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

FXAAEffect

- m_pShader

+ FXAAEffect()
+ Apply()