## **IDisplay** + IDisplay() + ~IDisplay() + initialize() + cleanup() + render() + checkFullScreen() + renderMenu() + clear() + changeRenderSize() + resize() + setOption() + getType() + isSkinSupported() + selectFullScreenMode() DirectDrawDisplay Direct3DDisplay OpenGLDisplay **GDIDisplay** + DirectDrawDisplay() + Direct3DDisplay() + GDIDisplay() + OpenGLDisplay() + ~DirectDrawDisplay() + ~Direct3DDisplay() + ~GDIDisplay() + ~OpenGLDisplay() + initialize() + getType() + initialize() + getType() + cleanup() + initialize() + cleanup() + initialize() + render() + cleanup() + render() + cleanup() + checkFullScreen() + checkFullScreen() + clear() + render() + renderMenu() + renderMenu() + renderMenu() + render() + clear() + renderMenu() + clear() + clear() + changeRenderSize() + changeRenderSize() + getType() + changeRenderSize() + getType() + resize() + setOption() + resize() + setOption() + setOption() + isSkinSupported() + setOption() + isSkinSupported() + selectFullScreenMode() + selectFullScreenMode() + selectFullScreenMode() + selectFullScreenMode()