FrameBuffer + FSQuadVAO - m fb colourAttachments - MAX COLOUR ATTACHMENTS + FrameBuffer() + ~FrameBuffer() + Bind() + Unbind() + GetBindMode() + GetStatus() + AttachColour() + AttachDepth() + DetachColour() + DetachDepth() + Initialize() + BindToScreen() + Display() AddColourAttachment() RemoveColourAttachment() BindFrameBuffer() -m fb RayEffect - m pShader + RayEffect()

+ Apply()