CGLObject

objectType
name
matrixSaved
children
iterCurrentObject

+ addObject()
+ setName()
+ getName()
+ getCurrentObject()
+ isChild()
+ draw()
+ drawObject()
+ drawChildren()
+ drawCenter()
+ CGLObject()
+ ~CGLObject()
+ init()

+garbage
#currentObject
#parentObject

CGLSpecial

+ CGLSpecial()
+ ~CGLSpecial()

CGLCameraList

+ CGLCameraList()
+ ~CGLCameraList()
+ getCurrentCamera()