

## 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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