

irr::IReferenceCounted

irr::gui::ICursorControl

irr::gui::ICursorControl

irr::gui::IGUIElementFactory

irr::gui::IGUIElementFactory

irr::gui::IGUIEnvironment

irr::gui::IGUIEnvironment

irr::gui::IGUIFont

irr::gui::IGUIFont

irr::gui::IGUIImageList

irr::gui::IGUIImageList

irr::gui::IGUISpriteBank

irr::gui::IGUISpriteBank

irr::gui::IGUITreeViewNode

irr::gui::IGUITreeViewNode

irr::ILogger

irr::ILogger

irr::io::IArchiveLoader

irr::io::IArchiveLoader

irr::io::IAttributeExchangingObject

irr::io::IAttributeExchangingObject

irr::io::IAttributes

irr::io::IAttributes

irr::io::IFileArchive

irr::io::IFileArchive

irr::io::IFileList

irr::io::IFileList

irr::io::IFileSystem

irr::io::IFileSystem

irr::io::IReadFile

irr::io::IReadFile

irr::io::IWriteFile

irr::io::IWriteFile

irr::io::IXMLWriter

irr::io::IXMLWriter

irr::IOSOperator

irr::IOSOperator

irr::IRandomizer

irr::IRandomizer

irr::IrrlichtDevice

irr::IrrlichtDevice

irr::IrrlichtDevice

irr::ITimer

irr::ITimer

irr::scene::IAnimationEndCallBack

irr::scene::IAnimationEndCallBack

irr::scene::IColladaMeshWriterNames

irr::scene::IColladaMeshWriterNames

irr::scene::IColladaMeshWriterProperties

irr::scene::IColladaMeshWriterProperties

irr::scene::ICollisionCallback

irr::scene::ICollisionCallback

irr::scene::IGeometryCreator

irr::scene::IGeometryCreator

irr::scene::ILightManager

irr::scene::ILightManager

irr::scene::IMesh

irr::scene::IMesh

irr::scene::IMeshBuffer

irr::scene::IMeshBuffer

irr::scene::IMeshCache

irr::scene::IMeshCache

irr::scene::IMeshLoader

irr::scene::IMeshLoader

irr::scene::IMeshManipulator

irr::scene::IMeshManipulator

irr::scene::IMeshWriter

irr::scene::IMeshWriter

irr::scene::ISceneCollisionManager

irr::scene::ISceneCollisionManager

irr::scene::ISceneLoader

irr::scene::ISceneLoader

irr::scene::ISceneManager

irr::scene::ISceneManager

irr::scene::ISceneNodeAnimatorFactory

irr::scene::ISceneNodeAnimatorFactory

irr::scene::ISceneNodeFactory

irr::scene::ISceneNodeFactory

irr::scene::ITriangleSelector

irr::scene::ITriangleSelector

irr::scene::quake3::IShaderManager

irr::scene::quake3::IShaderManager

irr::scene::quake3::SVarGroupList

irr::scene::quake3::SVarGroupList

irr::scene::SMD3Mesh

irr::scene::SMD3Mesh

irr::scene::SMD3MeshBuffer

irr::scene::SMD3MeshBuffer

irr::video::IImage

irr::video::IImage

irr::video::IImageLoader

irr::video::IImageLoader

irr::video::IImageWriter

irr::video::IImageWriter

irr::video::IMaterialRenderer

irr::video::IMaterialRenderer

irr::video::IShaderConstantSetCallBack

irr::video::IShaderConstantSetCallBack

irr::video::ITexture

irr::video::ITexture

irr::video::IVideoDriver

irr::video::IVideoDriver

irr::video::IVideoModeList

irr::video::IVideoModeList