

Game SCENE UDP Client typedef struct sprite_s public: typedef struct button_s void init(int, const std::string &) Client() ~Client() typedef struct textarea_s void disconnect(const int) typedef struct slider_s std::string getLobbyData() typedef struct parallax_s std::string recvStr(const int) boost::optional
boost::system::error_code> typedef struct player_s typedef struct rocket_s recvUntilTimeout(UDPEndpóint &, typedef struct enemy1_s boost::array<char, 20001> &,int) typedef struct rocketEnemy_s int getPort() const noexcept typedef struct music_s void close() noexcept void connect() void disobserve(const int) void sendStr(const std::string &) void connect_menu(void) void settings_menu(void) private: boost::asio::io_service _io_service boost::asio::ip::udp::resolver _resolver boost::asio::ip::udp::endpoint _endpoint

Client