

- \_window - \_snes

- \_ui - \_ppu

- \_sfWidget - \_ramTileRenderer

+ TileViewer()

+ TileViewer() + ~TileViewer()

+ operator=() + read()

+ focus() + setPaletteIndex()

+ setBpp() + setNbColumns() + setRenderSize()

+ setRamOffset() + getBpp() + getPaletteIndex()

+ getNbColumns() + internalUpdate()

- \_bppChangeUlHandler()