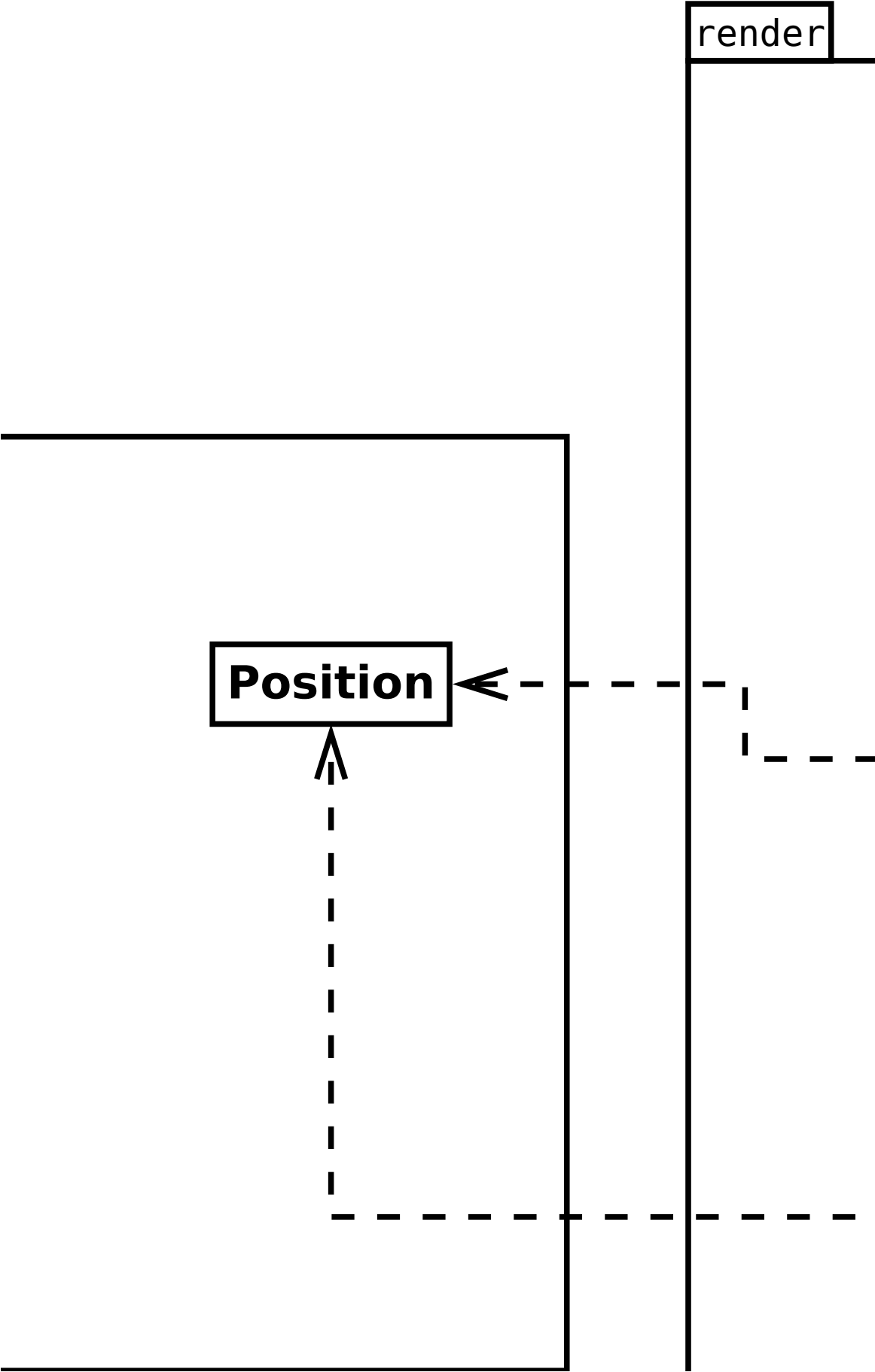
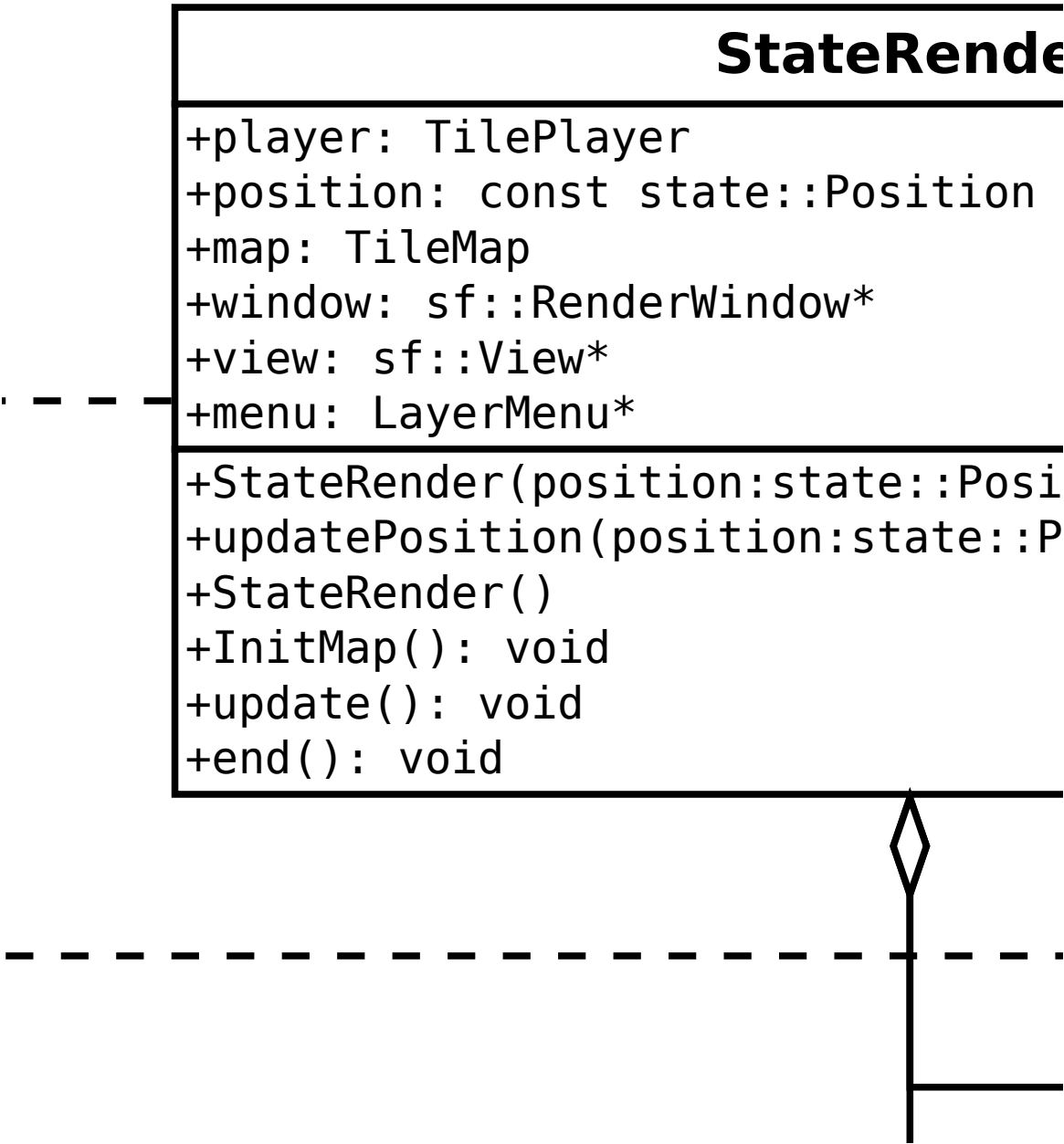
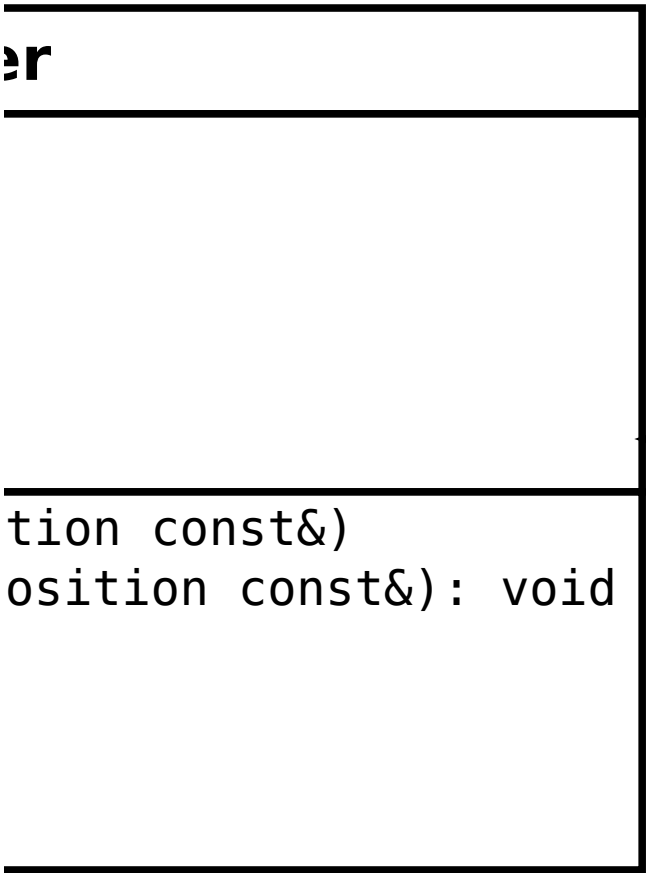


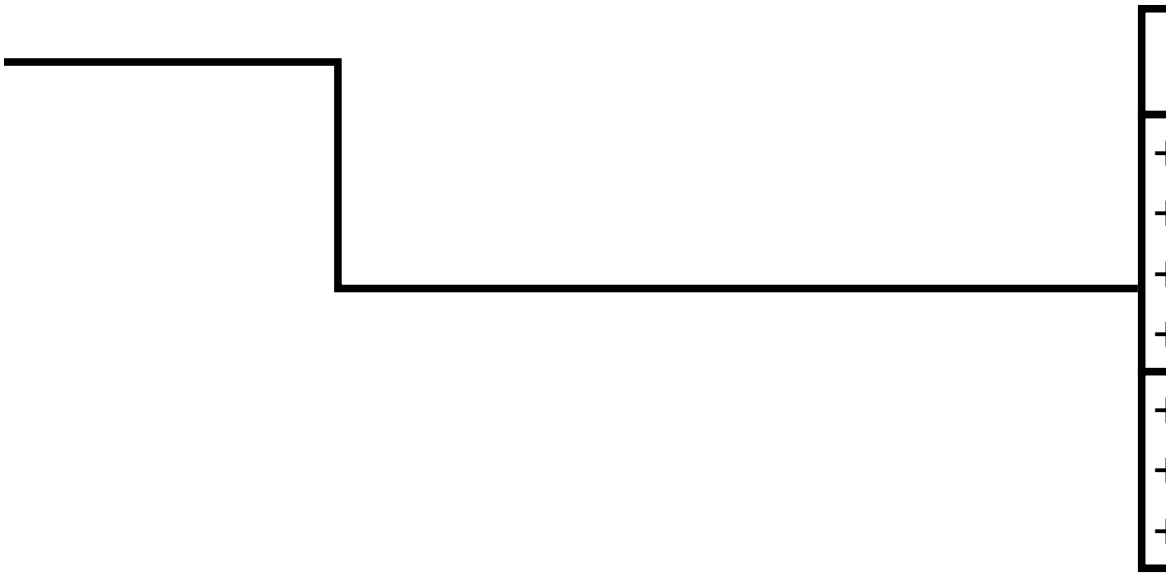
state











TileMap

```

+ m_vertices: sf::VertexArray
+ m_tileset: sf::Texture
+ position[2]: int
+ tiles: std::vector<std::vector<int>>
+
+ draw(target: sf::RenderTarget&, states: sf::RenderStates) const: void
+ load_map(fileName: std::string): std::vector<std::vector<int>>
+ load(tileset: const sf::Texture&, tileSize: int): void

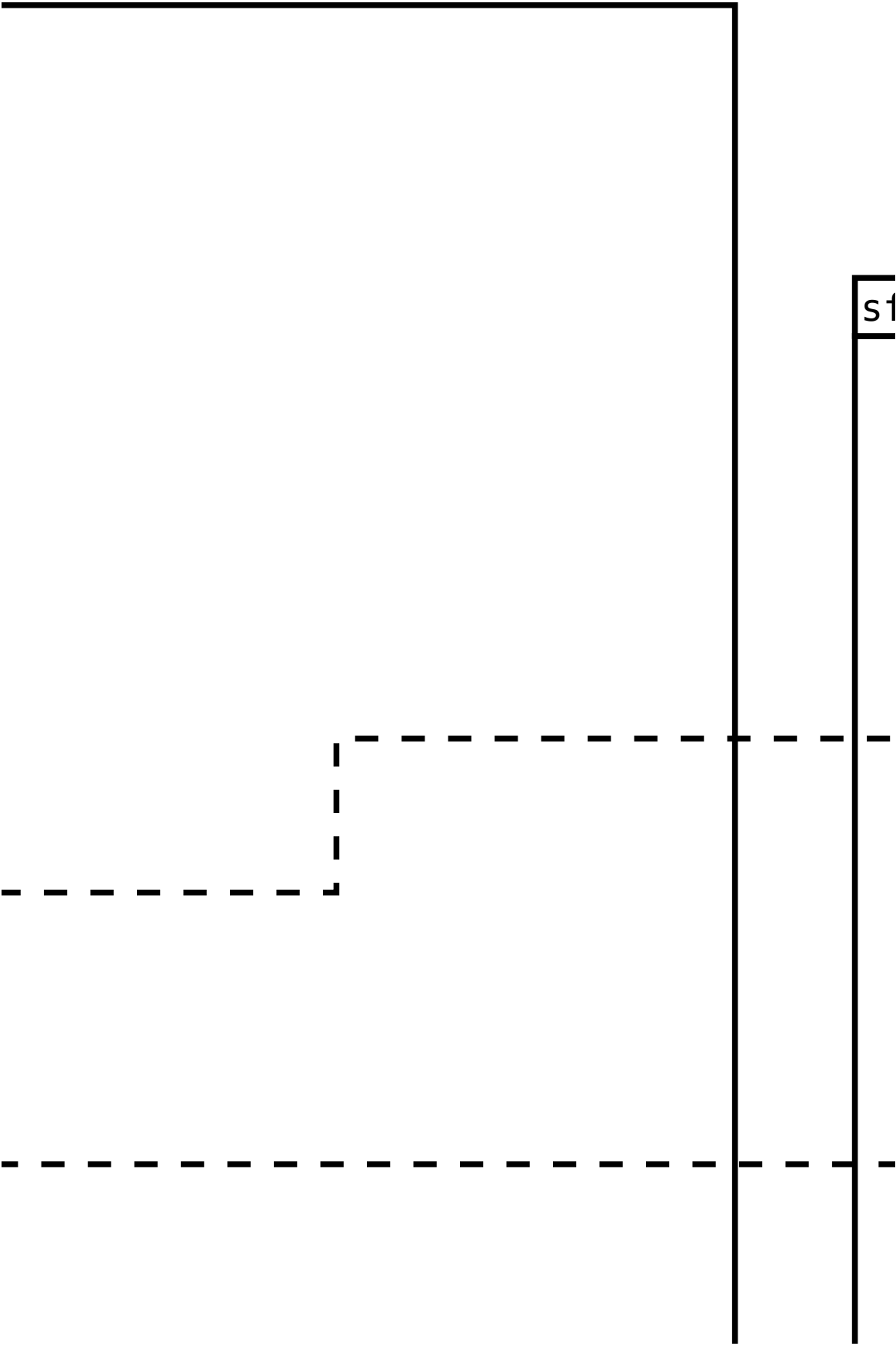
```



```

::RenderStates): void const
ctor<std::vector<int>>
e:sf::Vector2u): bool

```





▷ **Drawable**



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Tile

```
+AnimationIndex {WalkingUp,WalkingDown,
+sprite: sf::Sprite
+texture: sf::Texture
+dt: float
+animations[int(AnimationIndex::Count)]
+curAnimation: AnimationIndex = Animati
+position: sf::Vector2i

-initTexture(): void
-initSprite(): void
+TilePlayer(x:int,y:int)
+~TilePlayer()
+render_tile(target:sf::RenderTarget& )
+update_pos(position:state::Position co
+getPosition(): sf::Vector2i
```



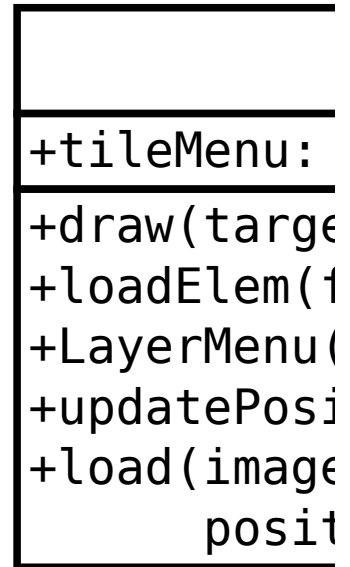
Player

WalkingRight, WalkingLeft, Count}: enum class

: Animation
onIndex::WalkingUp

: void
nst&): void





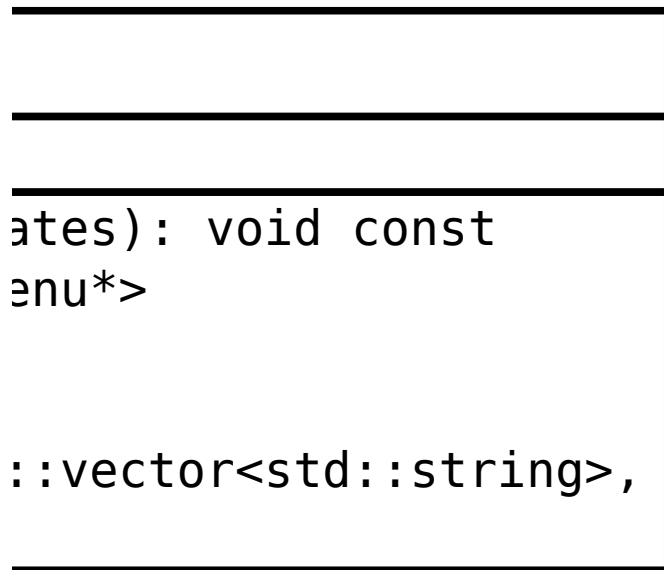
LayerMenu

```
std::vector<TileMenu*>
set(sf::RenderTarget&, states:sf::RenderStates,
fileName:std::string): std::vector<TileMenu*>
(scene:int)
position(offset:sf::Vector2f): void
add(states:std::vector<std::string>, text_str:std::string,
position:int*): bool
```

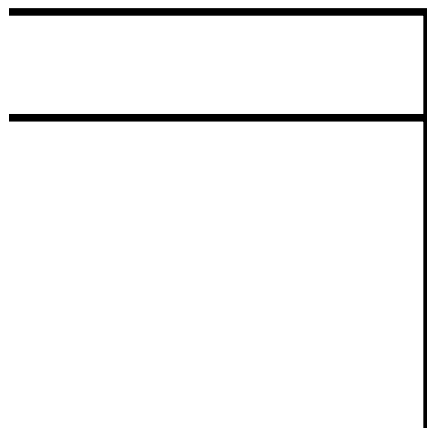
TileMenu

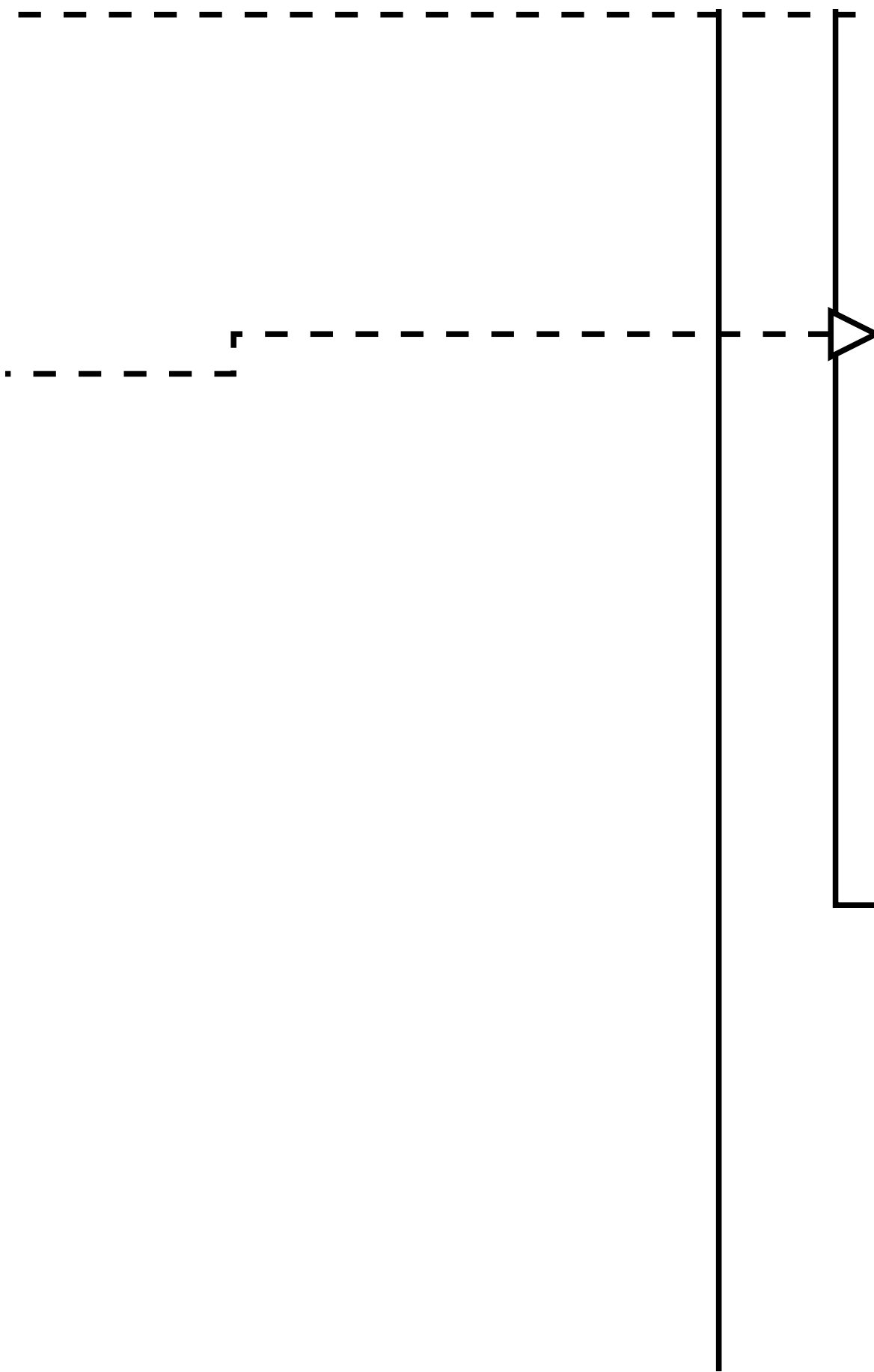
```
+imgFile: std::string
+sprite: sf::Sprite
+texture: sf::Texture
+text: sf::Text
+font: sf::Font
```

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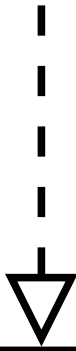


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Transformable

1

Anim

```
-nFrames: static constexpr  
-holdTime: static constexpr  
-texture: sf::Texture  
-frames[nFrames]: sf::IntRect  
-iFrame: int = 0  
-time: float = 0.0f  
+Animation() = default
```

```
-Advance(): void  
+Animation(x:int,y:int,width  
+<<const>> ApplytoSprite(s:  
+ApplytoSprite_arret(s:sf::  
+Update(dt:float): void
```

ation

```
int = 8  
float = 0.1f
```

ect

```
h:int,height:int)  
sf::Sprite& ): void  
Sprite& ,numero:int): void
```



```
+position[2]: int
+TileMenu(images:std::string,text_str
          fontStr:std::string,positio
+getSprite(): sf::Sprite
+getText(): sf::Text
+changeSprite(): void
+setOffset(offset:sf::Vector2f): voic
```

```
~:std::string,  
on:int*)
```

```
d
```

