

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

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...
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