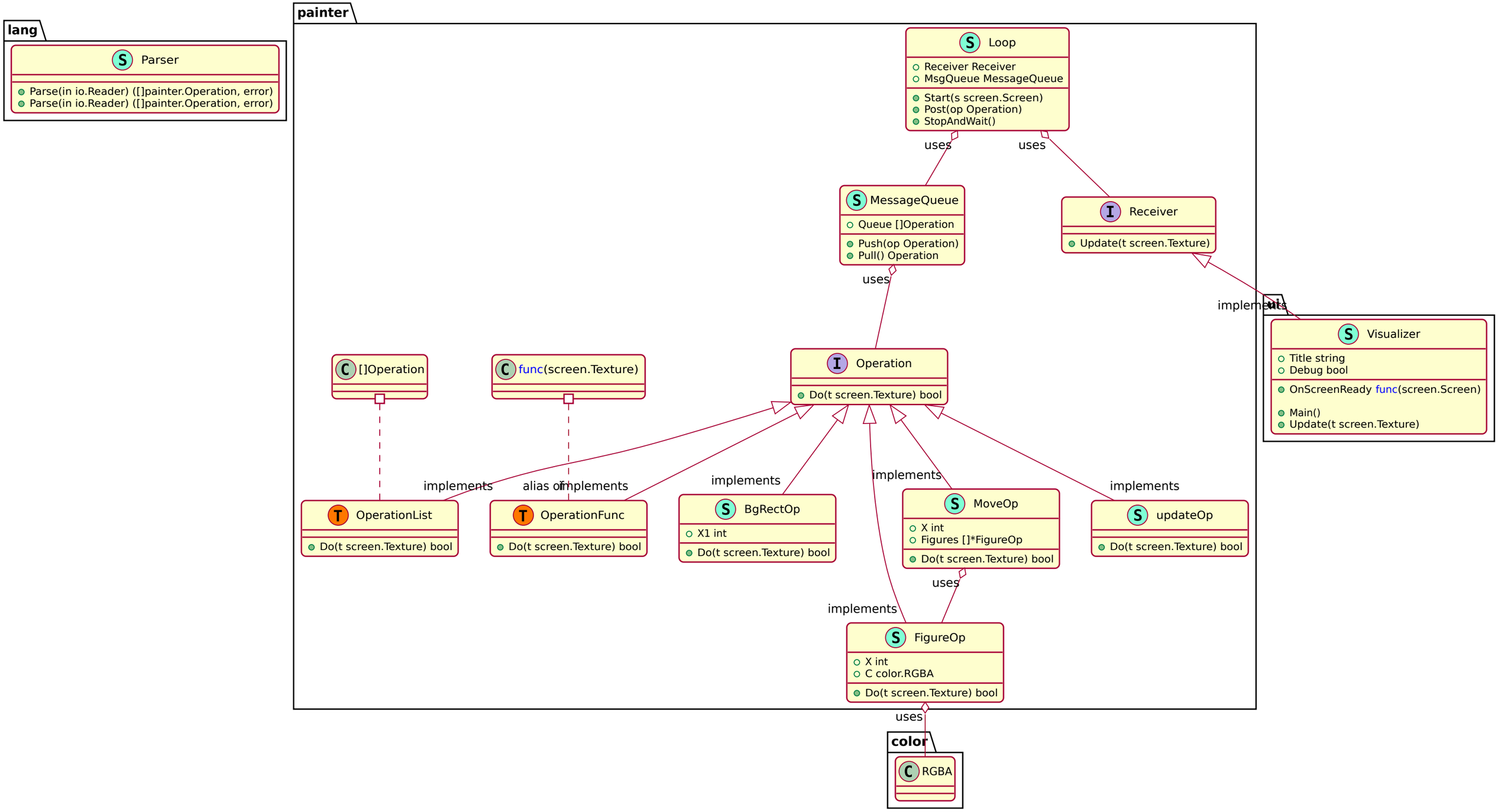
lang
Parser
Parse(in io.Reader) ([]painter.Operation, error)
Parse(in io.Reader) ([]painter.Operation, error)
painter
Loop
Receiver Receiver
MsgQueue MessageQueue
Start(s screen.Screen)
Post(op Operation)
StopAndWait()
uses
uses
MessageQueue
Queue []Operation
Push(op Operation)
Pull() Operation
Receiver
Update(t screen.Texture)
uses
implements
ui
Visualizer
Title string
Debug bool
OnScreenReady func(screen.Screen)
Main()
Update(t screen.Texture)
[]Operation
func(screen.Texture)
Operation
Do(t screen.Texture) bool
implements
alias of
implements
implements
implements
implements
OperationList
Do(t screen.Texture) bool
OperationFunc
Do(t screen.Texture) bool
BgRectOp
X1 int
Do(t screen.Texture) bool
MoveOp
X int
Figures []*FigureOp
Do(t screen.Texture) bool
updateOp
Do(t screen.Texture) bool
uses
implements
FigureOp
X int
C color.RGBA
Do(t screen.Texture) bool
uses
color
RGBA