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()

ObjectInstance

- m pRenderableObject
- m_activeAnimation
- m visible
- + ObjectInstance()
- + GetVertices()
- + GetWorldMatrix()
- + Render()
- + SetActiveAnimation()
- + GetActiveAnimationIndex()
- + GetAnimationCount()
- + GetAnimationName()
- + GetAnimationIndex()
- + GetRenderableObject()
- + SetVisible()
- + GetVisible()