```
**Game.script**
                  Central hub managing all settings,
                  | controls, and system integrations. |
                                     (Camera settings)
        (Base Settings & control)
     **Settings.script** |
                                      **Camera.script**
                                     | Base class for camera settings |
    Used by all other systems
   for settings management.
                                           and positioning logic.
                             (Terrain camera settings)
 **CObject.script**
                           | **BaseTerrain.script** &
                         | **BaseMegaTerrain.script**
 Inherits from BaseSysObject.
 Connects to various object-
                                --> **Material.script** (Material Setup)
 related scripts. Manages
                                | --> GameSettings (read) |
 state settings from Game.
                               | --> Camera.script (Camera Data) |
                                +----+
                             (Visual Effects Data)
 **EffectsArray.script**
                                           | **Effects.script**
                                           | Creates and manages visual
 Manages data source and
 material settings for effects.
                                          effects based on settings from
 Connects to Material Manager. |
                                           | EffectsArray.script.
                                (Texture & Rendering data)
**Material.script**
                                          |**MaterialManager**
 Base for textures and
                                        | Handles materials and textures |
 rendering settings.
                                       for effects.
| Used by terrain and effects. |
 (Sky rendering data)
                                        (Screen transformations)
 **Clouds.script**
                                     | **ScreenMask.script**
 — Manages sky and clouds
                                        — Manages screen masks
```

