## ModelViewerl

- + virtual void Initialize()=0
- + virtual void RenderFrame()=0
- + virtual void Ouit()=0
- + virtual void AddModel
- (ModelInfo model info)=0
- + virtual void AddModel (PresetModelInfo model
- info)=0
- + virtual void ResetModels()=0
- + virtual bool IsRunning()=0 + virtual std::mutex

std::mutex model viewer

& GetMutex()=0

- ModelViewer
- mutex bool should quit
- bool is running
- OgreBites::ApplicationContext ctx
- Ogre::Root \* ogreRoot
- Ogre::SceneManager \* scnMgr
- Ogre::RTShader::ShaderGenerator
- \* shadergen Ogre::Light \* sceneLight
- Ogre::SceneNode \* sceneLightNode
- Ogre::Camera \* sceneCamera
- and 8 more... + ModelViewer()
- + bool IsRunning() override
- + void AddModel(ModelInfo
- model info) override + void AddModel(PresetModel
- Info model info) override + void ResetModels()
  - override void Initialize() override
  - void RenderFrame()
  - override
  - void Quit() override void Deinitialize()
  - std::mutex & GetMutex
- () override void HandleAddModelQueue()
- void HandleResetModelsFlag()