Object\_Manager.h and .cpp

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# Description

The Object Manager is a static class managing the addition, deletion and updating of objects. The class is called *Obj\_M*

# Includes

* vector
* Object.h

# Variables



The vector of objects contains every object that should behave like normal. It stores only pointers to the objects.

# Functions



It adds an object to the objects vector and calls its init() function.



It flags an object to be removed after the frame ends.



It is used internally, and is called every frame. The parameters are used to be passed to the object’s update function.