HAL

key
- queue

+ HAL()
+ ~HAL()
+ type()
+ init()
+ _getCanvasBuffer()
+ _getBufferTileHeight()
+ _getBufferTileWidth()
+ _canvasUpdate()
+ _canvasClear()
+ _setFont()
  and 32 more...
+ get()
+ check()
+ inject()
+ destroy()
+ getCanvasBuffer()
+ getBufferTileHeight()
+ getBufferTileWidth()
+ canvasUpdate()
+ canvasClear()
+ setFont()
  and 37 more...

-hal