

Framebuffer

- + FSQuadVAO
- m_fb
- colourAttachments
- MAX_COLOUR_ATTACHMENTS

- + FrameBuffer()
- + ~FrameBuffer()
- + Bind()
- + Unbind()
- + GetBindMode()
- + GetStatus()
- + AttachColour()
- + AttachDepth()
- + DetachColour()
- + DetachDepth()
- + Initialize()
- + BindToScreen()
- + Display()
- AddColourAttachment()
- RemoveColourAttachment()
- BindFramebuffer()