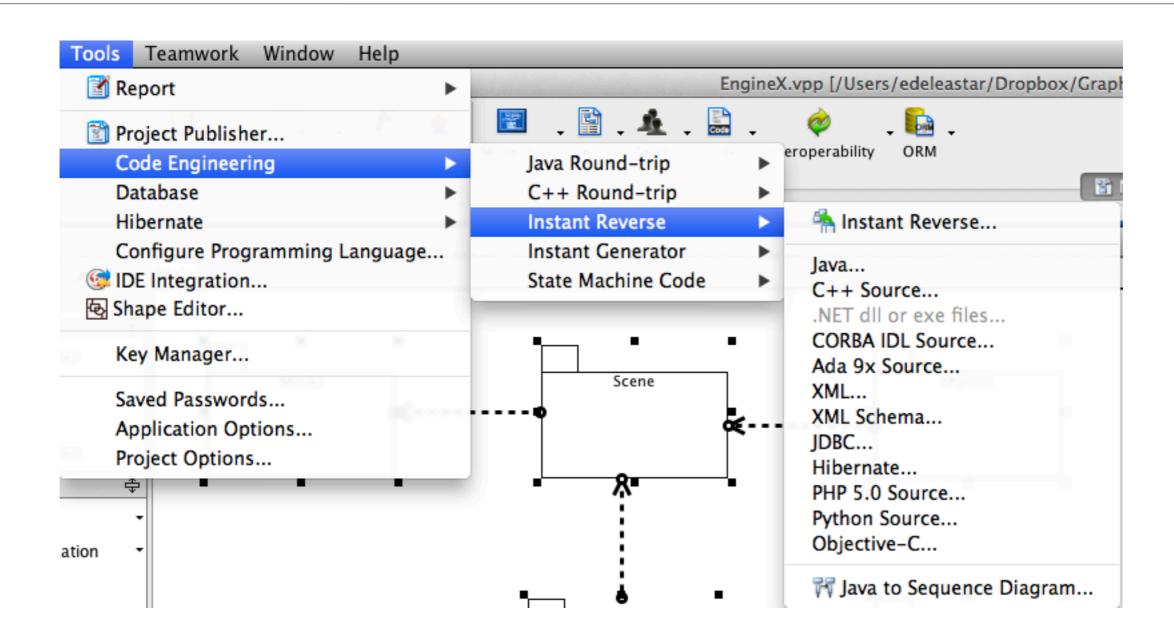
# Model

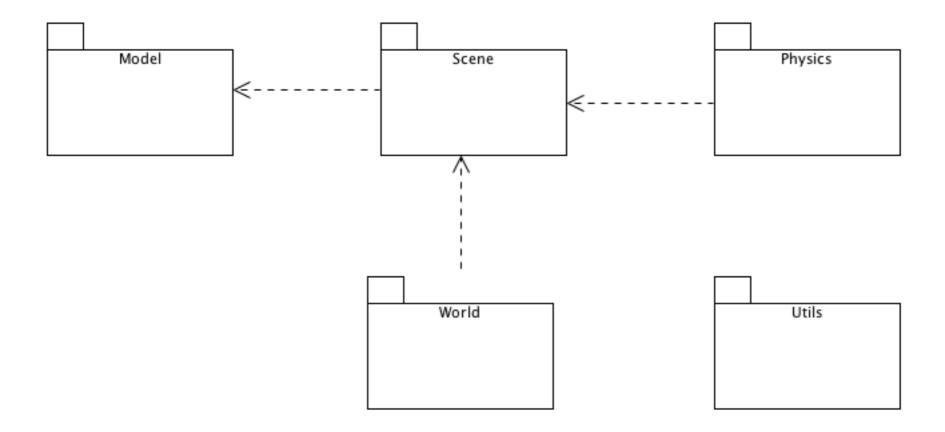


• Enterprise Edition Keys: 20L4W-4F6Z3-Y5C27-Y3C99-10MN8

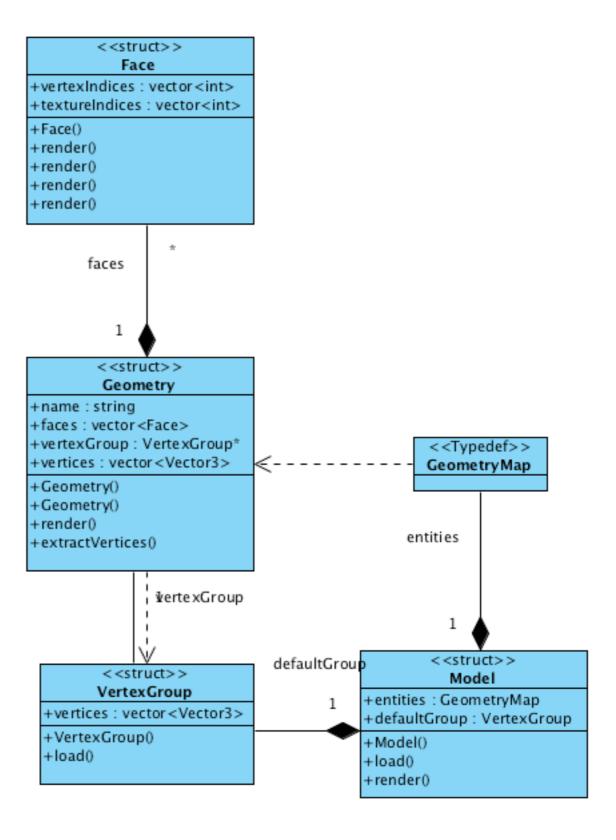
### Reverse Engineer Model from Code

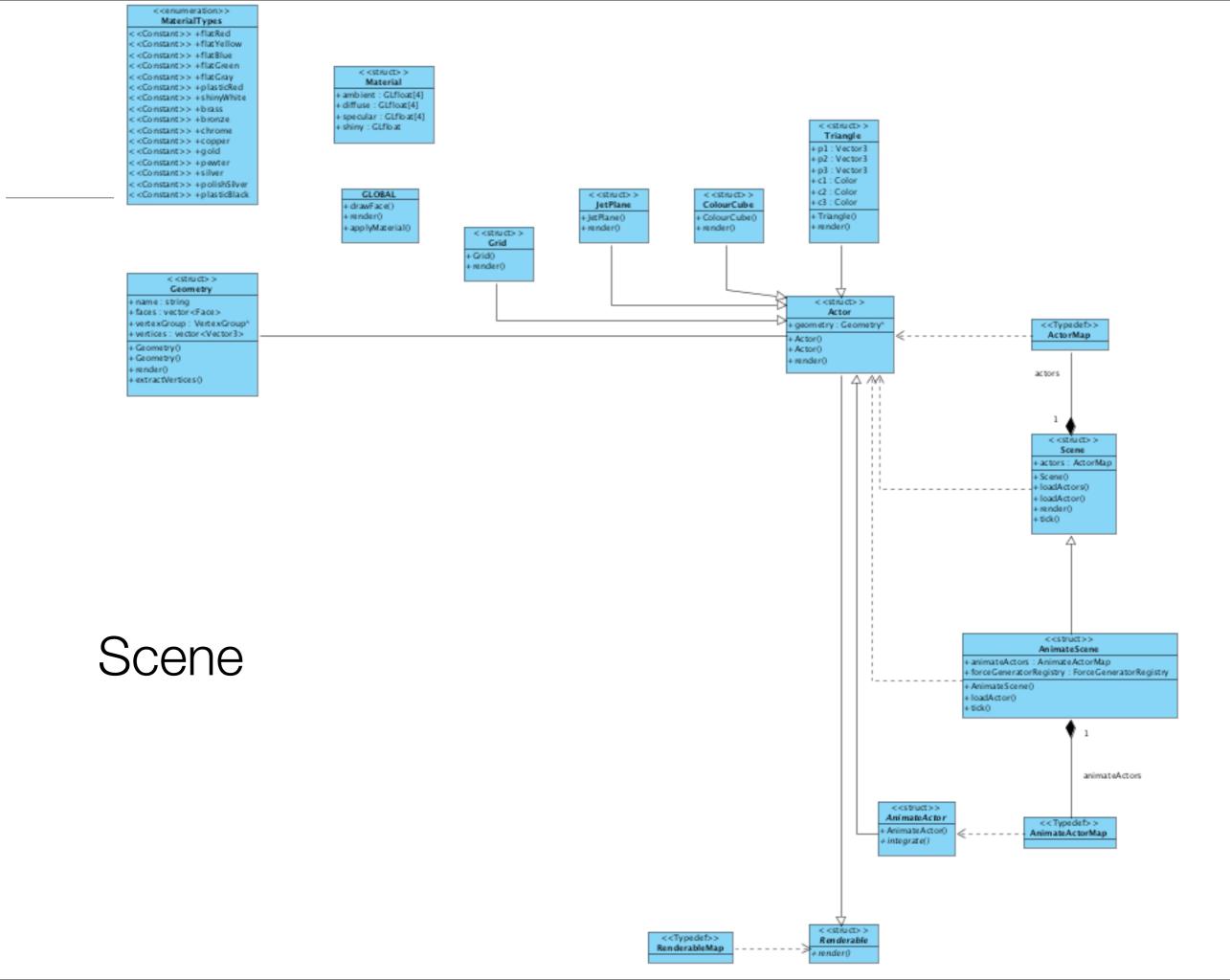


# Instant Reverse folder-by-folder

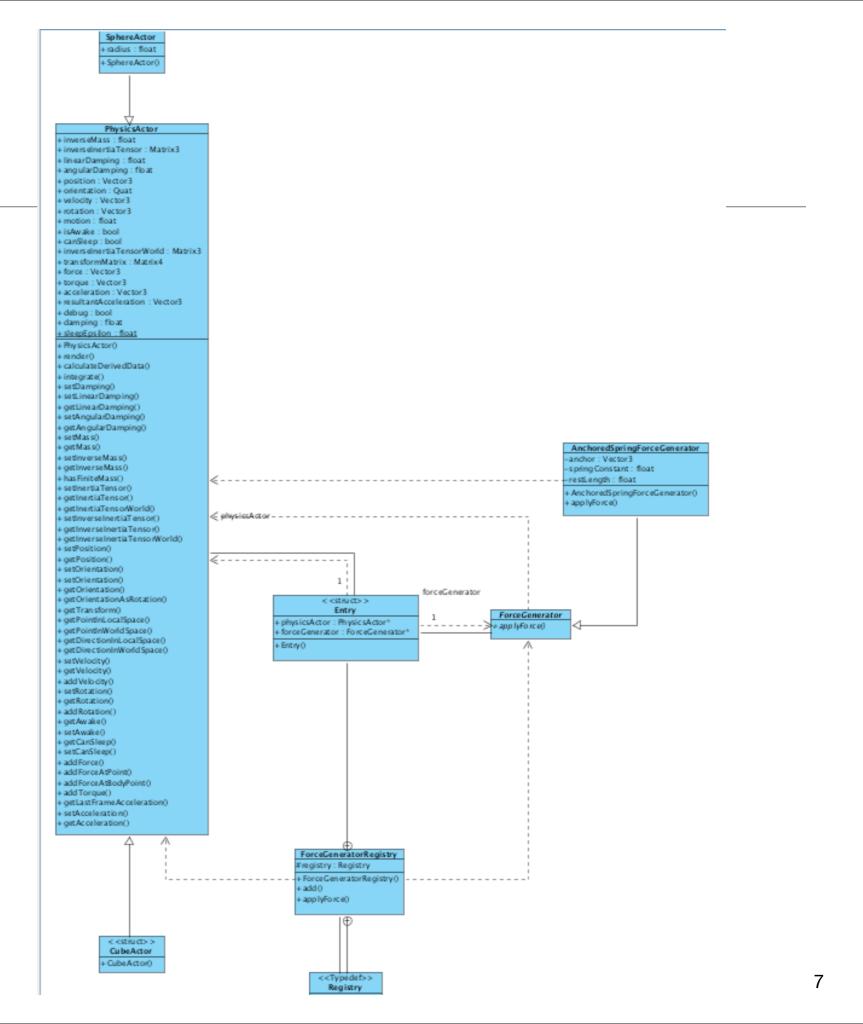


# First Attempt - Model

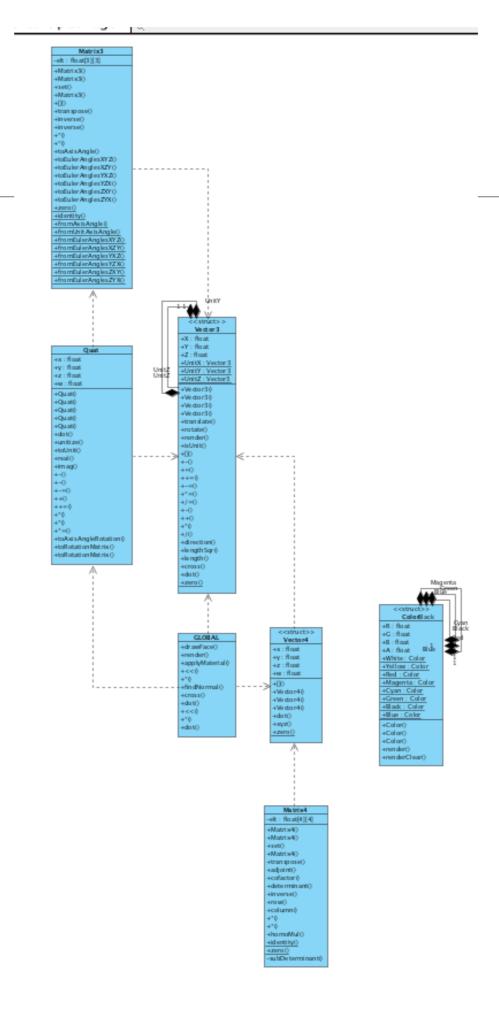




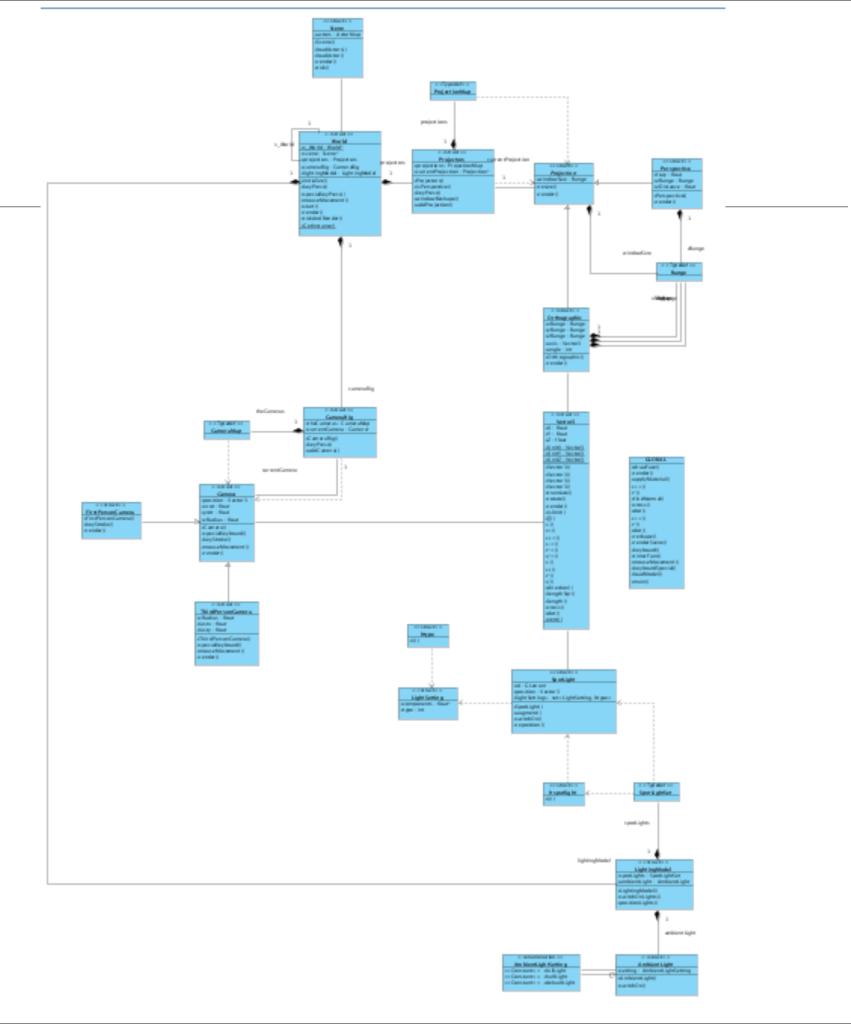
# Physics



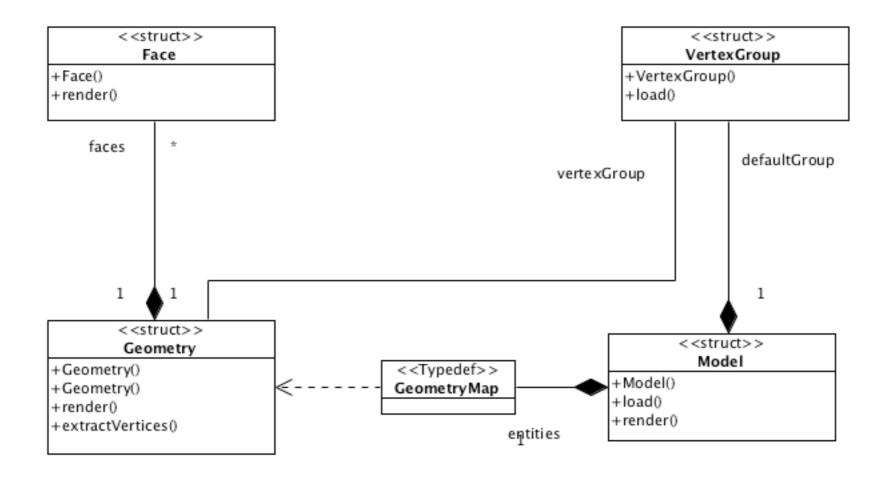
### Utils

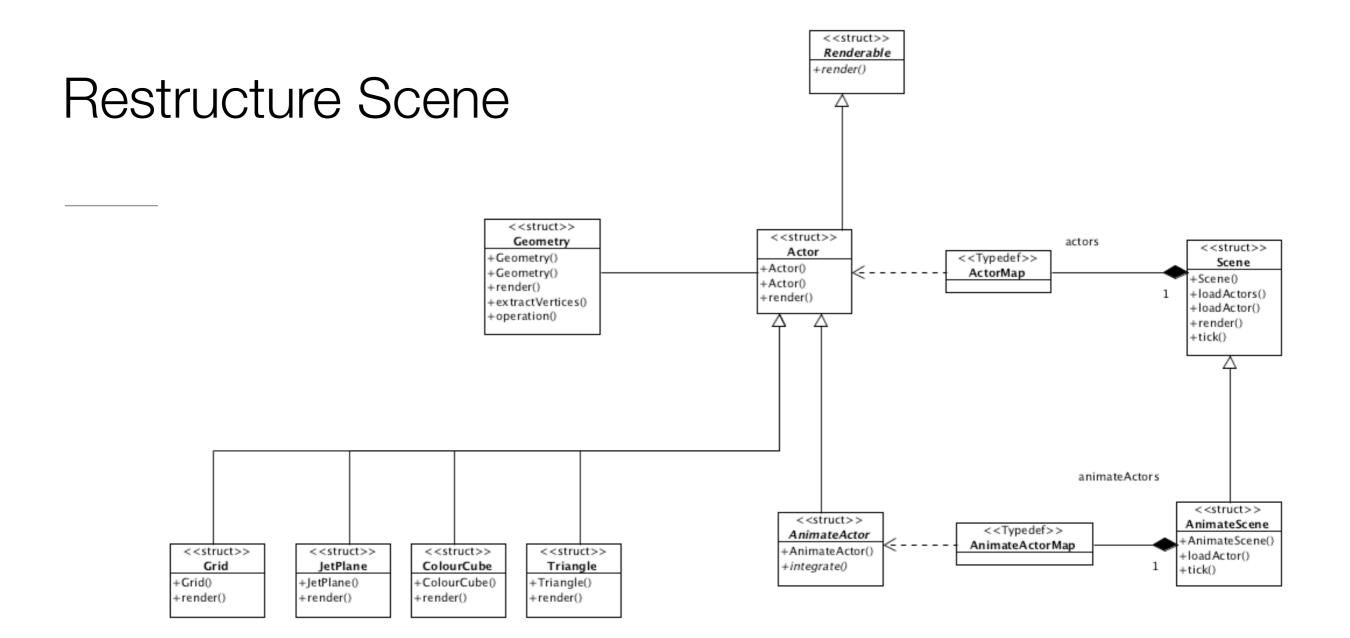


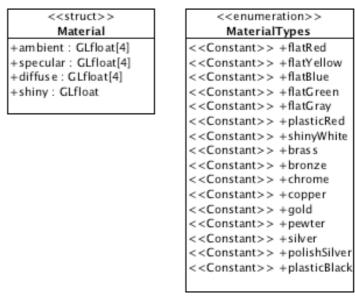
# World



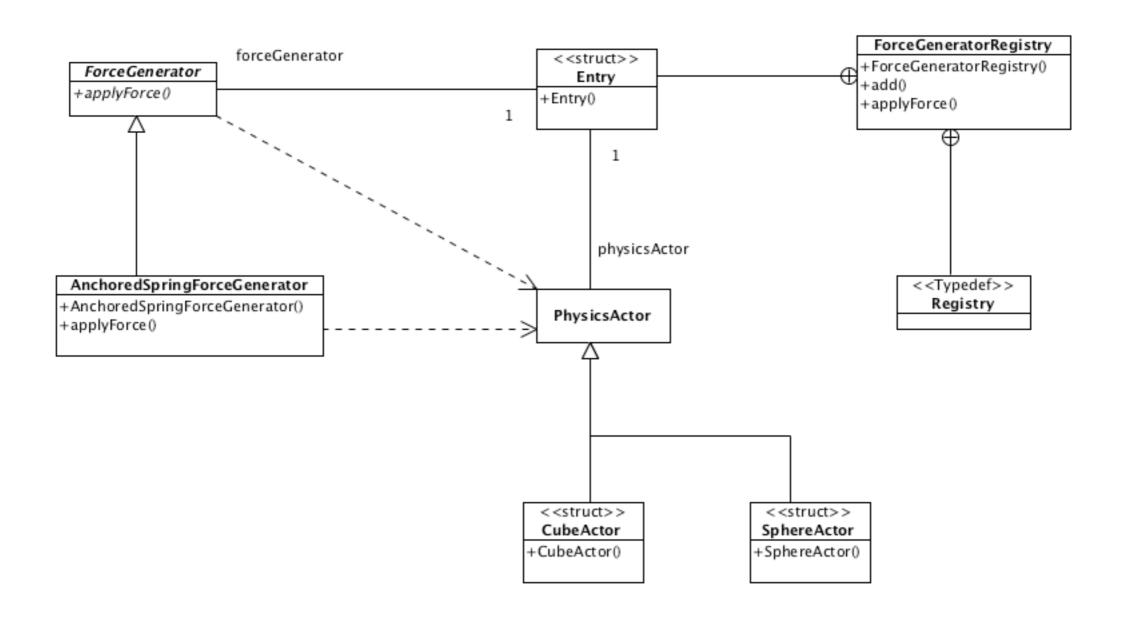
#### Restructure Model



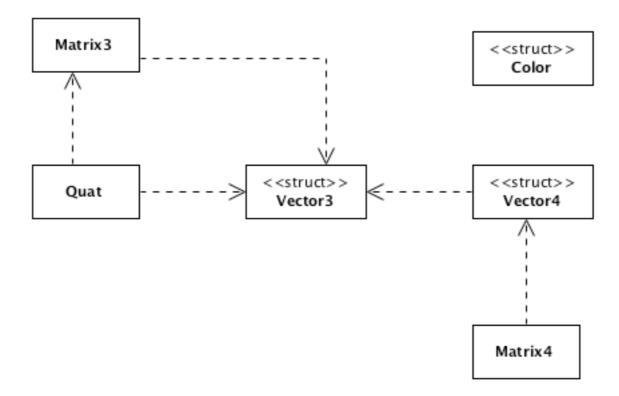




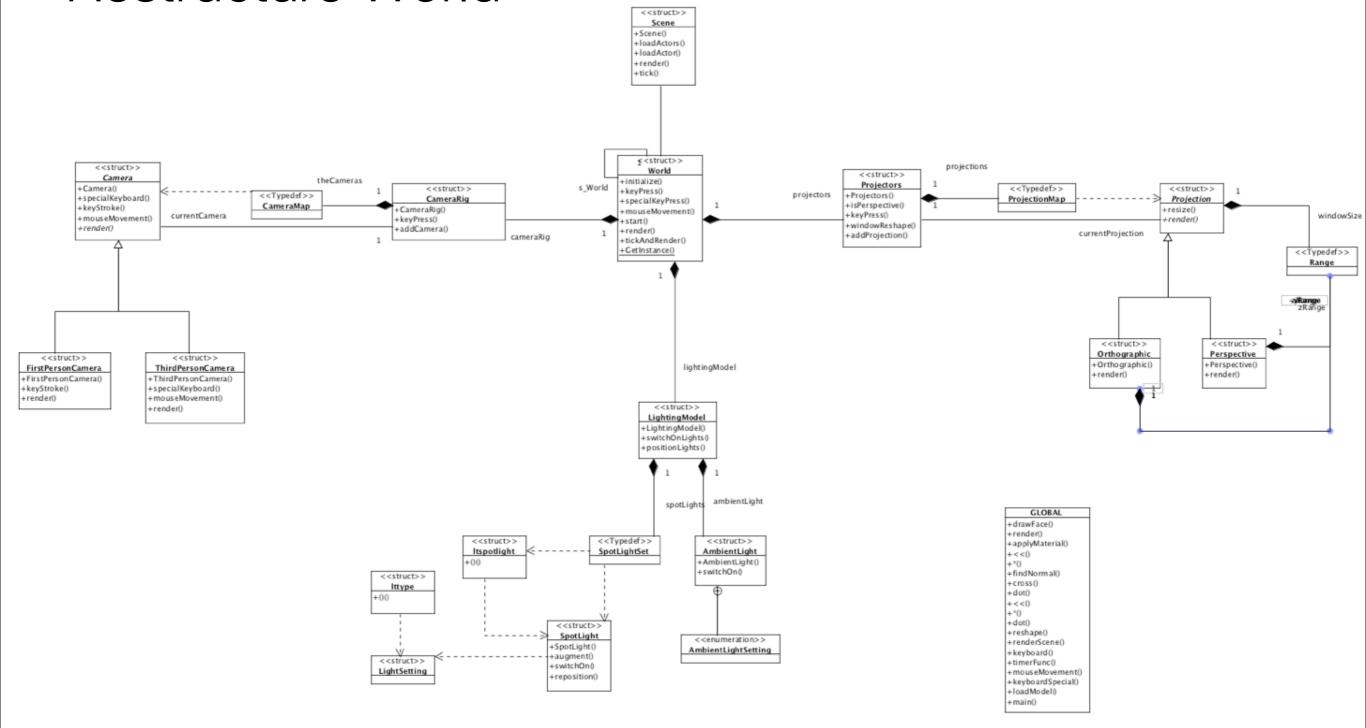
# Restructure Physics



#### Restructure Utils

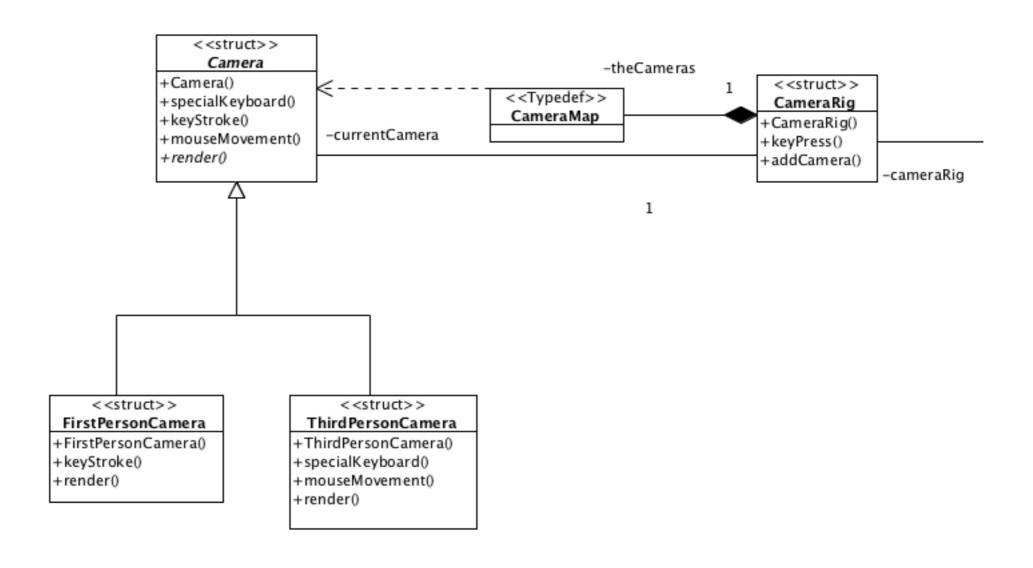


#### Restructure World

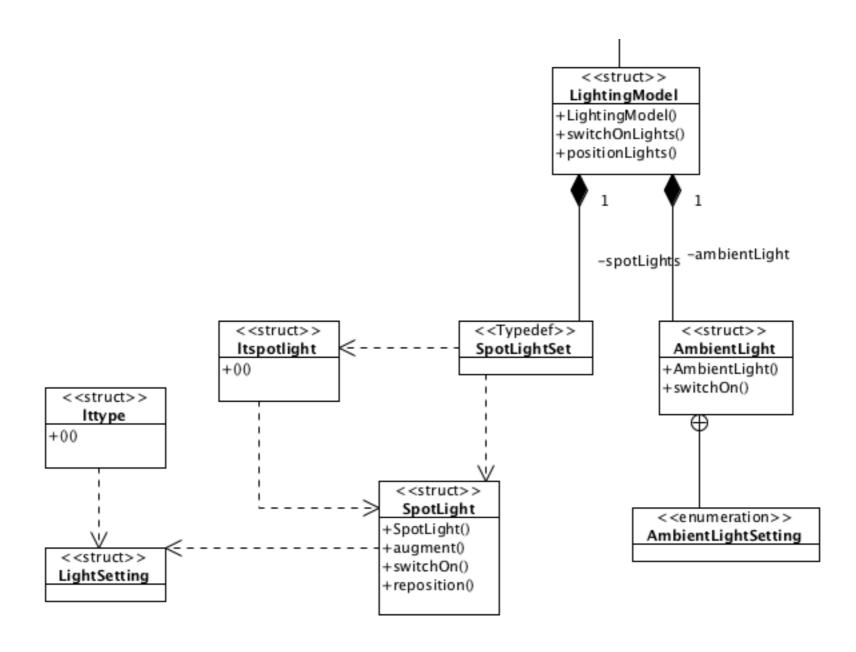


#### <<struct>> Scene World Core +Scene() +loadActors() +loadActor() +render() +tick() <struct>> World <<struct>> +initialize() Projectors 1 -s\_World <<struct>> +keyPress() -projectors +Projectors() CameraRig +specialKeyPress() +isPerspective() 1 +CameraRig() +mouseMovement() +keyPress() +keyPress() +start() +windowReshape() +addCamera() +render() +addProjection() -cameraRig +tickAndRender() +GetInstance() 1 -lightingModel <<struct>> LightingModel +LightingModel() +switchOnLights() +positionLights()

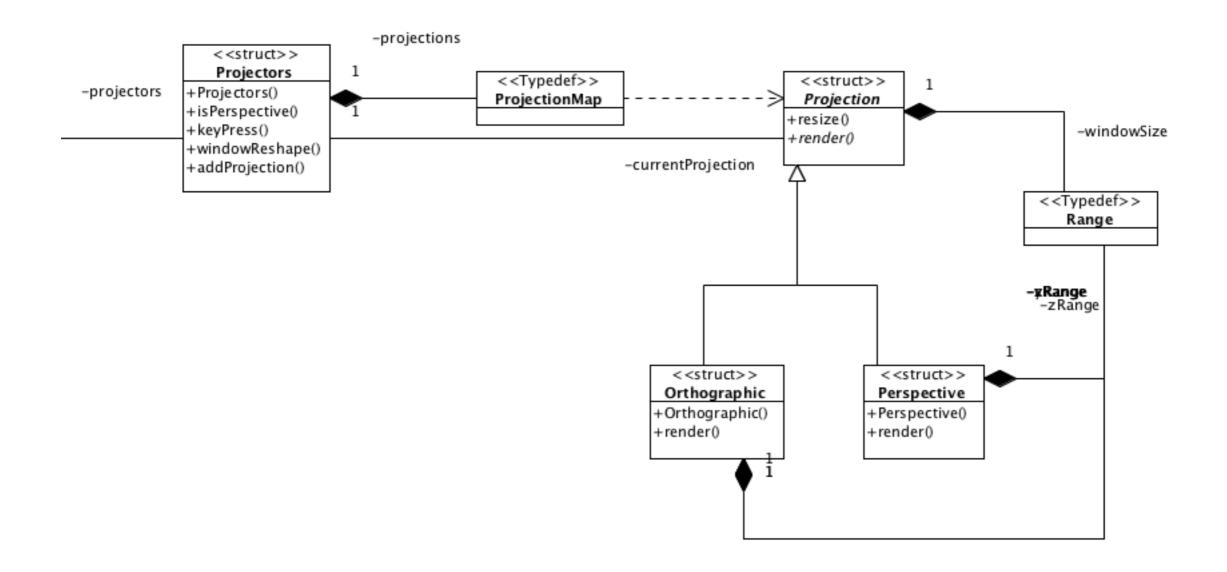
#### World Cameras



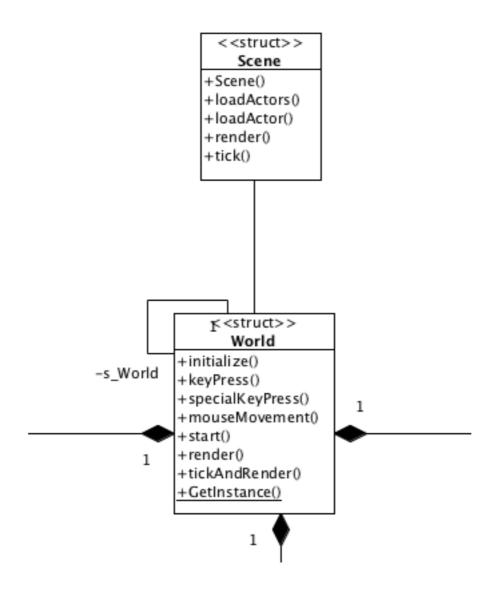
# World Lighting



## World Projectors



#### World Scene



#### World

