**Main Controller**

CControl

CTerrain

CCharacter

CAIObject

**Character, Animation**

CMesh

SMeshLoader

SMaterialLoader

SVtxInfo

CAniMesh : CMesh

SPhysiqueLoader

CKeyAniMesh : CMesh

SKeyLoader

CTrack

CTrack

SKeyPos

SKeyRot

SKeyScale

C3dNode

CBoneNode : C3dNode

CBone\_

CBoneNode

CModel : ICollisionable

CMesh

CBone

SAniLoader

CCharactor : ICollisionable

CModel

SCombo[]

SActInfo

AIObject

ICollisionable

CollisionList

**Terrain**

CQuadTree

CFrustum

CTerrain

SChunk

CQuadTree

SActInfo

SCombo

**File, Math Object**

CFileLoader

CLinearMemLoader

SBMMLoader

SKeyGroupLoader

SScene

SMaterialGroupLoader

SPlane

Quaterninon

Triangle  
Vector2

Vector3

Matrix44

Sphere

Box

**UI**

CUIControl

CUIImage : CUIControl

CUIButton : CUIControl

CScene

CUIControl

CTitleScene : CScene

CLoadScene : CScene

CGameScene : CScene

CMouseInput

**Script**

CParser

ns\_script

CScript

CMachine

CMachine

CProcessor

CProcessor

CAnalyze

CStringTable

CCodeGen

CStringTable

CTypeTable

CSymTable

CTypeTable

CStringTable

CPreCompiler

CScanner