

ModelReader

- baseDirectory
- m_vertices
- m_vertexNormals
- m_vertexTextureCoordinates
- m_faceVertexIndices
- m_faceTextureIndices
- m_faceNormalIndices
- m_modelName
- m_vertexTriplets
- m_vertexNormalTriplets
- m_vertexTexturePairs
- forwardSlash

- + ModelReader()
- + ~ModelReader()
- + ReadModelObjData()
- + ProcessVertexLine()
- + ProcessVertexNormalLine()
- + ProcessVertexTextureLine()
- + ProcessFaceLine()
- + CreateExpandedVertices()
- + CreateExpandedNormals()
- + CreateExpandedTextureCoordinates()
- + GetVertices()
- + GetNormals()
- + GetTextureCoordinates()