Alarmable

- RegData

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

GameObject

- RegCurrState
- pEntryCommand
- pExitCommand

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

ParticleEmitter

- BurstCollection
- myStorageRef
- pParticleEffect
- type
- world
- rot
- pos
- EmitterLife
- BurstCount
- BurstFrequency
- active

+ ParticleEmitter()
+ ParticleEmitter()
+ ParticleEmitter()
+ operator=()
+ operator=()
+ ~ParticleEmitter()
+ ParticleEmitter()
+ Initialize()
+ Enter()
+ NewBurst()
and 7 more...
- CheckExpiration()