```
engine
+ get engine()
+ get game timer()
+ get renderer()
+ get current camera()
+ get windows message
 handler()
+ get command manager()
+ get app inst()
+ get main window handle()
+ get is maximized()
                                   # instance
+ get is minimized()
and 17 more...
# engine()
# engine()
# engine()
# operator=()
# operator=()
# ~engine()
# get app inst()
# get main window handle()
# get is maximized()
# get is minimized()
and 18 more...
# tick()
```