

ACG::SceneGraph::ACG::SceneGraph::BaseNode

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graph BT; Qt[ACG::SceneGraph::QtManipulatorNode] --> Manip[ACG::SceneGraph::ManipulatorNode]; Manip --> Transform[ACG::SceneGraph::TransformNode]; Transform --> Base[ACG::SceneGraph::ACG::SceneGraph::BaseNode];
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ACG::SceneGraph::TransformNode

ACG::SceneGraph::ManipulatorNode

ACG::SceneGraph::QtManipulatorNode