TinyEngineRendererl + swap_blocking() + swap_non_blocking() + wait_for_vsync() + tinyengine_renderer _init() +renderer **TinyEngine** + TinyEngine() + get_fps() + set_pre_inti_clbk() + TinyEngineFrameBuffer() + set_post_init_clbk() + ~TinyEngineFrameBuffer() + set_loop_clbk() #m_renderer + set_render_clbk() + set_update_clbk() + init() + start() + start_loop() and 8 more... #m_engine #m_framebuffer GameScene # sprites + GameScene() + ~GameScene() + create() + render() + update() + destroy() SnakeGame + SnakeGame()

TinyEngineFrameBuffer

+ pixel_buffer_back

+ is_dual()

+ destroy()

+ write()

+ clear()

+ clear_with()

+ draw_pixel()

+ draw_grid()

and 11 more...

+ ~SnakeGame()

+ create() + render() + update() + destroy()

+ drawCircle1()

Scenel

+ ~Scenel()

+ create()

+ render()

+ update()

+ destroy()

+ pixel_buffer_display + m_pixel_buffer_size