## SMGroup

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-_bounds: BoundingSphere
-_rotation: TransfomGroup
-_translation: TransfomGroup
-_scale: TransfomGroup
-_child: BranchGroup

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+SMGroup()
+addChild(node:Node): void
+translation(x:float,y:float,z:float): void
+rotation(x:float,y:float,z:float): void
+scale(x:double,y:double,z:double): void
+addRotationAnim(duration:long,start:long,
                 rotXAxis:double,rotYAxis:double,
                 rotZAxis:double,startAngle:float,
                 finishAngle:float): void
+addPositionAnim(duration:long,start:long,
                 rotXAxis:double,rotYAxis:double,
                 rotZAxis:double,startPos:float,
                 endPos:float): void