We have several systems which are kind of global in nature.

* Konsole
  + EditorFrame (dynamic dll EditorFrame)
  + ObjectMananger (dynamic dll Objects)
  + IdGameCache (utility)
* Dispatcher
  + IntervalTimer (utility)
  + WidgetAsset (utility)
  + AssetLoadSystem (utility)
  + DiskFileFactory (utility)
  + InputManager (utility)
  + MainFrame (utility)
  + PluginManager (utility)
  + Collision (dynamic dll Collision)
  + EditorFrame (dynamic dll EditorFrame)
  + ObjectMananger (dynamic dll Objects)
  + Geometry<\*>Assets (dynamic dll Render)
  + Renderer (dynamic dll Render)
  + Widgets (dynamic dll Render)
  + Script (dynamic dll Script)
* ClockManager
  + TickSystem (utility)
  + MainFrame (utility)
* VirtualFileSystem
  + CollisionHavok (dynamic dll Collision)
  + EditorFrame (dynamic dll EditorFrame)
  + ObjectMananger (dynamic dll Objects)
  + Renderer (dynamic dll Render)
  + AssetLoadSystem (utility)
* AssetLoadSystem
  + ComponentWidget (dynamic dll Components)
  + MaterialAsset (dynamic dll Render)
  + Asset (utility)
  + AssetHandle (utility)
* InputManager
  + EditorFrame (dynamic dll EditorFrame)
  + MainFrame (utility)
* PluginManager
* IdGameCache
  + Asset (utility)

Some notes about initialization of objects which need to be created first, but do need some kind of initialization data. How do we supply this? Right now we are using wx configuration system, but it does starts a little too late and second we are going to replace it anyway.

For now I put initialization of config file in MainFrame.cpp MainApp ctor.