```
TinyEngineRendererl
   + swap blocking()
   + swap non blocking()
   + wait for vsync()
   + tinyengine renderer
      init()
            ΛΛ
  TinyEngineRendererDVI
+ palette
+ PALETTE SIZE
# display width
# display height
# frame width
# frame_height
# frame bytes per pixel
# h_repeat
# v repeat
# mode
+ TinyEngineRendererDVI()
+ ~TinyEngineRendererDVI()
+ swap blocking()
+ swap_non_blocking()
+ wait for vsync()
+ tinyengine renderer
  init()
+ TinyEngineRendererDVI()
+ ~TinyEngineRendererDVI()
+ swap_blocking()
+ swap non blocking()
+ wait for vsync()
+ tinvengine renderer
   init()
+ gfx dma handler()
```