UpdatableManager

- storageList
- + UpdatableManager()
- + UpdatableManager()
- + UpdatableManager()
- + operator=()
- + operator=() + ~UpdatableManager()
- + ProcessElements()
- + Register()
- + Deregister()

DrawableManager

- storageList
- + DrawableManager()
- + DrawableManager()
- + DrawableManager()
- + operator=()
- + operator=()
- + ~DrawableManager()
- + ProcessElements()
- + Register()
- + Deregister()

AlarmableManager

- + ALARM_NUMBER
- timeline
- + AlarmableManager()
- + AlarmableManager()
- + AlarmableManager()
- + operator=() + operator=()
- + ~AlarmableManager()
- + ProcessAlarms()
- + Register()
- + Deregister()



- UpdateableMgr
- DrawableMgrRegistrationBrkr
- AlarmMgrKBEventMgr
- CamMgrColMgr
- + Scene()
- + Scene()
- + Scene() + operator=()
- + operator=()
- + ~Scene()
- + Initialize() + SceneEnd()
- + GetCamera()
- + Get2DCamera()
- + SetCurrentCamera()
- + SetCurrent2DCamera()
- + ProcessGodCam()
- + RequestGodCam() # SetCollisionPair()
- # SetCollisionSelf()
- # SetCollisionTerrain()
 SubmitCommand()
- Draw()
- Updaťe()