WindowManager & Windows

The window manager is a static class which holds a list of windows and contains a pointer to the window which is currently focused.

Windows must be created through the WindowManager’s **registerWindow** function. At the moment, only **one** window can be created as a hardcoded prevention condition was inserted into the **registerWindow** function because multiple window rendering has not been implemented as it requires multithreading, etc.

A window can be destroyed through the Manager’s **deregisterWindow** function requiring the window name or through the window itself with its **destroy** function which will schedule the window to be deleted at the end of the frame. Windows inherit from the **destroyable** class which is where the destruction variable is located.

As mentioned in the previous paragraph, a function called **deregisterScheduledWindows** is called at the end of the frame which will go through all windows in the window manager and delete them if they are scheduled to be deleted.

You can retrieve a window from the manager with the **getWindow** function which requires the window name or **getFocusedWindow** which returns a pointer to the window currently focused. You can also set a window to be focused or full screen by name with the appropriate setter methods.

The name of the window is set upon creation and cannot be changed, this will be the name of the window set in the Window Manager list.