FullMetalEngine
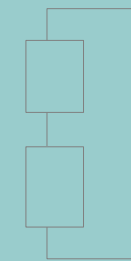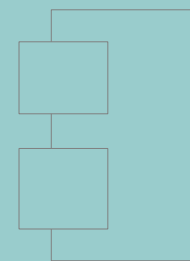
Application
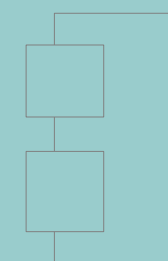## FMEApp

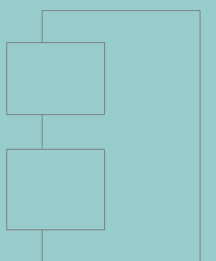Library
FMEGraphics

Library
FMEUtilities

Library
FMESimulation

FMEGraphics

Engine

Update()
Draw()
Alive()
FPS()

SceneObject

Update()
Draw()
SetGameLevel()

InputManager

IController

IKeyBoardController

GameObject

Update()
Draw()
GetComponentByType()
GetChildren()

0..*

IComponent

Update()
Draw()

OpenGLWindow

Update()
Draw()
Alive()

Camera

Update()
Reset()
Set()
Get()

Pipeline

0..*

IEffect

RenderStart()
RenderEnd()
RenderToScreen()

LightComponent

TransformComponent

RenderComponent

DecoderComponent

NoEffect

BloomEffect

RenderToTextureEffect

ViewPortEffect

0..*

LightObject

GeometryMesh

OBJMesh

ResourceManager

GetShader()
GetTexture()
LoadShader()
LoadTexture()
LoadModel()
GetModel()

ITexture

Bind()
GetTextureID()

0..*

DirectionalLight

SpotLight

PointLight

IMesh

Update()
Draw()

0..*

IModel

Update()
Draw()

Texture2D

Update()
Generate()

Texture3D

Generate()

GeometryModel

OBJModel

SkyboxModel

Shader

Compile()
Link()

0..*