## ModelExtractor

- baseDirectory
- modelRefrence
- modelName
- textureName
- position
- orientation
- scale
- positionVectors
- orientationVectors
- scaleVectors

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+ ModelExtractor()
+ ~ModelExtractor()
+ ReadDatabase()
+ processModelRefrenceLine()
+ processModelNameLine()
+ processModelTextureLine()
+ processModelPositionLine()
+ processModelOrientationLine()
+ processModelScaleLine()
+ createReadablePositionNumbers()
and 8 more...