

Ragot::FrameBuffer < Color >

- double_buffer
- width
- height
- color
- buffer_1
- buffer_2
- current_buffer
- next_buffer
- gl_tex

- + FrameBuffer()
- + FrameBuffer()
- + ~FrameBuffer()
- + FrameBuffer()
- + FrameBuffer()
- + operator=()
- + operator=()
- + swap_buffers()
- + clear_buffer()
- + fill()
- + set_pixel()
- + set_pixel()
- + set_pixel()
- + set_color()
- + get_pixel()
- + get_width()
- + get_width()
- + get_height()
- + get_height()
- + get_buffer()
- + get_buffer()
- + blit_to_window()
- + initGLTexture()
- + sendGL()
- + getGLTex()
- + getGLFormat()
- + getGLType()



< RGB565 >

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