

fillwave::core::GLObject

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graph BT; Buffer[fillwave::core::Buffer] --> GLObject[fillwave::core::GLObject]; Framebuffer[fillwave::core::Framebuffer] --> GLObject; ProgramPipeline[fillwave::core::ProgramPipeline] --> GLObject; Query[fillwave::core::Query< target >] --> GLObject; Sampler[fillwave::core::Sampler] --> GLObject; Texture[fillwave::core::Texture] --> GLObject; TransformFeedback[fillwave::core::TransformFeedback] --> GLObject; VertexArray[fillwave::core::VertexArray] --> GLObject;
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fillwave::core::Buffer

fillwave::core::Framebuffer

fillwave::core::ProgramPipeline

fillwave::core::Query< target >

fillwave::core::Sampler

fillwave::core::Texture

fillwave::core::TransformFeedback

fillwave::core::VertexArray