

Abstract Nodes

The abstract node classes are the lowest level fundamental node classes from which all SceneGraph node classes inherit their basic characteristics. As these node classes are abstract, they cannot be used in a SceneGraph application, but the SceneGraph node classes you can use are all extended from them. In many cases, the fields described in these abstract node classes are only described in this section, so understanding these abstract node fields is required to build SceneGraph applications.

- [Node](#)
 - [Scene](#)
 - [AnimationBase](#)
 - [ArrayGrid](#)
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