magica_rogue::MRStaticObjectManager
-     std::list< std::unique_ptr   < MRStaticObjectInterface >   > m_objectList

+   MRStaticObjectManager()
+   void Register(std::unique
      _ptr< MRStaticObjectInterface
      > &&obj)
+   void GetTransforms(std::vector
      < MRTransform > &list)
+   void Render(const MRCamera
      &camera) const