Gui::EditorWindow - name_ + EditorWindow()

- + ~EditorWindow()
- + Begin() + End()
- + Construct()



Gui::ObjectMenu

- current_type_current_object_
- point submenu
- plane
- kTypesOfObjects
- + ObjectMenu()
- + Construct()
- GetObjectsOfType()ConstructObjectSelector()
- ConstructObjectSelector()
- ConstructObjectSelector(
- Construct()
- Construct()
- Construct()
- ObjectsNameGetter()