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()

Node

- _meshs
- _children
- _loadedModels

+ ~Node()
+ draw()
+ getChildrenNames()
+ getChild()
+ removeChild()
+ getMeshNames()
+ getMesh()
+ removeMesh()
+ getModelName()
+ loadModel()
- Node()
- Node()
- loadMaterial()
- loadNode()