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 # 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 # 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()