cl::detail::Wrapper
< cl_mem >

object_

+ Wrapper()
+ Wrapper()
+ Wrapper()
+ Wrapper()
+ ~Wrapper()
+ operator=()
+ operator=()
+ operator=()
+ operator()()
+ operator()()
+ get()
+ get()
# retain()
# release()

cl::Memory

+ Memory()
+ Memory()
+ operator=()
+ Memory()
+ operator=()
+ Memory()
+ operator=()
+ getInfo()
+ getInfo()
+ setDestructorCallback()

cl::Image

+ getImageInfo()
+ getImageInfo()
# Image()
# Image()
# operator=()
# Image()
# operator=()
# Image()
# operator=()

cl::Image2D

+ Image2D()
+ Image2D()
+ Image2D()
+ Image2D()
+ Image2D()
+ operator=()
+ Image2D()
+ operator=()
+ Image2D()
+ operator=()