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

ModelViewer

- std::mutex model_viewer _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()