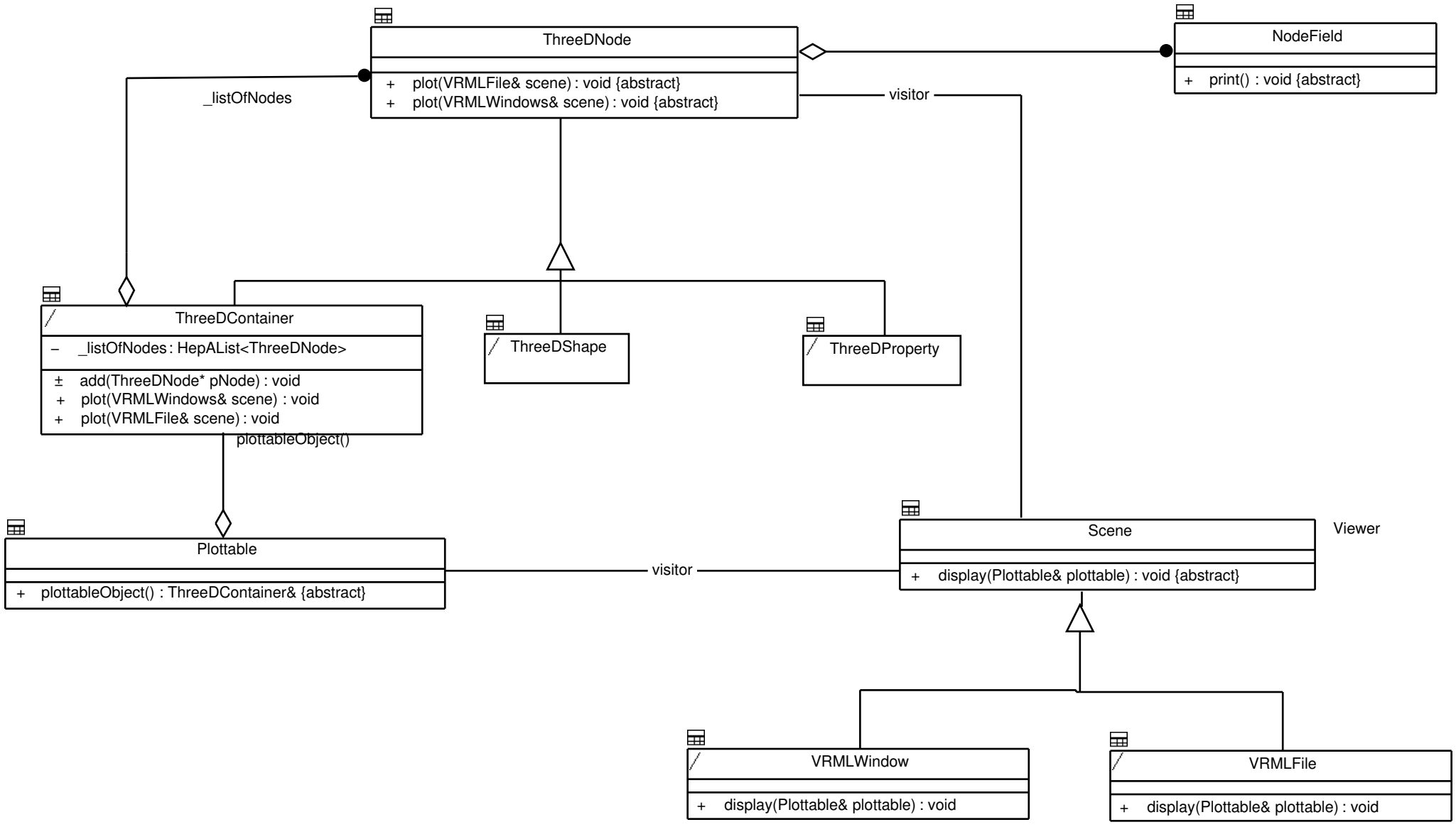
ThreeDNode
+ plot(VRMLFile& scene) : void {abstract}
+ plot(VRMLWindows& scene) : void {abstract}
NodeField
+ print() : void {abstract}
_listOfNodes
visitor
ThreeDContainer
– _listOfNodes : HepAList<ThreeDNode>
± add(ThreeDNode* pNode) : void
+ plot(VRMLWindows& scene) : void
+ plot(VRMLFile& scene) : void
ThreeDShape
ThreeDProperty
plottableObject()
Plottable
+ plottableObject() : ThreeDContainer& {abstract}
visitor
Scene
+ display(Plottable& plottable) : void {abstract}
Viewer
VRMLWindow
+ display(Plottable& plottable) : void
VRMLFile
+ display(Plottable& plottable) : void