

ModelViewerI

- + virtual void Initialize()=0
- + virtual void RenderFrame()=0
- + virtual void Quit()=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
 & GetMutex()=0