

ec::Application

- + Application()
- + ~Application()
- + startMainLoop()
- + kill()
- + tick()
- + render()
- + initImpl()
- + mainLoopImpl()
- + createWindow()
- + createWindow()
- + initOpenGL()
- + printVersions()
- + setMonitorConnectedCallback()
- + setMonitorDisconnectedCallback()
- # closeDeadWindows()
- # monitorCallback()