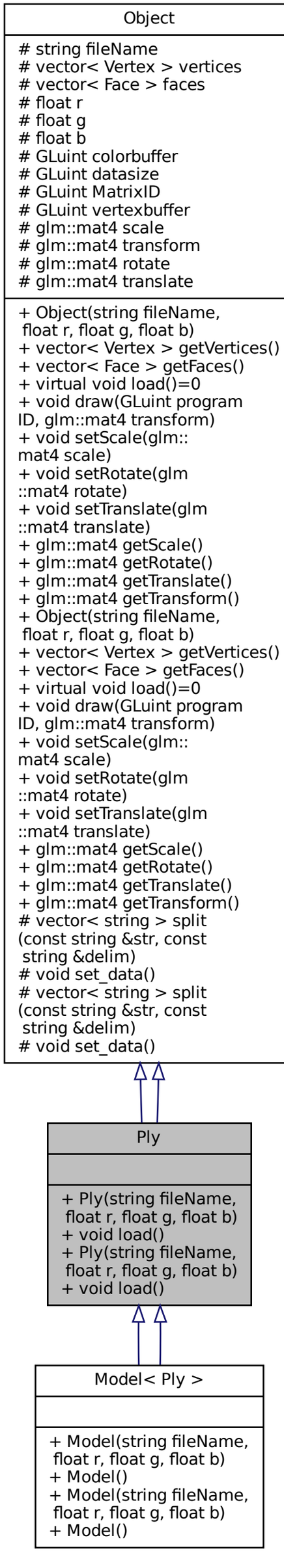
Object
string fileName
vector< Vertex > vertices
vector< Face > faces
float r
float g
float b
GLuint colorbuffer
GLuint datasize
GLuint MatrixID
GLuint vertexbuffer
glm::mat4 scale
glm::mat4 transform
glm::mat4 rotate
glm::mat4 translate
+ Object(string fileName, float r, float g, float b)
+ vector< Vertex > getVertices()
+ vector< Face > getFaces()
+ virtual void load()=0
+ void draw(GLuint program ID, glm::mat4 transform)
+ void setScale(glm:: mat4 scale)
+ void setRotate(glm ::mat4 rotate)
+ void setTranslate(glm ::mat4 translate)
+ glm::mat4 getScale()
+ glm::mat4 getRotate()
+ glm::mat4 getTranslate()
+ glm::mat4 getTransform()
+ Object(string fileName, float r, float g, float b)
+ vector< Vertex > getVertices()
+ vector< Face > getFaces()
+ virtual void load()=0
+ void draw(GLuint program ID, glm::mat4 transform)
+ void setScale(glm:: mat4 scale)
+ void setRotate(glm ::mat4 rotate)
+ void setTranslate(glm ::mat4 translate)
+ glm::mat4 getScale()
+ glm::mat4 getRotate()
+ glm::mat4 getTranslate()
+ glm::mat4 getTransform()
# vector< string > split (const string &str, const string &delim)
# void set_data()
# vector< string > split (const string &str, const string &delim)
# void set_data()
Ply
+ Ply(string fileName, float r, float g, float b)
+ void load()
+ Ply(string fileName, float r, float g, float b)
+ void load()
Model< Ply >
+ Model(string fileName, float r, float g, float b)
+ Model()
+ Model(string fileName, float r, float g, float b)
+ Model()