Arcade::Core::IDisplayModule

+ virtual ~IDisplayModule
()=default
+ virtual std::shared
_ptr< ECS::ISystemManager
 > getSystemManager()=0
+ virtual void changeGraphic
Lib(const std::string &libGraphic
Name)=0
+ virtual void changeGraphic
Lib()=0
+ virtual void addComponent
(std::shared_ptr< ECS::
IComponent > component)=0
+ virtual void removeComponent
(const std::string &componentId)=0
+ virtual std::optional
< std::shared_ptr< ECS
::IComponent > > getComponent
(const std::string &componentId)
 const =0
+ virtual const std::
vector< std::shared
_ptr< ECS::IComponent
 > > & getComponents(ECS
::CompType type) const =0
+ virtual const Arcade
::Vector2f & getWindowSize
() const =0
+ virtual void setWindowSize
(const Arcade::Vector2f
 &newSize)=0