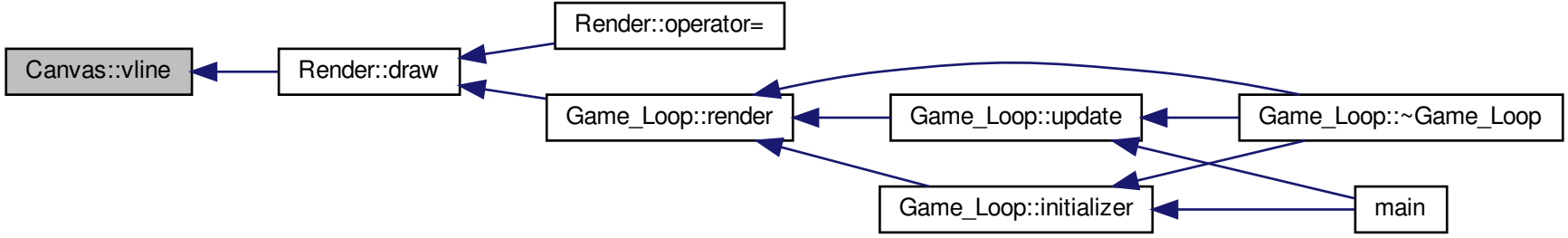
Canvas::vline
Render::draw
Render::operator=
Game_Loop::render
Game_Loop::update
Game_Loop::~Game_Loop
Game_Loop::initializer
main