TinyEngineRendererl

- + swap_blocking()
- + swap_non_blocking()
- + wait for vsync()
- + tinyengine_renderer _init()

+renderer

TinyEngine

- + TinyEngine()
 - + get_fps()
 - + set_pre_inti_clbk()
 - + set_post_init_clbk()
 - + set_loop_clbk() + set_render_clbk()
 - + set update clbk()
 - + init()
 - + start()
 - + start_loop()
 and 8 more...