Drawable

- RegStateCurr
- pMyDeleteRef
- pRegistrationCmd
- pDeregistrationCmd

+ Drawable()
+ Drawable()
+ Drawable()
+ operator=()
+ operator=()
+ ~Drawable()
# SubmitDrawRegistration()
# SubmitDrawDeregistration()
- GetStorageRef()
- Draw()
- Draw2D()
- SceneRegistration()
- SceneDeregistration()
- ForcedSceneDeregistration()

Updatable

- RegStateCurr
- pMyDeleteRef
- pRegistrationCmd
- pDeregistrationCmd

+ Updatable()
+ Updatable()
+ Updatable()
+ operator=()
+ operator=()
+ ~Updatable()
# SubmitUpdateRegistration()
# SubmitUpdateDeregistration()
- Update()
- SceneRegistration()
- SceneDeregistration()
- GetStorageRef()

Alarmable

- RegData

+ Alarmable()
+ Alarmable()
+ Alarmable()
+ operator=()
+ operator=()
+ ~Alarmable()
# SubmitAlarmRegistration()
# SubmitAlarmRegistration()
# SubmitAlarmDeregistration()
# SubmitAlarmDeregistration()
- Alarm0()
- Alarm1()
- Alarm2()
- Alarm3()
- Alarm4()
- GetStorageRef()
- AlarmRegistration()
- AlarmDeregistration()
- TriggerAlarm()

Inputable

+ inMap

+ Inputable()
+ Inputable()
+ Inputable()
+ operator=()
+ operator=()
+ ~Inputable()
# SubmitKeyRegistration()
# SubmitKeyDeregistration()
- KeyPressed()
- KeyReleased()
- SceneRegistration()
- SceneDeregistration()

Collidable

pMyDeleteRef
- myID
- RegStateCurr
- pRegCmd
- pDeregCmd
- pColModel
- ColVolume
- defaultBS

+ Collidable()
+ Collidable()
+ Collidable()
+ operator=()
+ operator=()
+ ~Collidable()
+ GetBSphere()
+ GetCollisionVolume()
+ CollisionTerrain()
# SetCollidableGroup()
# SubmitCollisionRegistration()
# SubmitCollisionDeregistration()
# SetColliderModel()
# UpdateCollisionData()
- SceneRegistration()
- SceneDeregistration()

GameObject

- RegCurrState
- pEntryCommand
- pExitCommand

+ GameObject()
+ GameObject()
+ GameObject()
+ operator=()
+ operator=()
+ ~GameObject()
+ SubmitEntry()
+ SubmitExit()
+ ConnectToScene()
+ DisconnectFromScene()
- SceneEntry()
- SceneExit()