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