

IDreamSky::Array::length

```
graph RL; A["IDreamSky::Array< IDream Sky::GXIndexBuffer * >::iterate"] --> C["IDreamSky::Array::length"]; B["IDreamSky::Stack< IDream Sky::Scene::ICreator *, MAX_NUM_SCENES >::full"] --> C;
```

IDreamSky::Array< IDream
Sky::GXIndexBuffer * >
::iterate

IDreamSky::Stack< IDream
Sky::Scene::ICreator *,
MAX_NUM_SCENES >::full