IDisplay

+ IDisplay()
+ ~IDisplay()
+ initialize()
+ cleanup()
+ render()
+ checkFullScreen()
+ renderMenu()
+ clear()
+ changeRenderSize()
+ resize()
+ setOption()
+ getType()
+ isSkinSupported()
+ selectFullScreenMode()

Direct3DDisplay

+ Direct3DDisplay()
+ ~Direct3DDisplay()
+ getType()
+ initialize()
+ cleanup()
+ clear()
+ render()
+ renderMenu()
+ changeRenderSize()
+ resize()
+ setOption()
+ selectFullScreenMode()