## AlarmableManager + ALARM NUMBER - timeline + AlarmableManager() + AlarmableManager() + AlarmableManager() + operator=() + operator=() + ~AlarmableManager() + ProcessAlarms() + Register() + Deregister() Scene - UpdateableMgr - DrawableMgr RegistrationBrkr AlarmMgr KBEventMgr CamMgr ColMar + Scene() + Scene() + Scene() + operator=() + operator=() + ~Scene() + Initialize() + SceneEnd() + GetCamera() + Get2DCamera() + SetCurrentCamera() + SetCurrent2DCamera() + ProcessGodCam() + RequestGodCam() # SetCollisionPair() # SetCollisionSelf() # SetCollisionTerrain() SubmitCommand() Draw() Update()