Component

Void Start();

Void Update();

Transform

Matrix4x4 mPosition;

Matrix4x4 mRotate;

Matrix4x4 mScale;

GameObject

Transform\* mTransform;

String name;

String tag;

Component\* mComponents;

Bool isStatic;

Bool isEnable;

GameObject\* mParent;

GameObject\* mChilds;

BSPTree

TagManager

PVSManager

GameObject

Camera

GameApp

SceneManager\* mSceneManager;

MemoryAllocManager\*

mMemoryAllocManager;

InputManager\*

mInputManager;

InputManager

SceneManager

Camera\* mCamera;

GameObject\* mGameObjectList;

PVSManager\* mPVSManager;

TagManager\* mTagManager;

BSPTree\* mBSPTree;

Void Start();

Void Update();

GameObject\* GetVisibleGameObject();

MemoryAllocManager

SceneManager

Material

Shader\* mShader;

Void SetParaByName(string name)

Mesh

Vector3\* posdata;

Vector2\* uvdata;

Vector3\* normaldata;

BSPTree

Void Create();

GameObject\* Find();

PVSManager

GameObject\* mGameObjectList;

Cube\* mCube;

GameObject\* mGameObject;

GameObject\* Find(Camera \* mCamera)

TagManager

Map<string,List<GameObject>> tagMap;

GameObject Find(string tag)

GameObject\* Find(string tag)

PostRenderer

Camera:GameObject

Matrix4x4 mView;

Matrix4x4 mProj;

Int mWidth;

Int mHeight;

Texture2D GetFrameDepth();

Texture2D GetFrameRender();

Void FrameStart();

Void FrameEnd();

Bool isMain;

SkyBox mSkyBox;

PostRenderer\* mPostRenderer;

SkyBox

ResoureLoader

GI

AnimationStateMachine

Animation

Mesh mMesh;

LineRenderer

ParticleRenderer

PostRenderer

MeshRenderer

BillBoard

Shader

String shaderpath;

Map<string,int> mPara;

Light

Vector3 mPosition;

Vector3 mDirection;