CSceneNode # IsOn # MDirectory # IsPickable # IsPicked # MCollision # MMesh # MShaderProgram # MSceneNodes # MPosition # MSize # MDirection # MUpVector # MTime # MTimeSet # MTimeToLive + CSceneNode() + CSceneNode() + ~CSceneNode() + Destroy() + GetSceneNodes() + Update() + Draw() + GetModelMatrix() + LoadTextureSceneNode() + LoadSceneNode() and 18 more... # LoadSceneNode() # LoadMaterialTextures() # ProcessSceneNode() # CreateChildNode() CWaterPlaneSceneNode + CWaterPlaneSceneNode()

+ Draw()