

Application

Render Clients

Config::init( ID )

Node::configInit( ID )

...

...

Config::  
startFrame( version )

frameStart( version )

Distributed Objects

**InitData**  
\_frameDataID  
\_fileName

**FrameData**  
\_sceneID  
\_sceneVersion  
\_cameraData

**SceneGraphRoot**  
\_childIDs  
\_childVersions

**SceneGraphNode**  
...  
e  
...

...

...

