Drawable RegStateCurr pMyDeleteRef pRegistrationCmd pDeregistrationCmd + Drawable() + Drawable() + Drawable() + operator=() + operator=() + ~Drawable() # SubmitDrawRegistration() # SubmitDrawDeregistration() GetStorageRef() Draw() - Draw2D() SceneRegistration() SceneDeregistration() ForcedSceneDeregistration() Δ DrawableGameObject + DrawableGameObject() + DrawableGameObject() + DrawableGameObject() + operator=() + operator=() + ~DrawableGameObject() TerrainObject pVerts - pTriList TerrainCells pGObjFT pObjWF pModTerrain WorldMat maxHeight deltaLength dimension - SideVertCount - length + TerrainObject() + TerrainObject() + TerrainObject() + operator=() + operator=() + ~TerrainObject() + TerrainObject() + GetAltitude() + GetNormal() + SetWorld() and 13 more. VertexIndex() PixelIndex() TriIndex()PixelToFloat()