```
GSea-
          →GSeqGameEnd
         →GSeqGameOver
         →GSeqHowTo
         →GSeqIntro
         →GSeqLoading
         →GSeqSingle1E
         →GSeqSingle1S
         →GSeqSingle2E
         →GSeqSingle2S
         →GSeqSingle3E
         →GSeqSingle3S
         →GSeqSinglePlay
       ->GSeqSurvivalMode
float2 → Vector2
float4 ──➤Vector4
float4x4 ──→GMatrix
GAIColSeq GAIColAttack
              → GAIColEscape
              →GAIColFollow
              ____GAIColIdle
             →GAIColMove
GAISeq —
           →GAIAttack
           →GAIDie
           →GAIFollow
           →GAIIdle
          →GAIMove
GBaseObj → GMapObject
\texttt{GControlUI} \xrightarrow{\hspace*{1.5cm}} \texttt{GButtonCtl} \xrightarrow{\hspace*{1.5cm}} \texttt{GEditCtl}
                              →GImageCtl
                              →GStaticTextCtl
              →GButtonHalfCtl
GDevice → GWindow → GCoreLibV2 —
                                          →GProjMain
GFrustum →GCamera -
                           →GBackViewCamera
                         → GFPSCamera
                        →GModelViewCamera
GLightInfo →GLightObj
GMapLOD →GQuadTree →GQuadTreeIndex
GModel → GAseObj
           →GBoneObj
           →GBspRender
           →GGbs0bj
           →GHero-
                      →GAICol
           →GMap →GHeig...
→GNoiseMap
                     →GHeightMap ——→GTileMap
            →GMesh
           → GNewZombieMgr
            →GObject →GCharacter
            →GShape —
                       →GBoxShape —
                                       →GBoxHalfShape
                                     →GBoxObj ——→GSkyObj
                                     →GN2Skybox
                       → GDirectionLineShape
                       →GLineShape
                       →GPlaneShape —
                                       → GSprite
                       →GSphereShape
            →GSkinObj
                        →GN2Zombie
           →GZombie —
                      GNewZombie
GParser GBspParse.
GCharacterLoader
GSingleton ————GCharMgr
                GEventMgr
                GImeUI
              GInput
             GInput
GSpriteMgr
GTextureMgr
KEffManager
TLightMgr
TShaderMgr
               →TShaderMgr
GSpaceDivisio
                 →GBspTree
GTemplateMap
GAnimTrack
GArcBall
anonymous
CBConstBoneWorld
CIncludeHandler
GCORE INPUT MAP
CStopwatch
GData
G_BOX
G_PLANE
GDirectWrite
GDxShader
GDxSO
GDxState
GEnumAdapter
GEnumDevice
```

GEnumeration GEnumOutput GEvent GFaceList G_RAY G_SPHERE GInstatnce GMapGroup GMapMgr GAIColMgr CubicPolynomial GMtrl GNode GNoise GNormalMap GObjData GPanel GPolygon GPolygonGen GRectUV GScene GSceneUI GScriptData GSelect DescendingTriSort GSound GAIZombieMgr GStage GStaticData GAnimation GTextexMap GTexture GTimer GTri GUIManager GVertexLayout GVertexList IsTriangleSame KEffect KEffectObj LIGHT_CONSTANT_BUFFER NodeMtrlInfo PC_VERTEX PCT2_VERTEX PCT_VERTEX PNC_VERTEX PNCT2_VERTEX PNCT3_VERTEX PNCT5_VERTEX PNCT_VERTEX Point3 PolyTexture PositionKey sInclude

SHADOW_CONSTANT_BUFFER SplineInfo TAseMesh

TDxObject TMapDesc TObjFrame TObjWM VersionMark

TBipedMesh

VS_CONSTANT_BUFFER