

GameWindow

```
classDiagram
    class GameWindow
    class TriDevs_TriEngine_GameWindow2D["TriDevs.TriEngine.GameWindow2D"]
    TriDevs_TriEngine_GameWindow2D --|> GameWindow
```

The diagram illustrates a class hierarchy. At the top is a white box labeled 'GameWindow'. Below it is a gray box labeled 'TriDevs.TriEngine.GameWindow2D'. A blue arrow points from the gray box up to the white box, indicating that 'TriDevs.TriEngine.GameWindow2D' inherits from 'GameWindow'.

TriDevs.TriEngine.GameWindow2D