

## Ragot::Rasterizer<Color>

- + debug\_enabled
- frame\_buffer
- z\_buffer
- color
- clear\_color
- offset\_cache0
- offset\_cache1
- z\_cache0
- z\_cache1
- RASTER\_TAG

- + Rasterizer()
- + Rasterizer()
- + ~Rasterizer()
- + get\_frame\_buffer()
- + set\_color()
- + clear()
- + fill\_convex\_polygon()
- + fill\_convex\_polygon()
- + fill\_convex\_polygon\_z\_buffer()
- + fill\_convex\_polygon\_z\_buffer()
- interpolate()
- fill\_row()
- fill\_row\_zbuffer()
- fill\_row()
- fill\_row\_zbuffer()

< RGB565 >

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