```
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()
RayTracer::Scenes::
    SettingWrapper
 setting
 config
+ SettingWrapper()
+ SettingWrapper()
+ ~SettingWrapper()
+ getSetting()
+ getSetting()
+ getLength()
+ getPath()
+ getKey()
+ getConfig()
+ moveTo()
+ moveTo()
+ get()
+ get()
+ get()
+ operator bool()
+ operator int()
+ operator double()
+ operator const char *()
+ operator std::string()
```