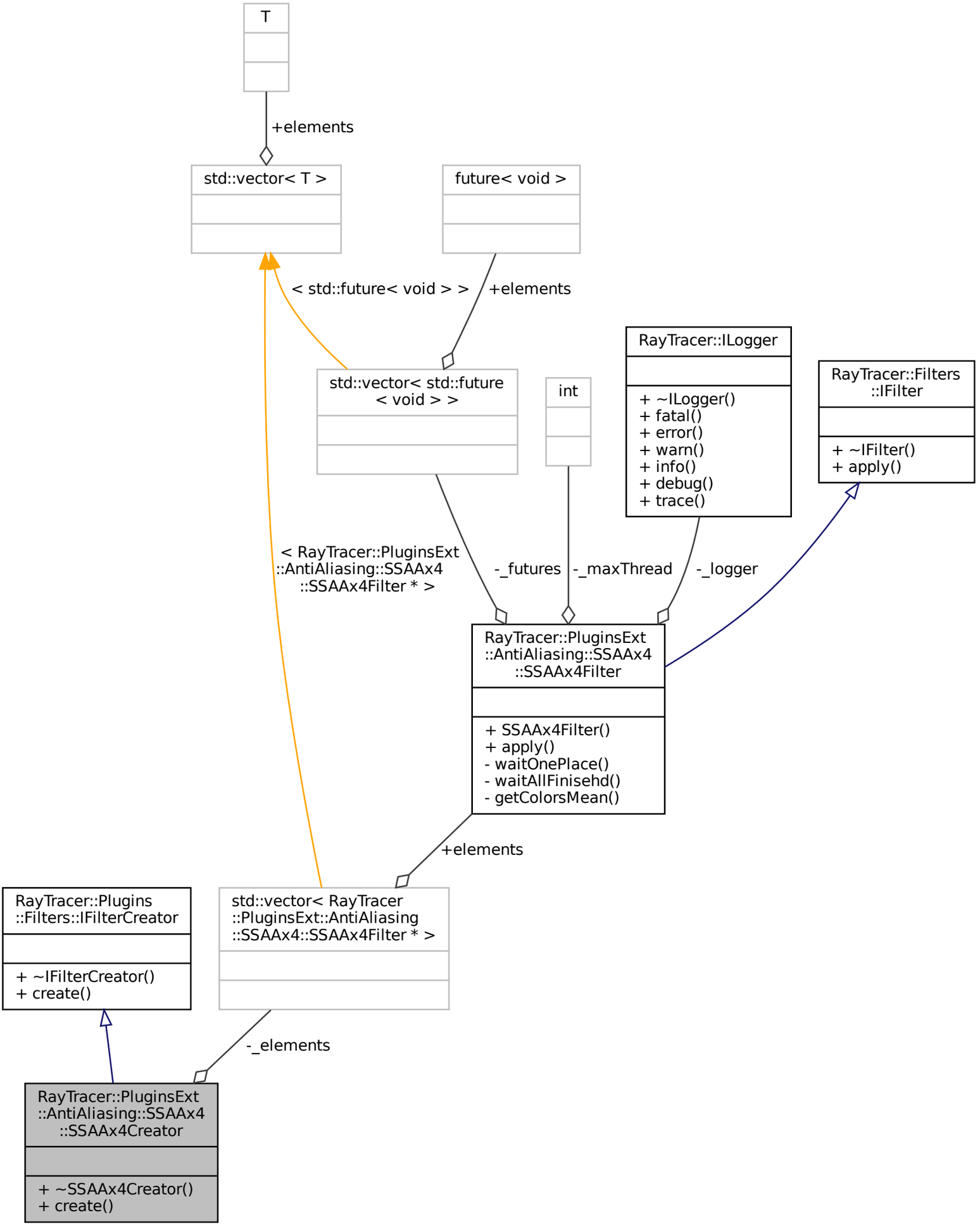
T
+elements
std::vector< T >
future< void >
< std::future< void > >
+elements
RayTracer::ILogger
+ ~ILogger()
+ fatal()
+ error()
+ warn()
+ info()
+ debug()
+ trace()
RayTracer::Filters
::IFilter
+ ~IFilter()
+ apply()
std::vector< std::future
< void > >
int
< RayTracer::PluginsExt
::AntiAliasing::SSAAx4
::SSAAx4Filter * >
-_futures
-_maxThread
-_logger
RayTracer::PluginsExt
::AntiAliasing::SSAAx4
::SSAAx4Filter
+ SSAAx4Filter()
+ apply()
- waitOnePlace()
- waitAllFinisehd()
- getColorsMean()
+elements
RayTracer::Plugins
::Filters::IFilterCreator
+ ~IFilterCreator()
+ create()
std::vector< RayTracer
::PluginsExt::AntiAliasing
::SSAAx4::SSAAx4Filter * >
-_elements
RayTracer::PluginsExt
::AntiAliasing::SSAAx4
::SSAAx4Creator
+ ~SSAAx4Creator()
+ create()