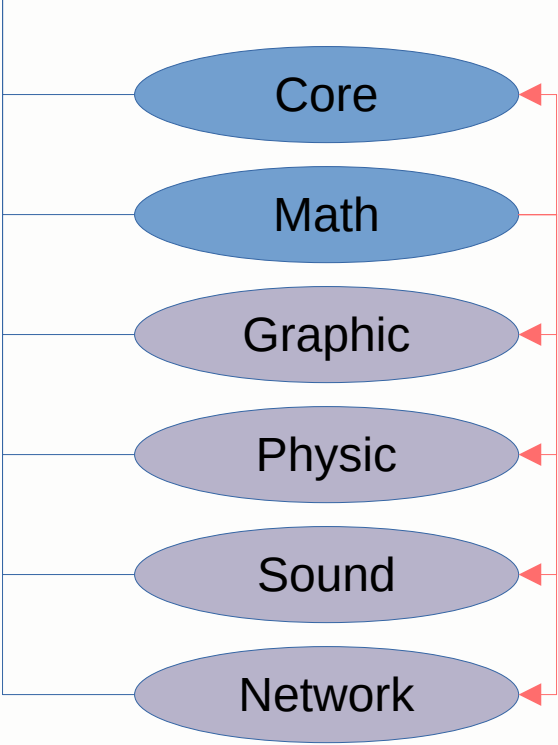
Hard : Hardware

RT : Ray Tracing

Vk : Vulkan

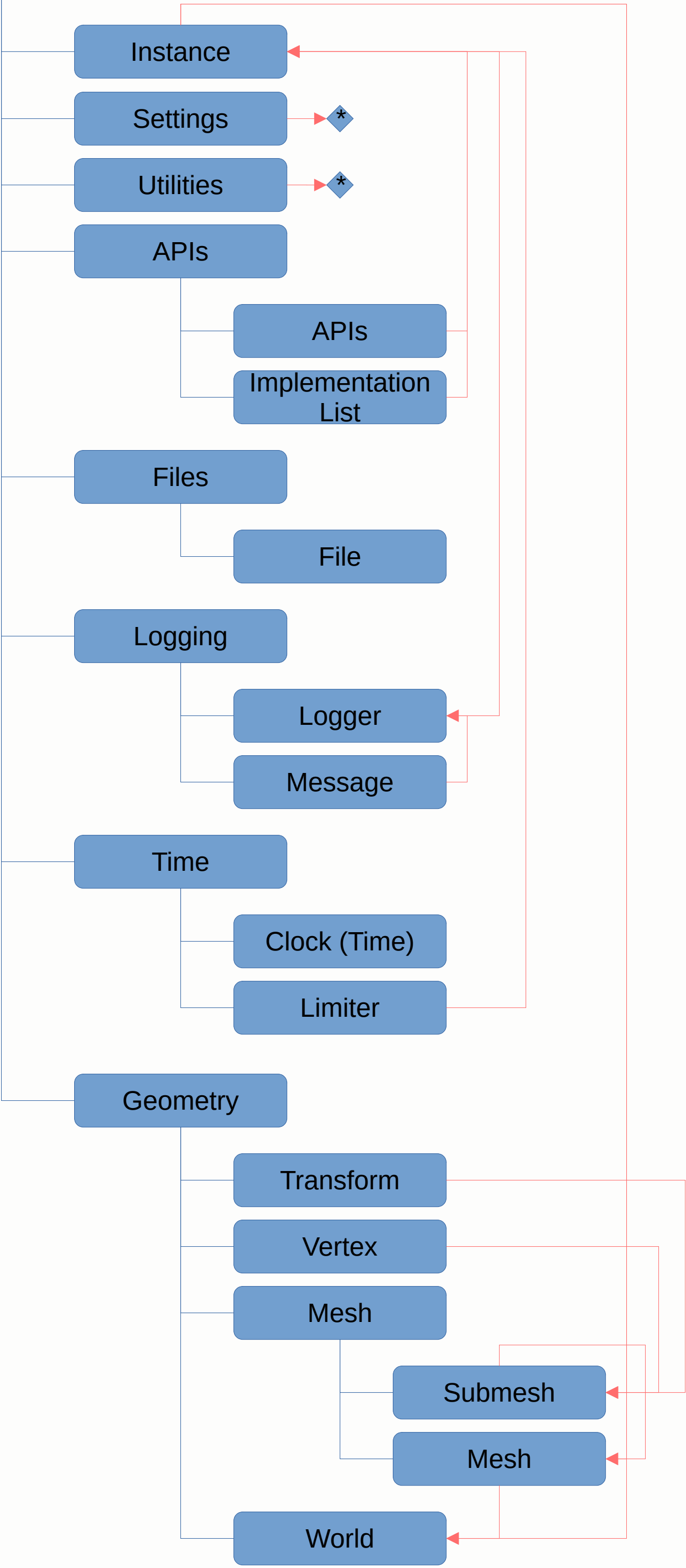
Package Structure

GLGE (root)



Core Package

Core (root)



Math Package

Math (root)

Vectors

vec2

vec3

vec4

ivec2

ivec3

ivec4

uvec2

uvec3

uvec4

vecn

Matrices

mat2

mat3

mat4

matn

Tensors

ten2

ten3

ten4

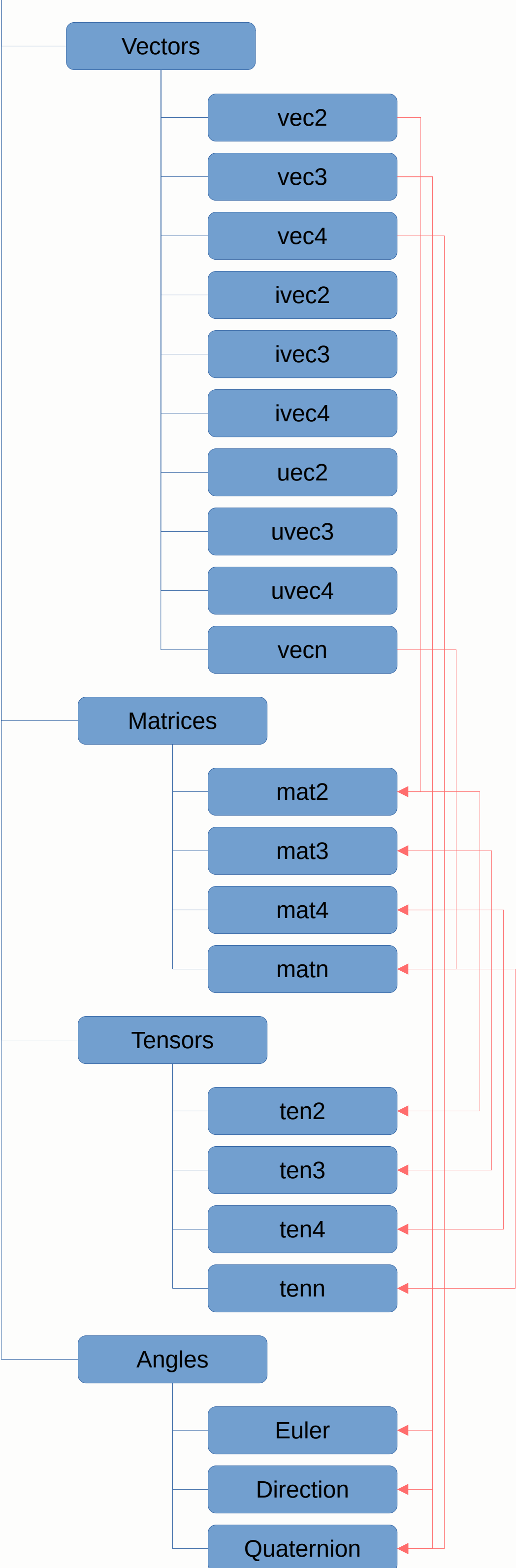
tenn

Angles

Euler

Direction

Quaternion



Graphic Package

Graphic  
(root)

Color

Texture

Framebuffer

Render  
Pipeline

Window

Asset

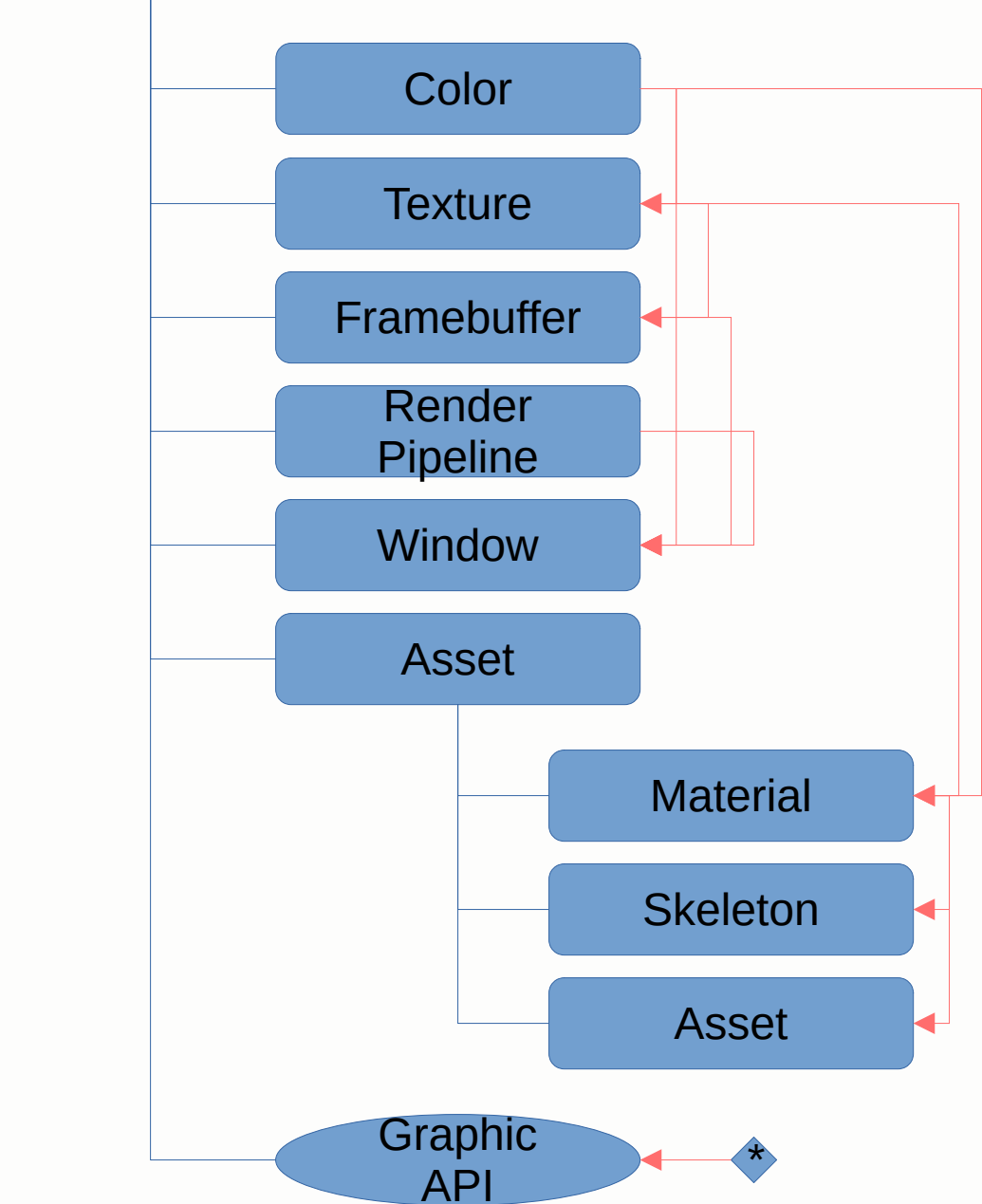
Material

Skeleton

Asset

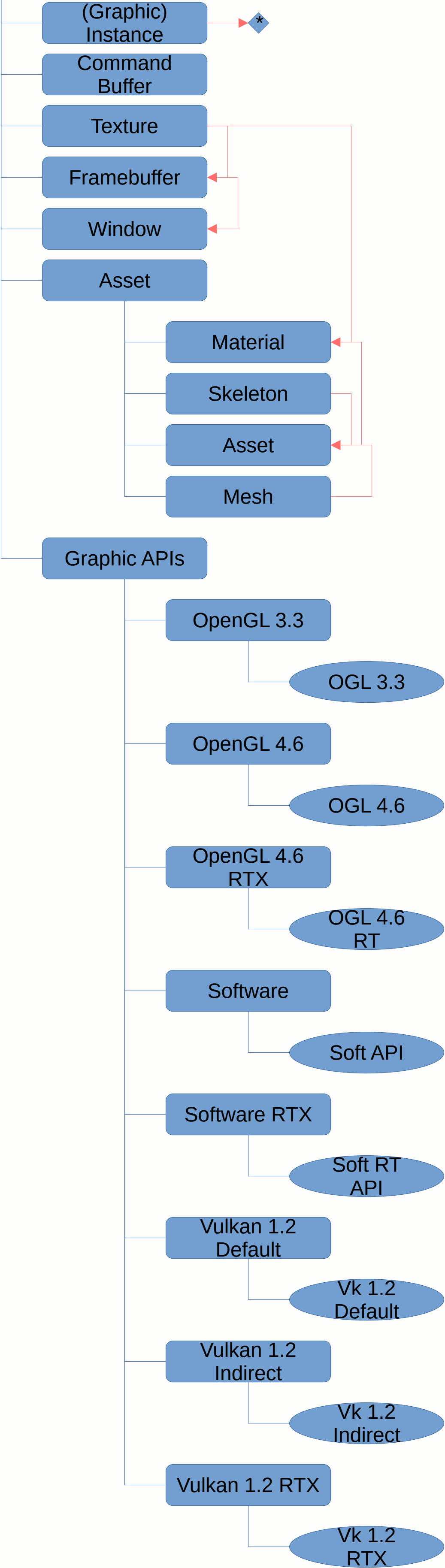
Graphic  
API

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API Subpackage

Graphic API  
(root)



Physic Package

Network Package



Sound Package