## BeerEngine::JsonSerializable + serialize() + toSerializables() + toSerializable() + toSerializable() BeerEngine::Graphics ··AMaterial + AMaterial() + ~AMaterial() + bind() + setColor() + setAlbedo() + setNormal() + setBump() + serialize() + deserialize() + Deserialize() +bombMaterial Assets + audioclips + textures + models + autoload() + load() + unload() + GetInstance() + GetAudioClip() + GetTexture() + GetModel()