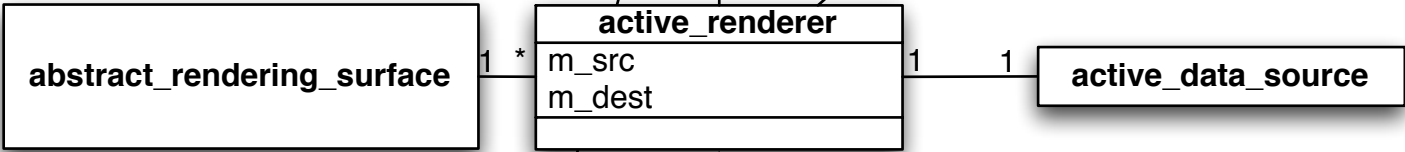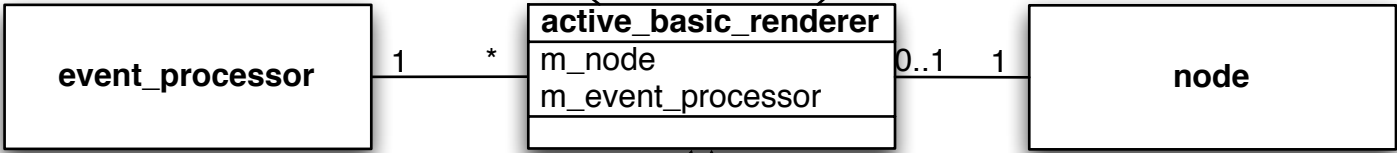# Renderer

abstract_rendering_source   abstract_playable

event_processor   1   *   **active_basic_renderer**
m_node
m_event_processor   0..1   1   **node**

ref_counted_obj

abstract_rendering_surface   1   *   **active_renderer**
m_src
m_dest   1   1   **active_data_source**

convenience class that waits for all data to be received

active_final_renderer
m_data
m_data_size

<<interface>>
renderer_factory

new_renderer()
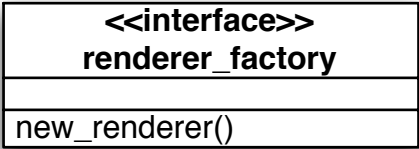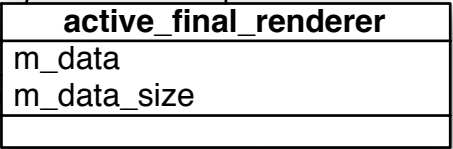
Cocoa used as example here of a GUI toolkit

cocoa_active_audio_renderer

cocoa_renderer_factory

cocoa_active_text_renderer

cocoa_active_image_renderer