## 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 DirectionalLightingEffect - m pShader + DirectionalLightingEffect() + Apply()