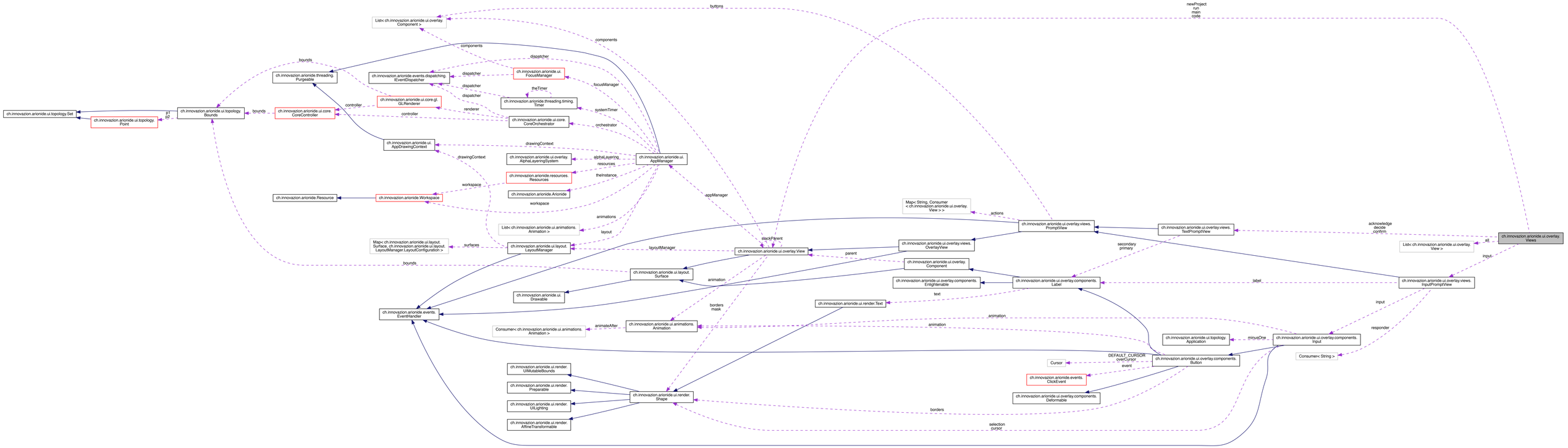
ch.innovazion.arionide.ui.topology.Set
ch.innovazion.arionide.ui.topology.Point
p1
p2
ch.innovazion.arionide.ui.topology.Bounds
bounds
ch.innovazion.arionide.ui.core.CoreController
controller
controller
ch.innovazion.arionide.threading.Purgeable
bounds
ch.innovazion.arionide.events.dispatching.IEventDispatcher
dispatcher
dispatcher
dispatcher
ch.innovazion.arionide.ui.core.gl.GLRenderer
renderer
ch.innovazion.arionide.ui.FocusManager
focusManager
theTimer
ch.innovazion.arionide.threading.timing.Timer
systemTimer
ch.innovazion.arionide.ui.core.CoreOrchestrator
orchestrator
List< ch.innovazion.arionide.ui.overlay.Component >
components
components
buttons
newProject
run
main
code
ch.innovazion.arionide.ui.AppDrawingContext
drawingContext
drawingContext
ch.innovazion.arionide.ui.overlay.AlphaLayeringSystem
alphaLayering
ch.innovazion.arionide.ui.AppManager
resources
ch.innovazion.arionide.resources.Resources
theInstance
workspace
ch.innovazion.arionide.Arionide
workspace
ch.innovazion.arionide.Resource
ch.innovazion.arionide.Workspace
appManager
animations
List< ch.innovazion.arionide.ui.animations.Animation >
layout
Map< ch.innovazion.arionide.ui.layout.Surface, ch.innovazion.arionide.ui.layout.LayoutManager.LayoutConfiguration >
surfaces
ch.innovazion.arionide.ui.layout.LayoutManager
layoutManager
slackParent
ch.innovazion.arionide.ui.overlay.View
parent
ch.innovazion.arionide.ui.overlay.views.OverlayView
ch.innovazion.arionide.ui.overlay.Component
Map< String, Consumer< ch.innovazion.arionide.ui.overlay.View >>
actions
ch.innovazion.arionide.ui.overlay.views.PromptView
ch.innovazion.arionide.ui.overlay.views.TextPromptView
acknowledge
decide
confirm
ch.innovazion.arionide.ui.overlay.Views
all
List< ch.innovazion.arionide.ui.overlay.View >
input
secondary
primary
bounds
ch.innovazion.arionide.ui.layout.Surface
animation
ch.innovazion.arionide.ui.Drawable
ch.innovazion.arionide.ui.overlay.components.Enlightenable
ch.innovazion.arionide.ui.overlay.components.Label
label
ch.innovazion.arionide.ui.overlay.views.InputPromptView
text
ch.innovazion.arionide.ui.render.Text
borders
mask
ch.innovazion.arionide.events.EventHandler
animation
animation
ch.innovazion.arionide.ui.animations.Animation
animateAfter
Consumer< ch.innovazion.arionide.ui.animations.Animation >
input
responder
ch.innovazion.arionide.ui.topology.Application
minusOne
ch.innovazion.arionide.ui.overlay.components.Input
Consumer< String >
DEFAULT_CURSOR
overCursor
event
Cursor
ch.innovazion.arionide.ui.overlay.components.Button
ch.innovazion.arionide.events.ClickEvent
ch.innovazion.arionide.ui.overlay.components.Deformable
ch.innovazion.arionide.ui.render.UIMutableBounds
ch.innovazion.arionide.ui.render.Preparable
ch.innovazion.arionide.ui.render.UILighting
ch.innovazion.arionide.ui.render.AffineTransformable
ch.innovazion.arionide.ui.render.Shape
borders
selection
cursor