| | [**Overview**](http://docs.google.com/index-overview-summary.html) | [**Project**](http://docs.google.com/project-summary.html) | **Class** | [**Tree**](http://docs.google.com/project-tree.html) | [**Deprecated**](http://docs.google.com/index-deprecated-list.html) | [**Index**](http://docs.google.com/index-all.html) | | --- | --- | --- | --- | --- | --- | | | ***CarnegieMellonGraphics*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**FRAMES**](http://docs.google.com/index.html)    [**NO FRAMES**](http://docs.google.com/CarnegieMellonGraphics2/WindowManager.html) |
| SUMMARY:  INNER | FIELD | [CONSTR](#30j0zll) | [METHOD](#1fob9te) | DETAIL:  FIELD | [CONSTR](#3znysh7) | [METHOD](#3dy6vkm) |  |

## **CarnegieMellonGraphics2**

Class WindowManager

   in [CarnegieMellonGraphics.h](http://docs.google.com/CarnegieMellonGraphics.h.html)

class **WindowManager**

The WindowManager class is used when operating the library in an event driven mode. For this to do anything useful, you must first derive your own Window class that overloads some of the eventhandlers. After that, all you need to do is call WindowManager::handleEvents() somewhere in your code, and it will begin event handling for you. To exit out of the handler, simply call WindowManager::exitHandler() somewhere inside your derived Window class. The event handler will clear our input filters on a window when started, but will return them to their original state upon exiting. WindowManager also encapsulates some simple timing commands.

| **Constructor Summary** | |
| --- | --- |
| private | [**WindowManager**](#2et92p0)() |

| **Method Summary** | |
| --- | --- |
| static void | [**exitHandler**](#1t3h5sf)()            Called inside the event loop to exit the handle |
| static unsigned long | [**getTime**](#2s8eyo1)()            Return the number of "ticks" that have ellapsed since the program was started. |
| static void | [**handleEvents**](#3rdcrjn)()            Called to begin event handling |

| **Constructor Detail** |
| --- |

### WindowManager

private **WindowManager**();

| **Method Detail** |
| --- |

### exitHandler

public static void **exitHandler**();

Called inside the event loop to exit the handle

### getTime

public static unsigned long **getTime**();

Return the number of "ticks" that have ellapsed since the program was started. A "tick" is usually a microsecond (as it depends on the platfrom the library was compiled). This number will probably wrap around after about half an hour.

### handleEvents

public static void **handleEvents**();

Called to begin event handling

| | [**Overview**](http://docs.google.com/index-overview-summary.html) | [**Project**](http://docs.google.com/project-summary.html) | **Class** | [**Tree**](http://docs.google.com/project-tree.html) | [**Deprecated**](http://docs.google.com/index-deprecated-list.html) | [**Index**](http://docs.google.com/index-all.html) | | --- | --- | --- | --- | --- | --- | | | ***CarnegieMellonGraphics*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**FRAMES**](http://docs.google.com/index.html)    [**NO FRAMES**](http://docs.google.com/CarnegieMellonGraphics2/WindowManager.html) |
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