```
# rotation
# scale
# dirty
- transform_matrix
+ Transform()
+ ~Transform()
+ set_position()
+ get_position()
+ set_rotation()
+ get_rotation()
+ rotate()
+ set_scale()
+ get_scale()
+ is dirty()
+ get_transform_matrix()
      Ragot::Node
# children
# parent
+ Node()
+ ~Node()
+ Node()
+ Node()
+ operator=()
+ operator=()
+ add_child()
+ remove_child()
+ get_children()
+ get_transform_matrix()
   Ragot::Component
 # components
 + Component()
 + ~Component()
 + Component()
 + Component()
 + operator=()
 + operator=()
 + add_component()
 + remove_component()
 + get_components()
      Ragot::Mesh
  # mesh_info
  # color
  # vertices
  # faces
  # slices
  + Mesh()
  + ~Mesh()
  + Mesh()
  + generate_vertices()
  + generate_faces()
  + get_vertices()
  + get_faces()
  + get_total_vertices()
  + get_total_vertices()
  + recalculate()
  + apply_transform_to
    _vertices()
  + set_color()
 + get_color()
  Ragot::ExtrudeMesh
# height
# faces_can_be_quads
# cam
# planes
# camPos
# EXTRUDE_TAG
+ ExtrudeMesh()
+ ~ExtrudeMesh()
+ generate_vertices()
+ generate_faces()
+ are_vertices_coplanar()
+ log_mesh_info()
```

Ragot::Transform

# position