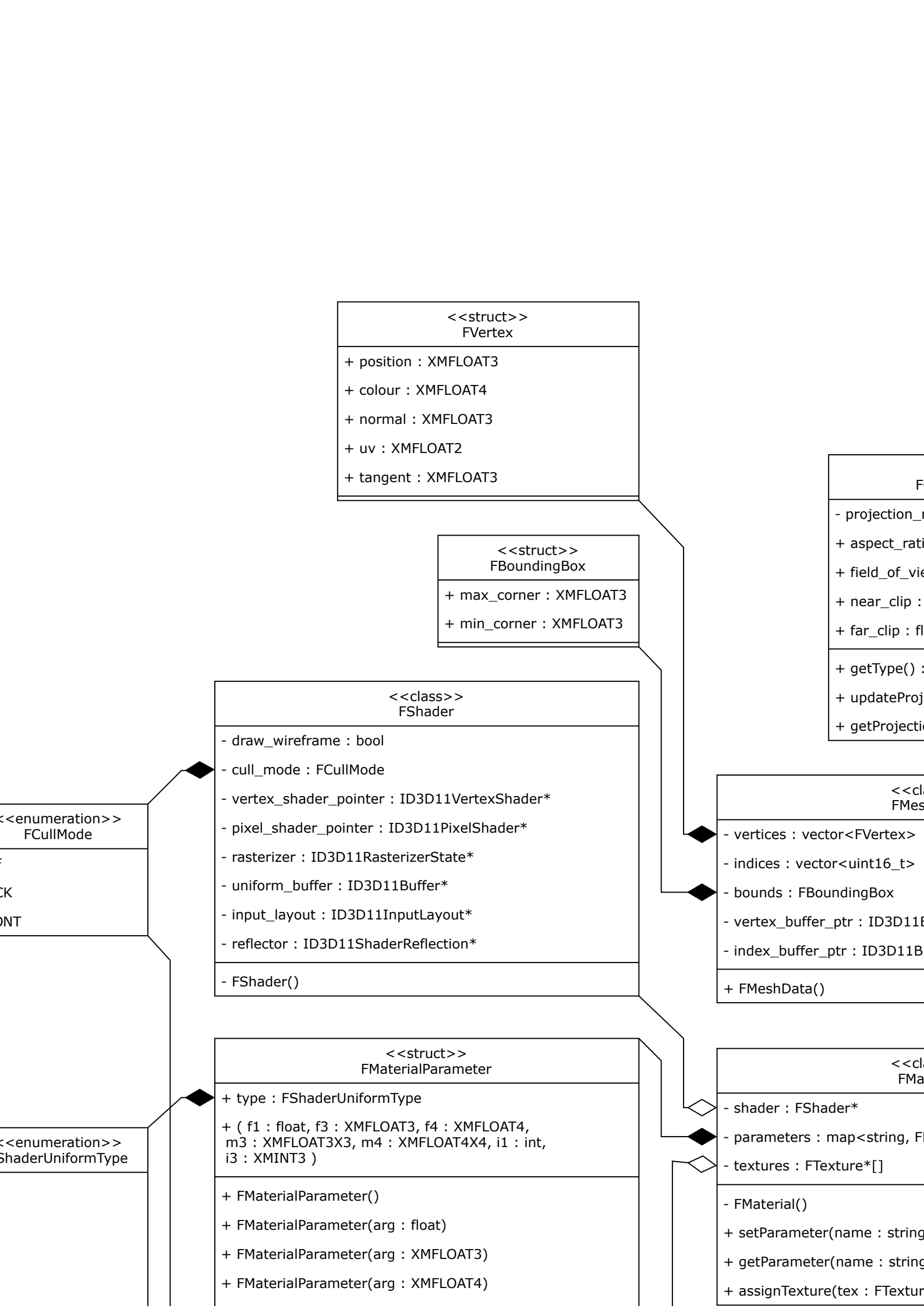
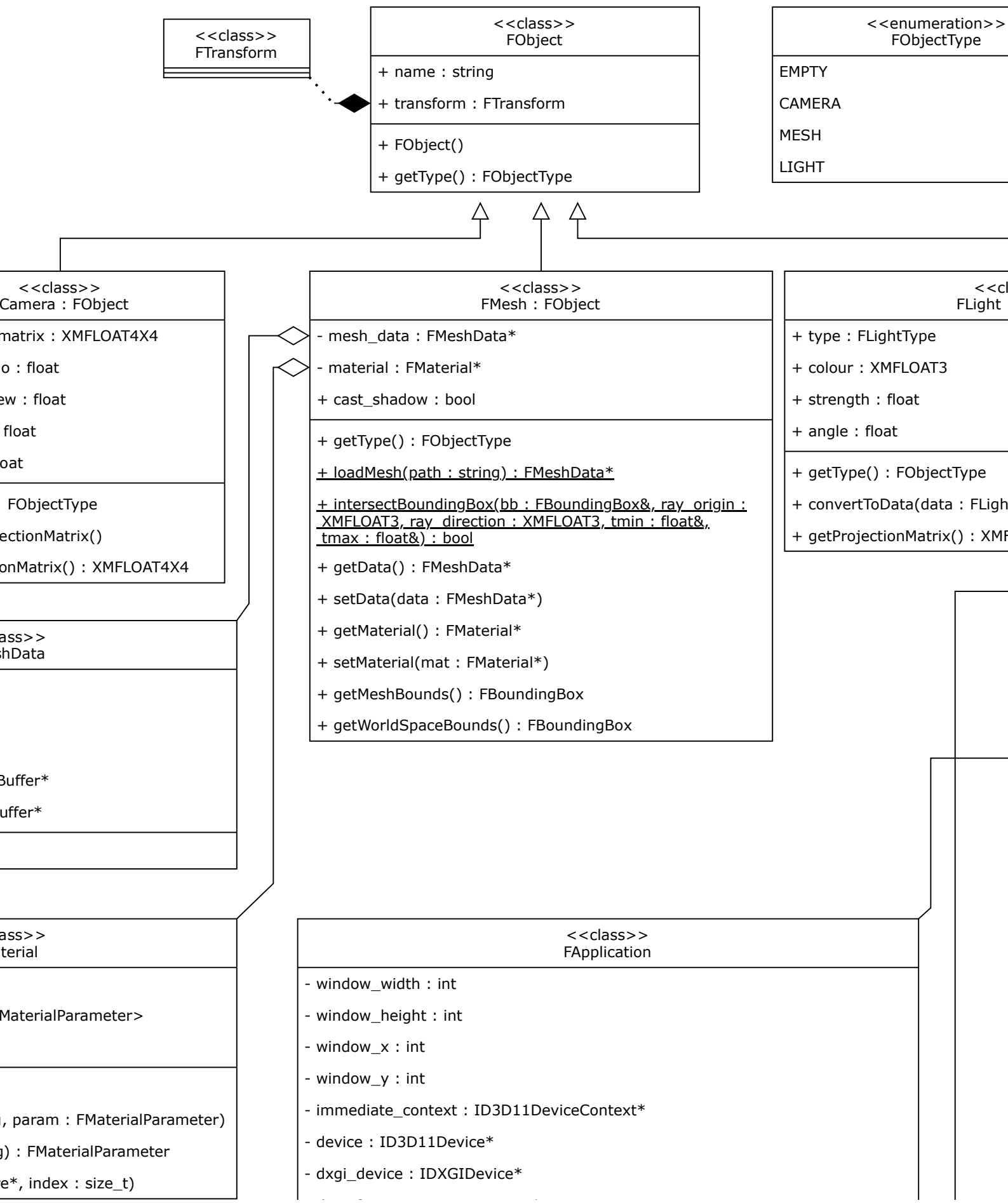
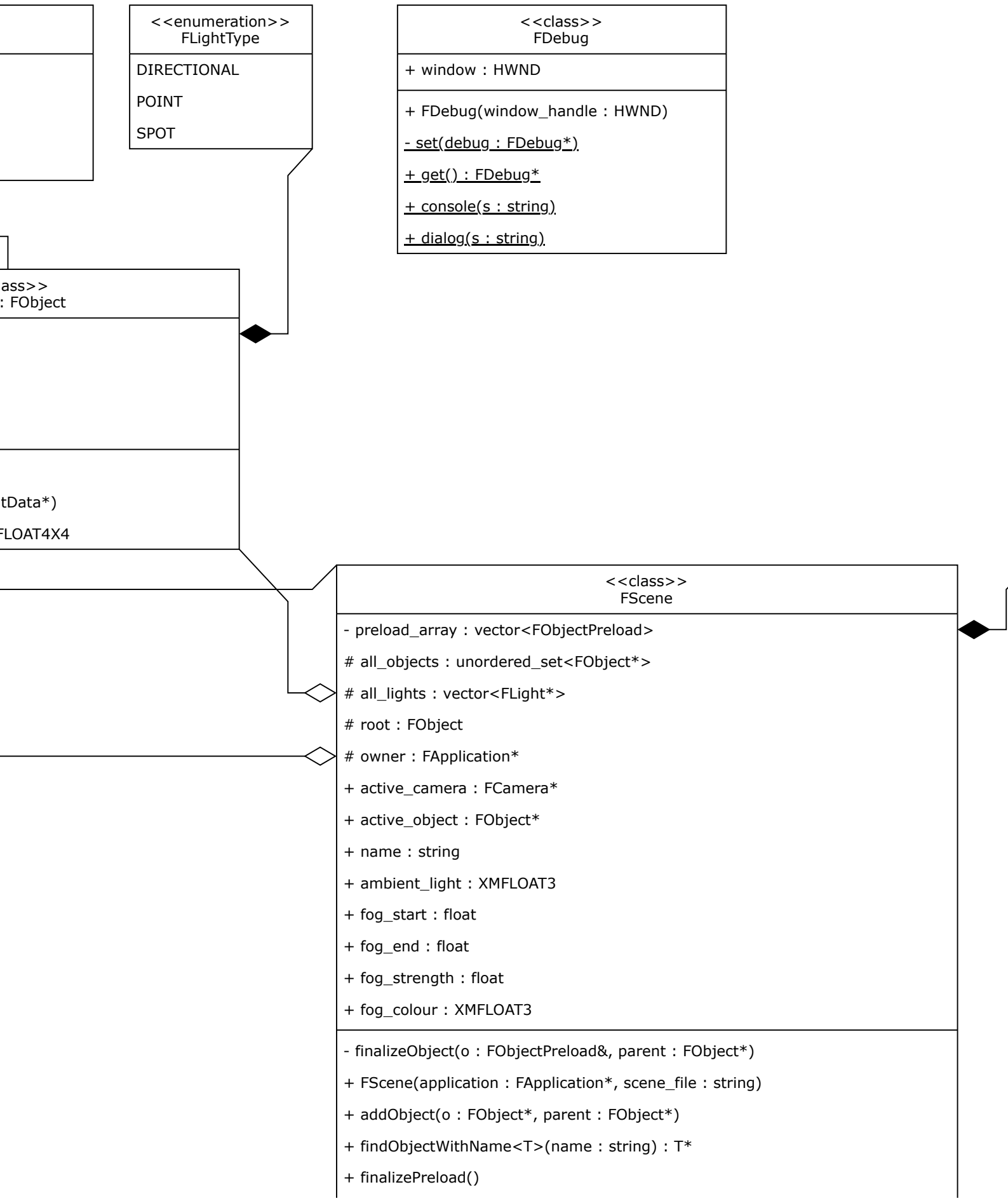


<
OFF
BAC
FRO

<
FS
F1
F3
F4
M3
M4

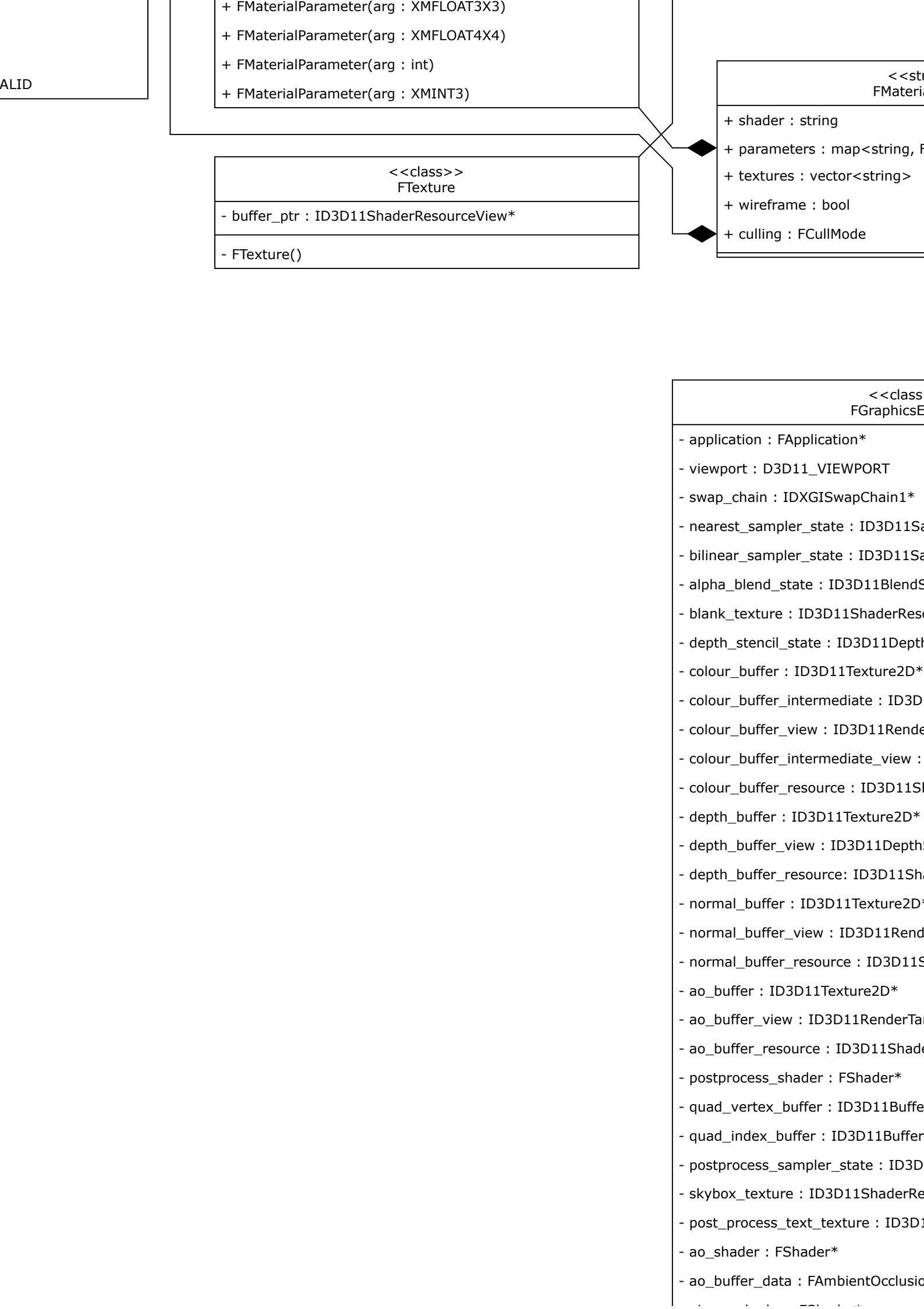


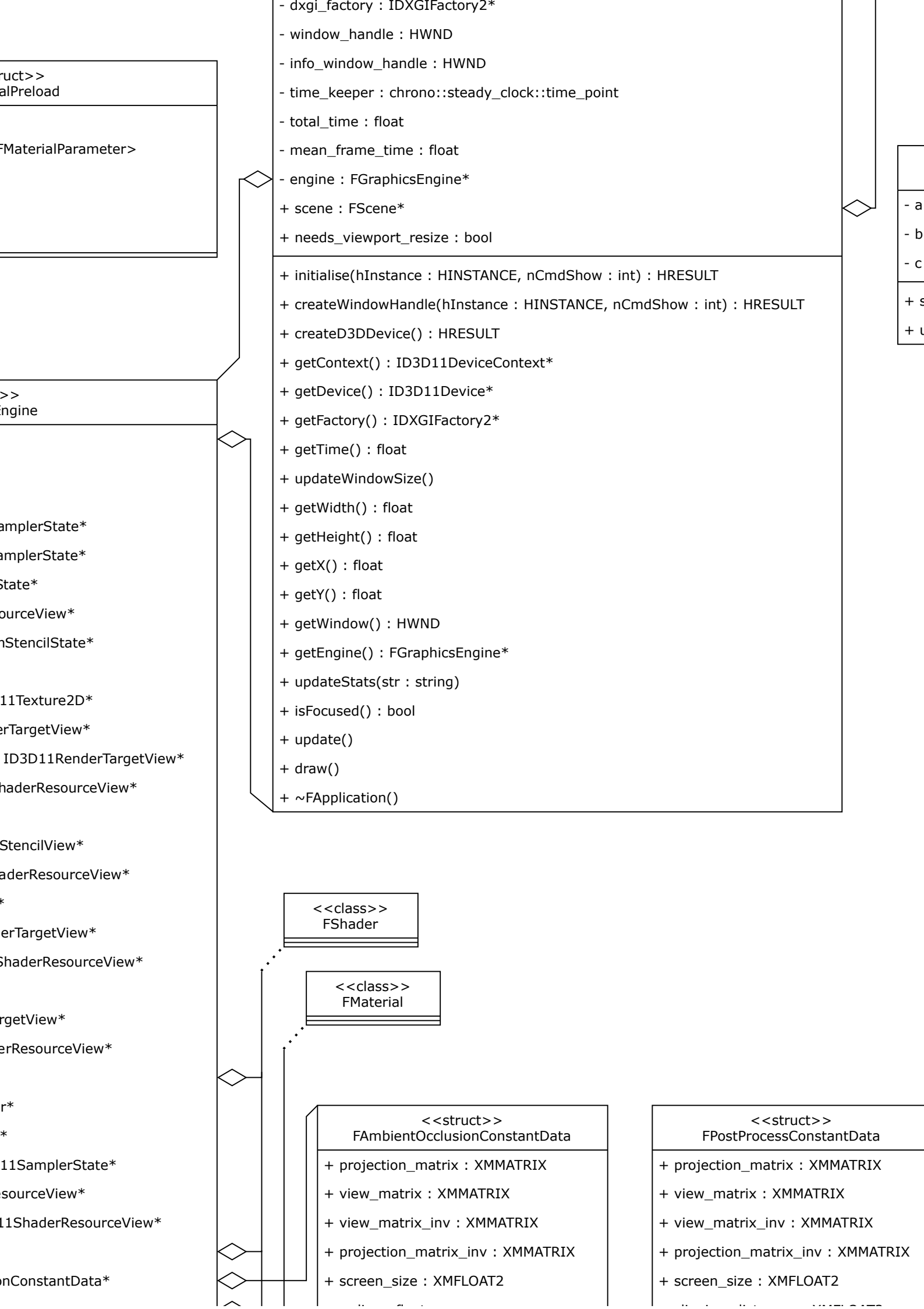


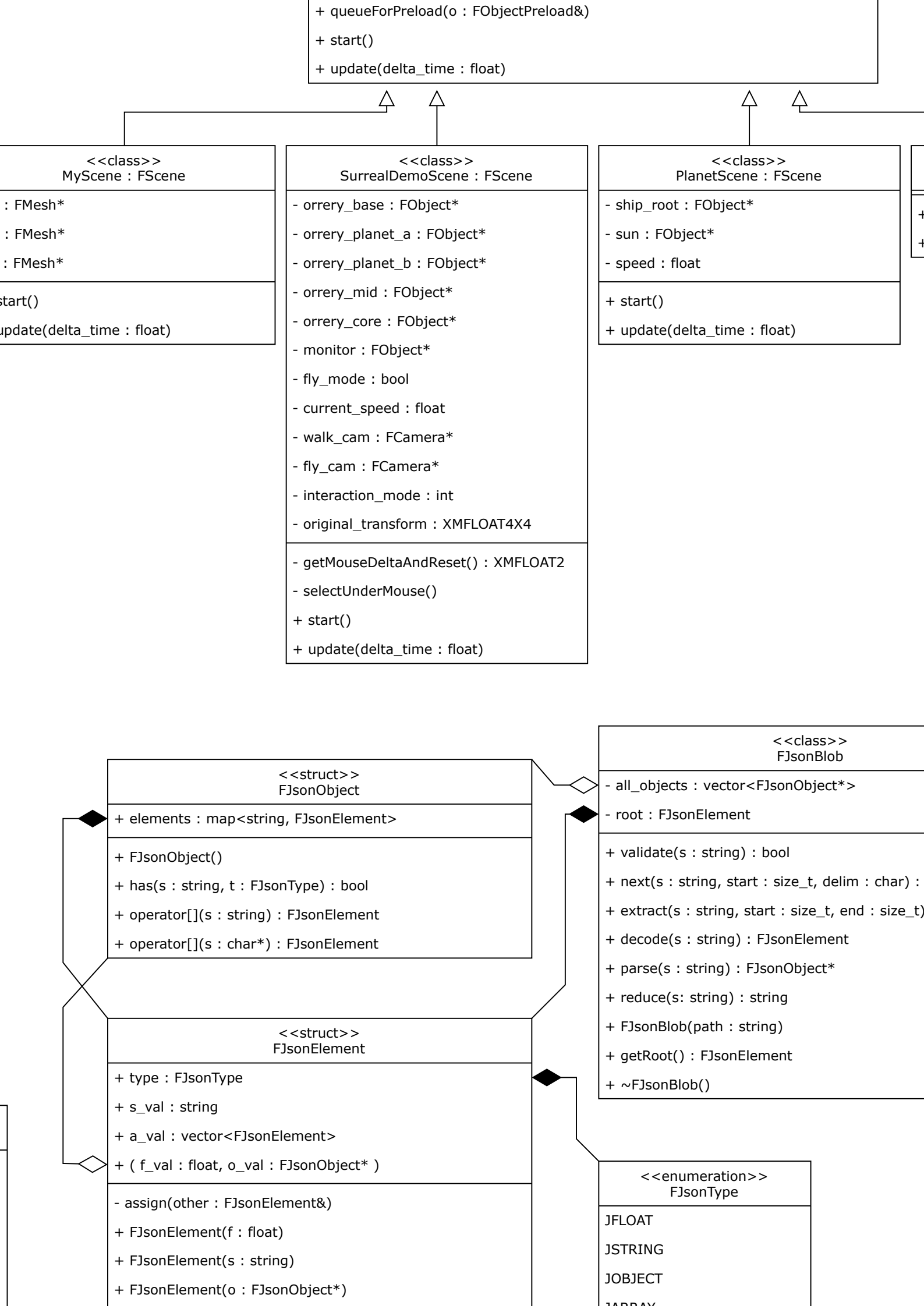


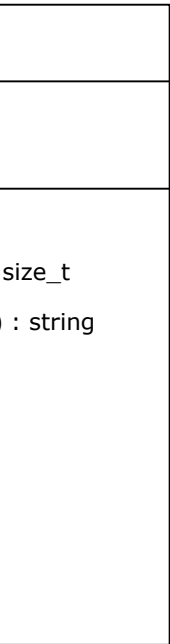
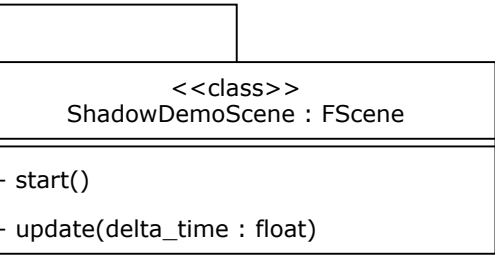
<<struct>>
FObjectPreload

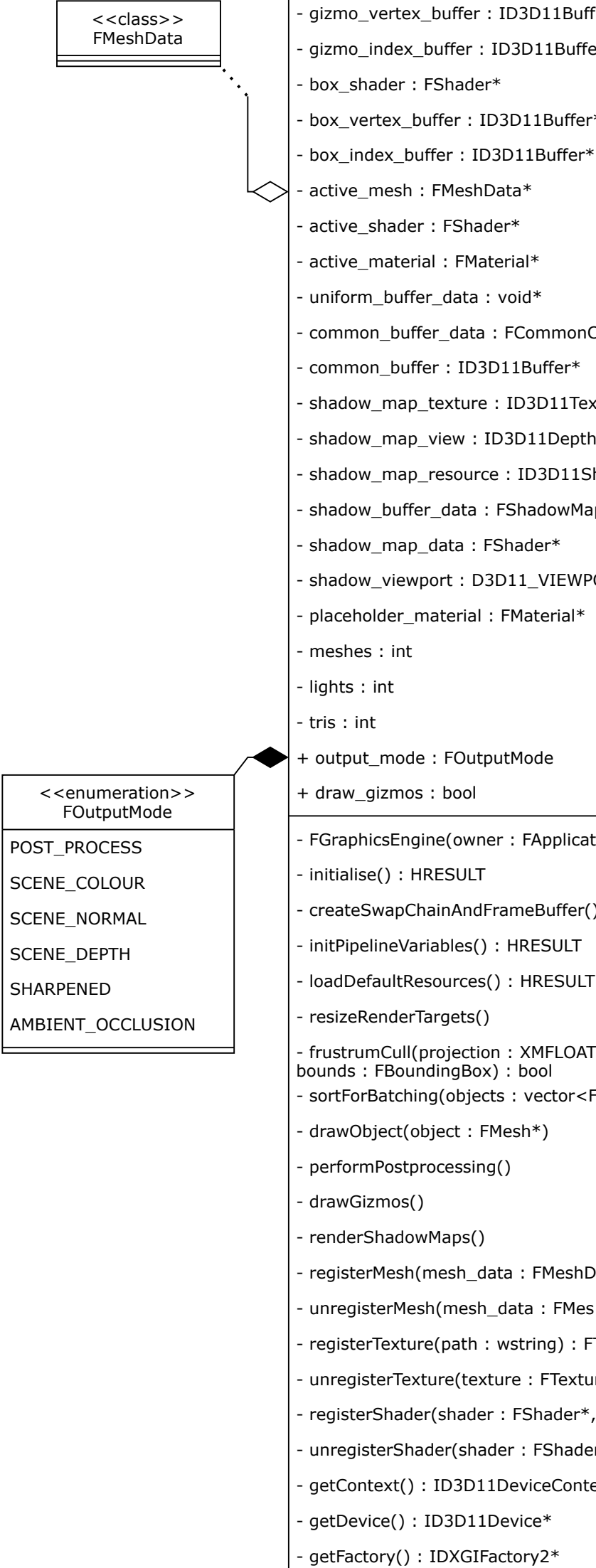
- + object_type : FObjectType
- + name : string
- + position : XMFLOAT3
- + rotation : XMFLOAT3
- + scale : XMFLOAT3
- + children : vector<FObjectPreload>
- + data_name : string
- + material_name : string
- + float1 : float
- + float2 : float
- + float3 : float
- + float4 : float
- + colour : XMFLOAT3
- + strength : float
- + angle : float
- + cast_shadow : bool

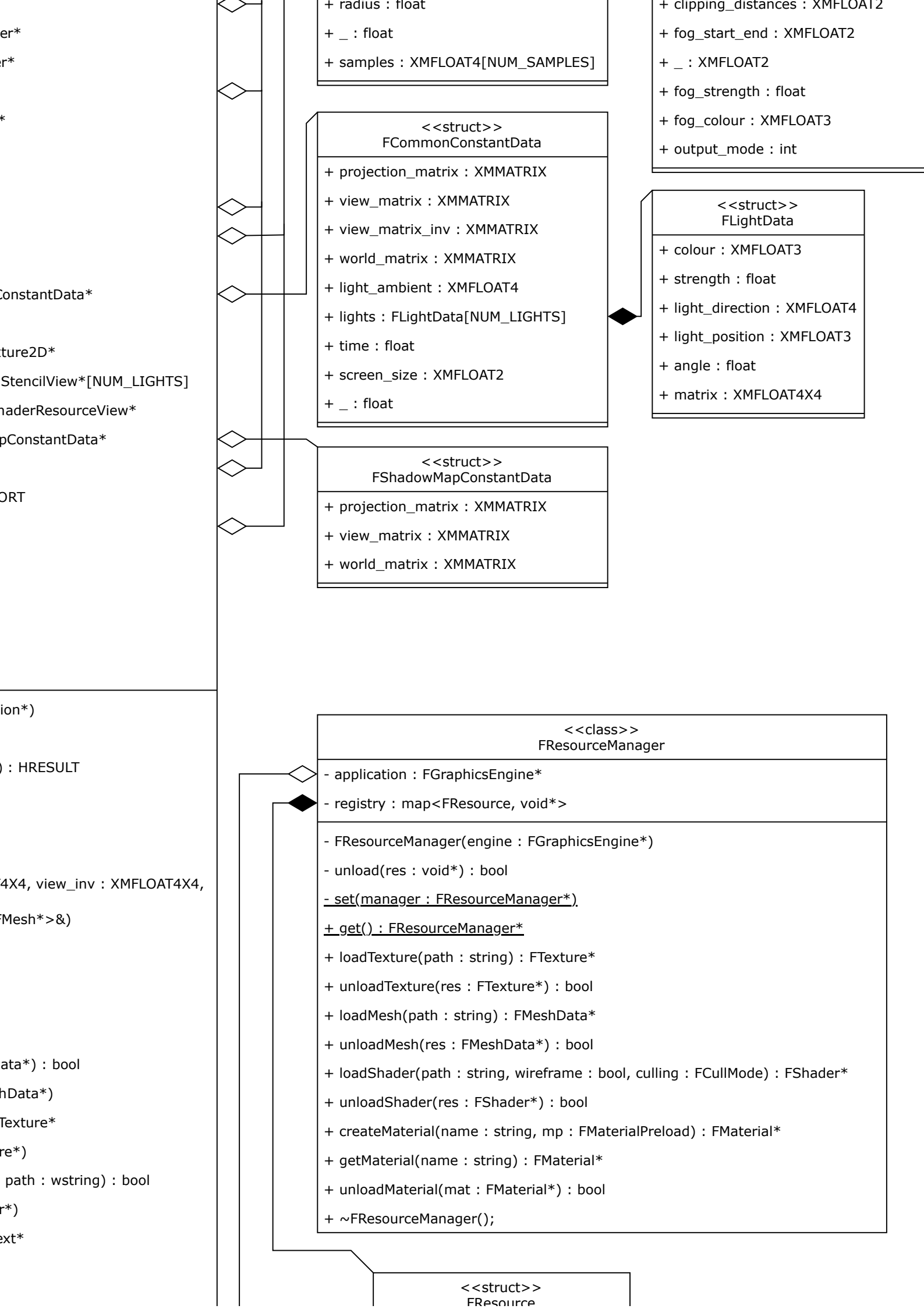










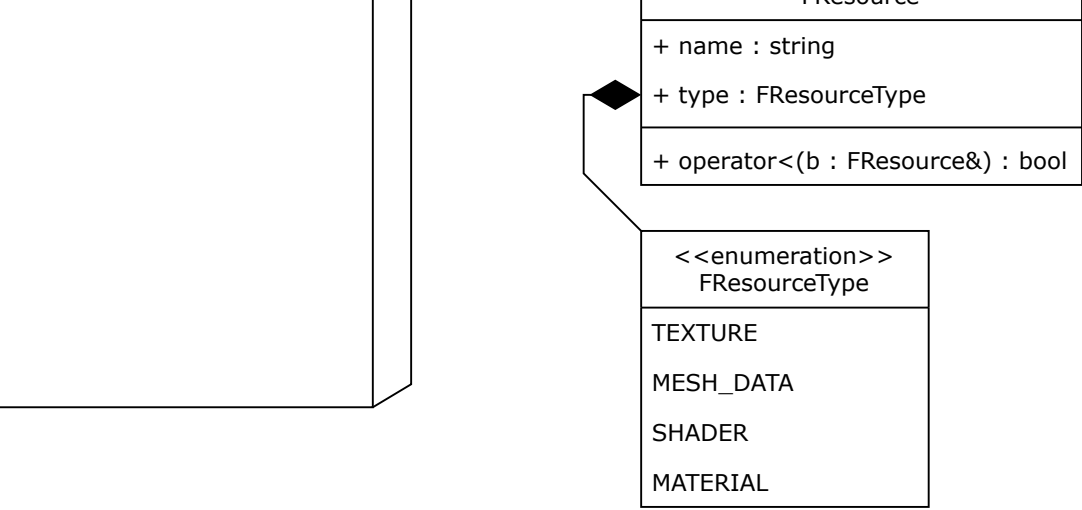


JAKRAY

+ FJsonElement(a : vector<FJsonElement>)
+ FJsonElement(other : FJsonElement&)
+ FJsonElement(other : FJsonElement&&)
+ operator=(other : FJsonElement&) : FJsonElement
+ operator=(other : FJsonElement&&) : FJsonElement
+ ~FJsonElement()

<<class>> FTransform
<div>- local_to_parent : XMFLOAT4X4 - local_to_world : XMFLOAT4X4 - local_position : XMFLOAT3 - local_quaternion : XMFLOAT4 - local_scale : XMFLOAT3 - parent : FTransform* - children : unordered_set<FTransform*></div>
<div>- updateWorldFromLocal() - updateLocalFromWorld() - updateLocalFromParams() - updateParamsFromLocal() - propagate() + FTransform(position : XMFLOAT3, quaternion : XMFLOAT4, scale : XMFLOAT3) + FTransform(position : XMFLOAT3, eulers : XMFLOAT3, scale : XMFLOAT3) + FTransform() + FTransform(other : FTransform&) + FTransform(other : FTransform&&) + operator=(other : FTransform&) : FTransform + operator=(other : FTransform&&) : FTransform + getTransform() : XMFLOAT4X4 + setTransform(t : XMFLOAT4X4) + getLocalTransform() : XMFLOAT4X4 + getPosition() : XMFLOAT3 + setPosition(p : XMFLOAT3) + getLocalPosition() : XMFLOAT3 + setLocalPosition(p : XMFLOAT3) + getQuaternion() : XMFLOAT4 + setQuaternion(p : XMFLOAT4) + getLocalQuaternion() : XMFLOAT4 + setLocalQuaternion(p : XMFLOAT4) + getEuler() : XMFLOAT3 + setEuler(e : XMFLOAT3) + getLocalEuler() : XMFLOAT3 + setLocalEuler(e : XMFLOAT3) + getScale() : XMFLOAT3 + getLocalScale() : XMFLOAT3</div>

- getScene() : FScene*
- getTime() : float
- getAspectRatio() : float
- getWidth() : float
- getHeight() : float
- getWindow() : HWND
- ~FGraphicsEngine()
- + draw()



```
+ setLocalScale(s : XMFLOAT3)
+ translate(v : XMFLOAT3)
+ rotate(axis : XMFLOAT3, angle : float, about : XMFLOAT3)
+ scale(s : XMFLOAT3, about : XMFLOAT3)
+ faceForward(forward : XMFLOAT3, up : XMFLOAT3)
+ lookAt(target : XMFLOAT3, eye : XMFLOAT3, up : XMFLOAT3)
+ reset()
+ getRight() : XMFLOAT3
+ getUp() : XMFLOAT3
+ getForward() : XMFLOAT3
+ getLocalRight() : XMFLOAT3
+ getLocalUp() : XMFLOAT3
+ getLocalForward() : XMFLOAT3
+ getParent() : FTransform*
+ countChildren() : int
+ addChild(o : FTransform*)
+ removeChild(o : FTransform*)
```

