IMesh

+ GetVertices()
+ GetNormals()
+ GetIndices()
+ GetTexCoords()
+ GetTexCoordsCount()
+ GetVertexCount()
+ GetNormalCount()
+ GetIndexCount()

Terrain

- gVBO
- gNBO
- gIBO
- gUVBO
- m_texture
- m_vertices
- m_normals
- m_indices
- m_texCoords
- m_pHeightMap
and 7 more...

+ Terrain()
+ CreateMesh()
+ GetHeightMap()
+ GetXBlockScale()
+ GetYBlockScale()
+ GetHeightScale()
+ GetVertices()
+ GetNormals()
+ GetIndices()
+ GetTexCoords()
- GenerateTexCoords()
- GenerateTerrainIndices()
- GenerateTerrainVertices()
- GenerateNormals()