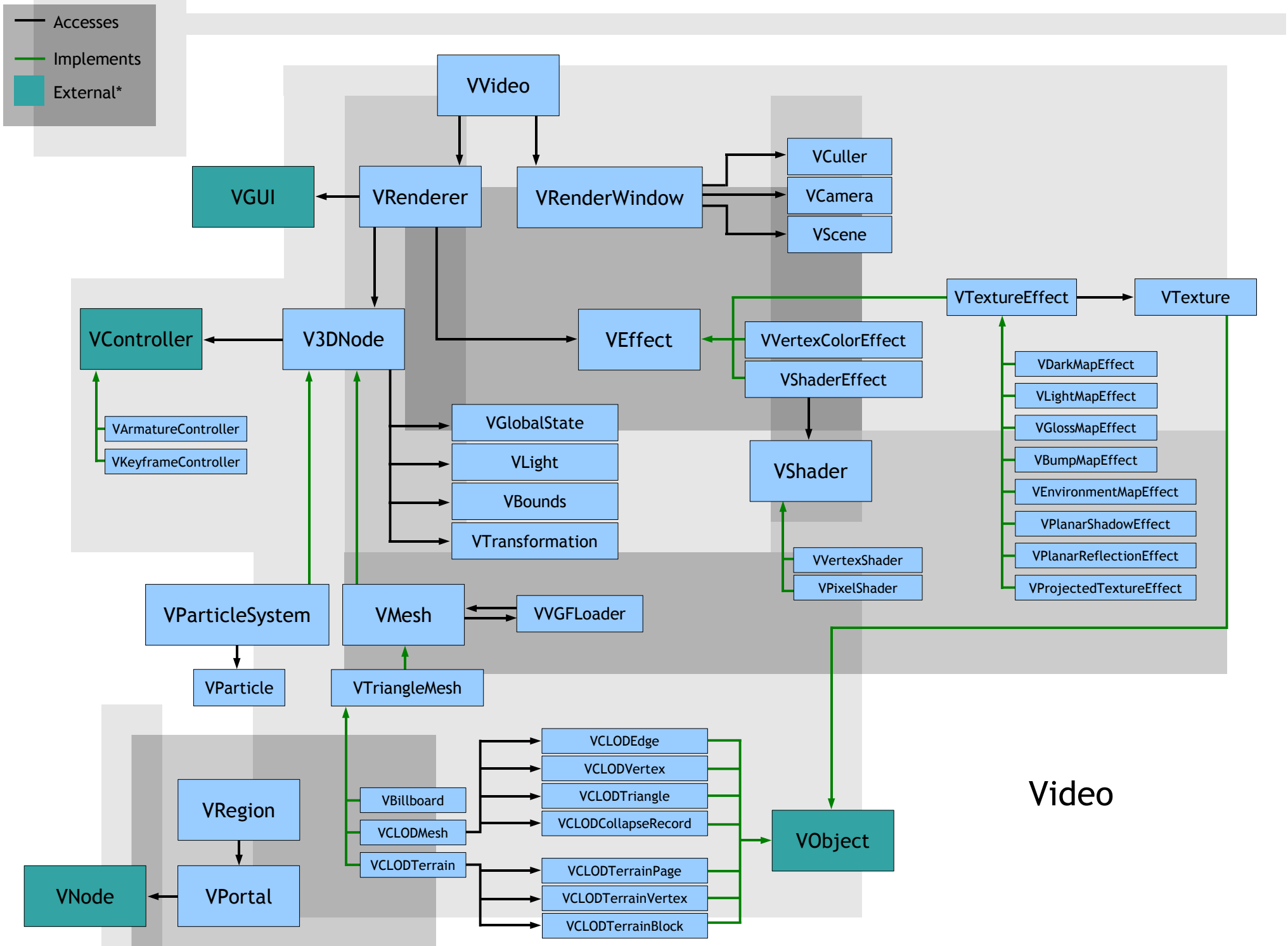Accesses
Implements

GUI

Input

Time

Application

AI

Video

Audio

Network

Math

Object

Physics

Vibrant I Architecture

Accesses
Implements
External*

VVideo

VGUI
VRenderer
VRenderWindow
VCuller
VCamera
VScene

VController
V3DNode
VEffect
VTextureEffect
VTexture
VVertexColorEffect
VShaderEffect
VDarkMapEffect
VLightMapEffect
VGlossMapEffect
VBumpMapEffect
VEnvironmentMapEffect
VPlanarShadowEffect
VPlanarReflectionEffect
VProjectedTextureEffect

VArmatureController
VKeyframeController

VGlobalState
VLight
VBounds
VTransformation

VShader

VVertexShader
VPixelShader

VParticleSystem
VMesh
VVGFLoader

VParticle

VTriangleMesh

VCLODEdge
VCLODVertex
VCLODTriangle
VCLODCollapseRecord

Video

VRegion
VBillboard
VCLODMesh
VCLODTerrain

VNode
VPortal

VCLODTerrainPage
VCLODTerrainVertex
VCLODTerrainBlock

VObject

*Class that is external to this system.

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