

Category:	New?	Finished /Modified This Day?	Status?	Category	Subcategory 1	Subcategory 2	Subcategory 3
<b>SigmaDev MISC:</b>							
	New!	Modified	Partly Implemented	SD_GenericVariable			
	New!	FINISHED	FINISHED	SD_GenericValue			
	New!		Pending		(Loading Via Lua)		
	New!	Modified	Partly Implemented		(Loading via JSON)		
	New!	Modified	Partly Implemented	SD_LoadingRule			
	New!	Modified	Partly Implemented	SD_SavingRule			
	New!		Pending	SD_ID			
	New!		Pending		Multilevel ID		
	New!		Pending		Use like SD_StringPath		
<b>SigmaDev GUI:</b>							
	New!		Pending for redefinition	SD_GUIObject			
	New!		Pending for redefinition		Integration with Lua & JSON (Loading, behavior)		
	New!		Pending for redefinition		Default Properties:		
	New!		Pending for redefinition		→ Position		
	New!		Pending for redefinition		→ Size		
	New!		Pending for redefinition		→ Origin		
	New!		Pending for redefinition		→ Graphics		
	New!		Pending for redefinition		→ Events		
	New!		Pending for redefinition	SD_GUIObjectData			
	New!		Pending for redefinition		→ Loading to JSON		
	New!		Pending for redefinition	SD_GUIObjectImpl			
	New!		Pending for redefinition		→ Init		
	New!		Pending for redefinition		→ Cleanup		
	New!		Pending for redefinition		→ Tick		
	New!		Pending for redefinition		→ RenderTick		
	New!		Pending for redefinition		→ (Definable by LUA Tick Methods)		
	New!		Pending for redefinition		→ (Definable by LUA)		
	New!		Pending for redefinition	SD_GUIObjectType			
	New!		Pending for redefinition		→ Definable by LUA as well		
	New!		Pending	SD_GUIObjectEvent			
	New!		Pending		→ Definable by LUA as well		
	New!		Pending	SD_GUIObjectEventListener			
	New!		Pending		→ Definable by LUA as well		
	New!		Pending	SD_GUI			
	New!		Pending		→ Definable/Loadable/Savable by LUA & JSON		
	New!		Pending	SD_GUIEditor			
<b>SigmaDev Graphics:</b>							
	New!		Pending for redefinition	SD_Graphic			
	New!		Pending for redefinition		→ Integration with Lua & JSON		
	New!		Pending for redefinition		Default Properties:		
	New!		Pending for redefinition		→ Position		
	New!		Pending for redefinition		→ Size		
	New!		Pending for redefinition		→ Origin		
	New!		Pending for redefinition		→ Rotation		
	New!		Pending for redefinition		→ RenderStates Reference		
	New!		Pending for redefinition		→ RenderMethod()		
	New!		Pending for redefinition		→ Init()		
	New!		Pending for redefinition		→ Cleanup()		
	New!		Pending for redefinition	SD_RenderStates			
	New!		Pending for redefinition				
	New!		Pending for redefinition	SD_Texture			
	New!		Pending for redefinition				
	New!		Pending for redefinition	SD_TexturePack			
	New!		Pending for redefinition	SD_TexturePack::SD_Variant			
	New!		Pending for redefinition	SD_Shader			
	New!		Pending for redefinition		→ Integration with Lua & JSON & GLSL		
	New!	FINISHED	FINISHED		→ Create Gaussian Blur		
<b>SigmaDev Application:</b>							
	New!		Partly Implemented	SD_Application			
	New!		Pending		→ Integration with Lua & JSON		
	New!		Pending	Redefine All	SD_Application modules		
	New!		Partly Implemented		→ SD_ApplicationImpl		
	New!		Partly Implemented		→ SD_ApplicationResources		
	New!		Partly Implemented		→ SD_AudioModule		
	New!		Pending for redefinition		→ SD_JSONModule		
	New!		Pending for redefinition		→ SD_LuaModule		
	New!		Partly Implemented		→ SD_GraphicsModule		

	New!	Partly Implemented		→ SD_SFMLModule		
	New!	Pending for redefinition		→ SD_Box2DModule		
	New!	Partly Implemented		→ SD_GUIModule		
	New!	Pending for redefinition		→ SD_NetworkingModule		
	New!	Partly Implemented		→ SD_TestingModule		
	New!	Pending for redefinition		→ SD_RaportingModule		
SigmaDev Lua:						
	New!	Pending	SD_LuaModule			
	New!	Pending for redefinition	SD_LuaState			
	New!	Pending for redefinition	SD_LuaScript			
	New!	Pending for redefinition		→ SD_LuaScript::SD_Load		
	New!	Pending for redefinition		→ SD_LuaScript::SD_Execution		
	New!	Pending for redefinition	SD_LuaEditor			
	New!	Pending for redefinition		→ SD_LuaEditor::SD_Modify		
	New!	Pending for redefinition				
	New!	Pending for redefinition				
	New!	Pending for redefinition				
	New!	Pending for redefinition				
SigmaDev Other:						
	New!	Pending	Create own tutorials and examples for SigmaDev Library			
SigmaDev Resources:						
	New!	Pending for redefinition	SD_Resources			
SigmaDev Networking:						
	New!	Pending	...			