```
GLdouble
        -m yPlainStart
        -m zPlainStart
        -m xPlainStart
           -m type
        -m zPlainEnd
        -m yPlainEnd
        -m xPlainEnd
  PlainNode
+ PlainNode()
+ ~PlainNode()
+ Clear()
+ GetType()
+ GetXstart()
+ GetXend()
                     -m next
+ GetYstart()
+ GetYend()
+ GetZstart()
+ GetZend()
+ GetNext()
+ SetData()
+ SetNext()
- PlainNode()
- operator=()
```