

RayLib::Window

- _fullscreen
- _window

- + ~Window()
- + ClearBackground()
- + GetSize()
- + SetSize()
- + GetMaxSize()
- + GetScale()
- + ToggleFullScreen()
- + IsFullScreen()
- + SetIcon()
- + SetTitle()
- and 18 more...
- + GetInstance()
- + SetTraceLogLevel()