VirtMuseWeb.Utility.ISerializable

+ Serialize()
+ Serialize()

VirtMuseWeb.Utility.Image

+ Width
+ Height
+ this[int x, int y]
- color

+ Image()
+ Serialize()
+ Serialize()
+ Deserialize()
+ Deserialize()
+ Black()
+ White()
+ operator Texture2D()
- WriteTo()
- ReadFrom()

VirtMuseWeb.Utility.RoomStyle

+ Floor
+ Ceiling
+ Wall

+ RoomStyle()
+ Serialize()
+ Serialize()
+ Deserialize()
+ Deserialize()
- RoomStyle()
- WriteTo()
- ReadFrom()

VirtMuseWeb.Utility.UnityMeshData

+ Triangles
+ Vertices
+ UVs
+ Normals
+ Texture

+ ToString()
+ Serialize()
+ Serialize()
+ Deserialize()
+ Deserialize()
- WriteTo()
- ReadFrom()