Arcade::ECS::IComponent

+ virtual ~IComponent
()=default
+ virtual CompType getType
() const =0
+ virtual const std::
string & getId() const =0

Arcade::Graph::ISprite

+ virtual ~ISprite()
=default
+ virtual const std::
string & getId() const
 override=0
+ virtual const std::
string & getPath() const =0
+ virtual void setPath
(const std::string &path)=0
+ virtual const TTYData
 & getTTYData() const =0
+ virtual void setTTYData
(const TTYData &ttyData)=0
+ virtual const Arcade
::Vector3f & getPos()
 const =0
+ virtual void setPos
(Arcade::Vector3f pos)=0
+ virtual const Arcade
::Vector3f & getSize
() const =0
+ virtual void setSize
(Arcade::Vector3f size)=0
+ virtual const Color
 & getColor() const =0
+ virtual void setColor
(const Color &color)=0
+ virtual const Rect
 & getRect() const =0
+ virtual void setRect
(const Rect &rect)=0
+ virtual float getScale
() const =0
+ virtual void setScale
(float scale)=0

Arcade::Graph::IText

+ virtual ~IText()=default
+ virtual const std::
string & getId() const
 override=0
+ virtual const std::
string & getFontPath
() const =0
+ virtual void setFontPath
(const std::string &path)=0
+ virtual const std::
string & getText() const =0
+ virtual void setText
(const std::string &text)=0
+ virtual const Arcade
::Graph::Color & getBackground
Color() const =0
+ virtual void setBackground
Color(Arcade::Graph::Color
 &color)=0
+ virtual const Arcade
::Graph::Color & getForeground
Color() const =0
+ virtual void setForeground
Color(Arcade::Graph::Color
 &color)=0
+ virtual float getPoliceSize
() const =0
+ virtual void setPoliceSize
(float size)=0
+ virtual const Arcade
::Vector2f & getPos()
 const =0
+ virtual void setPos
(Arcade::Vector2f &pos)=0

Arcade::Graph::IMusic

+ virtual ~IMusic()=default
+ virtual const std::
string & getId() const
 override=0
+ virtual const std::
string & getPath() const =0
+ virtual void setPath
(const std::string &path)=0
+ virtual bool getLoop
() const =0
+ virtual void setLoop
(bool loop)=0
+ virtual bool getIsPlaying
() const =0
+ virtual void setIsPlaying
(bool isPlaying)=0
+ virtual float getVolume
() const =0
+ virtual void setVolume
(float volume)=0