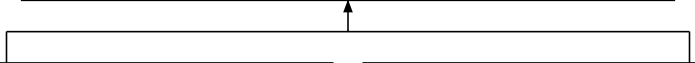


ph::editor::ghi::GraphicsObjectManager



ph::editor::ghi::NullObjectManager

ph::editor::ghi::OpenGLObjectManager