CGLObject

+ garbage
# objectType
# name
# matrixSaved
# children
# iterCurrentObject
# currentObject
# parentObject

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

CGLSpecial

+ CGLSpecial()
+ ~CGLSpecial()

CGLWindow

+ CGLWindow()
+ ~CGLWindow()
+ loop()
+ exec()
+ onResize()
+ draw()
+ getCurrentWorld()