```
xpe::core::cApp::Free
                                  xpe::core::cEventManager
                                           ::Free
                                  xpe::core::cInputManager
                                           ::Free
                                  xpe::core::cTaskManager
                                           ::Free
                                xpe::core::cWindowManager
                                           ::Free
                               xpe::physics::cPhysicsManager
                                           ::Free
                                xpe::core::cWindowManager
                                        ::FreeWindow
                                xpe::core::cWindowManager
                                        ::GetHeight
                                  xpe::core::cTaskManager
                                  ::GetSimulationDispatcher
                                 xpe::core::cWindowManager
                                         ::GetWidth
                                                                            xpe::core::cWindowManager
                                                                                   ::GetInstance
                                     xpe::core::cApp::Init
                                                                           xpe::render::cShaderManager
                                  xpe::core::cEventManager
                                            ::Init
                                                                                    ::GetShader
                                  xpe::core::cInputManager
                                            ::Init
                                                                           xpe::render::cShaderManager
                                                                                    ::SetShader
                                  xpe::core::cTaskManager
                                            ::Init
                                                                            xpe::core::cWindowManager
                                                                                  ::SetFullscreen
                                xpe::core::cWindowManager
                                            ::Init
                                                                            xpe::core::cWindowManager
                                                                                     ::SetPos
                               xpe::physics::cPhysicsManager
                                            ::Init
                                                                            xpe::core::cWindowManager
xpe::core::cApp::Run
                                                                                     ::SetSize
                                xpe::core::cApp::InitShaders
                                                                            xpe::core::cWindowManager
                                                                                    ::SetVSync
                                xpe::core::cWindowManager
                                        ::InitWindow
                                                                            xpe::core::cWindowManager
                                                                                  ::SetWindowed
                                xpe::core::cWindowManager
                                        ::PollEvents
                                                                                xpe::render::context
                                xpe::render::cRenderSystem
                                                                                 ::BindIndexBuffer
                                          ::Prepare
                                  xpe::core::cApp::Render
                                                                                xpe::render::context
                                                                                 ::BindVertexBuffer
                                 xpe::core::cTime::Seconds
                                                                            xpe::render::sRenderTarget
                                xpe::render::cCameraManager
                                                                                      ::Clear
                                       ::SetExposure
                                                                               xpe::render::cCanvas
                                  xpe::core::cTime::SetFps
                                                                                      ::Draw
                                xpe::render::cCameraManager
                                                                            xpe::render::cRenderSystem
                                        ::SetGamma
                                                                                     ::Update
                                xpe::core::cWindowManager
                                                                              xpe::render::sltemBuffer
                                       ::ShouldClose
                                                                                      ::Flush
                                  xpe::core::cTaskManager
                                                                            xpe::core::cTaskDispatcher
                                        ::SubmitTask
                                                                                    ::Dispatch
                                 xpe::core::cWindowManager
                                           ::Swap
                                   xpe::core::cApp::Update
                                  xpe::anim::cAnimSystem
                                                                        xpe::ecs::cScene::GetComponents
                                          ::Update
                                  xpe::audio::cAudioSystem
                                          ::Update
                               xpe::physics::cPhysicsSystem
                                                                             xpe::physics::QuatToEuler
                                          ::Update
```