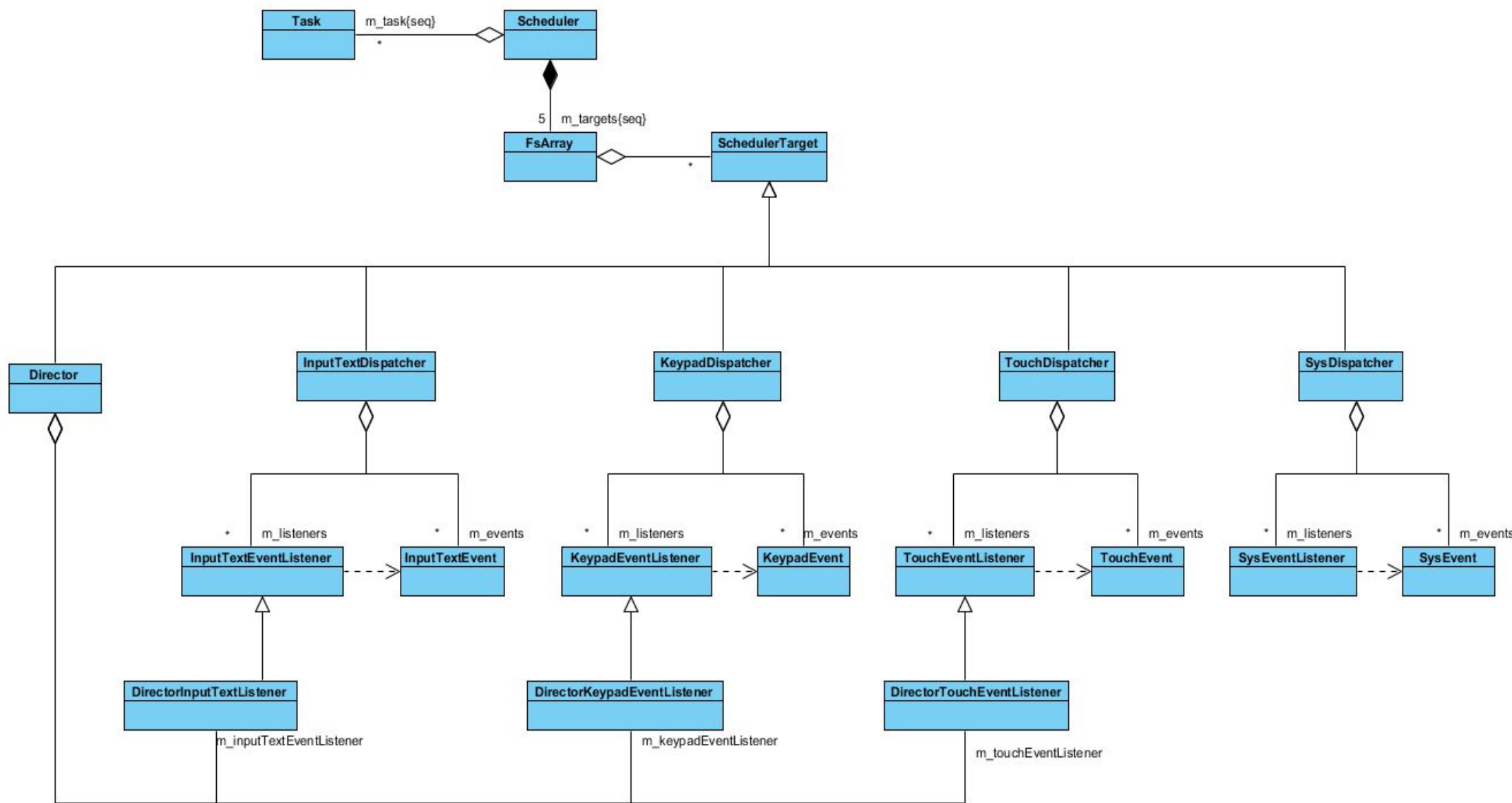
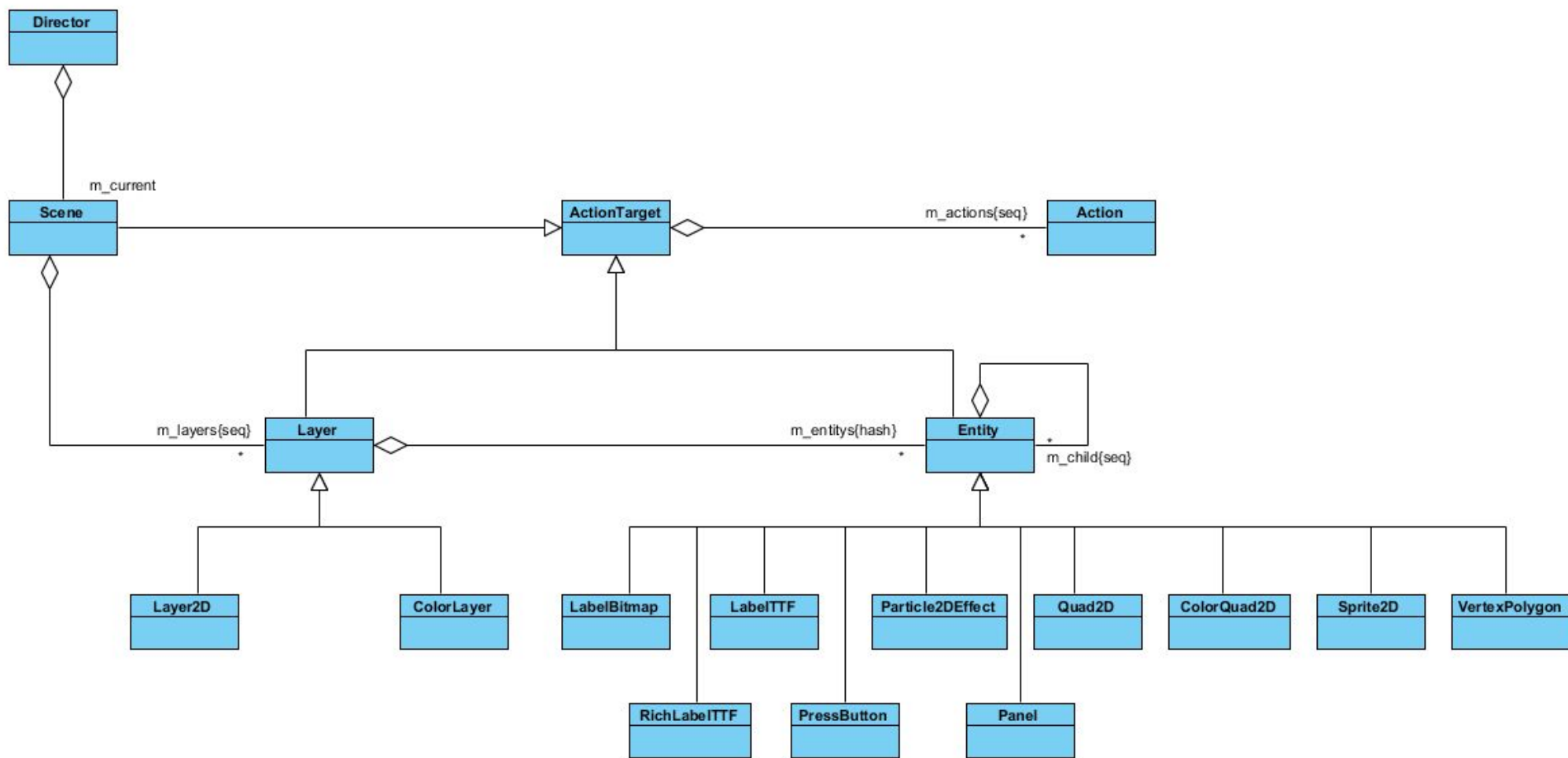


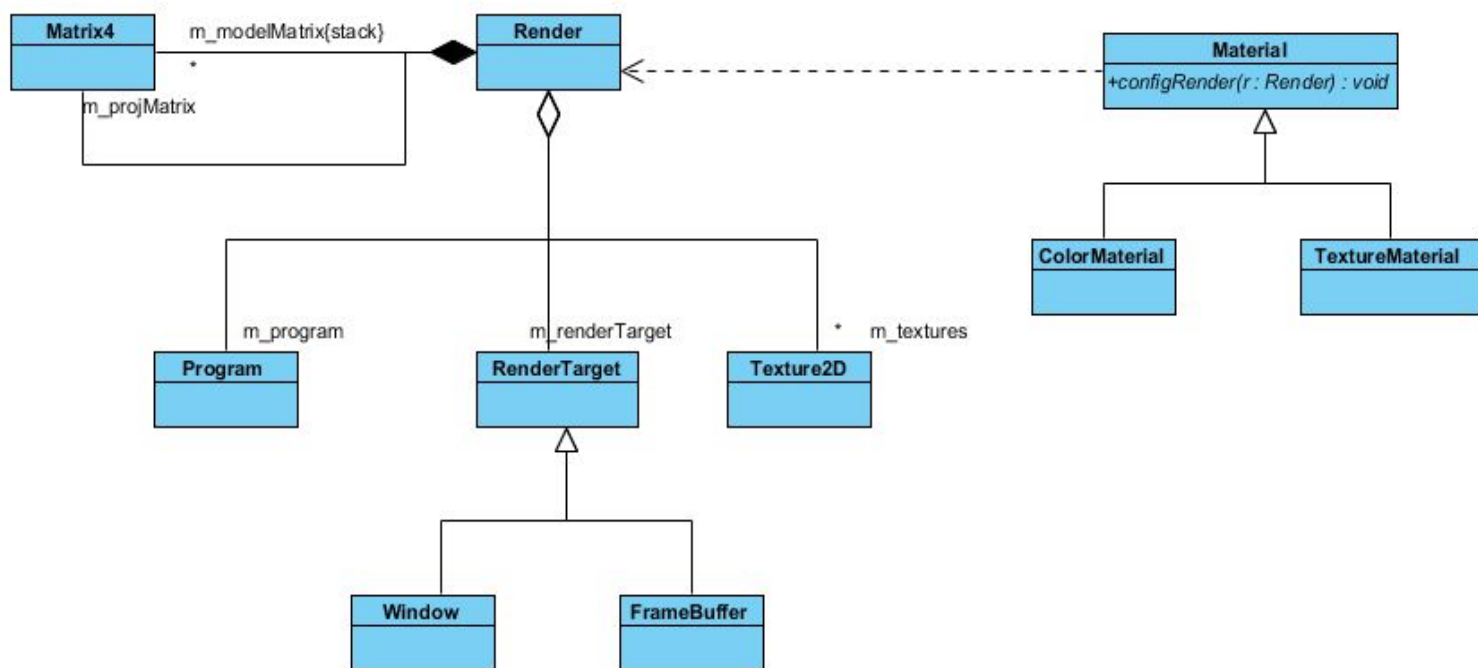
Faeris Game Engine
内部构架图
Version 3.0



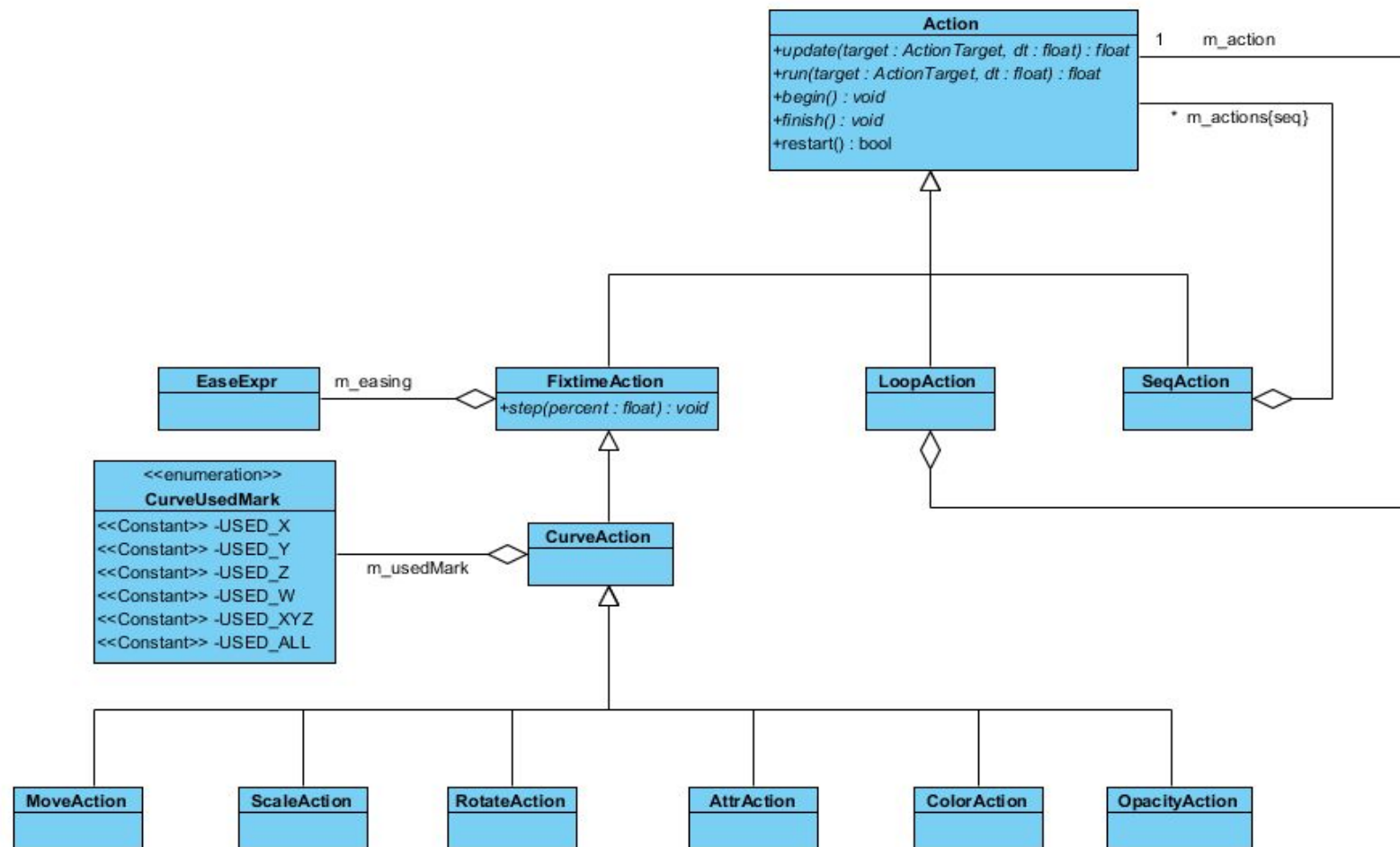
类图：调度器与事件派发



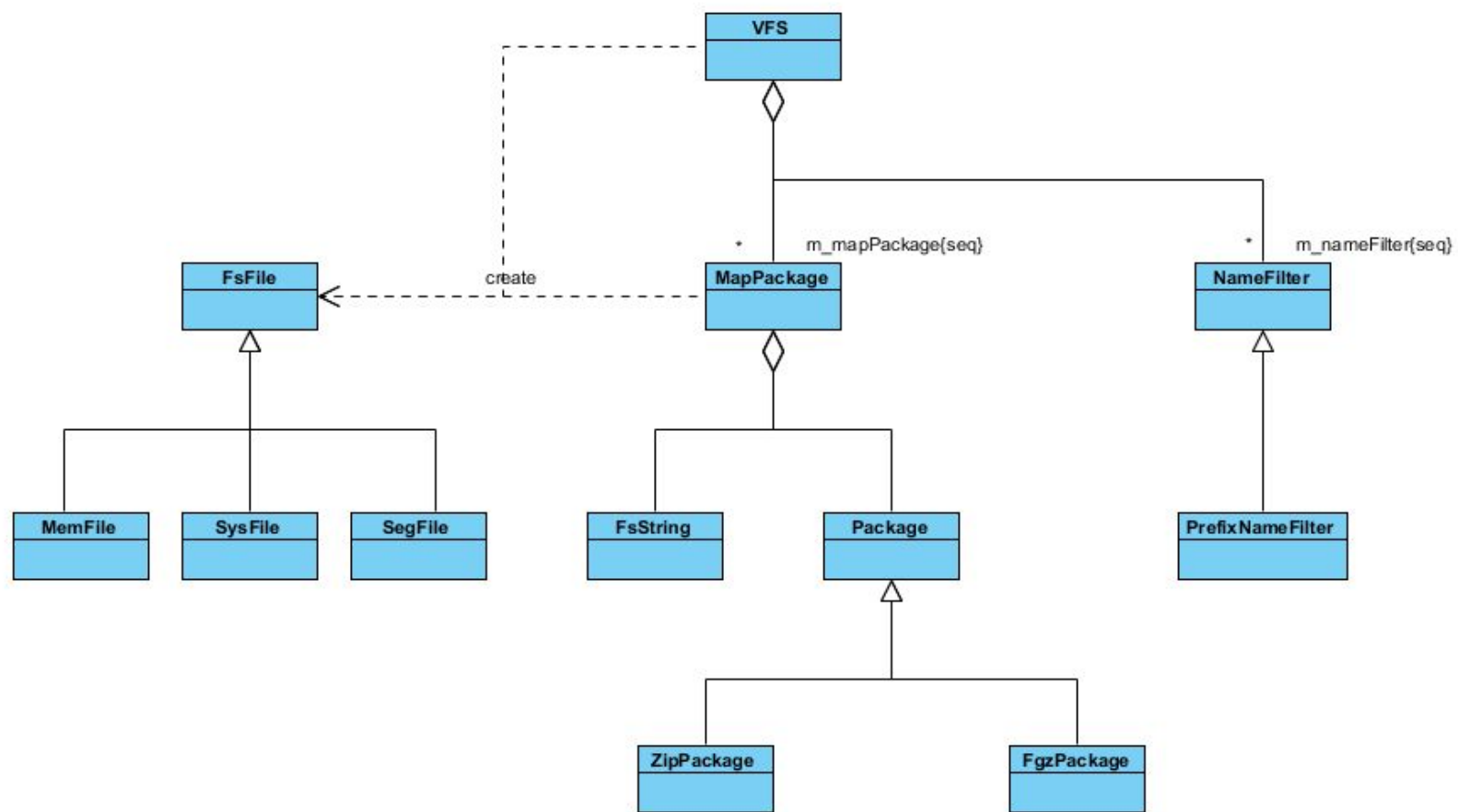
类图：场景管理



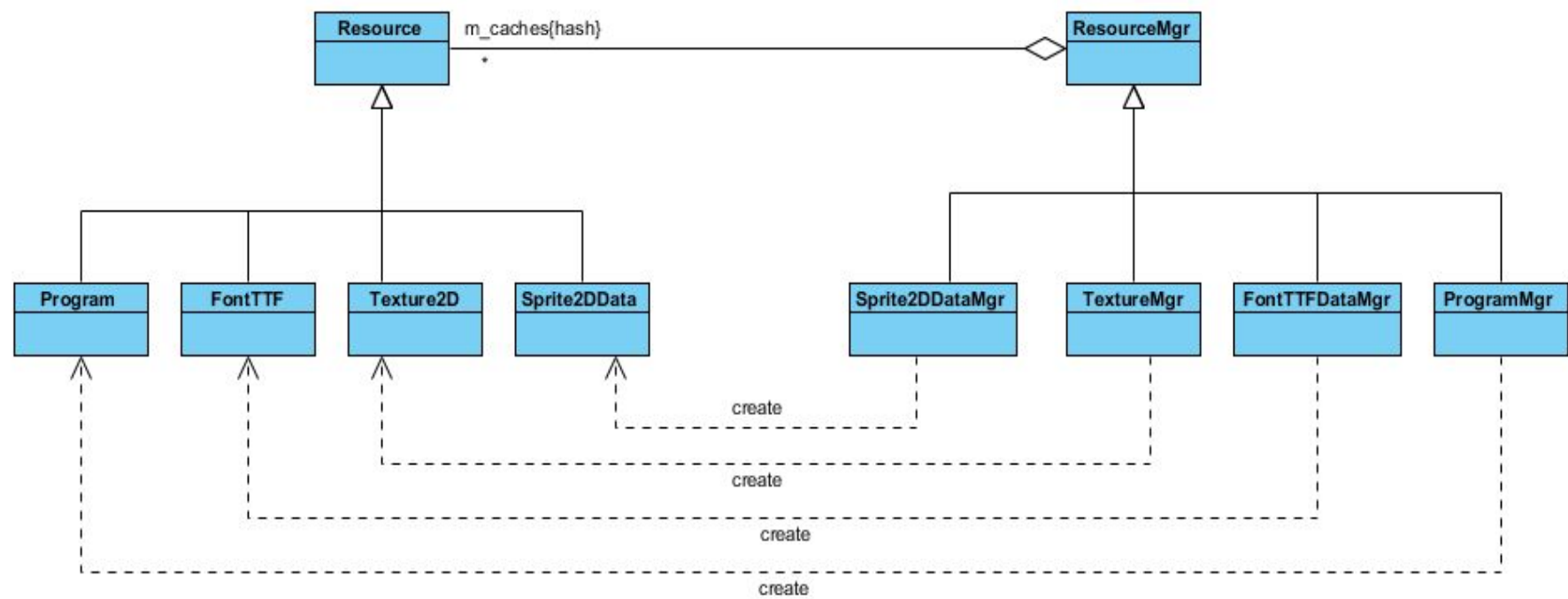
类图：图形渲染



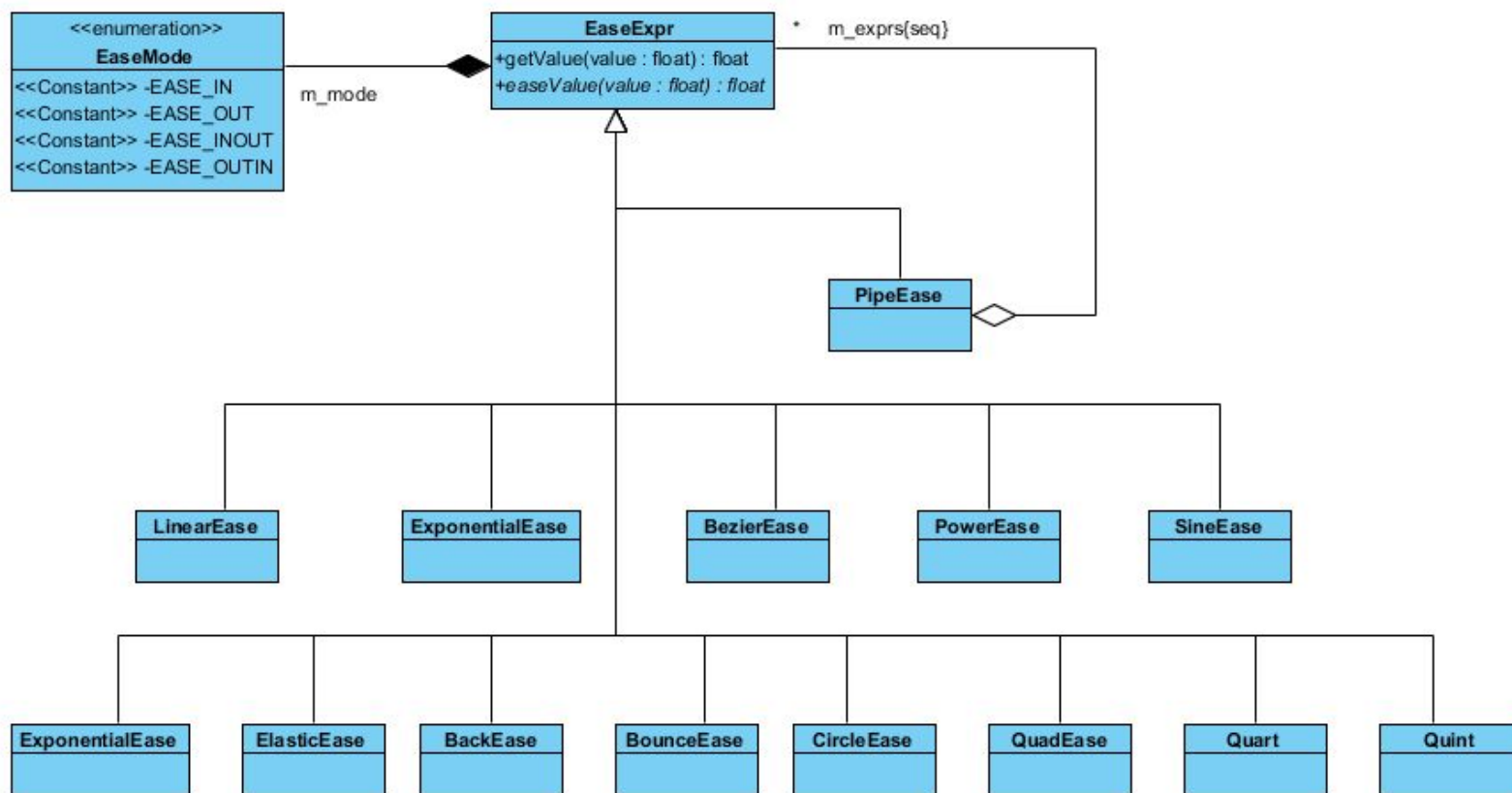
类图：动画系统



类图:虚拟文件系统



类图：资源管理



类图：缓冲曲线