






























E  ColorSetter		
FG_RED		
FG_GREEN		
FG_YELLOW		
FG_BLUE		
BG_RED		
BG_GREEN		
BG_YELLOW		
BG_BLUE		
 	RESET	String
 	escape	String
 	ColorSetter(String)	
 	setColor(String)	String

 Loader		
 	loadMesh(String)	Mesh
 	loadObj(String)	MeshView
 	loadStl(String)	MeshView
 	readTextFile(String)	ArrayList<String>
 	error(String, String)	void

 SmartGroup		
 	r	Rotate
 	t	Transform
 	rotateByX(int)	void
 	rotateByY(int)	void

 ColorSetterTest		
 	ColorSetterTest_SetStringFg()	void
 	ColorSetterTest_SetSpaceFg()	void
 	ColorSetterTest_SetStringBg()	void
 	ColorSetterTest_SetSpaceBg()	void