ObjectErrorHandling

- _shapeDefinitions
- _propertyTypeMap
- + ObjectErrorHandling()
- + ~ObjectErrorHandling()
- + checkArrayValidity()
- + checkGroupValidity()
- + checkListValidity()
- + checkValueValidity()
- + verifyObjectValidity()
- + setShapeDefinitions()
- + setPropertyTypeMap()
- getDataTypeName()
- getShapeDefinition()
- isParameterValid()
- isParameterMandatory()
- isParameterOptional()
- checkParameterType()
- isValueTypeValid()
- checkSimpleValueValidity()
- checkVector2DValueValidity()
- checkVector3DValueValidity()
- checkMandatoryParameters()
- checkOptionalParameters()
- checkUnknownParameters()

- errorHandler

ConfigNode

- + children
- + value
- + isValue
- + type
- + _name
- + ConfigNode()
- + ~ConfigNode()
- + hasChild()
- + getValue()

ConfigParser

- file
- + ConfigParser()
- + ~ConfigParser()
- + loadConfig()
- # buildConfigTree()
- handleGroupType()
- handleArrayType()
- handleListType()
- handleValueType()

ObjectConstructor

- _propertyTypeMap
- _objects
- _shapeDefinitions
- + ObjectConstructor()
- + ~ObjectConstructor()
- + createObject()
- + createObjects()
- + verifyObjectValidity()
- + getObjects()
- + printObjectMap()
- + createMaterials()
- fillObject()
- handleSimpleValue()
- handleVector2DValue()
- handleVector3DValue()
- convertValue()
- initShapeDefinitions()

-rootNode -configParser

MaterialLoader

- _materialsConfig
- materials
- + MaterialLoader()
- + ~MaterialLoader()
- + load()
- + convertMapToMaterial()
- + parse()
- + getMaterials()
- + setMaterialsType()
- + findFloat()
- + findVector3D()
- + findString()
- + selectMaterialType()
- + findColor()

-_objectConstructor