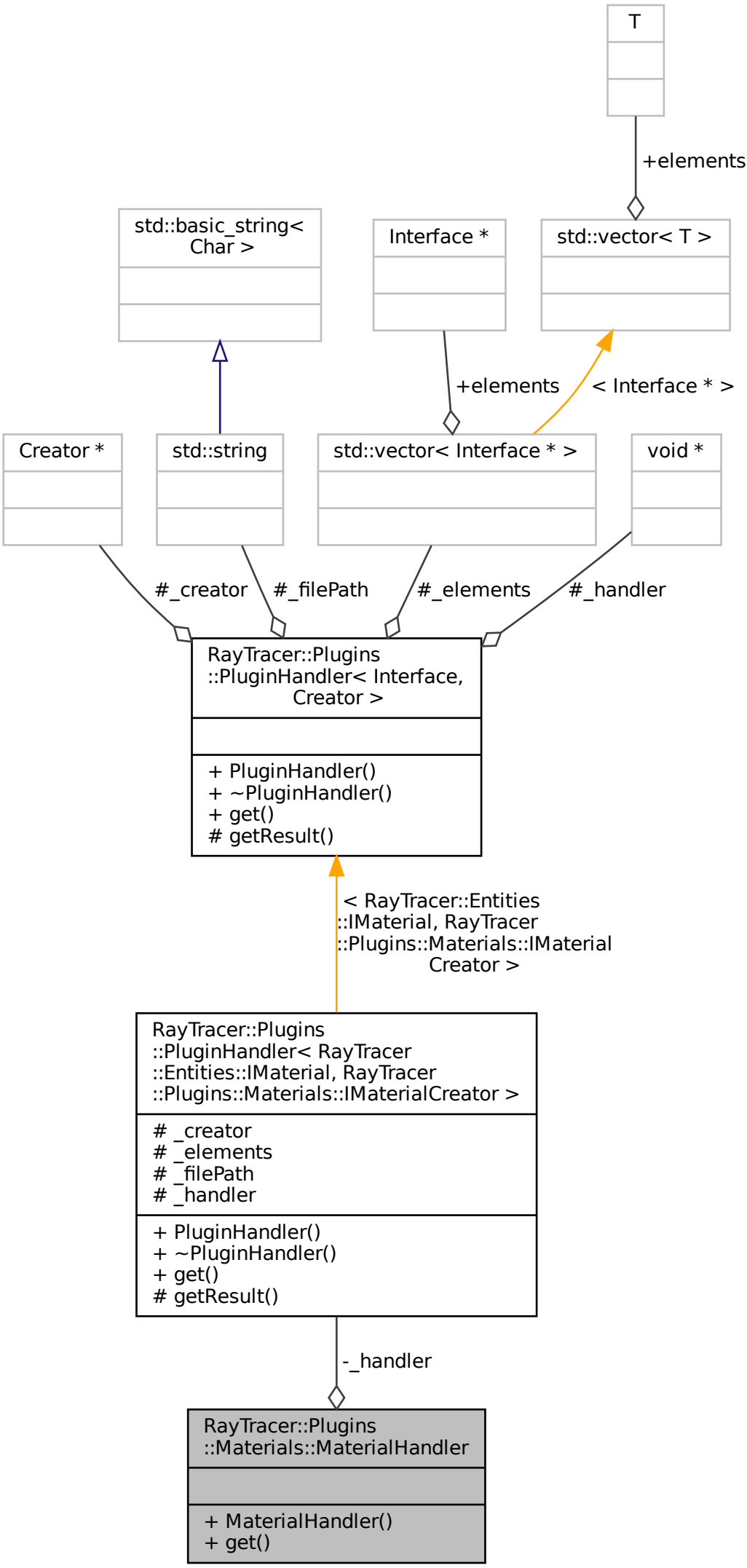
T
+elements
std::basic_string< Char >
Interface *
std::vector< T >
+elements
< Interface * >
Creator *
std::string
std::vector< Interface * >
void *
#_creator
#_filePath
#_elements
#_handler
RayTracer::Plugins ::PluginHandler< Interface, Creator >
+ PluginHandler()
+ ~PluginHandler()
+ get()
# getResult()
< RayTracer::Entities ::IMaterial, RayTracer ::Plugins::Materials::IMaterial Creator >
RayTracer::Plugins ::PluginHandler< RayTracer ::Entities::IMaterial, RayTracer ::Plugins::Materials::IMaterialCreator >
# _creator
# _elements
# _filePath
# _handler
+ PluginHandler()
+ ~PluginHandler()
+ get()
# getResult()
-_handler
RayTracer::Plugins ::Materials::MaterialHandler
+ MaterialHandler()
+ get()