ComSquare::Renderer ::IRenderer + setWindowName() + drawScreen() + putPixel() + createWindow() + playAudio() ComSquare::Renderer ::SFRenderer + shouldExit # _window # _videoMode # _pixelBuffer # _sprite ComSquare::Renderer ComSquare::Renderer ::QtSFML window _sfWidget # texture # _soundBuffer # _sound + createWindow() + putPixel() + drawScreen() + setWindowName() + playAudio() + drawScreen() + setWindowName() + putPixel() + QtSFML() + playAudio() + QtSFML() + getEvents() + operator=() + createWindow() + ~QtSFML() + SFRenderer() + SFRenderer() + operator=() + ~SFRenderer() Д ComSquare::Renderer ::QtWidgetSFML - _timer isInitialized + QtWidgetSFML() + QtWidgetSFML() + operator=() + ~QtWidgetSFML() - _onInit() _onUpdate() paintEngine() showEvent() paintEvent() ComSquare::Renderer

::QtFullSFML

+ enableDebugCPU() + enableRamViewer() + enableHeaderViewer() + enableDebugAPU() + enableDebugBus() + enableCgramViewer() + enableRegisterViewer()

- _snes

+ reset() + QtFullSFML() + QtFullSFML() + operator=() + ~QtFullSFML() _onUpdate()

::NoRenderer

+ setWindowName()

+ drawScreen()

+ putPixel()

+ playAudio()

+ getEvents()

+ createWindow()

+ NoRenderer()

+ NoRenderer()

+ ~NoRenderer()

+ operator=()