```
AffineTransformable
- m translation
- m yaw
- m pitch
- m roll
- m scale
+ AffineTransformable()
+ AffineTransformable()
+ GetTranslation()
+ SetTranslation()
+ SetTranslation()
+ GetOrientation()
+ SetOrientation()
+ GetYaw()
+ SetYaw()
+ GetPitch()
and 8 more ...
      MCamera
- projectionMatrix
+ MCamera()
+ MCamera()
+ Forward()
+ Backward()
+ Up()
+ Down()
+ Left()
+ Right()
+ SetPosition()
+ GetPosition()
+ ForwardNoPitch()
+ getProjectionMatrix()
+ BackwardNoPitch()
+ getViewMatrix()
+ SetClipPlanes()
            #camera
       MPlayer
  # height
  + MPlayer()
  + GetCamera()
  + GetPosition()
  + SetPosition()
  + GetPickingRay()
  + GetHeight()
  + SetHeight()
```