

IJEngine

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Chapter 1

Namespace Index

1.1 Namespace List

Here is a list of all namespaces with brief descriptions:

ijengine	9
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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

ijengine::Canvas	11
ijengine::SDL2Canvas	20
ijengine::Game	12
ijengine::SDL2Game	24
ijengine::SDLGLGame	32
ijengine::Lib	14
ijengine::LibGL	16
ijengine::LibSDL2	18
ijengine::Texture	34
ijengine::SDL2Texture	26
ijengine::Video	35
ijengine::SDL2DVideo	22
ijengine::SDL3DVideo	31
ijengine::Window	36
ijengine::SDL2Window	28

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

ijengine::Canvas	11
ijengine::Game	12
ijengine::Lib	14
ijengine::LibGL	16
ijengine::LibSDL2	18
ijengine::SDL2Canvas	20
ijengine::SDL2DVideo	22
ijengine::SDL2Game	24
ijengine::SDL2Texture	26
ijengine::SDL2Window	28
ijengine::SDL3DVideo	31
ijengine::SDLGLGame	32
ijengine::Texture	34
ijengine::Video	35
ijengine::Window	36

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

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/home/carla/git/ijengine-ICG_GL/include/game.h	40
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/home/carla/git/ijengine-ICG_GL/src/sdlglgame.cpp	58

Chapter 5

Namespace Documentation

5.1 ijengine Namespace Reference

Classes

- class [Canvas](#)
- class [Game](#)
- class [LibGL](#)
- class [Lib](#)
- class [LibSDL2](#)
- class [SDL2Canvas](#)
- class [SDL2DVideo](#)
- class [SDL2Game](#)
- class [SDL2Texture](#)
- class [SDL2Window](#)
- class [SDL3DVideo](#)
- class [SDLGLGame](#)
- class [Texture](#)
- class [Video](#)
- class [Window](#)

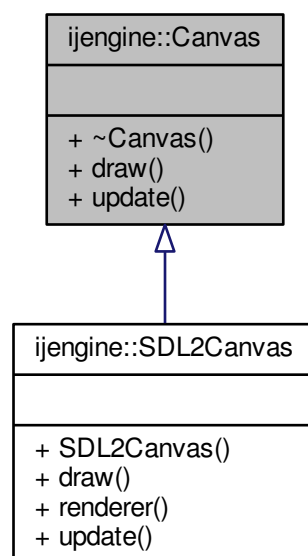
Chapter 6

Class Documentation

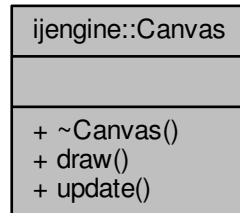
6.1 ijengine::Canvas Class Reference

```
#include <canvas.h>
```

Inheritance diagram for ijengine::Canvas:



Collaboration diagram for `ijengine::Canvas`:



Public Member Functions

- virtual `~Canvas()`=default
- virtual void `draw` (const `Texture` *texture, int x, int y)=0
- virtual void `update` ()=0

6.1.1 Constructor & Destructor Documentation

6.1.1.1 virtual `ijengine::Canvas::~~Canvas ()` [virtual],[default]

6.1.2 Member Function Documentation

6.1.2.1 virtual void `ijengine::Canvas::draw (const Texture * texture, int x, int y)` [pure virtual]

Implemented in [ijengine::SDL2Canvas](#).

6.1.2.2 virtual void `ijengine::Canvas::update ()` [pure virtual]

Implemented in [ijengine::SDL2Canvas](#).

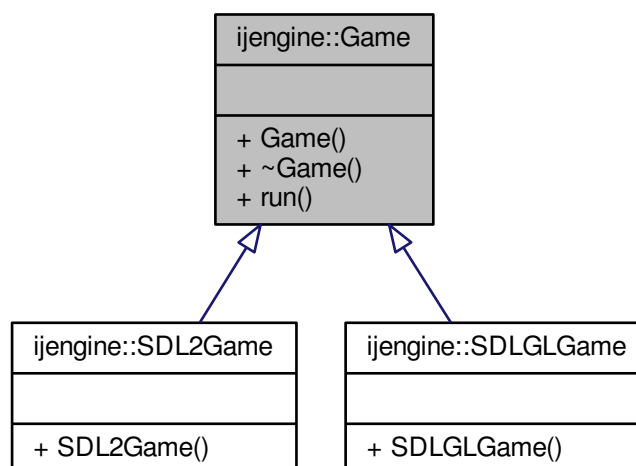
The documentation for this class was generated from the following file:

- `/home/carla/git/ijengine-ICG_GL/include/canvas.h`

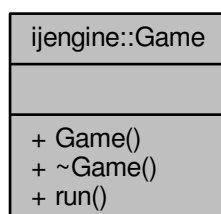
6.2 ijengine::Game Class Reference

```
#include <game.h>
```

Inheritance diagram for ijengine::Game:



Collaboration diagram for ijengine::Game:



Public Member Functions

- [Game](#) ()
- virtual [~Game](#) ()
- int [run](#) ()

6.2.1 Constructor & Destructor Documentation

6.2.1.1 `ijengine::Game::Game ()`

6.2.1.2 `ijengine::Game::~~Game ()` [virtual]

6.2.2 Member Function Documentation

6.2.2.1 int ijengine::Game::run ()

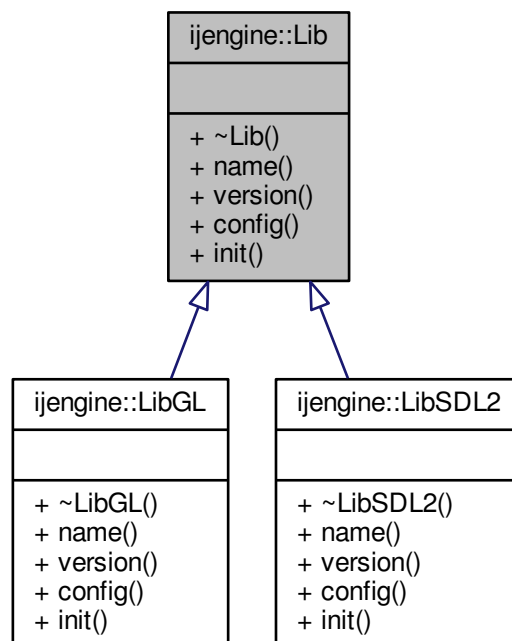
The documentation for this class was generated from the following files:

- [/home/carla/git/ijengine-ICG_GL/include/game.h](#)
- [/home/carla/git/ijengine-ICG_GL/src/game.cpp](#)

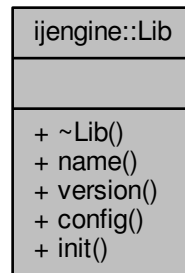
6.3 ijengine::Lib Class Reference

```
#include <libs.h>
```

Inheritance diagram for ijengine::Lib:



Collaboration diagram for `ijengine::Lib`:



Public Member Functions

- virtual `~Lib()`=default
- virtual string `name()` const =0
- virtual string `version()` const =0
- virtual void `config` (const string ¶m, const string &value)=0
- virtual void `init` ()=0

6.3.1 Constructor & Destructor Documentation

6.3.1.1 virtual `ijengine::Lib::~Lib ()` [virtual],[default]

6.3.2 Member Function Documentation

6.3.2.1 virtual void `ijengine::Lib::config (const string ¶m, const string &value)` [pure virtual]

Implemented in [ijengine::LibGL](#), and [ijengine::LibSDL2](#).

6.3.2.2 virtual void `ijengine::Lib::init ()` [pure virtual]

Implemented in [ijengine::LibGL](#), and [ijengine::LibSDL2](#).

6.3.2.3 virtual string `ijengine::Lib::name ()` const [pure virtual]

Implemented in [ijengine::LibGL](#), and [ijengine::LibSDL2](#).

6.3.2.4 virtual string `ijengine::Lib::version ()` const [pure virtual]

Implemented in [ijengine::LibGL](#), and [ijengine::LibSDL2](#).

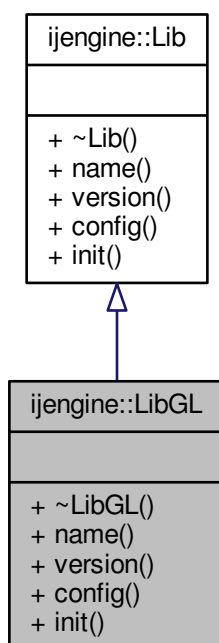
The documentation for this class was generated from the following file:

- `/home/carla/git/ijengine-ICG_GL/include/libs.h`

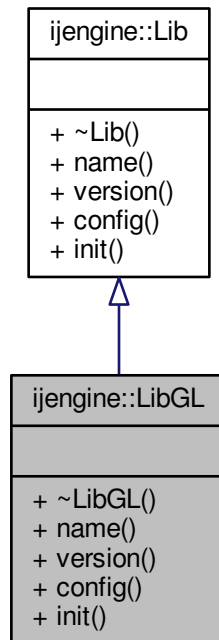
6.4 ijengine::LibGL Class Reference

```
#include <libgl.h>
```

Inheritance diagram for ijengine::LibGL:



Collaboration diagram for ijengine::LibGL:



Public Member Functions

- [~LibGL](#) ()
- string [name](#) () const
- string [version](#) () const
- void [config](#) (const string ¶m, const string &value)
- void [init](#) ()

6.4.1 Constructor & Destructor Documentation

6.4.1.1 `ijengine::LibGL::~~LibGL ()`

6.4.2 Member Function Documentation

6.4.2.1 `void ijengine::LibGL::config (const string ¶m, const string &value)` [virtual]

Implements [ijengine::Lib](#).

6.4.2.2 `void ijengine::LibGL::init ()` [virtual]

Implements [ijengine::Lib](#).

6.4.2.3 `string ijengine::LibGL::name () const` [virtual]

Implements [ijengine::Lib](#).

6.4.2.4 `string ijengine::LibGL::version () const` [virtual]

Implements [ijengine::Lib](#).

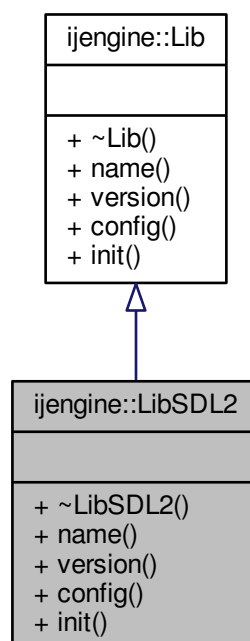
The documentation for this class was generated from the following files:

- [/home/carla/git/ijengine-ICG_GL/include/libgl.h](#)
- [/home/carla/git/ijengine-ICG_GL/src/libgl.cpp](#)

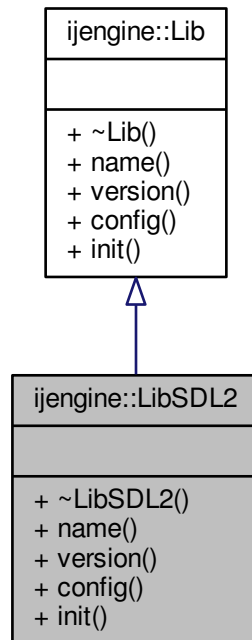
6.5 ijengine::LibSDL2 Class Reference

```
#include <sdl2.h>
```

Inheritance diagram for `ijengine::LibSDL2`:



Collaboration diagram for ijengine::LibSDL2:



Public Member Functions

- [~LibSDL2](#) ()
- string [name](#) () const
- string [version](#) () const
- void [config](#) (const string ¶m, const string &value)
- void [init](#) ()

6.5.1 Constructor & Destructor Documentation

6.5.1.1 ijengine::LibSDL2::~~LibSDL2 ()

6.5.2 Member Function Documentation

6.5.2.1 void ijengine::LibSDL2::config (const string ¶m, const string &value) [virtual]

Implements [ijengine::Lib](#).

6.5.2.2 void ijengine::LibSDL2::init () [virtual]

Implements [ijengine::Lib](#).

6.5.2.3 `string ijengine::LibSDL2::name () const` `[virtual]`

Implements [ijengine::Lib](#).

6.5.2.4 `string ijengine::LibSDL2::version () const` `[virtual]`

Implements [ijengine::Lib](#).

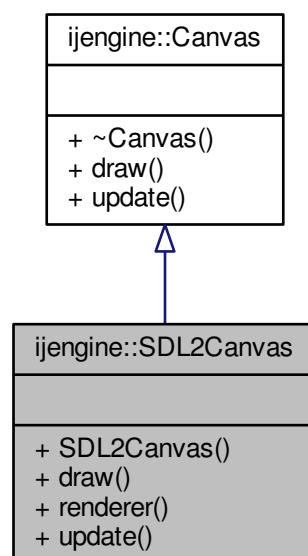
The documentation for this class was generated from the following files:

- `/home/carla/git/ijengine-ICG_GL/include/sdl2.h`
- `/home/carla/git/ijengine-ICG_GL/src/sdl2.cpp`

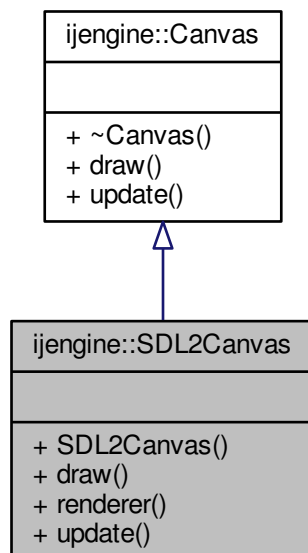
6.6 ijengine::SDL2Canvas Class Reference

```
#include <sdl2canvas.h>
```

Inheritance diagram for `ijengine::SDL2Canvas`:



Collaboration diagram for ijengine::SDL2Canvas:



Public Member Functions

- `SDL2Canvas` (`SDL_Renderer *renderer`)
- void `draw` (`const Texture *texture`, `int x`, `int y`)
- `SDL_Renderer * renderer` () const
- void `update` ()

6.6.1 Constructor & Destructor Documentation

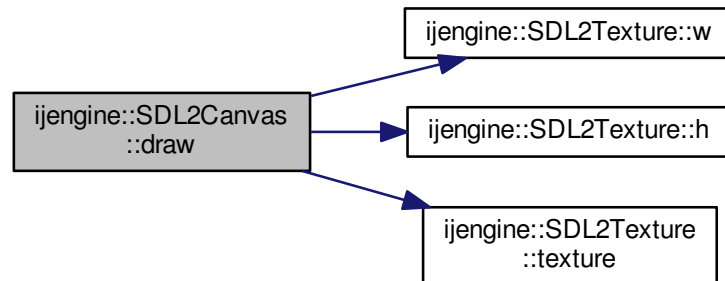
6.6.1.1 `ijengine::SDL2Canvas::SDL2Canvas (SDL_Renderer * renderer)`

6.6.2 Member Function Documentation

6.6.2.1 void `ijengine::SDL2Canvas::draw (const Texture * texture, int x, int y)` [virtual]

Implements `ijengine::Canvas`.

Here is the call graph for this function:



6.6.2.2 `SDL_Renderer * ijengine::SDL2Canvas::renderer () const`

6.6.2.3 `void ijengine::SDL2Canvas::update () [virtual]`

Implements [ijengine::Canvas](#).

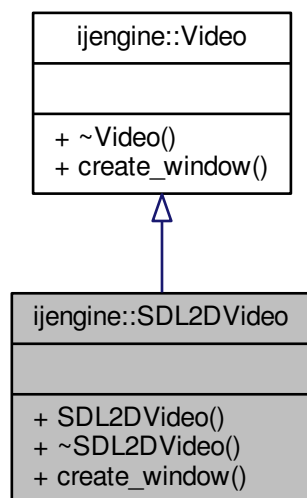
The documentation for this class was generated from the following files:

- `/home/carla/git/ijengine-ICG_GL/include/sdl2canvas.h`
- `/home/carla/git/ijengine-ICG_GL/src/sdl2canvas.cpp`

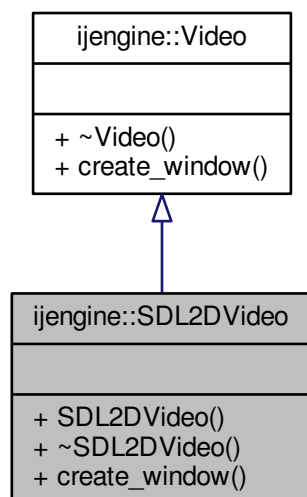
6.7 `ijengine::SDL2DVideo` Class Reference

```
#include <sdl2Dvideo.h>
```

Inheritance diagram for ijengine::SDL2DVideo:



Collaboration diagram for ijengine::SDL2DVideo:



Public Member Functions

- [SDL2DVideo](#) ()
- [~SDL2DVideo](#) ()
- [Window](#) * [create_window](#) (int w, int h)

6.7.1 Constructor & Destructor Documentation

6.7.1.1 `ijengine::SDL2DVideo::SDL2DVideo ()`

6.7.1.2 `ijengine::SDL2DVideo::~~SDL2DVideo ()`

6.7.2 Member Function Documentation

6.7.2.1 `Window * ijengine::SDL2DVideo::create_window (int w, int h)` `[virtual]`

Implements [ijengine::Video](#).

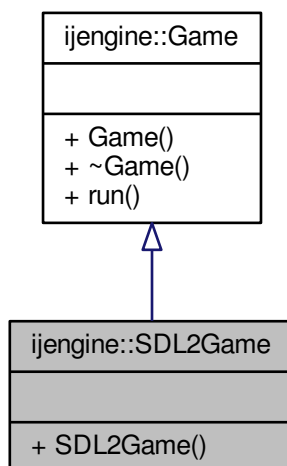
The documentation for this class was generated from the following files:

- `/home/carla/git/ijengine-ICG_GL/include/sdl2Dvideo.h`
- `/home/carla/git/ijengine-ICG_GL/src/sdl2Dvideo.cpp`

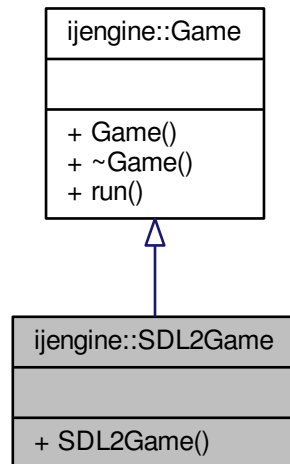
6.8 ijengine::SDL2Game Class Reference

```
#include <sdl2game.h>
```

Inheritance diagram for `ijengine::SDL2Game`:



Collaboration diagram for ijengine::SDL2Game:



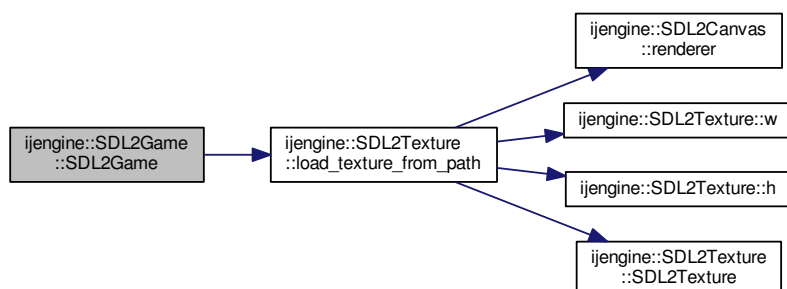
Public Member Functions

- [SDL2Game \(\)](#)

6.8.1 Constructor & Destructor Documentation

6.8.1.1 ijengine::SDL2Game::SDL2Game ()

Here is the call graph for this function:



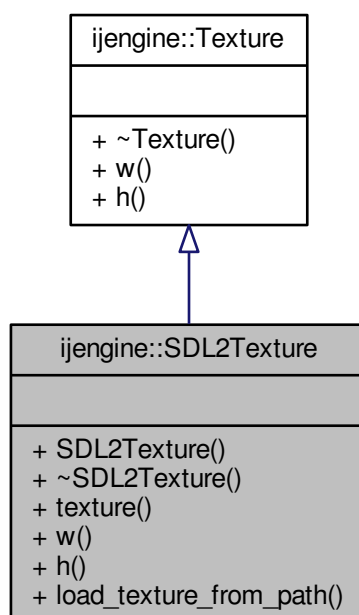
The documentation for this class was generated from the following files:

- `/home/carla/git/ijengine-ICG_GL/include/sdl2game.h`
- `/home/carla/git/ijengine-ICG_GL/src/sdl2game.cpp`

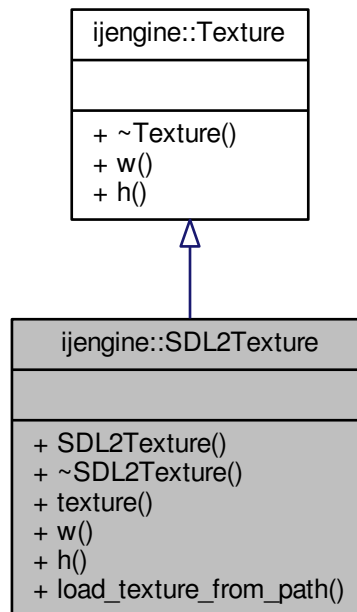
6.9 ijengine::SDL2Texture Class Reference

```
#include <sdl2texture.h>
```

Inheritance diagram for ijengine::SDL2Texture:



Collaboration diagram for `ijengine::SDL2Texture`:



Public Member Functions

- `SDL2Texture` (`SDL_Texture *texture`, `int w`, `int h`)
- `~SDL2Texture` ()
- `SDL_Texture * texture` () const
- `int w` () const
- `int h` () const

Static Public Member Functions

- static `SDL2Texture * load_texture_from_path` (const string &path, const `Canvas` *c)

6.9.1 Constructor & Destructor Documentation

6.9.1.1 `ijengine::SDL2Texture::SDL2Texture (SDL_Texture * texture, int w, int h)`

6.9.1.2 `ijengine::SDL2Texture::~~SDL2Texture ()`

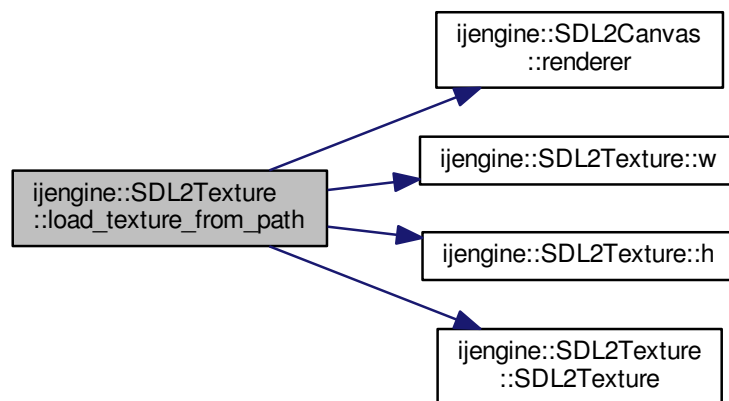
6.9.2 Member Function Documentation

6.9.2.1 `int ijengine::SDL2Texture::h () const` [inline], [virtual]

Implements `ijengine::Texture`.

6.9.2.2 `SDL_Texture * ijengine::SDL2Texture::load_texture_from_path (const string & path, const Canvas * c)`
`[static]`

Here is the call graph for this function:



6.9.2.3 `SDL_Texture * ijengine::SDL2Texture::texture () const`

6.9.2.4 `int ijengine::SDL2Texture::w () const` `[inline], [virtual]`

Implements [ijengine::Texture](#).

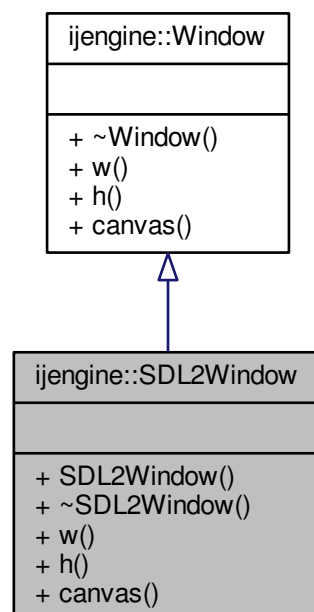
The documentation for this class was generated from the following files:

- `/home/carla/git/ijengine-ICG_GL/include/sdl2texture.h`
- `/home/carla/git/ijengine-ICG_GL/src/sdl2texture.cpp`

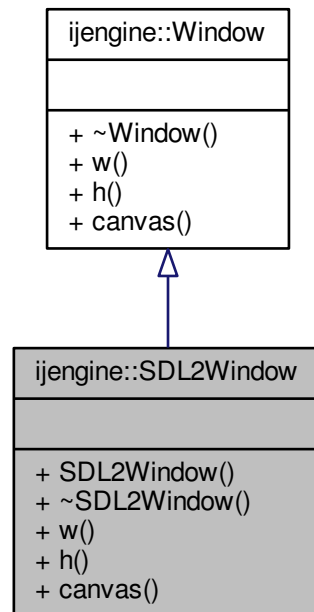
6.10 ijengine::SDL2Window Class Reference

```
#include <sdl2window.h>
```

Inheritance diagram for ijengine::SDL2Window:



Collaboration diagram for `ijengine::SDL2Window`:



Public Member Functions

- [SDL2Window](#) (`SDL_Window *window`, `SDL_Renderer *renderer`)
- [~SDL2Window](#) ()
- `int w () const`
- `int h () const`
- `Canvas * canvas () const`

6.10.1 Constructor & Destructor Documentation

6.10.1.1 `ijengine::SDL2Window::SDL2Window (SDL_Window * window, SDL_Renderer * renderer)`

6.10.1.2 `ijengine::SDL2Window::~~SDL2Window ()`

6.10.2 Member Function Documentation

6.10.2.1 `Canvas * ijengine::SDL2Window::canvas () const` `[virtual]`

Implements [ijengine::Window](#).

6.10.2.2 `int ijengine::SDL2Window::h () const` `[virtual]`

Implements [ijengine::Window](#).

6.10.2.3 `int ijengine::SDL2Window::w () const` `[virtual]`

Implements [ijengine::Window](#).

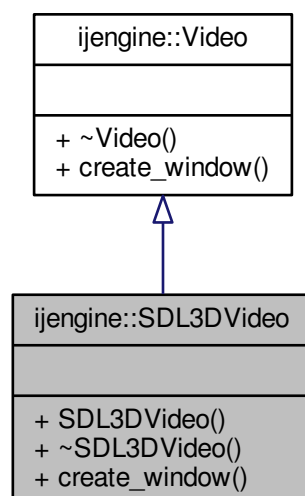
The documentation for this class was generated from the following files:

- `/home/carla/git/ijengine-ICG_GL/include/sdl2window.h`
- `/home/carla/git/ijengine-ICG_GL/src/sdl2window.cpp`

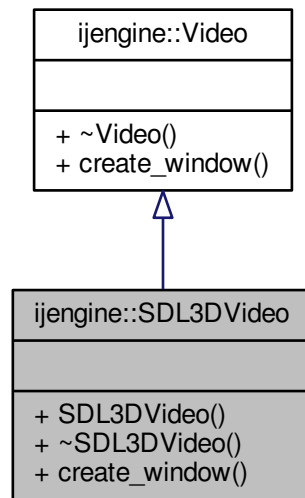
6.11 ijengine::SDL3DVideo Class Reference

```
#include <sdl3Dvideo.h>
```

Inheritance diagram for `ijengine::SDL3DVideo`:



Collaboration diagram for `ijengine::SDL3DVideo`:



Public Member Functions

- [SDL3DVideo \(\)](#)
- [~SDL3DVideo \(\)](#)
- [Window * create_window \(int w, int h\)](#)

6.11.1 Constructor & Destructor Documentation

6.11.1.1 `ijengine::SDL3DVideo::SDL3DVideo ()`

6.11.1.2 `ijengine::SDL3DVideo::~~SDL3DVideo ()`

6.11.2 Member Function Documentation

6.11.2.1 `Window * ijengine::SDL3DVideo::create_window (int w, int h)` `[virtual]`

Implements [ijengine::Video](#).

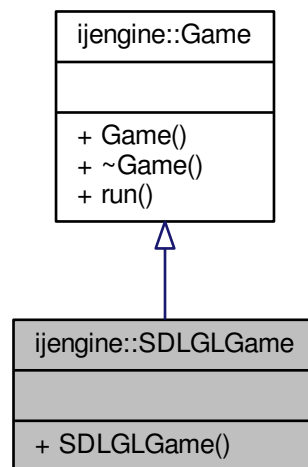
The documentation for this class was generated from the following files:

- `/home/carla/git/ijengine-ICG_GL/include/sdl3Dvideo.h`
- `/home/carla/git/ijengine-ICG_GL/src/sdl3Dvideo.cpp`

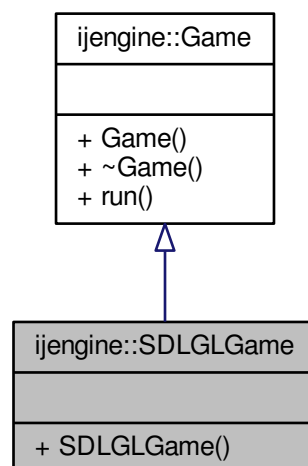
6.12 ijengine::SDLGLGame Class Reference

```
#include <sdlglgame.h>
```

Inheritance diagram for ijengine::SDLGLGame:



Collaboration diagram for ijengine::SDLGLGame:



Public Member Functions

- [SDLGLGame \(\)](#)

6.12.1 Constructor & Destructor Documentation

6.12.1.1 ijengine::SDLGLGame::SDLGLGame ()

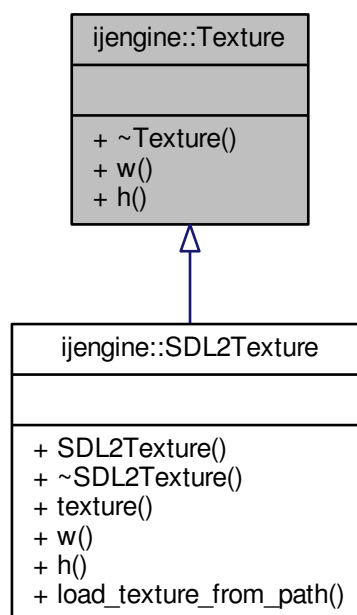
The documentation for this class was generated from the following files:

- [/home/carla/git/ijengine-ICG_GL/include/sdlglgame.h](#)
- [/home/carla/git/ijengine-ICG_GL/src/sdlglgame.cpp](#)

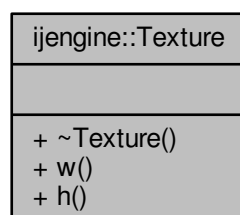
6.13 ijengine::Texture Class Reference

```
#include <texture.h>
```

Inheritance diagram for ijengine::Texture:



Collaboration diagram for ijengine::Texture:



Public Member Functions

- virtual [~Texture](#) ()=default
- virtual int [w](#) () const =0
- virtual int [h](#) () const =0

6.13.1 Constructor & Destructor Documentation

6.13.1.1 virtual `ijengine::Texture::~Texture ()` `[virtual]`, `[default]`

6.13.2 Member Function Documentation

6.13.2.1 virtual int `ijengine::Texture::h () const` `[pure virtual]`

Implemented in [ijengine::SDL2Texture](#).

6.13.2.2 virtual int `ijengine::Texture::w () const` `[pure virtual]`

Implemented in [ijengine::SDL2Texture](#).

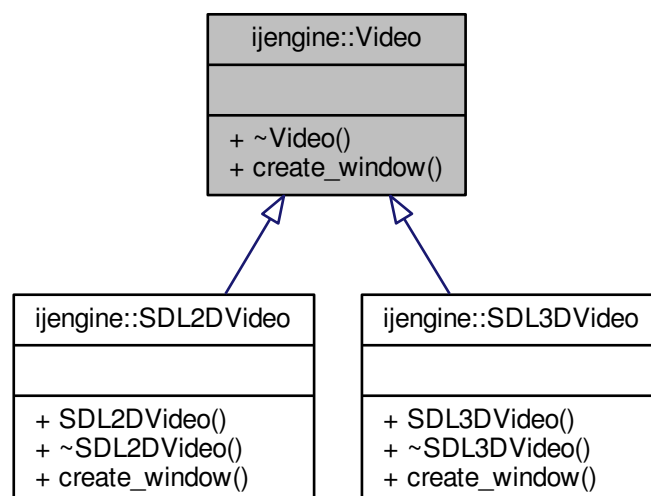
The documentation for this class was generated from the following file:

- `/home/carla/git/ijengine-ICG_GL/include/texture.h`

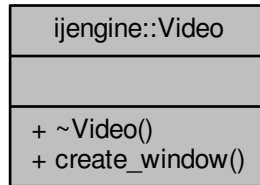
6.14 ijengine::Video Class Reference

```
#include <video.h>
```

Inheritance diagram for `ijengine::Video`:



Collaboration diagram for `ijengine::Video`:



Public Member Functions

- virtual [~Video](#) ()=default
- virtual [Window](#) * [create_window](#) (int w, int h)=0

6.14.1 Constructor & Destructor Documentation

6.14.1.1 virtual `ijengine::Video::~~Video ()` [`virtual`], [`default`]

6.14.2 Member Function Documentation

6.14.2.1 virtual `Window*` `ijengine::Video::create_window (int w, int h)` [`pure virtual`]

Implemented in [ijengine::SDL2DVideo](#), and [ijengine::SDL3DVideo](#).

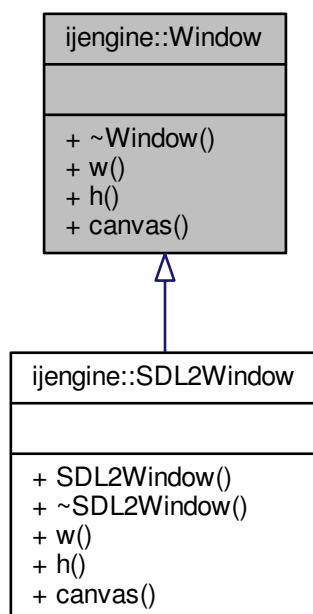
The documentation for this class was generated from the following file:

- `/home/carla/git/ijengine-ICG_GL/include/video.h`

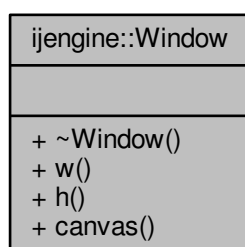
6.15 ijengine::Window Class Reference

```
#include <window.h>
```

Inheritance diagram for ijengine::Window:



Collaboration diagram for ijengine::Window:



Public Member Functions

- virtual `~Window()`=default
- virtual int `w()` const =0
- virtual int `h()` const =0
- virtual `Canvas * canvas()` const =0

6.15.1 Constructor & Destructor Documentation

6.15.1.1 `virtual ijengine::Window::~Window () [virtual],[default]`

6.15.2 Member Function Documentation

6.15.2.1 `virtual Canvas* ijengine::Window::canvas () const [pure virtual]`

Implemented in [ijengine::SDL2Window](#).

6.15.2.2 `virtual int ijengine::Window::h () const [pure virtual]`

Implemented in [ijengine::SDL2Window](#).

6.15.2.3 `virtual int ijengine::Window::w () const [pure virtual]`

Implemented in [ijengine::SDL2Window](#).

The documentation for this class was generated from the following file:

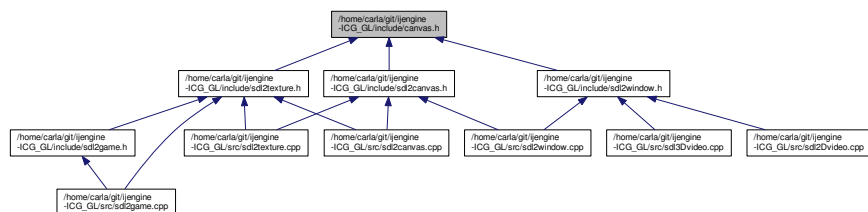
- [/home/carla/git/ijengine-ICG_GL/include/window.h](#)

Chapter 7

File Documentation

7.1 /home/carla/git/ijengine-ICG_GL/include/canvas.h File Reference

This graph shows which files directly or indirectly include this file:



Classes

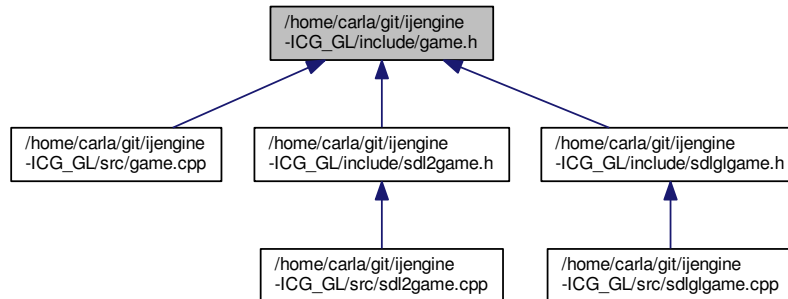
- class [ijengine::Canvas](#)

Namespaces

- [ijengine](#)

7.2 /home/carla/git/ijengine-ICG_GL/include/game.h File Reference

This graph shows which files directly or indirectly include this file:



Classes

- class [ijengine::Game](#)

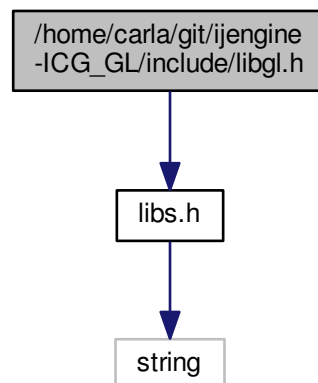
Namespaces

- [ijengine](#)

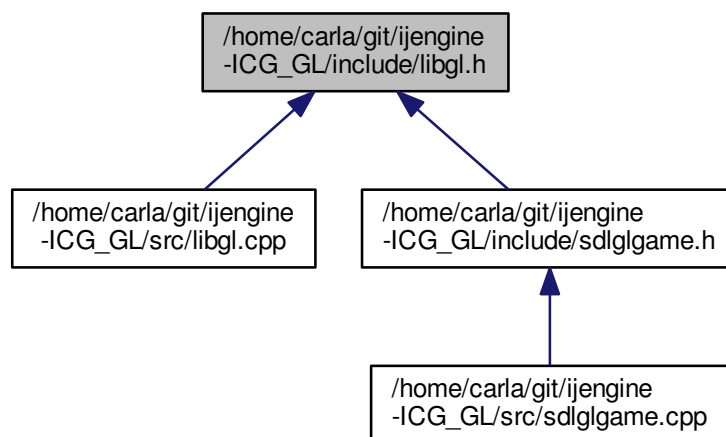
7.3 /home/carla/git/ijengine-ICG_GL/include/libgl.h File Reference

```
#include "libs.h"
```

Include dependency graph for libgl.h:



This graph shows which files directly or indirectly include this file:



Classes

- class `ijengine::LibGL`

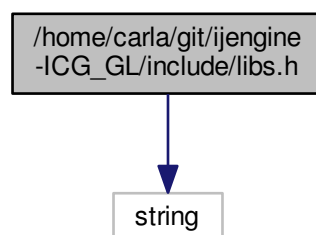
Namespaces

- `ijengine`

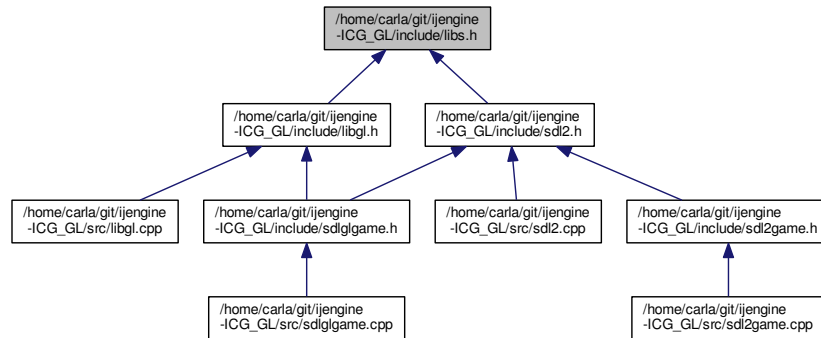
7.4 /home/carla/git/ijengine-ICG_GL/include/libs.h File Reference

```
#include <string>
```

Include dependency graph for libs.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [ijengine::Lib](#)

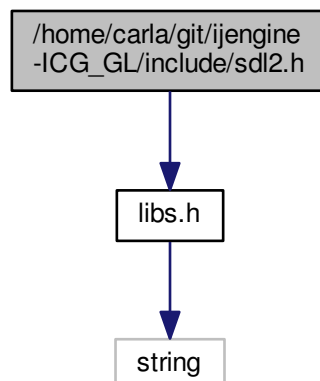
Namespaces

- [ijengine](#)

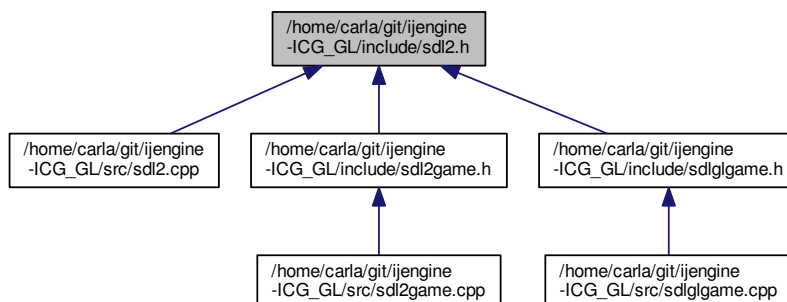
7.5 /home/carla/git/ijengine-ICG_GL/include/sdl2.h File Reference

```
#include "libs.h"
```

Include dependency graph for sdl2.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [ijengine::LibSDL2](#)

Namespaces

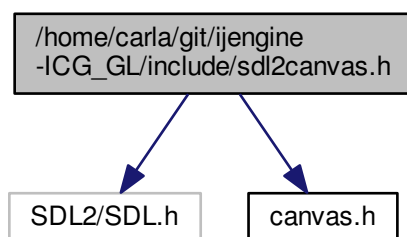
- [ijengine](#)

7.6 /home/carla/git/ijengine-ICG_GL/include/sdl2canvas.h File Reference

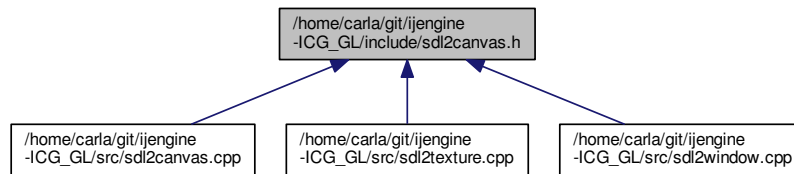
```
#include <SDL2/SDL.h>
```

```
#include "canvas.h"
```

Include dependency graph for `sdl2canvas.h`:



This graph shows which files directly or indirectly include this file:



Classes

- class `ijengine::SDL2Canvas`

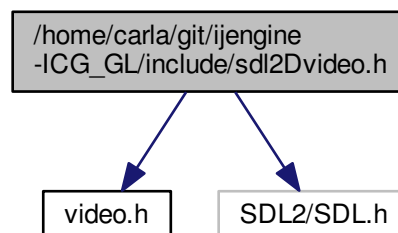
Namespaces

- `ijengine`

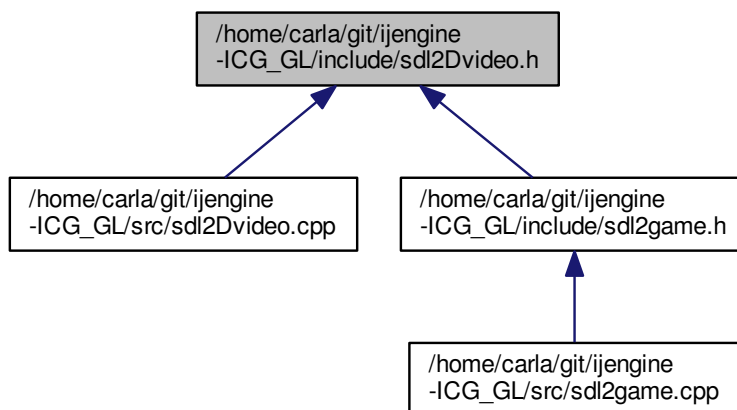
7.7 /home/carla/git/ijengine-ICG_GL/include/sdl2Dvideo.h File Reference

```
#include "video.h"
#include <SDL2/SDL.h>
```

Include dependency graph for `sdl2Dvideo.h`:



This graph shows which files directly or indirectly include this file:



Classes

- class [ijengine::SDL2DVideo](#)

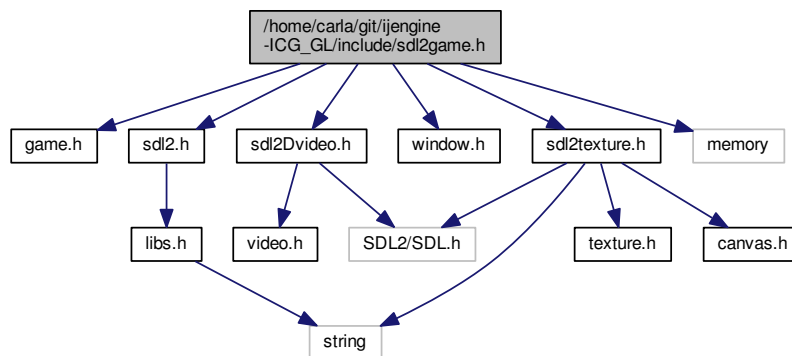
Namespaces

- [ijengine](#)

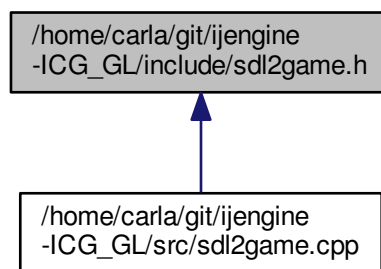
7.8 /home/carla/git/ijengine-ICG_GL/include/sdl2game.h File Reference

```
#include "game.h"
#include "sdl2.h"
#include "sdl2Dvideo.h"
#include "window.h"
#include "sdl2texture.h"
#include <memory>
```

Include dependency graph for sdl2game.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [ijengine::SDL2Game](#)

Namespaces

- [ijengine](#)

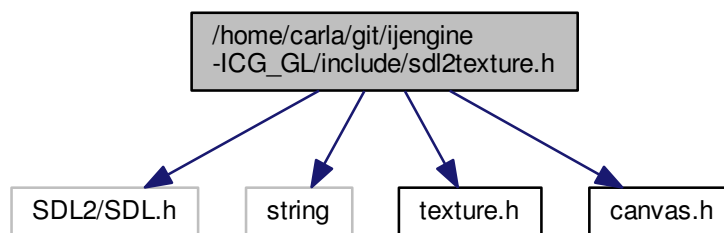
7.9 /home/carla/git/ijengine-ICG_GL/include/sdl2texture.h File Reference

```

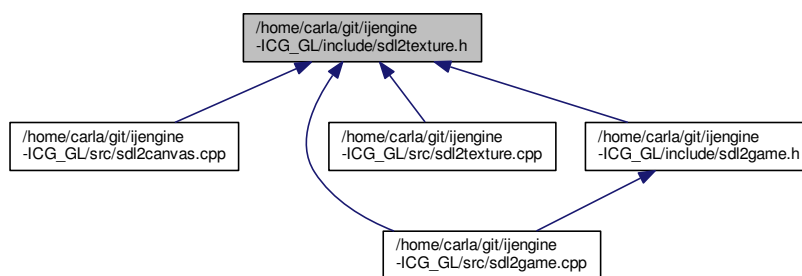
#include <SDL2/SDL.h>
#include <string>
#include "texture.h"
#include "canvas.h"

```

Include dependency graph for sdl2texture.h:



This graph shows which files directly or indirectly include this file:



Classes

- class `ijengine::SDL2Texture`

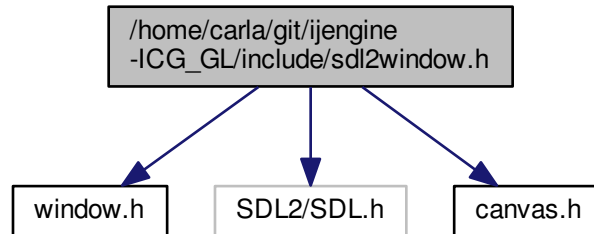
Namespaces

- `ijengine`

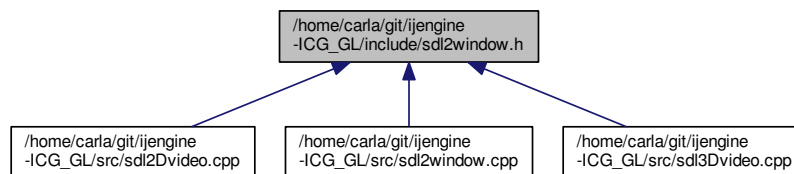
7.10 /home/carla/git/ijengine-ICG_GL/include/sdl2window.h File Reference

```
#include "window.h"
#include <SDL2/SDL.h>
#include "canvas.h"
```

Include dependency graph for sdl2window.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [ijengine::SDL2Window](#)

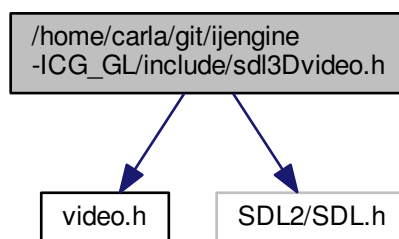
Namespaces

- [ijengine](#)

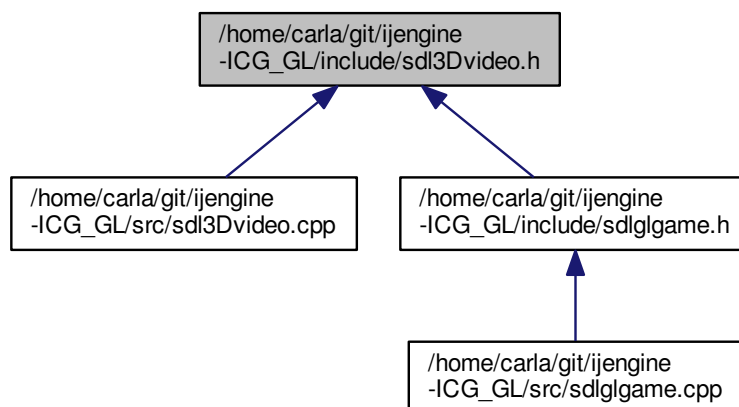
7.11 /home/carla/git/ijengine-ICG_GL/include/sdl3Dvideo.h File Reference

```
#include "video.h"
#include <SDL2/SDL.h>
```

Include dependency graph for sdl3Dvideo.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [ijengine::SDL3DVideo](#)

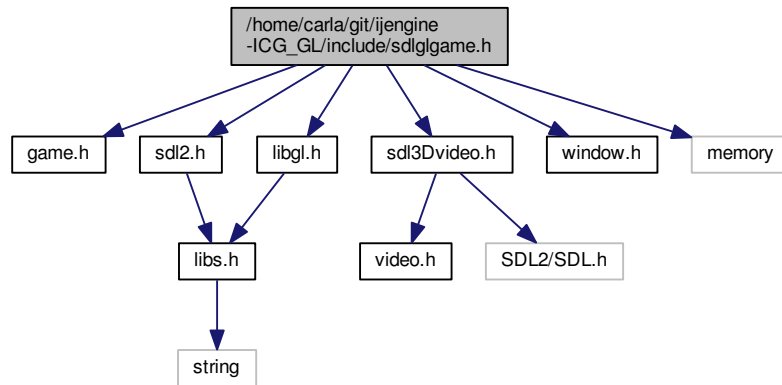
Namespaces

- [ijengine](#)

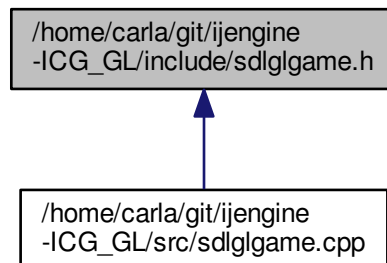
7.12 /home/carla/git/ijengine-ICG_GL/include/sdl3Dgame.h File Reference

```
#include "game.h"
```

```
#include "sdl2.h"
#include "libgl.h"
#include "sdl3Dvideo.h"
#include "window.h"
#include <memory>
Include dependency graph for sdlglgame.h:
```



This graph shows which files directly or indirectly include this file:



Classes

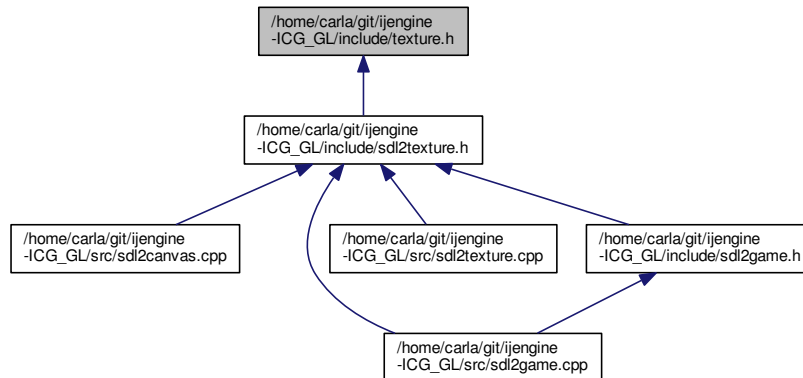
- class [ijengine::SDLGLGame](#)

Namespaces

- [ijengine](#)

7.13 /home/carla/git/ijengine-ICG_GL/include/texture.h File Reference

This graph shows which files directly or indirectly include this file:



Classes

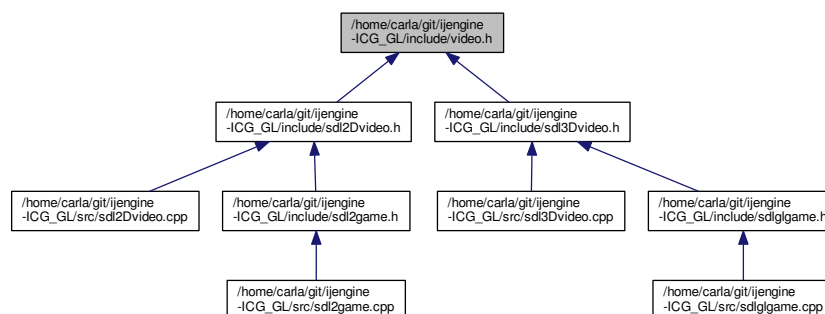
- class `ijengine::Texture`

Namespaces

- `ijengine`

7.14 /home/carla/git/ijengine-ICG_GL/include/video.h File Reference

This graph shows which files directly or indirectly include this file:



Classes

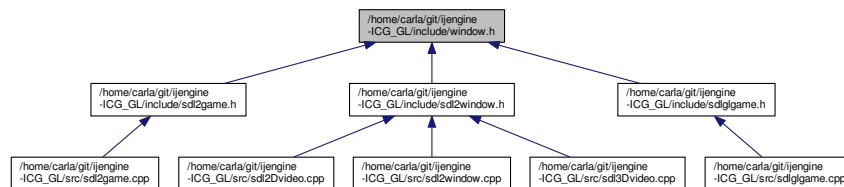
- class `ijengine::Video`

Namespaces

- [ijengine](#)

7.15 /home/carla/git/ijengine-ICG_GL/include/window.h File Reference

This graph shows which files directly or indirectly include this file:



Classes

- class [ijengine::Window](#)

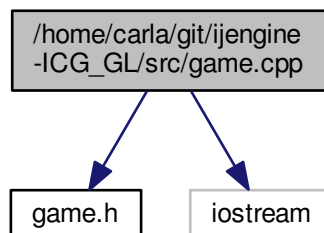
Namespaces

- [ijengine](#)

7.16 /home/carla/git/ijengine-ICG_GL/src/game.cpp File Reference

```
#include "game.h"
#include <iostream>
```

Include dependency graph for game.cpp:

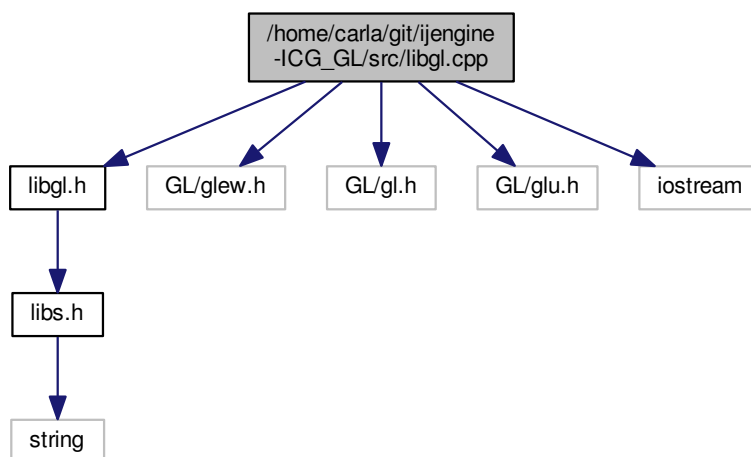


Namespaces

- [ijengine](#)

7.17 /home/carla/git/ijengine-ICG_GL/src/libgl.cpp File Reference

```
#include "libgl.h"  
#include <GL/glew.h>  
#include <GL/gl.h>  
#include <GL/glu.h>  
#include <iostream>  
Include dependency graph for libgl.cpp:
```



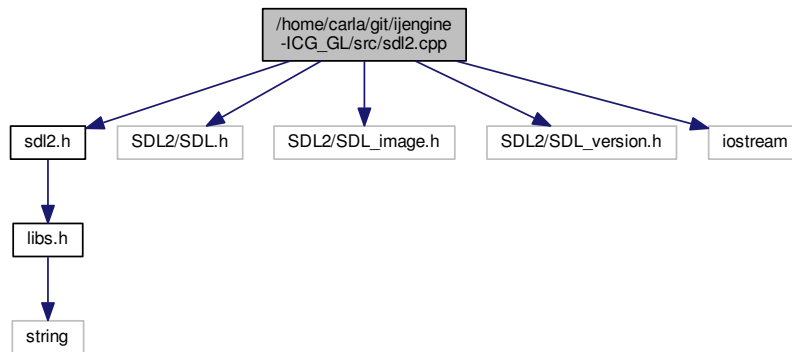
Namespaces

- [ijengine](#)

7.18 /home/carla/git/ijengine-ICG_GL/src/sdl2.cpp File Reference

```
#include "sdl2.h"  
#include <SDL2/SDL.h>  
#include <SDL2/SDL_image.h>  
#include <SDL2/SDL_version.h>  
#include <iostream>
```

Include dependency graph for sdl2.cpp:



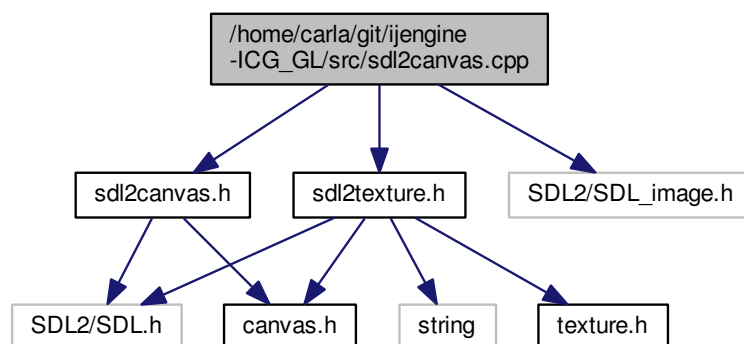
Namespaces

- [ijengine](#)

7.19 /home/carla/git/ijengine-ICG_GL/src/sdl2canvas.cpp File Reference

```
#include "sdl2canvas.h"
#include "sdl2texture.h"
#include <SDL2/SDL_image.h>
```

Include dependency graph for sdl2canvas.cpp:



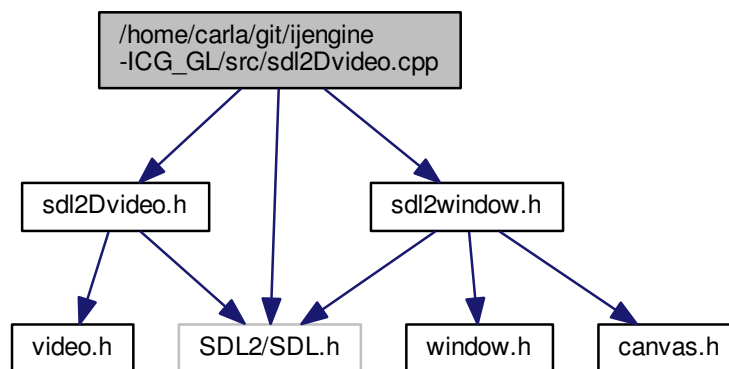
Namespaces

- [ijengine](#)

7.20 /home/carla/git/ijengine-ICG_GL/src/sdl2Dvideo.cpp File Reference

```
#include "sdl2Dvideo.h"
#include "sdl2window.h"
#include <SDL2/SDL.h>
```

Include dependency graph for sdl2Dvideo.cpp:



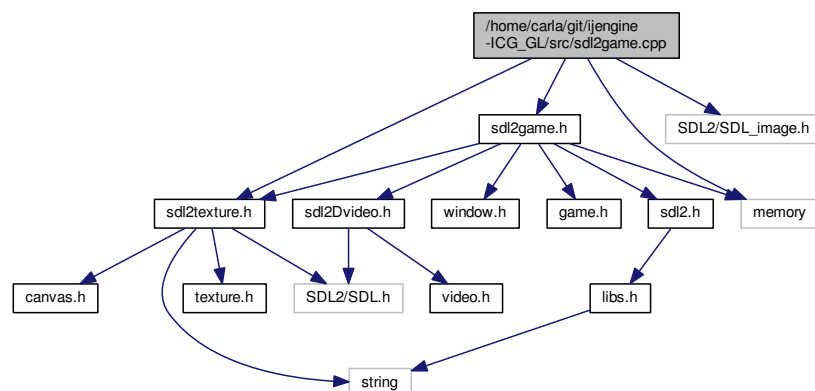
Namespaces

- [ijengine](#)

7.21 /home/carla/git/ijengine-ICG_GL/src/sdl2game.cpp File Reference

```
#include "sdl2game.h"
#include "sdl2texture.h"
#include <SDL2/SDL_image.h>
#include <memory>
```

Include dependency graph for sdl2game.cpp:

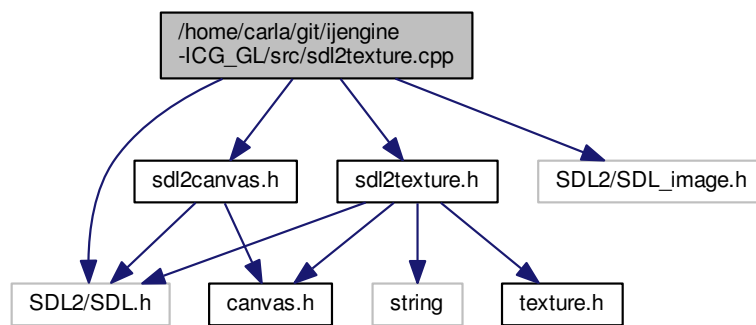


Namespaces

- [ijengine](#)

7.22 /home/carla/git/ijengine-ICG_GL/src/sdl2texture.cpp File Reference

```
#include "sdl2texture.h"  
#include "sdl2canvas.h"  
#include <SDL2/SDL.h>  
#include <SDL2/SDL_image.h>  
Include dependency graph for sdl2texture.cpp:
```



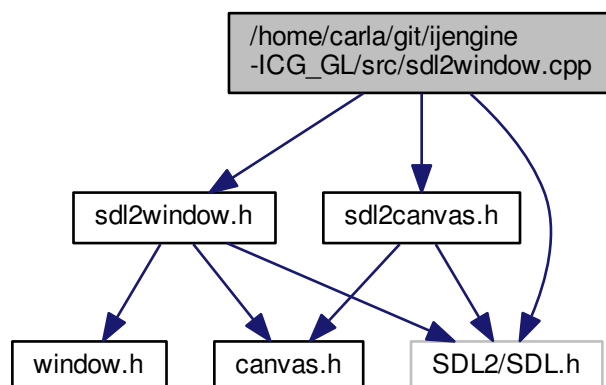
Namespaces

- [ijengine](#)

7.23 /home/carla/git/ijengine-ICG_GL/src/sdl2window.cpp File Reference

```
#include "sdl2window.h"  
#include "sdl2canvas.h"  
#include <SDL2/SDL.h>
```

Include dependency graph for sdl2window.cpp:



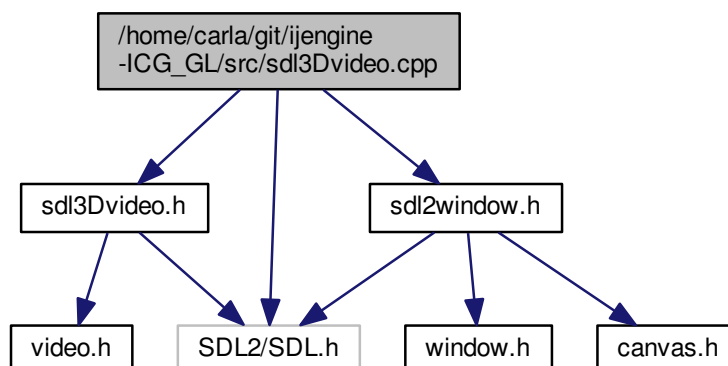
Namespaces

- [ijengine](#)

7.24 /home/carla/git/ijengine-ICG_GL/src/sdl3Dvideo.cpp File Reference

```
#include "sdl3Dvideo.h"  
#include "sdl2window.h"  
#include <SDL2/SDL.h>
```

Include dependency graph for sdl3Dvideo.cpp:



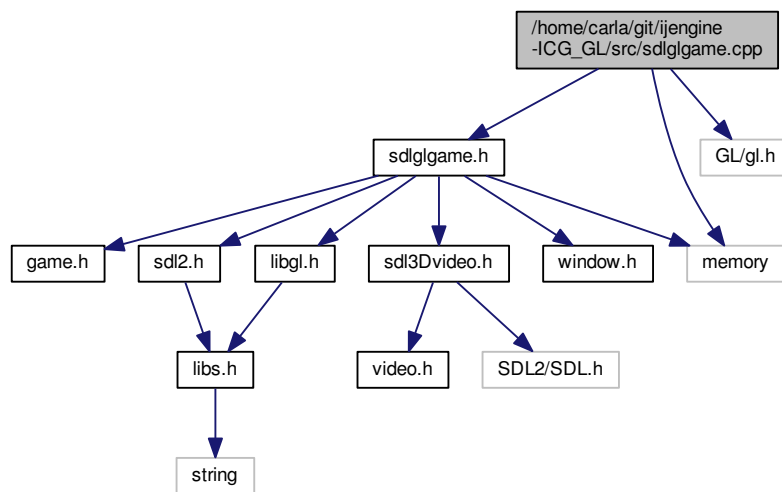
Namespaces

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7.25 /home/carla/git/ijengine-ICG_GL/src/sdlglgame.cpp File Reference

```
#include "sdlglgame.h"  
#include "GL/gl.h"  
#include <memory>
```

Include dependency graph for sdlglgame.cpp:



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