

LouiEriksson::Window

- + Window()
- + operator=()
- + ID()
- + Context()
- + Update()
- + Dimensions()
- + Dimensions()
- + Aspect()
- + Focused()
- + GetFlags()
- + GetFlag()
- + SetDirty()
- + operator SDL_Window *()
- + Create()
- + Get()
- + Destroy()