Registry Window + Registry() + operator=() + Window() + ~Window() + Registry() + create entity() + isOpen() + destroy entity() + pollEvents() + add component() + swapBuffers() + getWidth() + has component() + get component() + getHeight() + remove component() + framebufferSizeCallback() + get entities with component() #registry #renderer #window Engine + Engine() + ~Engine() + init() + run() + stop() + fixed update() + on start()

Renderer

+ clearObjects()

+ Renderer()

+ render()

+ setShader()

+ getCamera()

+ submitLight()

+ shutdown()

+ getShader()

+ initialize()

+ clear()

+ submit()