Engine::BaseEngine

+ ActiveScene
+ InputHandlers
+ Keys
+ MouseKeys
+ MouseX
+ MouseY
+ Programs
+ Scenes
+ Shaders
+ Windows
- _errorStream
- _init

+ BaseEngine()
+ ~BaseEngine()
+ Dispose()
+ Init()
+ InitSuccess()
+ SetActiveScene()
+ Start()
+ Update()
+ UpdateBegin()
+ UpdateEnd()
- InitGLFW()
- UpdateInternal()

Application::Engines ::BasicEngine

- angle
- M

+ Init()
+ Update()