

magica_rogue::MRStaticObjectInterface

- + virtual MRTransform & GetTransform()=0
- + virtual void Render(const MRCamera &camera) const =0



magica_rogue::MRTresureBox

- MRTransform m_transform
- MRRarity m_rarity
- mugen_engine::MEImage * m_image
- + MRTresureBox(const float x, const float y, const MRRarity rarity)
- + MRTransform & GetTransform()
- + void Render(const MRCamera &camera) const