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::Camera

- fov
- near_plane
- far_plane
- aspect_ratio
- target
- projection_matrix
- view_matrix
- vp_matrix
- projDirty
- viewDirty
- vpDirty
- CAMERA_TAG

+ Camera()
+ Camera()
+ ~Camera()
+ get_fov()
+ get_near_plane()
+ get_far_plane()
+ get_aspect_ratio()
+ get_location()
+ get_target()
+ is_dirty()
+ set_fov()
+ set_near_plane()
+ set_far_plane()
+ set_aspect_ratio()
+ set_location()
+ set_target()
+ get_projection_matrix()
+ get_view_matrix()
+ get_vp_matrix()
+ get_view_direction()
+ get_right_direction()
+ get_up_direction()
+ project_to_ndc()
+ calculate_normal()
+ is_face_visible()
+ log_camera_info()

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::RevolutionMesh

cam
faces_can_be_quads
PI

+ RevolutionMesh()
+ ~RevolutionMesh()
+ generate_vertices()
+ generate_faces()