ComSquare::Renderer ::İRenderer + setWindowName() + drawScreen() + putPixel() + createWindow() + playAudio() ComSquare::Renderer ::SFRenderer + shouldExit _window #_videoMode #_pixelBuffer #_sprite #_texture #_soundp #_window #_videoM # _soundBuffer # _sound + setWindowName() + drawScreen() + putPixel() + playAudio() + getEvents() + createWindow() + SFRenderer() + SFRenderer() + operator=() + ~SFRenderer() ComSquare::Renderer ::QtWidgetSFML timer _tinic. isInitialized + QtWidgetSFML() + QtWidgetSFML() + operator=() + ~QtWidgetSFML() + onUpdate() _onInit() paintEngine() showEvent() paintEvent() ComSquare::Renderer ComSquare::Renderer ::QtFullSFML ::OtSFMLTileRenderer - _snes + buffer + openRom() + onUpdate() + reset() + QtFullSFML() + QtSFMLTileRenderer() + QtFullSFML() + QtSFMLTileRenderer() + operator=() + ~QtSFMLTileRenderer() + ~QtFullSFML() + operator=() onUpdate()