

## GraphicMode

- \_window
- \_image
- \_texture
- \_title
- \_width
- \_height
- \_renderingComplete

- + GraphicMode()
- + ~GraphicMode()
- + getWindow()
- + getImage()
- + getRenderingComplete()
- + setWindow()
- + setRenderingComplete()
- + updateTexture()
- + display()
- + operator=()