```
haru::Segment
 - m object
 - m began
 + ~Segment()
 + GetObject()
 + GetRoot()
 + GetKeyboard()
 + GetDomain()
 OnTick()
 - OnInit()
 - OnBegin()
 - OnDisplay()
haru::MeshRenderer
+ m windowW
+ m windowH
+ angle

    m shader

- m lightkeyShader

    m nullShader

- m blurShader
- m mergeShader
- m rt

    m lightkeyRt

- m blurRt
 m blur2Rt
m blur3Rt

    m mergeRt
```

m_texturem_hallTexm_cubem_hallShape

+ OnInit()
- OnDisplay()