Objet3DTransform

- # m_delta: float ([3])
- # m_objet_cible: Objet3DIterator
- + addChild(AbsObjet3D&): void
- addTriangle(Triangle&): void
- + begin(): Objet3Dlterator
- + cbegin(): Objet3Dlterator_const {query}
- + cend(): Objet3Dlterator_const {query}
- + cloner(): Objet3DTransform* {query}
- + end(): Objet3Dlterator
- + Objet3DTransform(Objet3DIterator&, float, float, float)
- + Objet3DTransform(Objet3DTransform&)
- + ~Objet3DTransform()
- removeChild(Objet3Dlterator_const): Objet3Dlterator_const
- + removeTriangle(TriangleIterator_const): TriangleIterator_const
- + transform(Triangle&, Triangle&): void {query}
- + triangle_begin(): TriangleIterator
- + triangle_cbegin(): Trianglelterator_const {query}
- + triangle_cend(): TriangleIterator_const {query}
- triangle_end(): TriangleIterator

Objet3DComposite

- m_objets: Objet3DContainer
- + addChild(AbsObjet3D&): void
- + addTriangle(Triangle&): void
- begin(): Objet3Dlterator
- + cbegin(): Objet3Dlterator_const {query}
- + cend(): Objet3Dlterator_const {query}
- cloner(): Objet3DComposite* {query}
- + end(): Objet3Dlterator
- Objet3DComposite()
- Objet3DComposite(Objet3DComposite&)
- + ~Objet3DComposite()
- removeChild(Objet3Dlterator_const): Objet3Dlterator_const
- removeTriangle(TriangleIterator_const): TriangleIterator_const
- triangle_begin(): TriangleIterator
- + triangle_cbegin(): TriangleIterator_const {query}
- + triangle_cend(): Trianglelterator_const {query}
- triangle_end(): TriangleIterator

AbsObjet3D

- + AbsObjet3D()
- + ~AbsObjet3D()
- addChild(AbsObjet3D&): void
- + addTriangle(Triangle&): void
- begin(): Objet3Dlterator
- + cbegin(): Objet3Dlterator_const {query}
- + cend(): Objet3Dlterator_const {query}
- + cloner(): AbsObjet3D* {query}
- + end(): Objet3Dlterator
- removeChild(Objet3Dlterator_const): Objet3Dlterator_const
- + removeTriangle(TriangleIterator_const): TriangleIterator_const
- + triangle_begin(): TriangleIterator
- + triangle_cbegin(): Trianglelterator_const {query}
- + triangle_cend(): TriangleIterator_const {query}
- triangle_end(): Trianglelterator

Objet3DPart

- m_triangles: TriangleContainer
- addChild(AbsObjet3D&): void
- + addTriangle(Triangle&): void
- + begin(): Objet3Dlterator
- + cbegin(): Objet3Dlterator_const {query}
- cend(): Objet3Dlterator_const {query}
- cloner(): Objet3DPart* {query}
 end(): Objet3DIterator
- + Objet3DPart()
- + Objet3DPart(Triangle&)
- + Objet3DPart(Objet3DPart&)
- + ~Objet3DPart()
- + removeChild(Objet3Dlterator_const): Objet3Dlterator_const
- + removeTriangle(TriangleIterator_const): TriangleIterator_const
- triangle_begin(): TriangleIterator
- + triangle_cbegin(): Trianglelterator_const {query}
- + triangle_cend(): TriangleIterator_const {query}
- + triangle_end(): TriangleIterator