## Ragot::Transform # position # 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 # 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() Ragot::ExtrudeMesh # faces\_can\_be\_quads Ragot::RevolutionMesh # cam # faces\_can\_be\_quads # PI # EXTRUDE\_TAG + RevolutionMesh() + ExtrudeMesh() + ~RevolutionMesh() + ~ExtrudeMesh() + generate\_vertices() + generate\_vertices() + generate\_faces() + generate\_faces() + are\_vertices\_coplanar()

# height

# cam

# planes

# camPos

+ log\_mesh\_info()