IMesh

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

Mesh

- m name
- m texCoords
- m vertices
- m normals
- m vertexColours
- m indices
- m boneIDs
- m boneWeights
- m bounds
- materialIndex
- m hasVertexColours
- + Mesh()
- + Mesh()
- + GetName()
- + GetTexCoords()
- + GetVertexColours()
- + GetBonelDs()
- + GetBoneWeights()
- + GetMaterialIndex()
- + GetBounds()
- + GetVertexColoursCount()
- + GetBonelDCount()
- + GetBoneWeightCount()
- + GetVertices()
- + GetNormals()
- + GetIndices()
- LoadTexCoords()
- LoadVertices()
- LoadNormals()
- LoadVertexColours()
- LoadIndices()
- LoadBones()
- LoadMaterial()
- CalculateBounds()
- GetNextWeightSlot()

Terrain

- qVBO - qNBO
- 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()

ForestTerrain

- m trees
- m pLand
- + ForestTerrain()
- + GenerateForest()
- + SaveTerrainToOBJ() + Render()
- + GetVertices()
- + GetNormals()
- + GetIndices()