QDockWidget | | **AbstractMaterialWidget** m curMatName m curNGPath m_matCreated m nodeEditor m nodeInterfaceScene m graphicsView m material m groupBoxLavout m widgetGroupBox m matAddedToLib m instance + ~AbstractMaterialWidget() + getCurMatNameName() + getMaterial() + addShaderNode() + materialCreated() + destroy() + loadNodeGraph() + setMaterial() + setCurMatName() + compileAndAddToLib() + getInstance() + signalMatChanged() + showContextMenu() + createOptixMaterial() + applyMaterialToMesh() + applyMaterialToMesh() + newMaterial() + addMaterialToLib() + importNodeGraph() + setCurNGPath() + saveNodeGraph() AbstractMaterialWidget()