ПРИЛОЖЕНИЕ 1 (ОБЯЗАТЕЛЬНОЕ) – ЛИСТИНГ ПРОГРАММЫ

#include "AuthWindow.hpp"

#include "User.hpp"

#include "Game.hpp"

#include "Records.hpp"

#include <iostream>

#include <stdexcept>

#include <filesystem>

using namespace std;

namespace fs = std::filesystem;

AuthWindow::AuthWindow() : window(sf::VideoMode::getFullscreenModes()[0], "Authorization", sf::Style::Fullscreen),

currentState(WindowState::MAIN), isUsernameActive(false), isPasswordActive(false), isPasswordVisible(false),

cursorBlinkTime(0), showCursor(true), selectedMap(1),

isDraggingMusicSlider(false), isDraggingEffectsSlider(false), selectedCharacter(0) {

try {

// Initialize text rendering settings

sf::ContextSettings settings;

settings.antialiasingLevel = 8;

window.create(sf::VideoMode::getFullscreenModes()[0], "Authorization", sf::Style::Fullscreen, settings);

window.setFramerateLimit(60);

// Load font with error handling

string fontPath = "/System/Library/Fonts/Supplemental/Arial Black.ttf";

if (!fs::exists(fontPath)) {

fontPath = "/usr/share/fonts/truetype/dejavu/DejaVuSans.ttf";

if (!fs::exists(fontPath)) {

throw runtime\_error("Could not find DejaVu Sans font in standard locations");

}