

Introduction

▼ Enter here to filter...

Introduction
(introduction.html)

**Getting Started (getting-
started.html)**

Namespace Genesis.Core

Classes

▼ Enter here to filter...

AssetManager (Genesis.Core.AssetManager.html)

Genesis.Core

Manages game assets such as textures and fonts.

(Genesis.Core.html)

AssetManager

(Genesis.Core.AssetManager.html)

Game (Genesis.Core.Game.html)

Game (Genesis.Core.Game.html)

Represents the main game class responsible for managing game loops, scenes, rendering, and updates.

GameElement

(Genesis.Core.GameElement.html)

GameElement (Genesis.Core.GameElement.html)

GameEventHandler

(Genesis.Core.GameEventHandler.html)

Represents a base class for game elements in the Genesis framework.

GenesisWindow

(Genesis.Core.GenesisWindow.html)

GenesisWindow (Genesis.Core.GenesisWindow.html)

IGameBehavior

(Genesis.Core.IGameBehavior.html)

Input (Genesis.Core.Input.html)

IGameBehavior (Genesis.Core.IGameBehavior.html)

Light (Genesis.Core.Light.html)

Represents the base class for game behaviors in the Genesis framework.

Scene (Genesis.Core.Scene.html)

Scene3D

(Genesis.Core.Scene3D.html)

Input (Genesis.Core.Input.html)

SceneEventHandler

Provides utility methods for handling user input in the Genesis framework.

(Genesis.Core.SceneEventHandler.html)

SceneSizeEvenHandler

(Genesis.Core.SceneSizeEvenHandler.html)

Layer (Genesis.Core.Layer.html)

Storage

Represents a layer containing game elements in the Genesis framework.

(Genesis.Core.Storage.html)

Utils (Genesis.Core.Utils.html)

Light (Genesis.Core.Light.html)

Genesis.Core.Behaviors

Represents a light source in the Genesis framework.

(Genesis.Core.Behaviors.html)

+ Genesis.Core.Behaviors.Physics

Scene (Genesis.Core.Scene.html)

Genesis.Core.Behaviors.Physics

Represents a game scene in the Genesis framework.

+ Genesis.Core.Behaviors.Physics

(Genesis.Core.Behaviors.Physics.html)

Scene3D (Genesis.Core.Scene3D.html)

Genesis.Core.GameElements

Creates a scene for 3D rendering. This scene contains lightning and a optional skybox.

(Genesis.Core.GameElements.html)

+ Genesis.Graphics

Storage (Genesis.Core.Storage.html)

(Genesis.Graphics.html)

Class for dynamic clearing not used elements.

+ Genesis.Graphics.Physics

Utils (Genesis.Core.Utils.html)

Delegates

GameEventHandler (Genesis.Core.GameEventHandler.html)

SceneEventHandler (Genesis.Core.SceneEventHandler.html) (Genesis.Core.html)

SceneManager (Genesis.Core.SceneManager.html)

AssetManager
(Genesis.Core.AssetManager.html)

Game (Genesis.Core.Game.html)

GameElement

(Genesis.Core.GameElement.html)

GameEventHandler

(Genesis.Core.GameEventHandler.h

GenesisWindow

(Genesis.Core.GenesisWindow.html

IGameBehavior

(Genesis.Core.IGameBehavior.html)

Input (Genesis.Core.Input.html)

Layer (Genesis.Core.Layer.html)

Light (Genesis.Core.Light.html)

Scene (Genesis.Core.Scene.html)

Scene3D

(Genesis.Core.Scene3D.html)

SceneEventHandler

(Genesis.Core.SceneEventHandler.h

SceneSizeEvenHandler

(Genesis.Core.SceneSizeEvenHandle

Storage

(Genesis.Core.Storage.html)

Utils (Genesis.Core.Utils.html)

+ Genesis.Core.Behaviors (Genesis.Core.Behaviors.html)

+ Genesis.Core.Behaviors.Physics (Genesis.Core.Behaviors.Physic

+ Genesis.Core.Behaviors.Physics (Genesis.Core.Behaviors.Physic

+ Genesis.Core.GameElements (Genesis.Core.GameElements.h

+ Genesis.Graphics (Genesis.Graphics.html)

+ Genesis.Graphics.Physics