agui::Graphics ec::OpenGLGraphics # m camera # m context # m clippingRect #m primitiveRenderer # m rectangleGeometry # m circleGeometry # m rectangleOutlineGeometry # m circleOutlineGeometry # m lineGeometry #s circleStepsNum #s circleStep + OpenGLGraphics() + ~OpenGLGraphics() + beginPaint() + endPaint() + setRenderContext() + getDisplaySize() + getClippingRectangle() + drawImage() + drawImage() + drawScaledImage() and 9 more... # setClippingRectangle() # initGeometries()