## AScene

# _gui
# _dtTime

+ AScene()
+ AScene()
+ ~AScene()
+ init()
+ update()
+ draw()
+ load()
+ unload()
+ getDtTime()
+ operator=()
# AScene()

## ASceneMenu

# _buttons
# _draw3dMenu

+ ASceneMenu()
+ ~ASceneMenu()
+ ASceneMenu()
+ operator=()
+ init()
+ update()
+ draw()
+ load()
+ unload()
+ addButton()
and 12 more...
# _initBG()

## SceneSettings

+ startFitToScreen
+ nb_resolution
+ resolutions
+ audio_name

+ ~SceneSettings()
+ SceneSettings()
+ SceneSettings()
+ operator=()
+ init()
+ update()
+ updateAudioSliders()
+ getCurResolution()