

## RayTracer::Scenes:: ISetting

- + ~ISetting()
- + getSetting()
- + getSetting()
- + getLength()
- + getPath()
- + getKey()
- + getConfig()
- + moveTo()
- + moveTo()
- + get()
- + get()
- + get()
- + operator bool()
- + operator int()
- + operator double()
- + operator const char \*()
- + operator std::string()