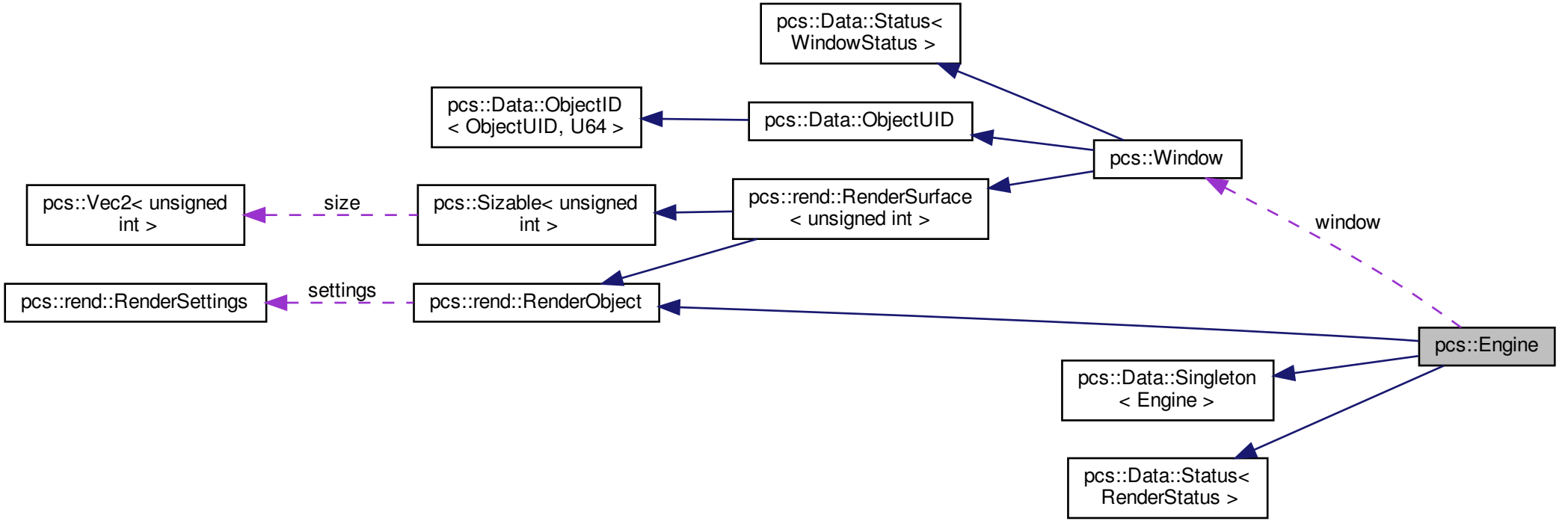
pcs::Data::Status< WindowStatus >
pcs::Data::ObjectID < ObjectUID, U64 >
pcs::Data::ObjectUID
pcs::Window
pcs::Vec2< unsigned int >
size
pcs::Sizable< unsigned int >
pcs::rend::RenderSurface < unsigned int >
window
pcs::rend::RenderSettings
settings
pcs::rend::RenderObject
pcs::Engine
pcs::Data::Singleton < Engine >
pcs::Data::Status< RenderStatus >