Main applicati

TimeManager

+TimeMnager() +~TimeManager() : virtual

-cock : sf::Clock

+GetCurrentTime() const : void +CalculateElapsedTime(float currentTime, lastTime) static : float

Application CameraComponent : friend class -backgroundcolor : sf::Color -tm :TimeManager -lastTime, currentTime : sf::Time -elapsedTime : float -lag : float -fixedUpdateEnabled : bool -msForFixedUpdate :float -fpsLimitEnabled : bool -maxFPS : unsigned #_Window : sf::RenderWindow* +allEntities : std::vector<GameObject*> +allCameraInScene : std::vector<CameraComponent*> currentCamera : CameraComponent* +Application() +~Application() +CreateWindow(Uint windowWidth, windowHeight, const char* windowTitle) : void +isRunning() const : bool +SetMaxFPS(unsigned limit) : void +EnableFPSLimit() : void +DisableFPSLimit() : void +EnableFixedUpdate(): void +DisableFPixedUpdate(): void +SetMillisecondsForFixedUpdate(float milliseconds): void +SetBackgroundColor(sf::Color color) : void +SetBackgroundColor(sf::Uint8 red, green, blue, alpha) : void +Run() : void +AddEntity(GameObject* entity) : void +RemoveEntity(GameObject* entity) : void +AddCameraInScene(CameraComponent* camera) : void -SetSceneCamera() : void -UpdateGameTime() : void -GetFrameRate() const : unsigned -ProcessWindowEvents() void -ResizeView() : void -FixedUpdate() : void -Update() : void -Draw() : void -CheckCollision(): void -PlayMusicInScene() : void



