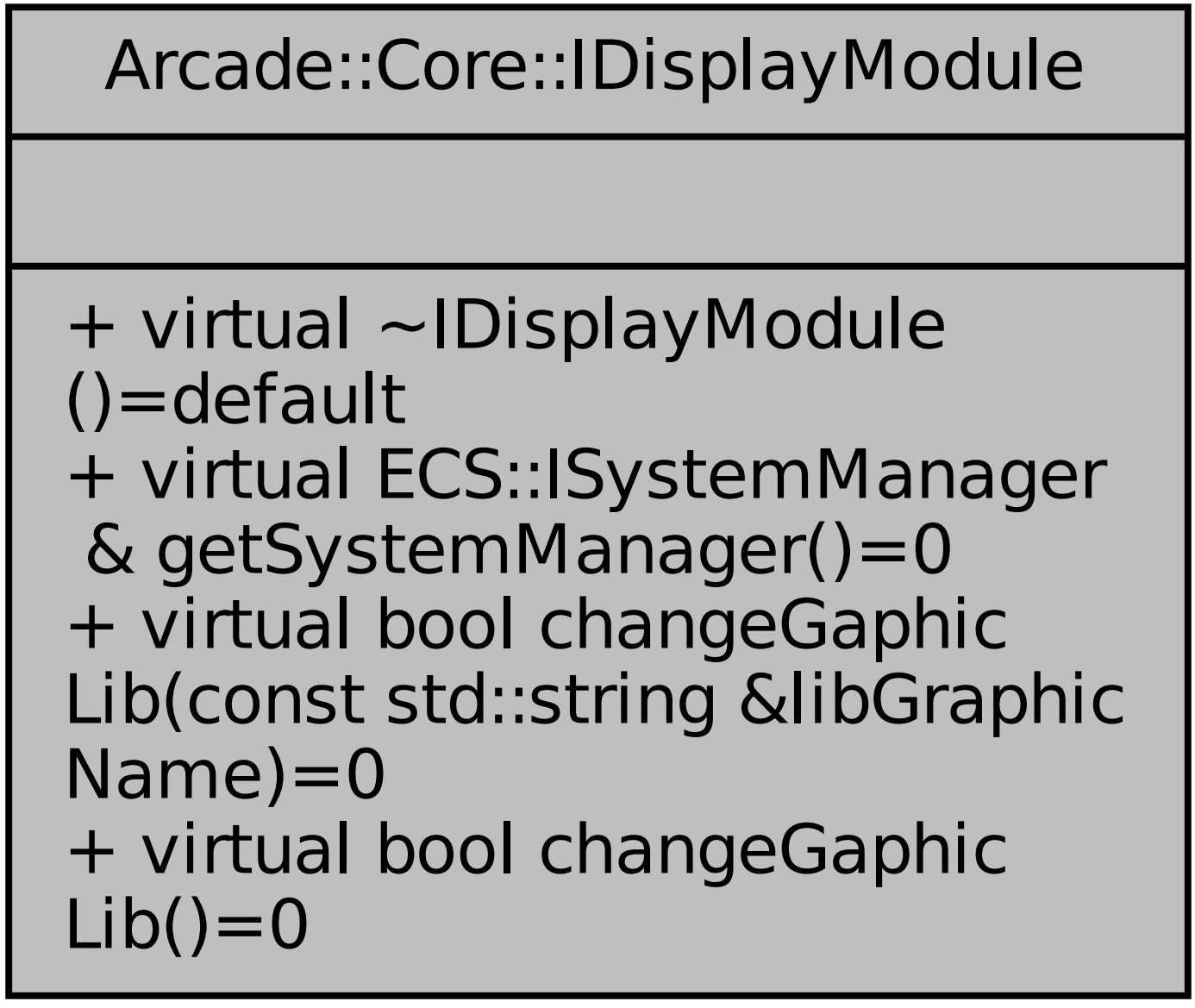
Arcade::Core::IDisplayModule
+ virtual ~IDisplayModule ()=default
+ virtual ECS::ISystemManager & getSystemManager()=0
+ virtual bool changeGaphic Lib(const std::string &libGraphic Name)=0
+ virtual bool changeGaphic Lib()=0