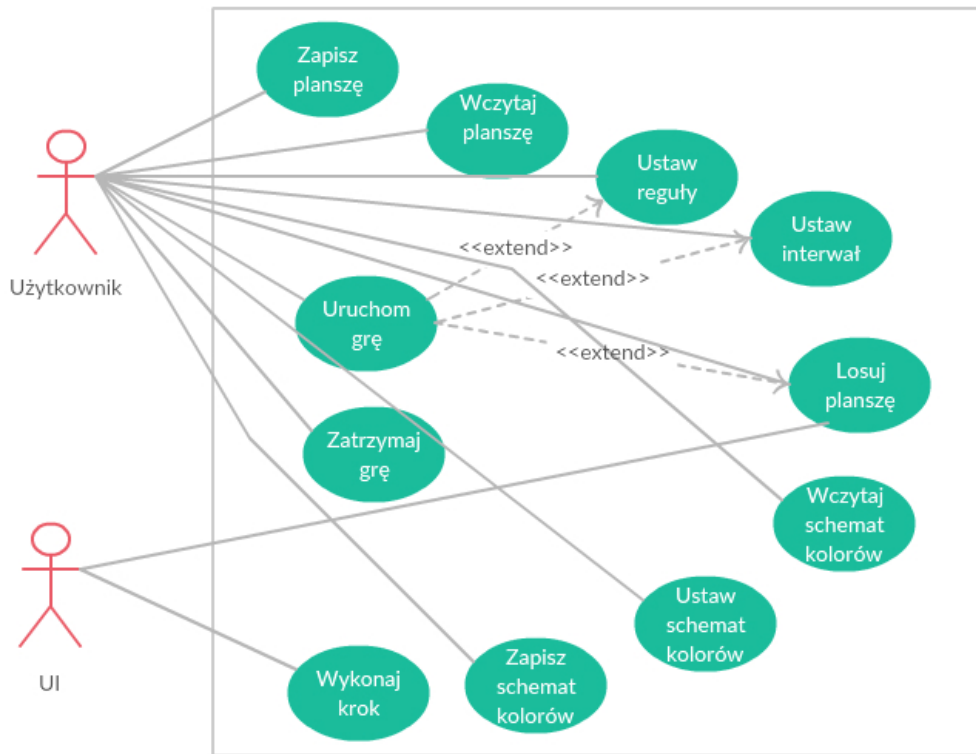
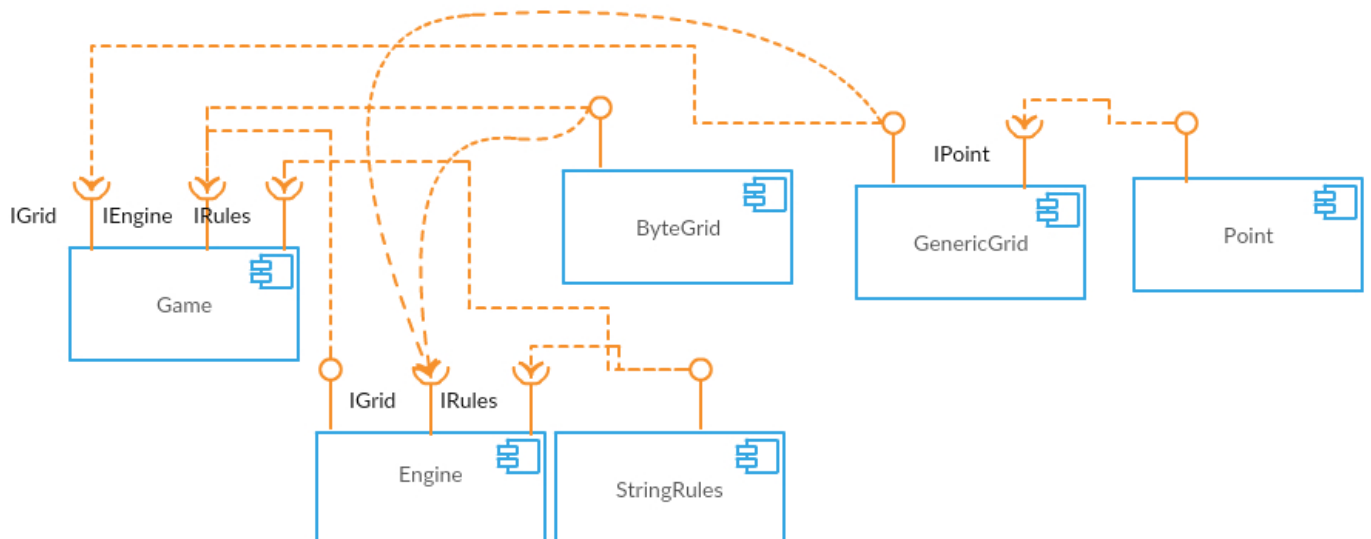
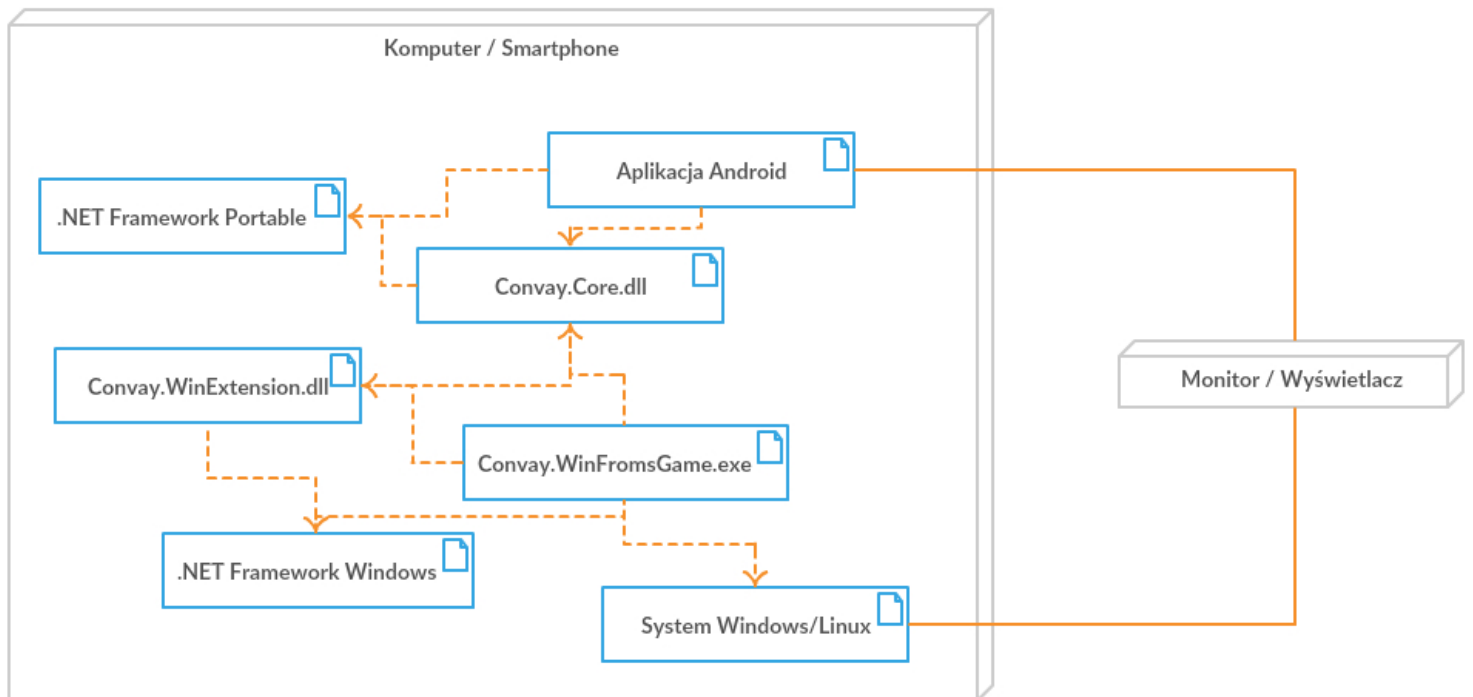
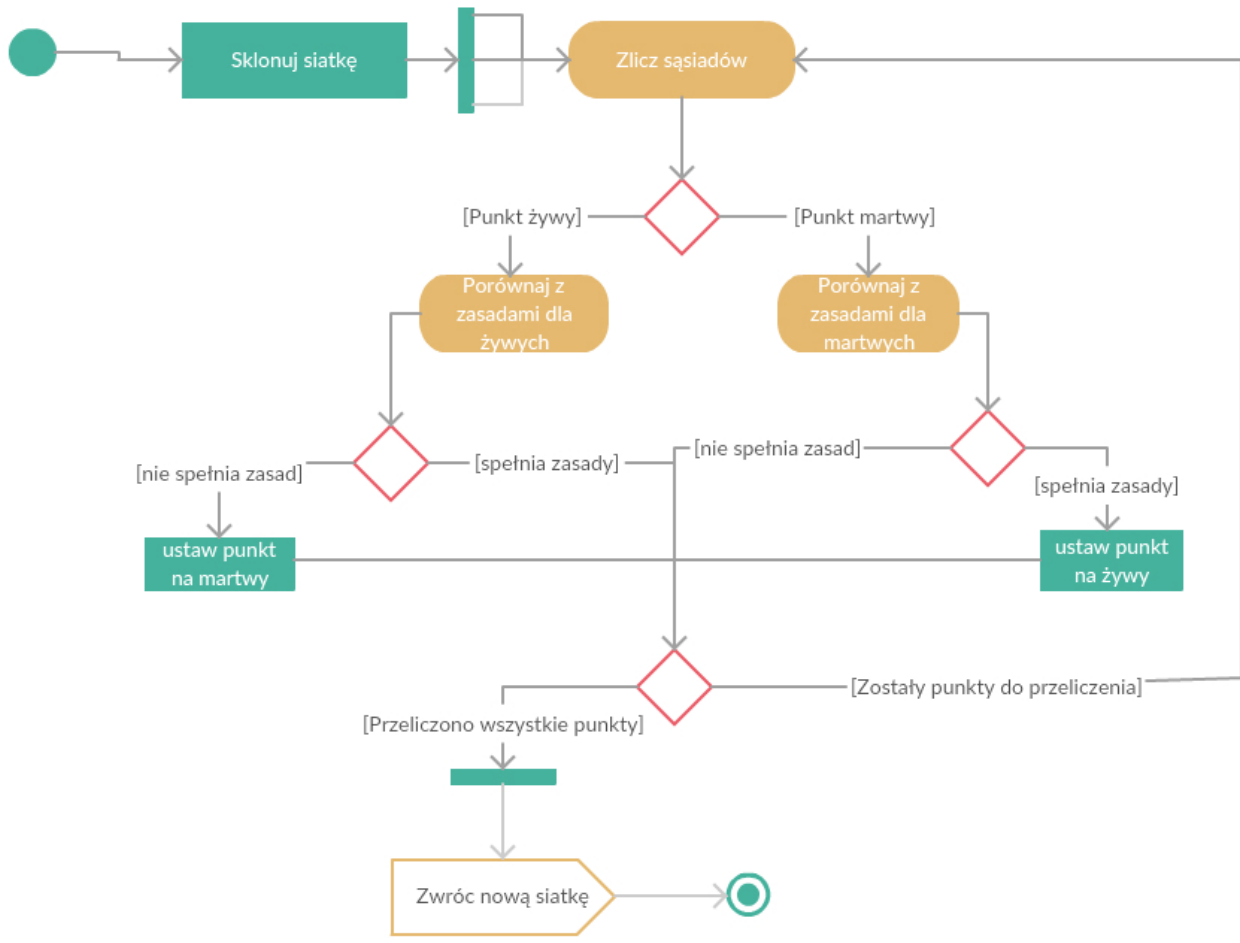
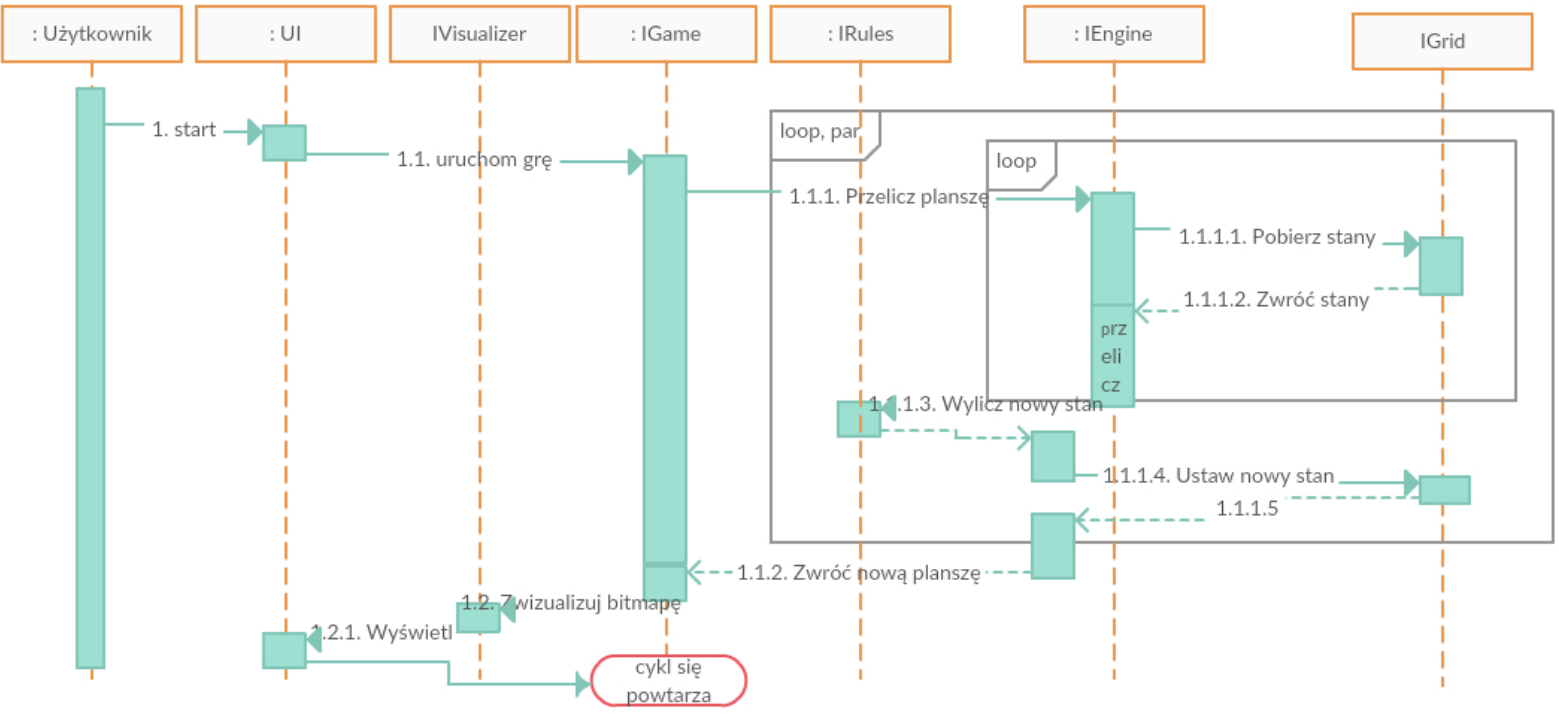


# System



## Komputer / Smartphone





AppearanceForm

Class

Form

Fields

cancel : Button

colorDialog1 : ColorDialog

components : IContainer

def : Button

groupBox1 : GroupBox

groupBox2 : GroupBox

label1 : Label

label10 : Label

label11 : Label

label12 : Label

label13 : Label

label14 : Label

label15 : Label

label16 : Label

label2 : Label

label3 : Label

label4 : Label

label5 : Label

label6 : Label

label7 : Label

label8 : Label

label9 : Label

load : Button

ok : Button

openFileDialog1 : OpenFileDialog

save : Button

saveFileDialog1 : SaveFileDialog

textBox1 : TextBox

textBox10 : TextBox

textBox11 : TextBox

textBox12 : TextBox

textBox13 : TextBox

textBox14 : TextBox

textBox15 : TextBox

textBox16 : TextBox

textBox2 : TextBox

textBox3 : TextBox

textBox4 : TextBox

textBox5 : TextBox

textBox6 : TextBox

textBox7 : TextBox

textBox8 : TextBox

textBox9 : TextBox

Properties

DeadColors { get; } : Color[]

LivingColors { get; } : Color[]

Methods

AppearanceForm(Color[] livingColors, Color[] deadColors)

changeColorBox(Control textBox, Color color) : Color

def\_Click(object sender, EventArgs e) : void

Dispose(bool disposing) : void

getColorArray(ControlCollection cc) : Color[]

InitializeComponent() : void

load\_Click(object sender, EventArgs e) : void

save\_Click(object sender, EventArgs e) : void

setColorArray(ControlCollection cc, Color[] colorArray) : void

setDefault() : void

textBox1\_Click(object sender, EventArgs e) : void

State

Static Class

Fields

fps : int

Settings

Sealed Class

ApplicationSettingsBase

Fields

defaultInstance : Settings

Properties

Default { get; } : Settings

Settings

Static Class

Fields

deadColors : Color[]

engineType : Type

extendedDrawing : bool

gridType : Type

livingColors : Color[]

visualizerType : Type

SettingsForm

Class

Form

Fields

byteGridType : RadioButton

Cancel : Button

components : IContainer

engineStandard : RadioButton

gridCorePointType : RadioButton

groupBox1 : GroupBox

groupBox2 : GroupBox

groupBox3 : GroupBox

label1 : Label

label2 : Label

OK : Button

parallelEngine : RadioButton

safeType : RadioButton

unsafeType : RadioButton

Properties

Drawing { get; } : DrawingType

Engine { get; } : EngineType

Grid { get; } : GridType

Methods

Dispose(bool disposing) : void

InitializeComponent() : void

SettingsForm()

Nested Types

Resources

Class

Fields

resourceCultur...

resourceMan ...

Properties

colorful { get; } ...

Culture { get; se...

ResourceMana...

Methods

Resources()

Program

Static Class

Methods

Main() : void

MainForm

Class

Form

Fields

bicubicHQToolStripMenuItem : ToolStripMenuItem

bicubicToolStripMenuItem : ToolStripMenuItem

bilinearHQToolStripMenuItem : ToolStripMenuItem

bilinearToolStripMenuItem : ToolStripMenuItem

byteVisualizer : IByteVisualizer

colorsToolStripMenuItem : ToolStripMenuItem

components : IContainer

createToolStripMenuItem : ToolStripMenuItem

demoToolStripMenuItem : ToolStripMenuItem

extendedToolStripMenuItem : ToolStripMenuItem

fileToolStripMenuItem : ToolStripMenuItem

fps : ToolStripMenuItem

fpsCounter : Timer

game : IGame

gameRulesTextBox : ToolStripTextBox

gameToolStripMenuItem : ToolStripMenuItem

gridToolStripMenuItem : ToolStripMenuItem

highToolStripMenuItem : ToolStripMenuItem

infoToolStripMenuItem : ToolStripMenuItem

interpolatedPictureBox1 : InterpolatedPictureBox

interpolationToolStripMenuItem : ToolStripMenuItem

intervalTextBoxToolStripMenuItem : ToolStripTextBox

intervalToolStripMenuItem : ToolStripMenuItem

lowToolStripMenuItem : ToolStripMenuItem

menuStrip1 : MenuStrip

normalToolStripMenuItem : ToolStripMenuItem

openFileDialog1 : OpenFileDialog

openToolStripMenuItem : ToolStripMenuItem

propertiesToolStripMenuItem : ToolStripMenuItem

randomizeToolStripMenuItem : ToolStripMenuItem

rulesToolStripMenuItem : ToolStripMenuItem

saveFileDialog1 : SaveFileDialog

saveToolStripMenuItem : ToolStripMenuItem

separatorToolStripMenuItem : ToolStripSeparator

setRulesToolStripMenuItem : ToolStripMenuItem

settingsToolStripMenuItem : ToolStripMenuItem

sharpToolStripMenuItem : ToolStripMenuItem

simpleToolStripMenuItem : ToolStripMenuItem

sizeModeToolStripMenuItem : ToolStripMenuItem

startToolStripMenuItem : ToolStripMenuItem

stopToolStripMenuItem : ToolStripMenuItem

stretchToolStripMenuItem : ToolStripMenuItem

viewToolStripMenuItem : ToolStripMenuItem

visualizer : IVisualizer

zoomToolStripMenuItem : ToolStripMenuItem

Methods

colorsToolStripMenuItem\_DropDownOpening(object sender, EventArgs e) : void

createToolStripMenuItem\_Click(object sender, EventArgs e) : void

demoToolStripMenuItem\_Click(object sender, EventArgs e) : void

Dispose(bool disposing) : void

drawGrid(IGrid grid) : void

enToolStripMenuItem\_MouseEnter(object sender, EventArgs e) : void

enToolStripMenuItem\_MouseLeave(object sender, EventArgs e) : void

extendedToolStripMenuItem\_Click(object sender, EventArgs e) : void

fpsCounter\_Tick(object sender, EventArgs e) : void

Game\_GridChanged(object sender, GridChangedEventArgs e) : void

InitializeComponent() : void

interpolatedPictureBox1\_Click(object sender, EventArgs e) : void

interpolationToolStripMenuItem\_Click(object sender, EventArgs e) : void

interpolationToolStripMenuItem\_DropDownOpening(object sender, EventArgs e) : void

intervalToolStripMenuItem\_DropDownClosed(object sender, EventArgs e) : void

intervalToolStripMenuItem\_DropDownOpening(object sender, EventArgs e) : void

MainForm()

openToolStripMenuItem\_Click(object sender, EventArgs e) : void

propertiesToolStripMenuItem\_Click(object sender, EventArgs e) : void

randomizeToolStripMenuItem\_Click(object sender, EventArgs e) : void

saveToolStripMenuItem\_Click(object sender, EventArgs e) : void

setRulesToolStripMenuItem\_DropDownClosed(object sender, EventArgs e) : void

setRulesToolStripMenuItem\_DropDownOpening(object sender, EventArgs e) : void

settingsToolStripMenuItem\_Click(object sender, EventArgs e) : void

simpleToolStripMenuItem\_Click(object sender, EventArgs e) : void

sizeModeToolStripMenuItem\_Click(object sender, EventArgs e) : void

sizeModeToolStripMenuItem\_DropDownOpening(object sender, EventArgs e) : void

startToolStripMenuItem\_Click(object sender, EventArgs e) : void

stopToolStripMenuItem\_Click(object sender, EventArgs e) : void

InterpolatedPictureBox

Class

PictureBox

Fields

interpolation : InterpolationMode

Properties

Interpolation { get; set; } : InterpolationMode

Methods

OnPaint(PaintEventArgs pe) : void

CreateGridForm

Class

Form

Fields

cancel : Button

components : IContainer

gridHeight : TextBox

gridHeightText : Label

gridWidth : TextBox

gridWidthText : Label

ok : Button

Properties

XSize { get; } : int

YSize { get; } : int

Methods

CreateGridForm()

Dispose(bool disposing) : void

EnterPressed(object sender, PreviewKeyDownEventArgs e) : void

InitializeComponent() : void