

QOpenGLFunctions\_3\_2\_Core



Objet

# \_parent  
# \_mat  
# \_name  
# \_rotation  
# \_position  
# \_scale  
# \_model  
# \_shaderId  
# \_drawHitbox

+ Objet()  
+ Objet()  
+ ~Objet()  
+ draw()  
+ position()  
+ position()  
+ position()  
+ rotation()  
+ rotation()  
+ rotation()  
et 13 de plus...  
- updateModel()  
- applyMaterial()  
- activateShader()



Donuts

- \_vao  
- m\_radius  
- m\_radius\_donuts  
- m\_slices  
- m\_stacks  
- nbvertex

+ Donuts()  
+ ~Donuts()  
+ draw()  
- genVao()