

QOpenGLFunctions_3
_2_Core



Scene

- + _camera
- _pieces
- _lights
- _materials
- _shaders
- _loadedShaders
- _projectionMatrix
- _orderedLights
- _parent

- + Scene()
- + Scene()
- + ~Scene()
- + draw()
- + getPiece()
- + getLight()
- + getMaterial()
- + getShader()
- + getShaderNameByID()
- + removeLight()
- et 11 de plus...
- loadLights()
- loadMaterials()
- loadPieces()
- loadShaders()
- orderLights()
- saveMaterials()
- saveLights()
- saveShaders()
- savePieces()
- readPosition()
- readScale()
- readRotation()