OptiXModel _numPolygons - m_instanceId - m_geometryInstance - m_geometry - m_trans - m_geometryGroup - m_vertexBuffer - m_ _normalBuffer m_texCoordsBuffer - m_tangentsBuffer and 12 more... - m_instanceCount + OptiXModel() + OptiXModel() + ~OptiXModel() + createGeometry() + setTrans() + setTrans() + setMaterial() + getGeometry() + getGeomAndTrans() + getGeometryInstance() + getNumPolygons() # loadMesh() # processMesh() # createBuffers() +meshHandle MeshWidget::modelProp + transX + trans\ + transZ + rotX QDockWidget + rotY + rotZ + scaleX + scaleY + scaleZ + isIntance + name + materialName + meshPath curModelProp -m MeshWidget m_update m_modelProperties - m_modelList m_meshSpacer - m_meshRotateXDSpinBox - m_meshRotateYDSpinBox - m_meshRotateZDSpinBox - m_meshTranslateXDSpinBox - m_meshTranslateYDSpinBox m_meshTranslateZDSpinBox - m_meshScaleXDSpinBox - m_meshScaleYDSpinBox - m_meshScaleZDSpinBox _curMeshName - m -m instance save() + load() + getNumModels() + getInstance() + destroy() clearScene() + signalTransformChange() + applyOSLMaterial() + applyMatFromLib() + importModel() modelSelected() createInstance() removeSelected() ~MeshWidget() MeshWidget()