## ec::Transform3D #m\_up #m\_position #m\_forwardVector #m scale + Transform3D() + ~Transform3D() + updateLocalMat() + getLocalPosition() + getUpVector() + getForwardVector() + getLocalMat() + setLocalMat() + getTranslation() + getTranslationX() and 39 more... ec::Node # m\_parent #m children #m drawables + Node() + ~Node() + render() + updateGlobalMatrices() + getGlobalMat() + getGlobalPosition() + getParent() + addChild() + removeChild() + removeChildren() and 6 more... ec::Light #m\_color # m\_intensity # m\_type + ~Light() + setColor() + setColor() + getColor() + setIntensity() + getIntensity() # Light() ec::SpotLight ec::PointLight ec::DirectionalLight ec::OmniLight + SpotLight() + PointLight() + ~SpotLight() + DirectionalLight() + OmniLight() + getDirection() + ~PointLight() + ~DirectionalLight() + ~OmniLight() + setFalloff() + setHalfAngles() + getDirection() + getFalloff() + setHalfAngles() + getHalfAngles()