

R-Type

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# Chapter 1

## Class Index

### 1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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## Chapter 2

# File Index

### 2.1 File List

Here is a list of all files with brief descriptions:

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## Chapter 3

# Class Documentation

### 3.1 Rtype Class Reference

```
#include <r_type_client.hpp>
```

#### Public Member Functions

- [Rtype](#) ()  
*Construct a new [Rtype](#) object This will init the player.*
- void [run](#) ()  
*If `_mainMenu` variable is true, call `mainMenu`.*
- void [mainMenu](#) ()  
*Open window.*
- void [gameLoop](#) ()  
*Open window.*
- void [handleEvents](#) ()  
*This is where I will handle the events for the window & player (key input, etc.).*
- void [processServerMessages](#) ()  
*This is where I will process the info from the server.*
- void [updateGame](#) ()  
*This is where I will update the time, position of sprites, etc.*
- void [renderGame](#) ()  
*This is where I will render the game.*

#### Private Attributes

- Scenes \* [\\_scenes](#)  
*Set the Game Mode object.*
- sf::RenderWindow [\\_window](#)

#### 3.1.1 Constructor & Destructor Documentation

### 3.1.1.1 Rtype()

```
Rtype::Rtype ( )
```

Construct a new [Rtype](#) object This will init the player.

Construct a new [Rtype:: Rtype](#) object.

Default easy mode and normal daltonism mode. Ex: `renderSystem.addEntity(player)`, `inputSystem.addEntity(player)`, `collisionSystem.addEntity(player)`, etc.

## 3.1.2 Member Function Documentation

### 3.1.2.1 gameLoop()

```
void Rtype::gameLoop ( )
```

Open window.

This is where I will call the `handleEvents`, `updateGame`, `processCommands`, and `render` functions.

### 3.1.2.2 handleEvents()

```
void Rtype::handleEvents ( )
```

This is where I will handle the events for the window & player (key input, etc.).

When key is pressed, move player, and send new player info to server.

### 3.1.2.3 mainMenu()

```
void Rtype::mainMenu ( )
```

Open window.

(`handleEvents`). Display the main menu with start, help, daltonic mode, and speed selection buttons. On start, set `_mainMenu` to false, close window, and return. When active, `daltonic_mode` will be set to true, and draw a color filter over the screen until deactivated. Can set keybindings as well, either default or customized

### 3.1.2.4 processServerMessages()

```
void Rtype::processServerMessages ( )
```

This is where I will process the info from the server.

### 3.1.2.5 renderGame()

```
void Rtype::renderGame ( )
```

This is where I will render the game.

Ex: window.clear(), window.draw(background), renderSystem.render(window), window.display, etc.

### 3.1.2.6 run()

```
void Rtype::run ( )
```

If `_mainMenu` variable is true, call `mainMenu`.

While `_mainMenu` is false, call `gameLoop`.

### 3.1.2.7 updateGame()

```
void Rtype::updateGame ( )
```

This is where I will update the time, position of sprites, etc.

Ex: `inputSystem.update(deltaTime.asSeconds())`, `renderSystem.update(deltaTime.asSeconds())`, etc.

## 3.1.3 Member Data Documentation

### 3.1.3.1 \_scenes

```
Scenes* Rtype::_scenes [private]
```

Set the Game Mode object.

#### Parameters

<i>mode</i>	
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### 3.1.3.2 \_window

```
sf::RenderWindow Rtype::_window [private]
```

The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/Client/Interface/Include/r\\_type\\_client.hpp](#)
- [/home/runner/work/R-Type/R-Type/Client/Src/r-type\\_client.cpp](#)



## Chapter 4

# File Documentation

### 4.1 /home/runner/work/R-Type/R-Type/Client/Interface/↵ Include/mainmenu.hpp File Reference

```
#include <SFML/Graphics.hpp>
#include <r_type_client.hpp>
```

#### Functions

- int [MainMenu](#) (sf::RenderWindow \*window, [Rtype](#) \*rtype)

#### 4.1.1 Function Documentation

##### 4.1.1.1 MainMenu()

```
int MainMenu (
    sf::RenderWindow * window,
    Rtype * rtype )
```

### 4.2 /home/runner/work/R-Type/R-Type/Client/Interface/Include/r\_type\_↵ client.hpp File Reference

```
#include "error_handling.hpp"
#include "scenes.hpp"
#include <SFML/Graphics.hpp>
#include <SFML/Window.hpp>
```

## Classes

- class [Rtype](#)

## 4.3 /home/runner/work/R-Type/R-Type/Client/Src/main.cpp File Reference

```
#include <r_type_client.hpp>
```

## Functions

- int [main](#) ()  
*The entry point of the program.*

### 4.3.1 Function Documentation

#### 4.3.1.1 main()

```
int main ( )
```

The entry point of the program.

This function initializes the [Rtype](#) object and runs the game.

#### Returns

0 indicating successful program execution.  
int

## 4.4 /home/runner/work/R-Type/R-Type/Server/Src/main.cpp File Reference

```
#include <Net/server.hpp>  
#include <iostream>
```

## Functions

- int [main](#) ()

### 4.4.1 Function Documentation

#### 4.4.1.1 main()

```
int main ( )
```

## 4.5 /home/runner/work/R-Type/R-Type/Client/Src/r-type\_client.cpp File Reference

```
#include <Components/component_manager.hpp>
#include <Entities/entity_factory.hpp>
#include <Entities/entity_manager.hpp>
#include <Systems/systems.hpp>
#include <iostream>
#include <r_type_client.hpp>
#include <texture_manager.hpp>
```

## 4.6 /home/runner/work/R-Type/R-Type/Client/Src/scenes.cpp File Reference

```
#include <Components/component_manager.hpp>
#include <Components/components.hpp>
#include <Entities/entity_factory.hpp>
#include <Entities/entity_manager.hpp>
#include <Net/client.hpp>
#include <Systems/systems.hpp>
#include <creatable_client_object.hpp>
#include <functional>
#include <iostream>
#include <r_type_client.hpp>
#include <scenes.hpp>
#include <texture_manager.hpp>
```

## 4.7 /home/runner/work/R-Type/R-Type/Server/Src/server.cpp File Reference

```
#include <Net/server.hpp>
#include <creatable_client_object.hpp>
```





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