RayTracer::IParser

+ parse()
+ getPrimitives()
+ getLights()
+ getEncoderName()
+ getRendererName()
+ getOutputFileName()
+ getFastRendererFileName()
+ isFastRendererEnabled()

RayTracer::Parser

- scene_
- importedScene_
- cam_
- primitives_
- lights_
- primitiveLoader_
- lightLoader_
- rendererName_
- encoderName_
- outputFile_
- fasterRenderEnabled_
- fasterRenderName_

+ Parser()
+ Parser()
+ ~Parser()
+ parse()
+ getParsedCamera()
+ getPrimitives()
+ getLights()
- parseCamera()
- parsePrimitive()
- parseLight()
- parseCorePlugins()
- parseImportedScene()
- parseImportedGlobal()
- parseImportedObj()
- parseObject()
- loadPrimitive()
- loadLight()
- getEncoderName()
- getRendererName()
- getOutputFileName()
- getFastRendererFileName()
- isFastRendererEnabled()
- checkJsonExistence()
- checkRangeValue()
- checkJsonCamera()
- checkJsonGlobal()