WAV_Header

+chankId[4] : Char

+chunkSize : Long

+format[4] : Char

+subchunk1Id[4] : Char

+subchunk1Size : Long

+audioFormat : Short

+numChannels : Short

+sampleRate : Long

+byteRate : Long

+blockAlign : Short

+bitsPerSample : Short

+subchunk2Id[4] : Char

+subchunk2Size : Long

+subchunk2ListType[4] : Char

+subchunk2Text[4] : Char

+GetHeader(String) : [WavHeader]

+PrintHeader(FString, FString) : Boolean

WAV_Reader

+sampleDataL[0..*] : Vector<Compex<Double>>

+sampleDataR[0..*] : Vector<Compex<Double>>

+DSIZE : Int

+GetAmplitudeValues(Vector<Complex<Double>>, Integer) : Vector<Complex<

+PushBackZeros(Vector<Complex<Double>>, Integer) : Vector<Complex<Dou

+FFT(Vector<Complex<Double>>) : Vector<Complex<Double>>

+AmplitudeBlockProc(Vector<Double>, Vector<Double>) : Vector<Complex<Do

+ReadFromFile(String, Vector<Vector<Double>>, Vector<Vector<Double>>) : E

BPM_Detector

+max_element(Vector<Double>, Integer, Integer) : Double

+min_element(Vector<Double>, Integer, Integer) : Double

+FindMinMaxPeaks(Vector<Vector<Double>>, Vector<Double>, Vector<Double

+FindBassPeaks(Vector<Double>, Double, Double, Double) : Double

+Detect_BPM(Vector<Vector<Double>>, Vector<Vector<Double>>) : Double

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Actor

-canBeDamaged : Boolean

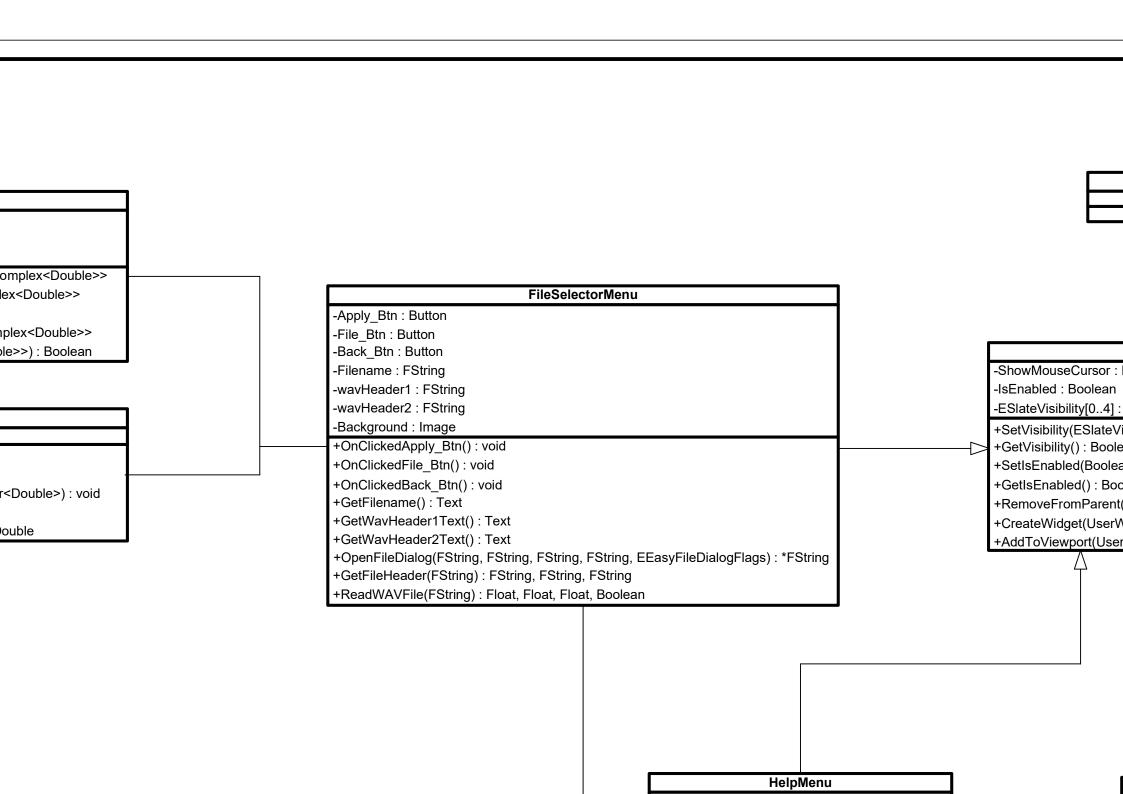-AutoDestroyWhenFinished : Boolean
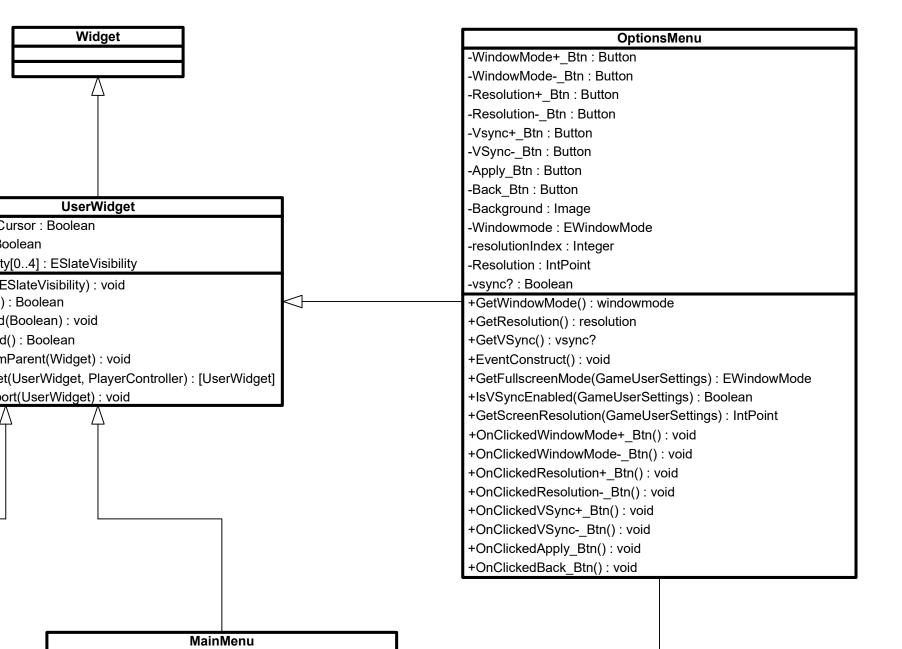
+GetAllChildActors(Actor, Boolean) : [Actor]

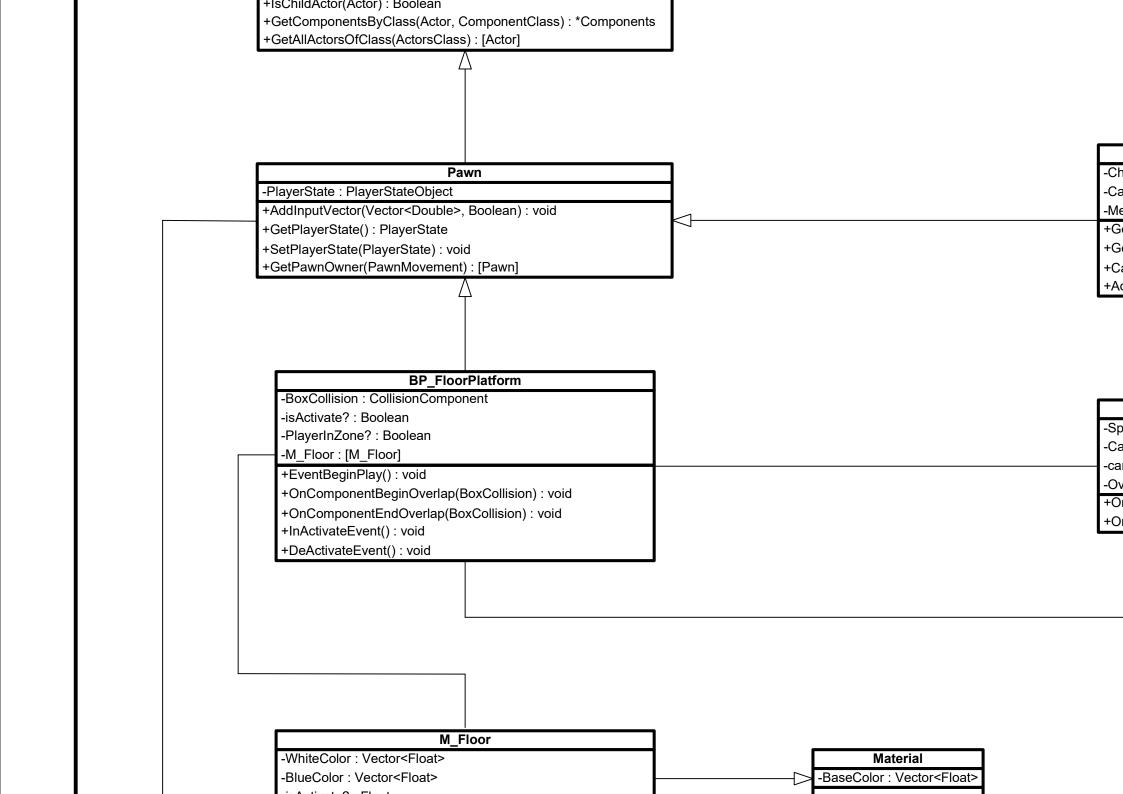+GetParentActor(Actor) : [Actor]

+IsChildActor(Actor) : Boolean

+GetComponentsByClass(Actor, ComponentClass) : *Components

+GetAllActorsOfClass(ActorsClass) : [Actor]

FileSelectorMenu

-Apply_Btn : Button
-File_Btn : Button
-Back_Btn : Button
-Filename : FString
-wavHeader1 : FString
-wavHeader2 : FString
-Background : Image

+OnClickedApply_Btn() : void
+OnClickedFile_Btn() : void
+OnClickedBack_Btn() : void
+GetFilename() : Text
+GetWavHeader1Text() : Text
+GetWavHeader2Text() : Text
+OpenFileDialog(FString, FString, FString, FString, EEasyFileDialogFlags) : *FString
+GetFileHeader(FString) : FString, FString, FString
+ReadWAVFile(FString) : Float, Float, Float, Boolean

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omplex<Double>>
lex<Double>>

mplex<Double>>
ble>>) : Boolean

---

r<Double>) : void

Double

-ShowMouseCursor :
-IsEnabled : Boolean
-ESlateVisibility[0..4] :
+SetVisibility(ESlateVi
+GetVisibility() : Boole
+SetIsEnabled(Boolea
+GetIsEnabled() : Boc
+RemoveFromParent(
+CreateWidget(UserW
+AddToViewport(User

HelpMenu

Widget

UserWidget

Cursor : Boolean
Boolean
ty[0..4] : ESlateVisibility
ESlateVisibility) : void
) : Boolean
d(Boolean) : void
d() : Boolean
mParent(Widget) : void
et(UserWidget, PlayerController) : [UserWidget]
ort(UserWidget) : void

OptionsMenu

-WindowMode+_Btn : Button
-WindowMode-_Btn : Button
-Resolution+_Btn : Button
-Resolution-_Btn : Button
-Vsync+_Btn : Button
-VSync-_Btn : Button
-Apply_Btn : Button
-Back_Btn : Button
-Background : Image
-Windowmode : EWindowMode
-resolutionIndex : Integer
-Resolution : IntPoint
-vsync? : Boolean

+GetWindowMode() : windowmode
+GetResolution() : resolution
+GetVSync() : vsync?
+EventConstruct() : void
+GetFullscreenMode(GameUserSettings) : EWindowMode
+IsVSyncEnabled(GameUserSettings) : Boolean
+GetScreenResolution(GameUserSettings) : IntPoint
+OnClickedWindowMode+_Btn() : void
+OnClickedWindowMode-_Btn() : void
+OnClickedResolution+_Btn() : void
+OnClickedResolution-_Btn() : void
+OnClickedVSync+_Btn() : void
+OnClickedVSync-_Btn() : void
+OnClickedApply_Btn() : void
+OnClickedBack_Btn() : void

MainMenu

+IsChildActor(Actor) : Boolean
+GetComponentsByClass(Actor, ComponentClass) : *Components
+GetAllActorsOfClass(ActorsClass) : [Actor]

Pawn

-PlayerState : PlayerStateObject

+AddInputVector(Vector<Double>, Boolean) : void
+GetPlayerState() : PlayerState
+SetPlayerState(PlayerState) : void
+GetPawnOwner(PawnMovement) : [Pawn]

BP_FloorPlatform

-BoxCollision : CollisionComponent
-isActivate? : Boolean
-PlayerInZone? : Boolean
-M_Floor : [M_Floor]

+EventBeginPlay() : void
+OnComponentBeginOverlap(BoxCollision) : void
+OnComponentEndOverlap(BoxCollision) : void
+InActivateEvent() : void
+DeActivateEvent() : void

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+On

M_Floor

-WhiteColor : Vector<Float>
-BlueColor : Vector<Float>

Material

-BaseColor : Vector<Float>

HelpMenu

-Back_Btn : Button

-Background : Image

+OnClickedBack_Btn() : void

Character

-CharacterMovement : MovementComponent

-CapsuleComponent : CollisionComponent

-Mesh : StaticMesh

+GetBaseRotationOffset(Character) : Float

+GetCharacterOwner(CharacterMovement) : [Character]

+CanJump(Character) : Boolean

+AddImpulse(Character, Vector<Double>) : void

BP_PlayerCharacter

-Sphere : StaticMesh

-CapsuleComponent : CollisionComponent

-canBeActivate : Boolean

-OverlapedObject : [BP_FloorPlatfoorm]

+OnComponentBeginOverlap(CapsuleComponent) : void

+OnComponentEndOverlap(CapsuleComponent) : void

PlayerController

-InputPitchScale : Float

-InputYawScale : Float

-InputRollScale : Float

+ConstructionScript() : void

+SetViewTargetWithBlend(PlayerController, CameraActor)

+GetInputPitchScale() : Float

+GetInputYawScale() : Float

+GetInputRollScale() : Float

+SetInputPitchScale(Float) : void

+SetInputYawScale(Float) : void

+SetInputRollScale(Float) : void

MainMenu

-Play_Btn : Button

-Settings_Btn : Button

-Help_Btn : Button

-Quit_Btn : Button

-Background : Image

+EventConstruct() : void

+GetPlayerController(Integer) : [PlayerController]

+GetGameUserSettings() : GameUserSettings

+LoadSettings(GameUserSettings, Boolean) : void

+OnClickedPlay_Btn() : void

+OnClickedSettings_Btn() : void

+OnClickedHelp_Btn() : void

+OnClickedQuit_Btn() : void

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raActor) : void

GameMode

- GameSessionClass: GameSessionObject

- GameStateClass: GameStateObject

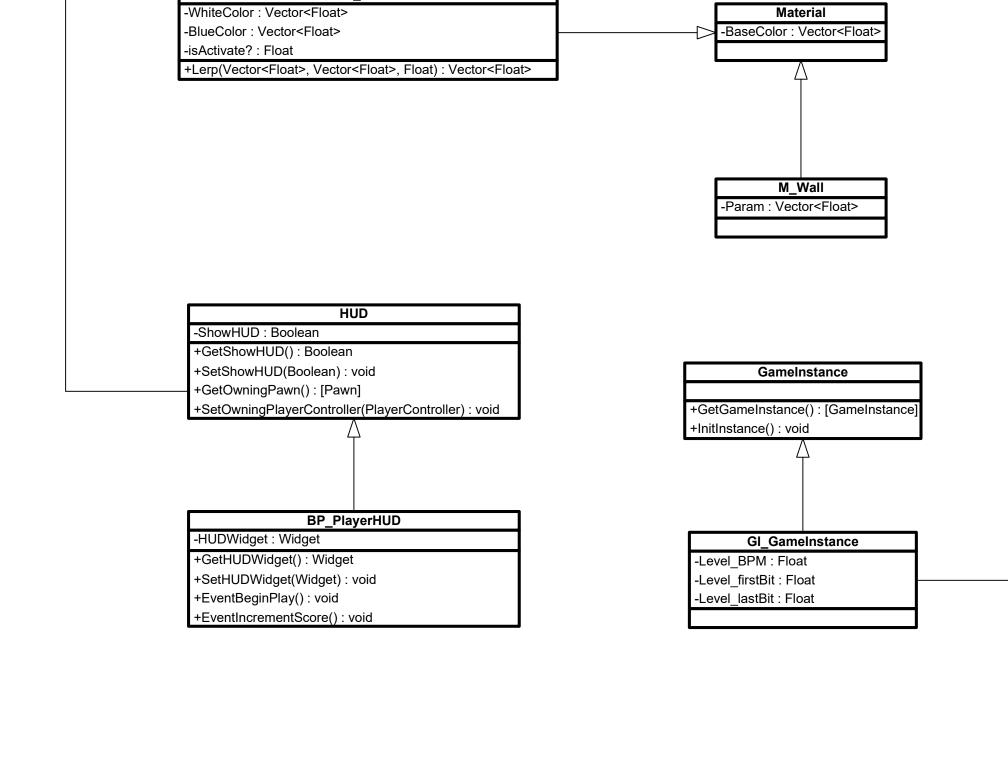- PlayerControllerClass: PlayerControllerObject

- PlayerStateClass: PlayerStateObject

- HUDClass: HUDObject

- DefaultPawnClass: Pawn

- SpectatorClass: Pawn

- ReplaySpectatorPCClass: PlayerControllerObject

- ServerStatReplicatorClass: ServerStatReplicatorObject

+ ConstuctionScript(): void

-WhiteColor : Vector<Float>
-BlueColor : Vector<Float>
-isActivate? : Float
+Lerp(Vector<Float>, Vector<Float>, Float) : Vector<Float>

Material
-BaseColor : Vector<Float>

M_Wall
-Param : Vector<Float>

HUD
-ShowHUD : Boolean
+GetShowHUD() : Boolean
+SetShowHUD(Boolean) : void
+GetOwningPawn() : [Pawn]
+SetOwningPlayerController(PlayerController) : void

GameInstance
+GetGameInstance() : [GameInstance]
+InitInstance() : void

BP_PlayerHUD
-HUDWidget : Widget
+GetHUDWidget() : Widget
+SetHUDWidget(Widget) : void
+EventBeginPlay() : void
+EventIncrementScore() : void

GI_GameInstance
-Level_BPM : Float
-Level_firstBit : Float
-Level_lastBit : Float

BP_PlayerController

-DistanceToMove : Float

-LastMovement : Float

-LastInteract : Float

-AsBP_PlayerCharacter : [BP_PlayerCharacter]

+GetNewVectorForward() : Vector<Float>

+GetNewVectorBack() : Vector<Float>

+GetNewVectorLeft() : Vector<Float>

+GetNewVectorRight() : Vector<Float>

+GetPlayerController() : BP_PlayerController

+CheckDeadZone(Float) : Boolean

+CheckLastMovementTime() : Boolean

+CheckLastInteractTime() : Boolean

+EventBeginPlay() : void

+EventInputActionInteract() : void

+EventInputAxisMove_Forward(Float) : void

+EventInputAxisMove_Left(Float) : void

+EventInputActionGamePadMove_Forward(Float) : void

+EventInputActionGamePadMove_Back(Float) : void

+EventInputActionGamePadMove_Left(Float) : void

+EventInputActionGamePadMove_Right(Float) : void

BP_MainMenu

-GameMode : [GM_MenuMode]

+EventBeginPlay() : void

BP_GameMap

-FloorPlatformArray : *[BP_FloorPlatform]

-LastActivate : Float

-AsBPGameInstance : [BP_GameInstance]

-DelayTime : Float

-canActivateFloor : Boolean

+EventBeginPlay() : void

+EventTick() : void

+CheckDelay() : Boolean

+CheckFirstBit() : Boolean

+CheckLastBit() : Boolean

+GetRandomElement() : BP_FloorPlatform

Input

+SetInputModeUIOnly(PlayerController, Widget, EMouceLockMod

+SetInputModeGameOnly(PlayerController, Widget, EMouseLock

		- ServerStatReplicatorClass: ServerStatReplicatorObject

(top class box)
- ServerStatReplicatorClass: ServerStatReplicatorObject
+ ConstuctionScript(): void
+ GetGameMode(): GameMode

GM_MenuMode
- DefaultPawnClass: None

GM_GameMode
- GameSessionClass: None
- PlayerControllerClass: [BP_PlayerController]
- HUDClass: [BP_PlayerHUD]
- DefaultPawnClass: [BP_PlayerCharacter]
- PlayerStart: PlayerStart
+ GetGameMode(): [GM_GameMode]
+ ChangeGameMode(GameMode): void

(left class fragments)
) void
id
d
id

LockMode) : void
useLockMode) : void

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