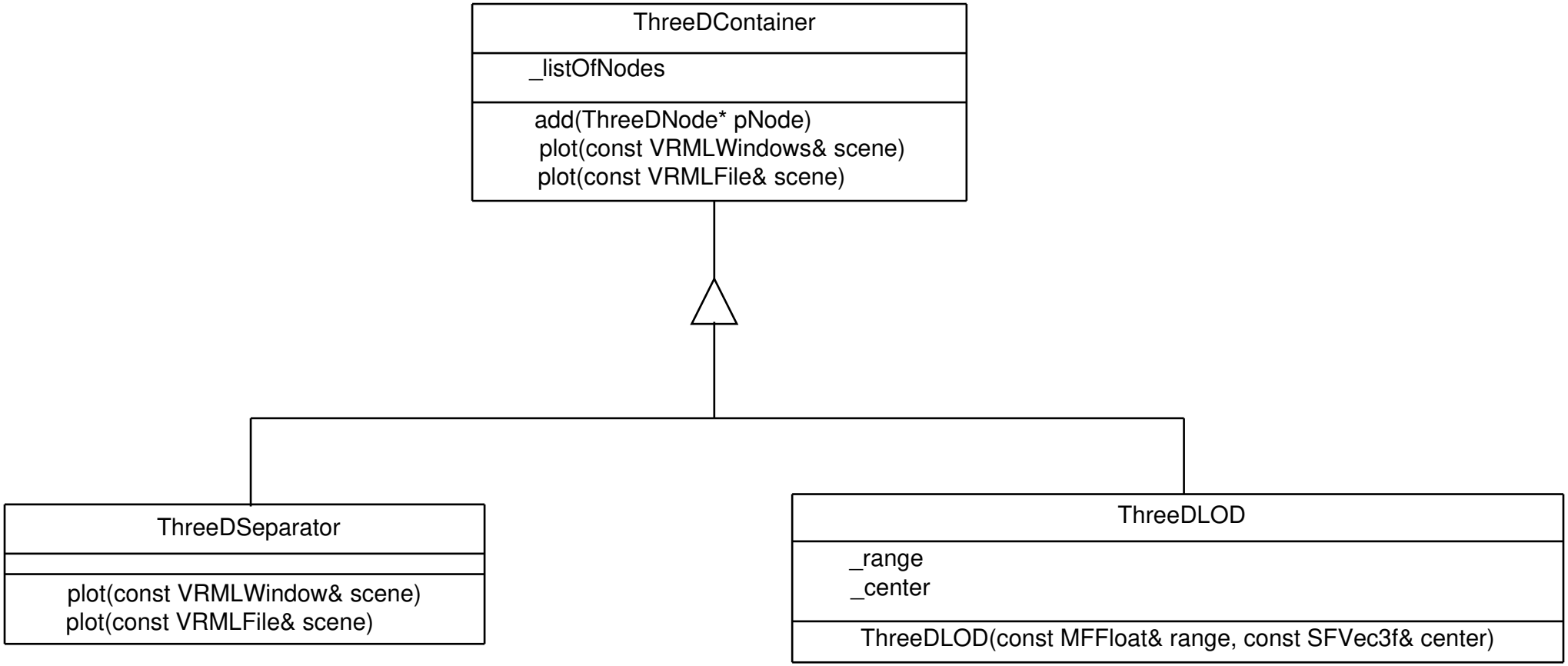
ThreeDContainer
_listOfNodes
add(ThreeDNode* pNode)
plot(const VRMLWindows& scene)
plot(const VRMLFile& scene)
ThreeDSeparator
plot(const VRMLWindow& scene)
plot(const VRMLFile& scene)
ThreeDLOD
_range
_center
ThreeDLOD(const MFFloat& range, const SFVec3f& center)