

R-Type

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7.676.1.2	test()	1043

Chapter 1

Namespace Index

1.1 Namespace List

Here is a list of all namespaces with brief descriptions:

ABINetwork	Contains functions to manage network communication and operations	37
ECS	Entity component system namespace	58
GameEngine	GameEngine namespace handle all classes of the GameEngine part of the server	59
SceneManager	Namespace for the scene manager. This namespace contains all the classes or enums that are related to the scene management	59

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

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Chapter 3

Class Index

3.1 Class List

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

ABLError	Abstract class for ABI errors	61
AButtonInitSystem	AButtonInitSystem class	63
AccountManagementTextInitSystem	AccountManagementTextInitSystem class	65
AComponent	A basic implementation of the IComponent interface	69
AError	Abstract class for error handling	72
AErrorNetwork	Abstract class for error handling	77
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ABINetwork::AMessage	Interface for messages that can be sent over a network	87
ABINetwork::ANetworkUnit	Abstract base class for network units	90
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GameEngine::Application	Main application of the GameEngine . It handle network and ECS to run a game	103
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ABINetwork::AssignTokenMessage		122
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Component for handling default text in the graphical engine. (inherits IComponent)	235

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ABINetwork::INetworkUnit	
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ABINetwork::InitMessage	
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InitWindow::JsonError	
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ABINetwork::KeyPressedMessage	
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GraphicLib::LoadShaderError	
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LoginPageButtonInitSystem	
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GraphicLib::ModelError	
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MoveMobsSystem	
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MultiplayerButtonInitSystem	
MultiplayerButtonInitSystem class	516
MusicComponent	
A component that handles music properties	519
NetworkConnectionComponent	
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ObjPathComponent	
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PlanetComponent	
Component Planet for R-Type Game	530
PlanetInitSystem	
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PlanetRestartSystem	
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PlayerComponent	
Component PlayerComponent for R-Type Game	539
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Position3DComponent	
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ECS::Registry	
Registry class, main class of an ECS . You can add component, entities and systems to a registry	589
GraphicLib::ResolutionError	
Exception class set a wrong resolution	599
GameEngine::Room	
Room of the GameEngine . It handle rooms in the server. Rooms run games	601
RoomCreationTextInitSystem	
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RoomError	
Abstract class for Rooms errors	609
ABINetwork::roomInfo_s	
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RoomJoiningTextInitSystem	
RoomJoiningTextInitSystem class	616
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RoomManagementTextInitSystem	
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ABINetwork::RoomMessage	
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ScaleComponent	
Component for handling scale within the graphical engine	643
SceneManagerError	
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SceneManager::SceneManagerJsonErrors	
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ABINetwork::Server	
Represents a server in the network	662
ServerConnectionTextInitSystem	
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ServerError	
Abstract class for Server errors	673
SceneManager::ServerSceneManager	
Server ServerSceneManager class. It manages the scenes of the game and the transitions between them	675
ShadersHandler	679
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ShootComponent	
Component Shoot for R-Type Game	685
ShootDamageSystem	
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Destroy a shot if the bullet leave the screen	693
ShootInitSystem	
Initialize a shoot entity	696
ShootMobHandler	701
ShootMobHandlerError	705
ShootSystem	
Shoot a bullet by a player	706
ShootTypeComponent	
Component ShootType for R-Type Game	712
SingleplayerButtonInitSystem	
SingleplayerButtonInitSystem class	717
SinglePlayerHandler	720
SinglePlayerHandlerError	724
Size1DComponent	
Component for handling size in one dimension within the graphical engine	725
SoundComponent	
A component that handles sound properties	727
ECS::SparseArray< Component >	
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Speed3DComponent	
Component Speed3D for R-Type Game	739
SpeedComponent	
Component Speed for R-Type Game	742
SpriteSheetAnimationComponent	
Component for handling sprite sheet animations in the graphical engine. (inherits IComponent)	744

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TextComponent	
Component for handling text in the graphical engine. (inherits IComponent)	756
TextLimitComponent	
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TextPosition2DComponent	
Component Text Position 2D for the graphical engine. (inherits IComponent)	760
TexturePathComponent	
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GraphicLib::WrongCurrentShaderName	
Exception class for handling errors related to the current shader name	820

Chapter 4

File Index

4.1 File List

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Chapter 5

Namespace Documentation

5.1 ABINetwork Namespace Reference

Contains functions to manage network communication and operations.

Classes

- class [AMessage](#)
Interface for messages that can be sent over a network.
- class [AssignTokenMessage](#)
- class [AuthMessage](#)
Messages that can be sent over a network for auth.
- class [ChatBoxMessage](#)
Messages that can be sent over a network for chatBox.
- class [CreateEntityMessage](#)
- class [IMessage](#)
Interface for messages that can be sent over a network.
- class [InitMessage](#)
Messages that can be sent at the connection with server.
- class [KeyPressedMessage](#)
Messages that can be sent over a network for keys pressed.
- struct [roomInfo_s](#)
Contain the data of a Room.
- class [RoomMessage](#)
Messages that can be sent over a network for rooms.
- class [UDPPacket](#)
- class [UpdateComponentMessage](#)
- class [ANetworkUnit](#)
Abstract base class for network units.
- class [Client](#)
Represents a client in the network.
- class [INetworkUnit](#)
Interface representing a network unit.
- class [Server](#)
Represents a server in the network.

Typedefs

- typedef struct [ABINetwork::roomInfo_s](#) roomInfo_t
Contain the data of a Room.

Enumerations

- enum [Type](#) { [Int](#) = 1 , [Float](#) , [String](#) , [Bool](#) }

Functions

- std::shared_ptr< [INetworkUnit](#) > [createClient](#) ()
Creates a client network unit to connect to a server.
- bool [connectToServer](#) (std::shared_ptr< [INetworkUnit](#) > client, std::string ipServer, int tcp_port)
Connect a client to a server.
- void [disconnectToServer](#) (std::shared_ptr< [INetworkUnit](#) > networkUnit)
Disconnect to a client.
- std::string [getServerIp](#) (std::shared_ptr< [INetworkUnit](#) > networkUnit)
Get the [Server](#) Ip object.
- void [sendPacketLogin](#) (std::shared_ptr< [INetworkUnit](#) > networkUnit, std::string userName, std::string password)
Sends a login packet to the server.
- void [sendPacketRegister](#) (std::shared_ptr< [INetworkUnit](#) > networkUnit, std::string userName, std::string password)
Sends a registration packet to the server.
- void [sendPacketLogout](#) (std::shared_ptr< [INetworkUnit](#) > networkUnit)
Sends a logout packet to the server.
- void [sendPacketInit](#) (std::shared_ptr< [INetworkUnit](#) > networkUnit)
Sends a init packet to the server.
- int [getAssignTokenInfoFromPacket](#) ([UDPPacket](#) packet)
Get the [AssignToken](#) Info From Packet object.
- void [sendPacketKey](#) (std::shared_ptr< [INetworkUnit](#) > networkUnit, int key)
Sends a key packet to the server.
- void [sendPacketChatbox](#) (std::shared_ptr< [INetworkUnit](#) > networkUnit, std::string userName, std::string chat)
Sends a Chatbox packet to the server.
- std::pair< std::string, int > [getEntityCreationInfoFromPacket](#) ([UDPPacket](#) packet)
Get the Entity Creation Info From Packet object.
- std::pair< std::string, std::vector< std::variant< int, float, std::string, bool > > > > [getUpdateComponentInfoFromPacket](#) ([UDPPacket](#) packet)
Get the Update Component Info From Packet object.
- void [sendPacketGetRooms](#) (std::shared_ptr< [INetworkUnit](#) > networkUnit)
Send a packet to the server to know all rooms.
- void [sendPacketCreateRoom](#) (std::shared_ptr< [INetworkUnit](#) > networkUnit, std::string roomName, bool privateRoom, std::string roomPassword, bool cheatsRoom, int playerMaxRoom)
Creates a new room on the server.
- void [sendPacketJoinRoom](#) (std::shared_ptr< [INetworkUnit](#) > networkUnit, std::string roomName, std::string password="")
Joins an existing room on the server.
- void [sendPacketLeaveRoom](#) (std::shared_ptr< [INetworkUnit](#) > networkUnit)

- Leaves a room on the server.*
- `std::tuple< std::string, int, int >` [getCreatedRoomInfoFromPacket](#) ([UDPPacket](#) packet)
Get the Created Room Info From Packet object.
- `bool` [getLoginAllowedInfoFromPacket](#) ([UDPPacket](#) packet)
Get the Login Allowed Info From Packet object.
- `void` [setClientLogin](#) (`std::shared_ptr< INetworkUnit >` networkUnit, [INetworkUnit::LoginState](#) loginState)
Set the [Client](#) Login object.
- [INetworkUnit::LoginState](#) [getClientLogin](#) (`std::shared_ptr< INetworkUnit >` networkUnit)
Get the [Client](#) Login object.
- `void` [setCurrentRoomPassword](#) (`std::shared_ptr< INetworkUnit >` networkUnit, `std::string` roomPassword)
Set the Current Room Password object.
- `std::string` [getCurrentRoomPassword](#) (`std::shared_ptr< INetworkUnit >` networkUnit)
Get the Current Room Password object.
- `std::vector< ABINetwork::roomInfo\_t >` [getRoomsInfos](#) ([UDPPacket](#) packet)
Get the Rooms Infos object.
- `void` [setListOfRooms](#) (`std::shared_ptr< INetworkUnit >` networkUnit, `std::vector< ABINetwork::roomInfo\_t >` listRooms)
Set the List Of Rooms object.
- `std::vector< ABINetwork::roomInfo\_t >` [getListOfRooms](#) (`std::shared_ptr< INetworkUnit >` networkUnit)
Get the List Of Rooms object.
- `void` [setGetRoomState](#) (`std::shared_ptr< INetworkUnit >` networkUnit, [INetworkUnit::GetRoomState](#) getRoomState)
Set the Get Room State object.
- [INetworkUnit::GetRoomState](#) [getRoomState](#) (`std::shared_ptr< INetworkUnit >` networkUnit)
Get the Room State object.
- `int` [getAllowedJoindRoomInfoFromPacket](#) ([UDPPacket](#) packet)
Get the Joind Room Info From Packet object.
- `void` [deleteRoom](#) (`std::shared_ptr< INetworkUnit >` networkUnit)
Deletes a room from the server.
- `void` [setMessageInQueue](#) (`std::shared_ptr< INetworkUnit >` networkUnit, `std::vector< uint8_t >` message, `uint32_t` token=0)
Adds a message to the network unit's message queue.
- `std::pair< std::vector< uint8_t >, uint32_t >` [getMessageInQueue](#) (`std::shared_ptr< INetworkUnit >` networkUnit)
Retrieves the next message from the network unit's message queue.
- `void` [sendMessages](#) (`std::shared_ptr< INetworkUnit >` networkUnit)
Take all messages in queue and send them to the given targets.
- [INetworkUnit::TypeOfNetwork](#) [getTypeOfNetwork](#) (`std::shared_ptr< INetworkUnit >` networkUnit)
Get the Type Of Network object.
- `std::pair< std::string, std::string >` [getLoginInfoFromPacket](#) ([UDPPacket](#) packet)
Get the Login Info From Packet object.
- `std::pair< std::string, std::string >` [getRegisterInfoFromPacket](#) ([UDPPacket](#) packet)
Get the Register Info From Packet object.
- `uint32_t` [getLogoutInfoFromPacket](#) ([UDPPacket](#) packet)
Get the Logout Info From Packet object.
- `std::shared_ptr< INetworkUnit >` [createServer](#) (`std::size_t` numberMaxPlayer)
Creates a server network unit. This function initializes and returns a network unit that acts as a server.
- `int` [getInitInfoFromPacket](#) ([UDPPacket](#) packet)
Get the Init Info From Packet object.
- `int` [getKeyPressedInfoFromPacket](#) ([UDPPacket](#) packet)
Get the keyPressed Info From Packet object.

- `std::pair< std::string, std::string > getChatBoxInfoFromPacket (UDPPacket packet)`
Get the ChatBox Info From Packet object.
- `void sendPacketCreateEntity (std::shared_ptr< INetworkUnit > networkUnit, std::string componentType, int idxEntity)`
Send the information of to client to create new entity.
- `void sendUpdateComponent (std::shared_ptr< INetworkUnit > networkUnit, std::string componentType, int nbArgs, std::vector< std::pair< int, std::variant< int, float, std::string, bool >>> args, uint32_t token=0)`
Send Update Component Information.
- `roomInfo_t getCreateRoomInfoFromPacket (UDPPacket packet)`
Get the CreateRoom Info From Packet object.
- `void sendPacketRoomCreated (std::shared_ptr< INetworkUnit > networkUnit, roomInfo_t infos, uint32_t token=0)`
Send Room created informations.
- `void sendPacketAssignToken (std::shared_ptr< INetworkUnit > networkUnit, int idxEntity, uint32_t token)`
Sends a idxEntity packet to the client.
- `std::pair< std::string, std::string > getJoinRoomInfoFromPacket (UDPPacket packet)`
Get the Join Room Info From Packet object.
- `void sendPacketWrongRoomPassword (std::shared_ptr< INetworkUnit > networkUnit, uint32_t token=0)`
Send wrong room password message.
- `void sendPacketFullRoom (std::shared_ptr< INetworkUnit > networkUnit, uint32_t token=0)`
Send Full room message.
- `void sendPacketAllowedToJoinRoom (std::shared_ptr< INetworkUnit > networkUnit, int tcpPort, uint32_t token=0)`
Send authorization to join room.
- `void sendPacketRooms (std::shared_ptr< INetworkUnit > networkUnit, std::vector< ABINetwork::roomInfo_t > rooms, uint32_t token=0)`
Send message with all server's rooms.
- `void sendPacketLoginAllowed (std::shared_ptr< INetworkUnit > networkUnit, bool isAllowed, uint32_t token=0)`
Send message to know if client allowed to login.
- `std::vector< std::pair< uint32_t, bool > > & getQueueConnection (std::shared_ptr< INetworkUnit > networkUnit)`
Get the Queue of Connection.

5.1.1 Detailed Description

Contains functions to manage network communication and operations.

5.1.2 Typedef Documentation

5.1.2.1 roomInfo_t

```
typedef struct ABINetwork::roomInfo_s ABINetwork::roomInfo_t
```

Contain the data of a Room.

5.1.3 Enumeration Type Documentation

5.1.3.1 Type

```
enum ABINetwork::Type
```

Enumerator

Int	
Float	
String	
Bool	

5.1.4 Function Documentation

5.1.4.1 connectToServer()

```
bool ABINetwork::connectToServer (
    std::shared_ptr< INetworkUnit > client,
    std::string ipServer,
    int tcp_port )
```

Connect a client to a server.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>ipServer</i>	The IP address of the server to connect to.
<i>tcp_port</i>	The port number of the server to connect to by tcp.

Returns

False if connection failed.

5.1.4.2 createClient()

```
std::shared_ptr< INetworkUnit > ABINetwork::createClient ( )
```

Creates a client network unit to connect to a server.

Returns

A shared pointer to the created network unit.

5.1.4.3 createServer()

```
std::shared_ptr< INetworkUnit > ABINetwork::createServer (
    std::size_t numberMaxPlayer )
```

Creates a server network unit. This function initializes and returns a network unit that acts as a server.

Parameters

<i>numberMaxPlayer</i>	Number of player max.

Returns

A shared pointer to the created network unit representing the server.

5.1.4.4 deleteRoom()

```
void ABINetwork::deleteRoom (
    std::shared_ptr< INetworkUnit > networkUnit )
```

Deletes a room from the server.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.

5.1.4.5 disconnectToServer()

```
void ABINetwork::disconnectToServer (
    std::shared_ptr< INetworkUnit > networkUnit )
```

Disconnect to a client.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.

5.1.4.6 getAllowedJoindRoomInfoFromPacket()

```
int ABINetwork::getAllowedJoindRoomInfoFromPacket (
    UDPPacket packet )
```

Get the Joind Room Info From Packet object.

Parameters

<i>packet</i>	Packet received from the server.

Returns

int Tcp port.

5.1.4.7 getAssignTokenInfoFromPacket()

```
int ABINetwork::getAssignTokenInfoFromPacket (
    UDPPacket packet )
```

Get the [AssignToken](#) Info From Packet object.

Returns

int idxEntity info.

5.1.4.8 getChatBoxInfoFromPacket()

```
std::pair< std::string, std::string > ABINetwork::getChatBoxInfoFromPacket (
    UDPPacket packet )
```

Get the ChatBox Info From Packet object.

Returns

std::pair<std::string, std::string> With userName and chat.

5.1.4.9 getClientLogin()

```
INetworkUnit::LoginState ABINetwork::getClientLogin (
    std::shared_ptr< INetworkUnit > networkUnit )
```

Get the [Client](#) Login object.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.

Returns

LoginState The actual state of the client login.

5.1.4.10 getCreatedRoomInfoFromPacket()

```
std::tuple< std::string, int, int > ABINetwork::getCreatedRoomInfoFromPacket (
    UDPPacket packet )
```

Get the Created Room Info From Packet object.

Parameters

<i>packet</i>	Packet received from the server.

Returns

std::tuple<std::string, int, int> With roomName, tcpPort and udpPort.

5.1.4.11 getCreateRoomInfoFromPacket()

```
roomInfo_t ABINetwork::getCreateRoomInfoFromPacket (
    UDPPacket packet )
```

Get the CreateRoom Info From Packet object.

Parameters

<i>packet</i>	Packet received by the client.

Returns

roomInfo_t

5.1.4.12 getCurrentRoomPassword()

```
std::string ABINetwork::getCurrentRoomPassword (
    std::shared_ptr< INetworkUnit > networkUnit )
```

Get the Current Room Password object.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.

Returns

std::string Current room password.

5.1.4.13 getEntityCreationInfoFromPacket()

```
std::pair< std::string, int > ABINetwork::getEntityCreationInfoFromPacket (
    UDPPacket packet )
```

Get the Entity Creation Info From Packet object.

Parameters

<i>packet</i>	Packet received from the server.

Returns

std::tuple<std::string, int> With EntityComponent and idxEntity.

5.1.4.14 getInitInfoFromPacket()

```
int ABINetwork::getInitInfoFromPacket (
    UDPPacket packet )
```

Get the Init Info From Packet object.

Returns

int Init info.

5.1.4.15 getJoinRoomInfoFromPacket()

```
std::pair< std::string, std::string > ABINetwork::getJoinRoomInfoFromPacket (
    UDPPacket packet )
```

Get the Join Room Info From Packet object.

Parameters

<i>packet</i>	Packet received by the client.

Returns

`std::pair<std::string, std::string>` With roomName and roomPassword.

5.1.4.16 getKeyPressedInfoFromPacket()

```
int ABINetwork::getKeyPressedInfoFromPacket (
    UDPPacket packet )
```

Get the keyPressed Info From Packet object.

Returns

`int` KeyPressed.

5.1.4.17 getListOfRooms()

```
std::vector< ABINetwork::roomInfo_t > ABINetwork::getListOfRooms (
    std::shared_ptr< INetworkUnit > networkUnit )
```

Get the List Of Rooms object.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.

Returns

`std::vector<ABINetwork::roomInfo_t>` List of rooms.

5.1.4.18 getLoginAllowedInfoFromPacket()

```
bool ABINetwork::getLoginAllowedInfoFromPacket (
    UDPPacket packet )
```

Get the Login Allowed Info From Packet object.

Parameters

<i>packet</i>	Packet received from the server.

Returns

true [Client](#) allowed to login.
false [Client](#) not allowed to login.

5.1.4.19 getLoginInfoFromPacket()

```
std::pair< std::string, std::string > ABINetwork::getLoginInfoFromPacket (
    UDPPacket packet )
```

Get the Login Info From Packet object.

Returns

std::pair<std::string, std::string> With userName and password.

5.1.4.20 getLogoutInfoFromPacket()

```
uint32_t ABINetwork::getLogoutInfoFromPacket (
    UDPPacket packet )
```

Get the Logout Info From Packet object.

Returns

uint32_t Token of the [Client](#).

5.1.4.21 getMessageInQueue()

```
std::pair< std::vector< uint8_t >, uint32_t > ABINetwork::getMessageInQueue (
    std::shared_ptr< INetworkUnit > networkUnit )
```

Retrieves the next message from the network unit's message queue.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit from which the message will be retrieved.

Returns

A shared pointer to the next message in the queue, or nullptr if the queue is empty.

5.1.4.22 getQueueConnection()

```
std::vector< std::pair< uint32_t, bool > > & ABINetwork::getQueueConnection (
    std::shared_ptr< INetworkUnit > networkUnit )
```

Get the Queue of Connection.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.

5.1.4.23 getRegisterInfoFromPacket()

```
std::pair< std::string, std::string > ABINetwork::getRegisterInfoFromPacket (
    UDPPacket packet )
```

Get the Register Info From Packet object.

Returns

std::pair<std::string, std::string> With userName and password.

5.1.4.24 getRoomsInfos()

```
std::vector< ABINetwork::roomInfo_t > ABINetwork::getRoomsInfos (
    UDPPacket packet )
```

Get the Rooms Infos object.

Parameters

<i>packet</i>	Packet received from the server.

Returns

std::vector<ABINetwork::roomInfo_t>

5.1.4.25 getRoomState()

```
INetworkUnit::GetRoomState ABINetwork::getRoomState (
    std::shared_ptr< INetworkUnit > networkUnit )
```

Get the Room State object.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.

Returns

[INetworkUnit::GetRoomState](#) The actual state of the request getRoom.

5.1.4.26 getServerIp()

```
std::string ABINetwork::getServerIp (
    std::shared_ptr< INetworkUnit > networkUnit )
```

Get the [Server](#) Ip object.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.

Returns

std::string

5.1.4.27 getTypeOfNetwork()

```
INetworkUnit::TypeOfNetwork ABINetwork::getTypeOfNetwork (
    std::shared_ptr< INetworkUnit > networkUnit )
```

Get the Type Of Network object.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit from which the message will be retrieved.

5.1.4.28 `getUpdateComponentInfoFromPacket()`

```
std::pair< std::string, std::vector< std::variant< int, float, std::string, bool > > > ABINetwork↵
::getUpdateComponentInfoFromPacket (
    UDPPacket packet )
```

Get the Update Component Info From Packet object.

Parameters

<i>packet</i>	Packet received from the server.

Returns

`std::pair<std::string, std::vector<std::variant<int, float, std::string>>>`

5.1.4.29 `sendMessages()`

```
void ABINetwork::sendMessages (
    std::shared_ptr< INetworkUnit > networkUnit )
```

Take all messages in queue and send them to the given targets.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit from which the message will be retrieved.

5.1.4.30 `sendPacketAllowedToJoinRoom()`

```
void ABINetwork::sendPacketAllowedToJoinRoom (
    std::shared_ptr< INetworkUnit > networkUnit,
    int tcpPort,
    uint32_t token = 0 )
```

Send authorization to join room.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>tcpPort</i>	Port tcp of the room to join.

5.1.4.31 sendPacketAssignToken()

```
void ABINetwork::sendPacketAssignToken (
    std::shared_ptr< INetworkUnit > networkUnit,
    int idxEntity,
    uint32_t token )
```

Sends a idxEntity packet to the client.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>idxEntity</i>	idxEntity to send.
<i>token</i>	token where send the idxEntity

5.1.4.32 sendPacketChatbox()

```
void ABINetwork::sendPacketChatbox (
    std::shared_ptr< INetworkUnit > networkUnit,
    std::string userName,
    std::string chat )
```

Sends a Chatbox packet to the server.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.

5.1.4.33 sendPacketCreateEntity()

```
void ABINetwork::sendPacketCreateEntity (
    std::shared_ptr< INetworkUnit > networkUnit,
    std::string componentType,
    int idxEntity )
```

Send the information of to client to create new entity.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>componentType</i>	COmponent type used to call system associated.
<i>idxEntity</i>	Entity who want to create the new entity.

5.1.4.34 sendPacketCreateRoom()

```
void ABINetwork::sendPacketCreateRoom (
    std::shared_ptr< INetworkUnit > networkUnit,
    std::string roomName,
    bool privateRoom,
    std::string roomPassword,
    bool cheatsRoom,
    int playerMaxRoom )
```

Creates a new room on the server.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>roomName</i>	Name of the room.
<i>privateRoom</i>	True if the server is private.
<i>roomPassword</i>	Room password, empty if not private.
<i>cheatsRoom</i>	Allow or not cheats in the room.
<i>playerMaxRoom</i>	Set the number of player allowed in the room.

5.1.4.35 sendPacketFullRoom()

```
void ABINetwork::sendPacketFullRoom (
    std::shared_ptr< INetworkUnit > networkUnit,
    uint32_t token = 0 )
```

Send Full room message.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.

5.1.4.36 sendPacketGetRooms()

```
void ABINetwork::sendPacketGetRooms (
    std::shared_ptr< INetworkUnit > networkUnit )
```

Send a packet to the server to know all rooms.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.

5.1.4.37 sendPacketInit()

```
void ABINetwork::sendPacketInit (
    std::shared_ptr< INetworkUnit > networkUnit )
```

Sends a init packet to the server.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.

5.1.4.38 sendPacketJoinRoom()

```
void ABINetwork::sendPacketJoinRoom (
    std::shared_ptr< INetworkUnit > networkUnit,
    std::string roomName,
    std::string password = "" )
```

Joins an existing room on the server.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>roomName</i>	Name of the room to join.
<i>password</i>	Password of the room if private.

5.1.4.39 sendPacketKey()

```
void ABINetwork::sendPacketKey (
    std::shared_ptr< INetworkUnit > networkUnit,
    int key )
```

Sends a key packet to the server.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>key</i>	Client's key pressed.

5.1.4.40 sendPacketLeaveRoom()

```
void ABINetwork::sendPacketLeaveRoom (
    std::shared_ptr< INetworkUnit > networkUnit )
```

Leaves a room on the server.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.

5.1.4.41 sendPacketLogin()

```
void ABINetwork::sendPacketLogin (
    std::shared_ptr< INetworkUnit > networkUnit,
    std::string userName,
    std::string password )
```

Sends a login packet to the server.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>userName</i>	Client UserName to log with.
<i>password</i>	Client Password to log with.

5.1.4.42 sendPacketLoginAllowed()

```
void ABINetwork::sendPacketLoginAllowed (
    std::shared_ptr< INetworkUnit > networkUnit,
    bool isAllowed,
    uint32_t token = 0 )
```

Send message to know if client allowed to login.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>isAllowed</i>	True if client allowed to login.

5.1.4.43 sendPacketLogout()

```
void ABINetwork::sendPacketLogout (
    std::shared_ptr< INetworkUnit > networkUnit )
```

Sends a logout packet to the server.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.

5.1.4.44 sendPacketRegister()

```
void ABINetwork::sendPacketRegister (
    std::shared_ptr< INetworkUnit > networkUnit,
    std::string userName,
    std::string password )
```

Sends a registration packet to the server.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>userName</i>	Client UserName to log with.
<i>password</i>	Client Password to log with.

5.1.4.45 sendPacketRoomCreated()

```
void ABINetwork::sendPacketRoomCreated (
    std::shared_ptr< INetworkUnit > networkUnit,
    roomInfo_t infos,
    uint32_t token = 0 )
```

Send Room created informations.

Parameters

<i>infos</i>	Informations about the room created.

5.1.4.46 sendPacketRooms()

```
void ABINetwork::sendPacketRooms (
    std::shared_ptr< INetworkUnit > networkUnit,
    std::vector< ABINetwork::roomInfo_t > rooms,
    uint32_t token = 0 )
```

Send message with all server's rooms.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>rooms</i>	Vector of room's informations

5.1.4.47 sendPacketWrongRoomPassword()

```
void ABINetwork::sendPacketWrongRoomPassword (
    std::shared_ptr< INetworkUnit > networkUnit,
    uint32_t token = 0 )
```

Send wrong room password message.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.

5.1.4.48 sendUpdateComponent()

```
void ABINetwork::sendUpdateComponent (
    std::shared_ptr< INetworkUnit > networkUnit,
    std::string componentType,
    int nbArgs,
    std::vector< std::pair< int, std::variant< int, float, std::string, bool >>>
args,
    uint32_t token = 0 )
```

Send Update Component Information.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>componentType</i>	CComponent type used to call system associated.
<i>nbArgs</i>	Number of args in variadic list.
<i>vector< std::pair< int, std::variant< int, float, std::string, bool >>></i>	Variadic List.
<i>token</i>	Token where send the packet

5.1.4.49 setClientLogin()

```
void ABINetwork::setClientLogin (
```

```
std::shared_ptr< INetworkUnit > networkUnit,  
INetworkUnit::LoginState loginState )
```

Set the [Client](#) Login object.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>loginState</i>	The value to set.

5.1.4.50 setCurrentRoomPassword()

```
void ABINetwork::setCurrentRoomPassword (   
    std::shared_ptr< INetworkUnit > networkUnit,  
    std::string roomPassword )
```

Set the Current Room Password object.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>roomPassword</i>	The password to set.

5.1.4.51 setGetRoomState()

```
void ABINetwork::setGetRoomState (   
    std::shared_ptr< INetworkUnit > networkUnit,  
    INetworkUnit::GetRoomState getRoomState )
```

Set the Get Room State object.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>getRoomState</i>	The value to set.

5.1.4.52 setListOfRooms()

```
void ABINetwork::setListOfRooms (   
    std::shared_ptr< INetworkUnit > networkUnit,  
    std::vector< ABINetwork::roomInfo_t > listRooms )
```

Set the List Of Rooms object.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit representing the client connection.
<i>listRooms</i>	List of room Infos to set.

5.1.4.53 setMessageInQueue()

```
void ABINetwork::setMessageInQueue (
    std::shared_ptr< INetworkUnit > networkUnit,
    std::vector< uint8_t > message,
    uint32_t token = 0 )
```

Adds a message to the network unit's message queue.

Parameters

<i>networkUnit</i>	A shared pointer to the network unit where the message will be queued.
<i>message</i>	A shared pointer to the message to be added to the queue.

5.2 ECS Namespace Reference

Entity component system namespace.

Classes

- class [Registry](#)
Registry class, main class of an ECS. You can add component, entities and systems to a registry.
- class [SparseArray](#)
Container of components.

Typedefs

- using [entity_t](#) = std::size_t
Index type for an Entity in a registry.

5.2.1 Detailed Description

Entity component system namespace.

5.2.2 Typedef Documentation

5.2.2.1 entity_t

```
using ECS::entity_t = typedef std::size_t
```

Index type for an Entity in a registry.

5.3 GameEngine Namespace Reference

[GameEngine](#) namespace handle all classes of the [GameEngine](#) part of the server.

Classes

- class [Application](#)
Main application of the [GameEngine](#). It handle network and [ECS](#) to run a game.
- class [Room](#)
Room of the [GameEngine](#). It handle rooms in the server. Rooms run games.

5.3.1 Detailed Description

[GameEngine](#) namespace handle all classes of the [GameEngine](#) part of the server.

5.4 SceneManager Namespace Reference

Namespace for the scene manager. This namespace contains all the classes or enums that are related to the scene management.

Classes

- class [ClientSceneManager](#)
Client [ClientSceneManager](#) class. It manages the scenes of the game and the transitions between them.
- class [ServerSceneManager](#)
Server [ServerSceneManager](#) class. It manages the scenes of the game and the transitions between them.
- class [ASceneManager](#)
Abstract class for the scene manager.
- class [ISceneManager](#)
Interface for the scene manager.
- class [SceneManagerErrors](#)
Class for the scene manager errors.
- class [SceneManagerJsonErrors](#)
Class for the scene manager json errors.

Enumerations

- enum [RegisterIndex](#) { [CURRENT](#) = 0 , [PREVIOUS](#) = 1 , [NEXT](#) = 2 }
- Enum for the register index. This enum is used to deal with all the scenes that should be loaded.*

5.4.1 Detailed Description

Namespace for the scene manager. This namespace contains all the classes or enums that are related to the scene management.

5.4.2 Enumeration Type Documentation

5.4.2.1 RegisterIndex

enum `SceneManager::RegisterIndex`

Enum for the register index. This enum is used to deal with all the scenes that should be loaded.

Parameters

<i>CURRENT</i>	The current scene.
<i>PREVIOUS</i>	The previous scene.
<i>NEXT</i>	The next scene.

Note

All the scenes between NEXT and the end of the vector are next scenes.

Enumerator

CURRENT	
PREVIOUS	
NEXT	

Chapter 6

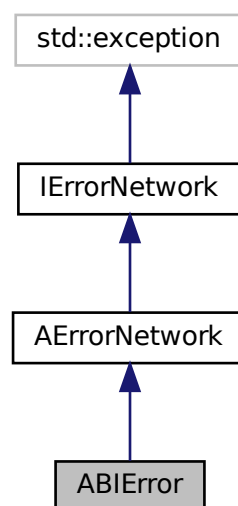
Class Documentation

6.1 ABLError Class Reference

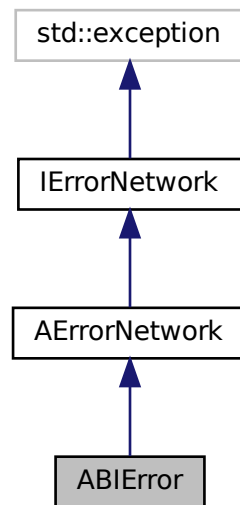
Abstract class for ABI errors.

```
#include <ABLError.hpp>
```

Inheritance diagram for ABLError:



Collaboration diagram for `ABIErr`:



Public Member Functions

- [ABIErr](#) (const std::string &message)
Construct a new [ABIErr](#) object.
- [~ABIErr](#) ()=default
Destroy the [ABIErr](#) object.

6.1.1 Detailed Description

Abstract class for ABI errors.

6.1.2 Constructor & Destructor Documentation

6.1.2.1 ABIErr()

```
ABIErr::ABIErr (
    const std::string & message ) [inline]
```

Construct a new [ABIErr](#) object.

6.1.2.2 ~ABLError()

```
ABLError::~ABLError ( ) [default]
```

Destroy the [ABLError](#) object.

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

- [/home/runner/work/R-Type/R-Type/Network/Errors/ABLError.hpp](#)

6.2 AButtonInitSystem Class Reference

[AButtonInitSystem](#) class.

```
#include <AButtonInitSystem.hpp>
```

Inherited by [AreCheatsOnButtonInitSystem](#), [AreCheatsOnButtonInitSystem](#), [BackToAccountManagementButtonInitSystem](#), [BackToAccountManagementButtonInitSystem](#), [BackToMainButtonInitSystem](#), [BackToMainButtonInitSystem](#), [BackToRoomManagementButtonInitSystem](#), [BackToRoomManagementButtonInitSystem](#), [BackToServerConnectionButtonInitSystem](#), [BackToServerConnectionButtonInitSystem](#), [ConnectButtonInitSystem](#), [ConnectButtonInitSystem](#), [CreateRoomButtonInitSystem](#), [CreateRoomButtonInitSystem](#), [CreateRoomPageButtonInitSystem](#), [CreateRoomPageButtonInitSystem](#), [ExitButtonInitSystem](#), [ExitButtonInitSystem](#), [IpTextBoxInitSystem](#), [IpTextBoxInitSystem](#), [IsRoomPrivateButtonInitSystem](#), [IsRoomPrivateButtonInitSystem](#), [JoinRoomButtonInitSystem](#), [JoinRoomButtonInitSystem](#), [JoinRoomPageButtonInitSystem](#), [JoinRoomPageButtonInitSystem](#), [JoinRoomPasswordTextBoxInitSystem](#), [JoinRoomPasswordTextBoxInitSystem](#), [LoginButtonInitSystem](#), [LoginButtonInitSystem](#), [LoginPageButtonInitSystem](#), [LoginPageButtonInitSystem](#), [MapEditorButtonInitSystem](#), [MapEditorButtonInitSystem](#), [MultiplayerButtonInitSystem](#), [MultiplayerButtonInitSystem](#), [PasswordTextBoxInitSystem](#), [PasswordTextBoxInitSystem](#), [PortTextBoxInitSystem](#), [PortTextBoxInitSystem](#), [RegisterButtonInitSystem](#), [RegisterButtonInitSystem](#), [RegisterPageButtonInitSystem](#), [RegisterPageButtonInitSystem](#), [RoomNameTextBoxInitSystem](#), [RoomNameTextBoxInitSystem](#), [RoomPasswordTextBoxInitSystem](#), [RoomPasswordTextBoxInitSystem](#), [RoomPlayerNumberTextBoxInitSystem](#), [RoomPlayerNumberTextBoxInitSystem](#), [SingleplayerButtonInitSystem](#), [SingleplayerButtonInitSystem](#), [UsernameTextBoxInitSystem](#), and [UsernameTextBoxInitSystem](#).

Public Member Functions

- [AButtonInitSystem](#) ()=default
Construct a new [AButtonInitSystem](#) object.
- [~AButtonInitSystem](#) ()=default
Destroy the [AButtonInitSystem](#) object.
- [AButtonInitSystem](#) ()=default
Construct a new [AButtonInitSystem](#) object.
- [~AButtonInitSystem](#) ()=default
Destroy the [AButtonInitSystem](#) object.

Protected Member Functions

- void [_setButtonProperties](#) (ECS::Registry &reg, int idxPacketEntities, const std::string &filePath, std::function< void(ECS::Registry &reg, int idxPacketEntities)> callback)
Set the Button Properties object.
- void [_setButtonProperties](#) (ECS::Registry &reg, int idxPacketEntities, const std::string &filePath, std::function< void(ECS::Registry &reg, int idxPacketEntities)> callback)
Set the Button Properties object.

6.2.1 Detailed Description

[AButtonInitSystem](#) class.

6.2.2 Constructor & Destructor Documentation

6.2.2.1 AButtonInitSystem() [1/2]

```
AButtonInitSystem::AButtonInitSystem ( ) [default]
```

Construct a new [AButtonInitSystem](#) object.

6.2.2.2 ~AButtonInitSystem() [1/2]

```
AButtonInitSystem::~~AButtonInitSystem ( ) [default]
```

Destroy the [AButtonInitSystem](#) object.

6.2.2.3 AButtonInitSystem() [2/2]

```
AButtonInitSystem::AButtonInitSystem ( ) [default]
```

Construct a new [AButtonInitSystem](#) object.

6.2.2.4 ~AButtonInitSystem() [2/2]

```
AButtonInitSystem::~~AButtonInitSystem ( ) [default]
```

Destroy the [AButtonInitSystem](#) object.

6.2.3 Member Function Documentation

6.2.3.1 _setButtonProperties() [1/2]

```
void AButtonInitSystem::_setButtonProperties (
    ECS::Registry & reg,
    int idxPacketEntities,
    const std::string & filePath,
    std::function< void(ECS::Registry &reg, int idxPacketEntities)> callback ) [protected]
```

Set the Button Properties object.

Parameters

<i>reg</i>	The registry to fill
<i>idxPacketEntities</i>	The index of the packet entities
<i>filePath</i>	The path to the json file
<i>callback</i>	The callback to set

6.2.3.2 _setButtonProperties() [2/2]

```
void AButtonInitSystem::_setButtonProperties (
    ECS::Registry & reg,
    int idxPacketEntities,
    const std::string & filePath,
    std::function< void(ECS::Registry &reg, int idxPacketEntities)> callback ) [protected]
```

Set the Button Properties object.

Parameters

<i>reg</i>	The registry to fill
<i>idxPacketEntities</i>	The index of the packet entities
<i>filePath</i>	The path to the json file
<i>callback</i>	The callback to set

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

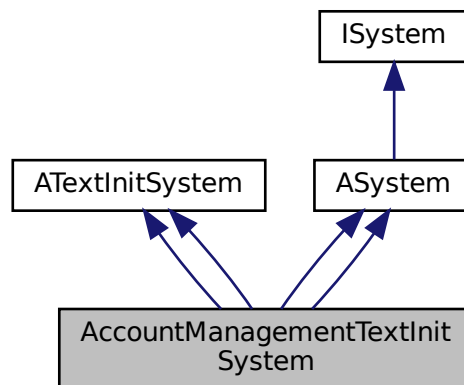
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/AButton/[AButtonInitSystem.hpp](#)

6.3 AccountManagementTextInitSystem Class Reference

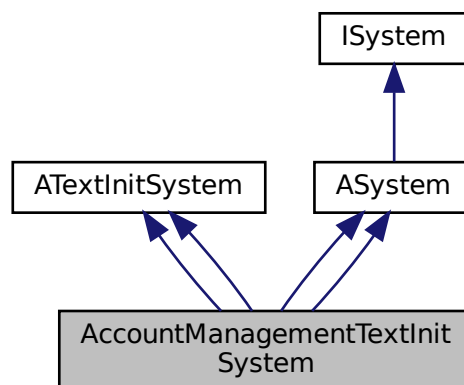
[AccountManagementTextInitSystem](#) class.

```
#include <AccountManagementTextInitSystem.hpp>
```

Inheritance diagram for AccountManagementTextInitSystem:



Collaboration diagram for AccountManagementTextInitSystem:



Public Member Functions

- [AccountManagementTextInitSystem \(\)](#)
Construct a new [AccountManagementTextInitSystem](#) object.
- [~AccountManagementTextInitSystem \(\)=default](#)
Destroy the [AccountManagementTextInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [AccountManagementTextInitSystem \(\)](#)
Construct a new [AccountManagementTextInitSystem](#) object.

- [~AccountManagementTextInitSystem\(\)](#)=default
Destroy the [AccountManagementTextInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction\(\)](#)
Get the Function object.

Private Member Functions

- `void _initText(ECS::Registry &reg, int idxPacketEntities)`
- `void _initText(ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.3.1 Detailed Description

[AccountManagementTextInitSystem](#) class.

6.3.2 Constructor & Destructor Documentation

6.3.2.1 [AccountManagementTextInitSystem\(\)](#) [1/2]

```
AccountManagementTextInitSystem::AccountManagementTextInitSystem ( )
```

Construct a new [AccountManagementTextInitSystem](#) object.

6.3.2.2 [~AccountManagementTextInitSystem\(\)](#) [1/2]

```
AccountManagementTextInitSystem::~~AccountManagementTextInitSystem ( ) [default]
```

Destroy the [AccountManagementTextInitSystem](#) object.

6.3.2.3 [AccountManagementTextInitSystem\(\)](#) [2/2]

```
AccountManagementTextInitSystem::AccountManagementTextInitSystem ( )
```

Construct a new [AccountManagementTextInitSystem](#) object.

6.3.2.4 ~AccountManagementTextInitSystem() [2/2]

AccountManagementTextInitSystem::~~AccountManagementTextInitSystem () [default]

Destroy the [AccountManagementTextInitSystem](#) object.

6.3.3 Member Function Documentation

6.3.3.1 _initText() [1/2]

```
void AccountManagementTextInitSystem::_initText (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.3.3.2 _initText() [2/2]

```
void AccountManagementTextInitSystem::_initText (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.3.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> AccountManagementTextInit↔
System::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.3.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> AccountManagementTextInit↔
System::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/AccountManagement/[AccountManagementTextInit↔](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/AccountManagement/[AccountManagementTextInit↔](#)

6.4 AComponent Class Reference

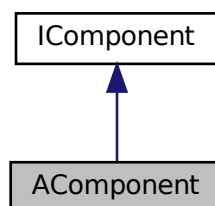
A basic implementation of the [IComponent](#) interface.

```
#include <IComponent.hpp>
```

Inherits [IComponent](#).

Inherited by [ButtonStateComponent](#), [ButtonTexturePathComponent](#), [CanJumpComponent](#), [CheckableComponent](#), [ClickableComponent](#), [ColliderDamageComponent](#), [ColourComponent](#), [DefaultTextComponent](#), [DefaultTextComponent](#), [DrawComponent](#), [DrawComponent](#), [DrawableComponent](#), [DrawableComponent](#), [EditableComponent](#), [EntityIdComponent](#), [EntityListComponent](#), [EntityListComponent](#), [FontPathComponent](#), [GravityComponent](#), [HitBoxComponent](#), [LifeComponent](#), [LifeComponent](#), [MaterialMapComponent](#), [MobComponent](#), [MobComponent](#), [MusicComponent](#), [NetworkConnectionComponent](#), [ObjPathComponent](#), [PlanetComponent](#), [PlanetComponent](#), [PlayerComponent](#), [Position2DComponent](#), [Position2DComponent](#), [Position3DComponent](#), [ScaleComponent](#), [ShootComponent](#), [ShootComponent](#), [ShootTypeComponent](#), [ShootTypeComponent](#), [Size1DComponent](#), [SoundComponent](#), [Speed3DComponent](#), [SpeedComponent](#), [SpriteSheetAnimationComponent](#), [SpriteSheetAnimationComponent](#), [TextComponent](#), [TextComponent](#), [TextLimitComponent](#), [TextPosition2DComponent](#), [TextPosition2DComponent](#), [TexturePathComponent](#), [TextureRectComponent](#), [Velocity3DComponent](#), and [VelocityComponent](#).

Collaboration diagram for AComponent:



Public Member Functions

- [AComponent](#) (std::string type)
Construct a new [AComponent](#) object.
- [~AComponent](#) ()=default
Destroy the [AComponent](#) object.
- const std::string & [getType](#) () override
Get the type of the component.
- std::any [getArg](#) (std::string key) override
Get the Arg object.
- bool [setArg](#) (std::string key, std::any value) override
Set the Arg object.

Private Attributes

- std::string [_type](#)

6.4.1 Detailed Description

A basic implementation of the [IComponent](#) interface.

This class provides a basic implementation of the [IComponent](#) interface, firstly for the function [getType\(\)](#) which returns the type of the component. And so who is the same for all components.

6.4.2 Constructor & Destructor Documentation

6.4.2.1 AComponent()

```
AComponent::AComponent (
    std::string type ) [inline]
```

Construct a new [AComponent](#) object.

Parameters

<i>type</i>	The type of the component.

6.4.2.2 ~AComponent()

```
AComponent::~AComponent ( ) [default]
```

Destroy the [AComponent](#) object.

6.4.3 Member Function Documentation

6.4.3.1 getArg()

```
std::any AComponent::getArg (
    std::string key ) [inline], [override], [virtual]
```

Get the Arg object.

Returns

std::any

Implements [IComponent](#).

Reimplemented in [ShootComponent](#), and [Position2DComponent](#).

6.4.3.2 getType()

```
const std::string& AComponent::getType ( ) [inline], [override], [virtual]
```

Get the type of the component.

Returns

const std::string& The type of the component.

Implements [IComponent](#).

6.4.3.3 setArg()

```
bool AComponent::setArg (
    std::string key,
    std::any value ) [inline], [override], [virtual]
```

Set the Arg object.

Returns

bool

Implements [IComponent](#).

Reimplemented in [ShootComponent](#), and [Position2DComponent](#).

6.4.4 Member Data Documentation

6.4.4.1 `_type`

```
std::string AComponent::_type [private]
```

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

- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/IComponent.hpp](#)

6.5 AError Class Reference

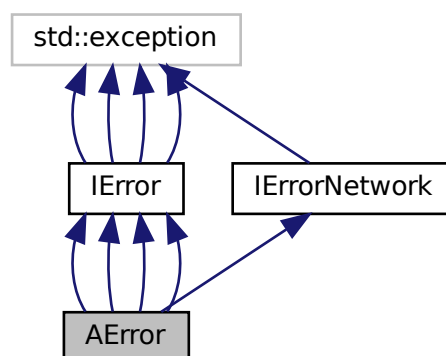
Abstract class for error handling.

```
#include <AError.hpp>
```

Inherits [IError](#), [IError](#), [IErrorNetwork](#), [IError](#), and [IError](#).

Inherited by [CameraUpdateHandlerError](#), [ClientError](#), [ComponentError](#), [ConnectServerHandlerError](#), [ConnectServerHandlerError](#), [CreateRoomHandlerError](#), [CreateRoomHandlerError](#), [CreateShootHandlerError](#), [CreateShootHandlerError](#), [DbError](#), [EventListenerErrors](#), [FullScreenHandlerError](#), [GetRoomInfosHandlerError](#), [GetRoomInfosHandlerError](#), [GraphicLib::LoadShaderError](#), [GraphicLib::ModelError](#), [GraphicLib::ResolutionError](#), [GraphicLib::WrongCurrentShaderName](#), [HitBoxUpdateHandlerError](#), [HitBoxesDrawHandlerError](#), [InitShader::JsonError](#), [InitWindow::JsonError](#), [JoinRoomHandlerError](#), [JoinRoomHandlerError](#), [LoginAllowedHandlerError](#), [LoginAllowedHandlerError](#), [LoginHandlerError](#), [LoginHandlerError](#), [LogoutHandlerError](#), [LogoutHandlerError](#), [MoveEntityHandlerError](#), [PlayMusicHandlerError](#), [PlaySoundsHandlerError](#), [PlaySoundsHandlerError](#), [PlaySoundsHandlerError](#), [PlayerDeathHandlerError](#), [RegisterHandlerError](#), [RegisterHandlerError](#), [RoomError](#), [SceneManager::SceneManagerErrors](#), [SendRoomInfosHandlerError](#), [SendRoomInfosHandlerError](#), [ServerError](#), [ShadersHandlerError](#), [ShootMobHandlerError](#), [ShootMobHandlerError](#), [SinglePlayerHandlerError](#), [SinglePlayerHandlerError](#), [SwitchSceneHandlerError](#), [SwitchSceneHandlerError](#), [UpdateConsumptionHandlerError](#), and [UpdateShaderInfoHandlerError](#).

Collaboration diagram for AError:



Public Member Functions

- [AError](#) (const std::string &message)
Construct a new [AError](#) object.
- virtual [~AError](#) ()=default
Destroy the [AError](#) object.
- virtual const char * [what](#) () const noexcept override
Get the error message.
- [AError](#) (const std::string &message)
Construct a new [AError](#) object.
- virtual [~AError](#) ()=default
Destroy the [AError](#) object.
- virtual const char * [what](#) () const noexcept override
Get the error message.
- [AError](#) (const std::string &message)
Construct a new [AError](#) object.
- virtual [~AError](#) ()=default
Destroy the [AError](#) object.
- const char * [what](#) () const noexcept
Get the error message.
- [AError](#) (const std::string &message)
Construct a new [AError](#) object.
- virtual [~AError](#) ()=default
Destroy the [AError](#) object.
- virtual const char * [what](#) () const noexcept override
Get the error message.
- [AError](#) (const std::string &message)
Construct a new [AError](#) object.
- virtual [~AError](#) ()=default
Destroy the [AError](#) object.
- virtual const char * [what](#) () const noexcept override
Get the error message.

Private Attributes

- std::string [_message](#)

6.5.1 Detailed Description

Abstract class for error handling.

6.5.2 Constructor & Destructor Documentation

6.5.2.1 AError() [1/5]

```
AError::AError (
    const std::string & message )
```

Construct a new [AError](#) object.

6.5.2.2 ~AError() [1/5]

```
virtual AError::~AError ( ) [virtual], [default]
```

Destroy the [AError](#) object.

6.5.2.3 AError() [2/5]

```
AError::AError (
    const std::string & message )
```

Construct a new [AError](#) object.

6.5.2.4 ~AError() [2/5]

```
virtual AError::~AError ( ) [virtual], [default]
```

Destroy the [AError](#) object.

6.5.2.5 AError() [3/5]

```
AError::AError (
    const std::string & message ) [inline]
```

Construct a new [AError](#) object.

6.5.2.6 ~AError() [3/5]

```
virtual AError::~AError ( ) [virtual], [default]
```

Destroy the [AError](#) object.

6.5.2.7 AError() [4/5]

```
AError::AError (
    const std::string & message )
```

Construct a new [AError](#) object.

6.5.2.8 ~AError() [4/5]

```
virtual AError::~AError ( ) [virtual], [default]
```

Destroy the [AError](#) object.

6.5.2.9 AError() [5/5]

```
AError::AError (
    const std::string & message )
```

Construct a new [AError](#) object.

6.5.2.10 ~AError() [5/5]

```
virtual AError::~AError ( ) [virtual], [default]
```

Destroy the [AError](#) object.

6.5.3 Member Function Documentation

6.5.3.1 what() [1/5]

```
const char* AError::what ( ) const [inline], [virtual], [noexcept]
```

Get the error message.

Returns

const char* Error message

Implements [IError](#).

6.5.3.2 what() [2/5]

```
virtual const char* AError::what ( ) const [inline], [override], [virtual], [noexcept]
```

Get the error message.

Returns

const char* Error message

Implements [IError](#).

6.5.3.3 what() [3/5]

```
virtual const char* AError::what ( ) const [inline], [override], [virtual], [noexcept]
```

Get the error message.

Returns

const char* Error message

Implements [IError](#).

6.5.3.4 what() [4/5]

```
virtual const char* AError::what ( ) const [inline], [override], [virtual], [noexcept]
```

Get the error message.

Returns

const char* Error message

Implements [IError](#).

6.5.3.5 what() [5/5]

```
virtual const char* AError::what ( ) const [inline], [override], [virtual], [noexcept]
```

Get the error message.

Returns

const char* Error message

Implements [IError](#).

6.5.4 Member Data Documentation

6.5.4.1 _message

```
std::string AError::_message [private]
```

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

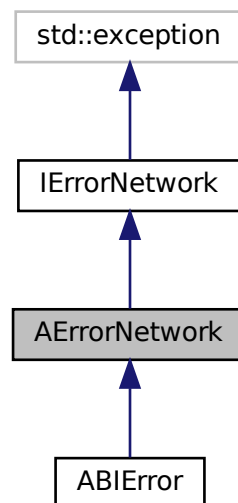
- /home/runner/work/R-Type/R-Type/Engine/Error/AError.hpp
- /home/runner/work/R-Type/R-Type/Engine/Error/AError.cpp

6.6 AErrorNetwork Class Reference

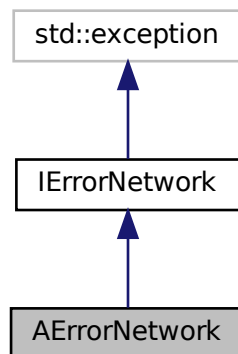
Abstract class for error handling.

```
#include <IError.hpp>
```

Inheritance diagram for AErrorNetwork:



Collaboration diagram for AErrorNetwork:



Public Member Functions

- [AErrorNetwork](#) (const std::string &message)
Construct a new [AErrorNetwork](#) object.
- virtual [~AErrorNetwork](#) ()=default
Destroy the [AErrorNetwork](#) object.
- virtual const char * [what](#) () const noexcept override
Get the error message.

Private Attributes

- std::string [_message](#)

6.6.1 Detailed Description

Abstract class for error handling.

6.6.2 Constructor & Destructor Documentation

6.6.2.1 AErrorNetwork()

```
AErrorNetwork::AErrorNetwork (  
    const std::string & message ) [inline]
```

Construct a new [AErrorNetwork](#) object.

6.6.2.2 ~AErrorNetwork()

```
virtual AErrorNetwork::~~AErrorNetwork ( ) [virtual], [default]
```

Destroy the [AErrorNetwork](#) object.

6.6.3 Member Function Documentation

6.6.3.1 what()

```
virtual const char* AErrorNetwork::what ( ) const [inline], [override], [virtual], [noexcept]
```

Get the error message.

Returns

const char* Error message.

Implements [IErrorNetwork](#).

6.6.4 Member Data Documentation

6.6.4.1 _message

```
std::string AErrorNetwork::_message [private]
```

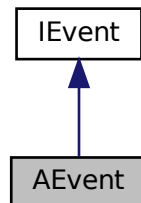
The documentation for this class was generated from the following file:

- [/home/runner/work/R-Type/R-Type/Network/Errors/IError.hpp](#)

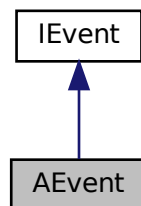
6.7 AEvent Class Reference

```
#include <AEvent.hpp>
```

Inheritance diagram for AEvent:



Collaboration diagram for AEvent:



Public Member Functions

- [AEvent](#) (std::string type, std::vector< std::any > values={})
Construct a new [AEvent](#) object.
- [~AEvent](#) ()=default
Destroy the [AEvent](#) object.
- std::string [getEventType](#) () const override
Get the type of the event.
- void [setEventType](#) (std::string type) override
Set the type of the event.
- std::vector< std::any > [getValues](#) () const override
Get the values of the event.
- void [setValues](#) (std::vector< std::any > values) override
Set the values of the event.
- void [addValue](#) (std::any value) override
Add a value to the event.

Protected Attributes

- `std::string _type`
Type of the event.
- `std::vector< std::any > _values`
Values of the event.

6.7.1 Constructor & Destructor Documentation

6.7.1.1 AEvent()

```
AEvent::AEvent (
    std::string type,
    std::vector< std::any > values = {} )
```

Construct a new [AEvent](#) object.

Parameters

<i>type</i>	Type of the event
<i>values</i>	Values of the event

6.7.1.2 ~AEvent()

```
AEvent::~~AEvent ( ) [default]
```

Destroy the [AEvent](#) object.

6.7.2 Member Function Documentation

6.7.2.1 addValue()

```
void AEvent::addValue (
    std::any value ) [override], [virtual]
```

Add a value to the event.

Parameters

<i>value</i>	Value to add

Implements [IEvent](#).

6.7.2.2 `getEventType()`

```
std::string AEvent::getEventType ( ) const [override], [virtual]
```

Get the type of the event.

Returns

std::string The type of the event

Implements [IEvent](#).

6.7.2.3 `getValues()`

```
std::vector< std::any > AEvent::getValues ( ) const [override], [virtual]
```

Get the values of the event.

Returns

std::vector<std::any> The values of the event

Implements [IEvent](#).

6.7.2.4 `setEventType()`

```
void AEvent::setEventType (
    std::string type ) [override], [virtual]
```

Set the type of the event.

Parameters

<i>type</i>	Type of the event

Implements [IEvent](#).

6.7.2.5 setValues()

```
void AEvent::setValues (
    std::vector< std::any > values ) [override], [virtual]
```

Set the values of the event.

Parameters

<i>values</i>	The values of the event

Implements [IEvent](#).

6.7.3 Member Data Documentation

6.7.3.1 _type

```
std::string AEvent::_type [protected]
```

Type of the event.

6.7.3.2 _values

```
std::vector<std::any> AEvent::_values [protected]
```

Values of the event.

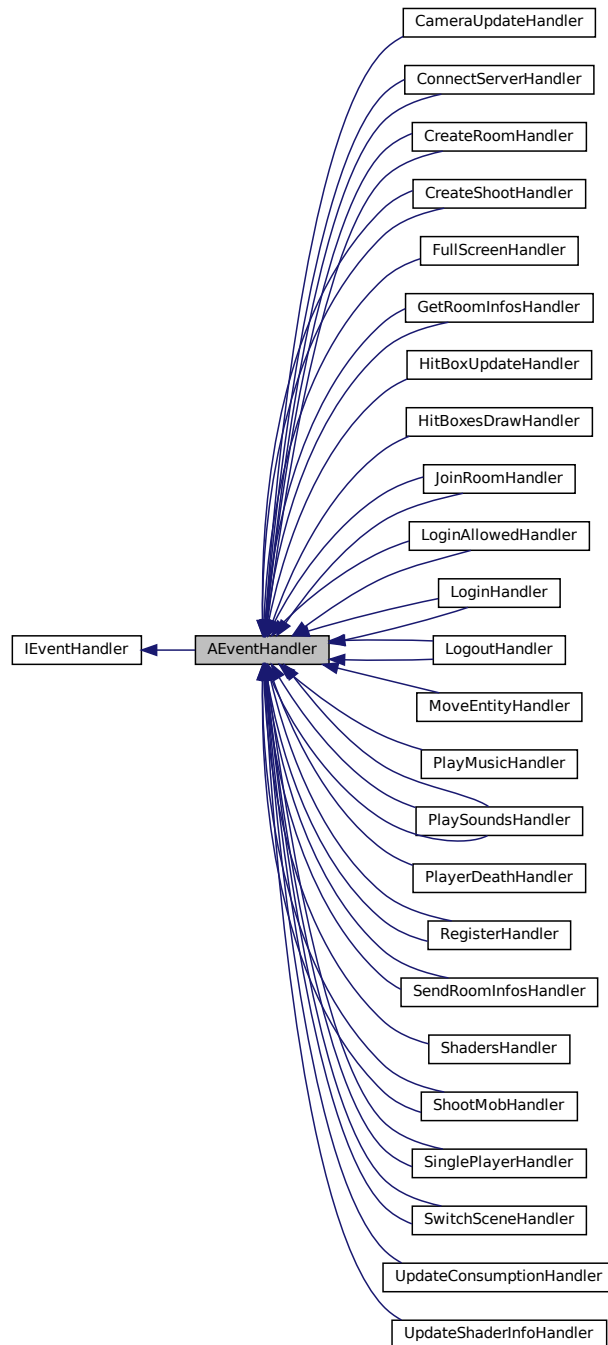
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/Engine/Ecs/Src/Events/AEvent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Ecs/Src/Events/AEvent.cpp](#)

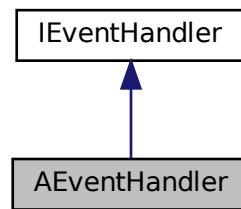
6.8 AEventHandler Class Reference

```
#include <AEventHandler.hpp>
```

Inheritance diagram for AEventHandler:



Collaboration diagram for AEventHandler:



Public Member Functions

- [AEventHandler](#) (std::string eventType="")
Construct a new [AEventHandler](#) object.
- [~AEventHandler](#) ()=default
Destroy the [AEventHandler](#) object.
- std::string [getEventType](#) () override
Get the Event Type object.
- virtual bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override=0
Process the event.

Protected Attributes

- std::string [_eventType](#)

6.8.1 Constructor & Destructor Documentation

6.8.1.1 AEventHandler()

```

AEventHandler::AEventHandler (
    std::string eventType = "" )
  
```

Construct a new [AEventHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.8.1.2 ~AEventHandler()

```
AEventHandler::~AEventHandler ( ) [default]
```

Destroy the [AEventHandler](#) object.

6.8.2 Member Function Documentation

6.8.2.1 getEventType()

```
std::string AEventHandler::getEventType ( ) [override], [virtual]
```

Get the Event Type object.

Returns

std::string

Implements [IEventHandler](#).

6.8.2.2 processEvent()

```
virtual bool AEventHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [pure virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed

false if the event has not been processed

Implements [IEventHandler](#).

Implemented in [SwitchSceneHandler](#), [SinglePlayerHandler](#), [ShootMobHandler](#), [SendRoomInfosHandler](#), [RegisterHandler](#), [PlaySoundsHandler](#), [PlayerDeathHandler](#), [LogoutHandler](#), [LoginAllowedHandler](#), [LoginHandler](#), [JoinRoomHandler](#), [GetRoomInfosHandler](#), [CreateShootHandler](#), [CreateRoomHandler](#), [ConnectServerHandler](#), [SwitchSceneHandler](#), [SinglePlayerHandler](#), [ShootMobHandler](#), [SendRoomInfosHandler](#), [RegisterHandler](#), [PlaySoundsHandler](#), [LogoutHandler](#), [LoginAllowedHandler](#), [LoginHandler](#), [JoinRoomHandler](#), [GetRoomInfosHandler](#), [CreateShootHandler](#), [CreateRoomHandler](#), [ConnectServerHandler](#), [UpdateShaderInfoHandler](#), [HitBoxUpdateHandler](#), [UpdateConsumptionHandler](#), [CameraUpdateHandler](#), [ShadersHandler](#), [PlaySoundsHandler](#), [PlayMusicHandler](#), [MoveEntityHandler](#), [FullScreenHandler](#), and [HitBoxesDrawHandler](#).

6.8.3 Member Data Documentation

6.8.3.1 _eventType

```
std::string AEventHandler::_eventType [protected]
```

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

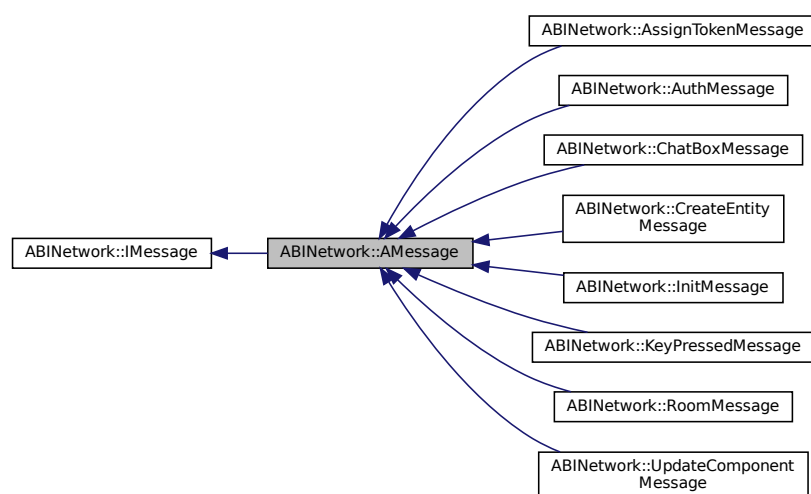
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/AEventHandler.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/AEventHandler.cpp](#)

6.9 ABINetwork::AMessage Class Reference

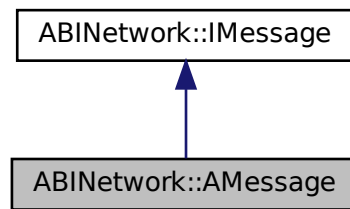
Interface for messages that can be sent over a network.

```
#include <AMessage.hpp>
```

Inheritance diagram for ABINetwork::AMessage:



Collaboration diagram for ABINetwork::AMessage:



Public Member Functions

- virtual `~AMessage()`=default
Destroy the `AMessage` object.
- `std::vector< uint8_t > _createPacket` (uint8_t messageType, const std::vector< uint8_t > &payload, uint32_t &messageId, uint32_t token)
Create a packet for a message.

Protected Attributes

- `std::vector< uint8_t > _packet`

Additional Inherited Members

6.9.1 Detailed Description

Interface for messages that can be sent over a network.

This class defines the structure for network messages and requires derived classes to implement the method to retrieve the message in packet format.

6.9.2 Constructor & Destructor Documentation

6.9.2.1 ~AMessage()

```
virtual ABINetwork::AMessage::~~AMessage ( ) [virtual], [default]
```

Destroy the `AMessage` object.

6.9.3 Member Function Documentation

6.9.3.1 _createPacket()

```
std::vector< uint8_t > ABINetwork::AMessage::_createPacket (
    uint8_t messageType,
    const std::vector< uint8_t > & payload,
    uint32_t & messageId,
    uint32_t token ) [virtual]
```

Create a packet for a message.

Parameters

<i>messageType</i>	Type of the message using the enum MessageType
<i>payload</i>	Payload related to the Message type.
<i>messageId</i>	Id of Message.
<i>token</i>	Token's User who send the message to.

Returns

std::vector<uint8_t> Packet to send.

Implements [ABINetwork::IMessage](#).

6.9.4 Member Data Documentation

6.9.4.1 _packet

```
std::vector<uint8_t> ABINetwork::AMessage::_packet [protected]
```

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

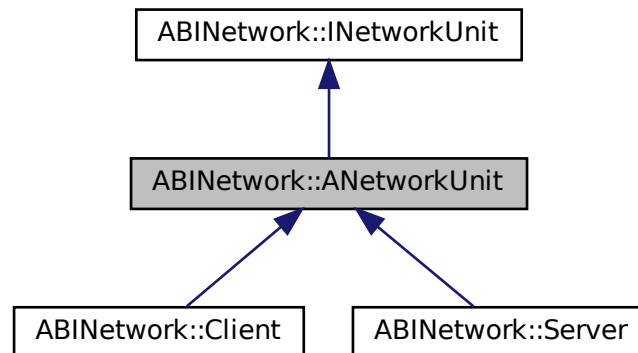
- /home/runner/work/R-Type/R-Type/Network/Messages/AMessage/[AMessage.hpp](#)
- /home/runner/work/R-Type/R-Type/Network/Messages/AMessage/[AMessage.cpp](#)

6.10 ABINetwork::ANetworkUnit Class Reference

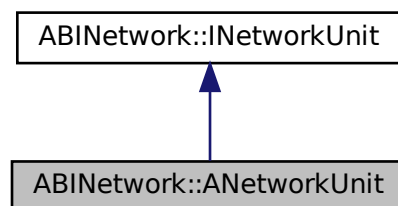
Abstract base class for network units.

```
#include <ANetworkUnit.hpp>
```

Inheritance diagram for ABINetwork::ANetworkUnit:



Collaboration diagram for ABINetwork::ANetworkUnit:



Public Member Functions

- [ANetworkUnit](#) ()
Construct a new [ANetworkUnit](#) object.
- [~ANetworkUnit](#) ()=default
Destructor.
- `std::list< std::pair< std::vector< uint8_t >, uint32_t > > & getMessageToSendQueue ()` override
Get the Message To Send Queue object.
- `void setMessageToSendQueue (std::vector< uint8_t > message, uint32_t token)` override

- Set the Message To Send Queue object.*
- `std::pair< std::vector< uint8_t >, uint32_t > getMessageInQueue ()` override
- Get the Message In Queue object.*
- `std::vector< UDPPacket > getReceivedMessages ()` override
- Get the Received Messages.*
- `uint32_t getToken ()` override
- Get the Token object.*
- `void setToken (uint32_t token)` override
- Set the Token object.*
- `uint32_t & getIdMessage ()` override
- Get the Id Message object.*
- `virtual void sendMessage (std::vector< uint8_t > message, uint32_t token)=0`
- Send all messages of the queue.*
- `std::mutex & getMutex ()` override
- Get the Mutex object.*
- `virtual int getNumberClient ()=0`
- Get the Number Client connected.*
- `virtual std::pair< int, int > getPorts ()=0`
- Get tcp and udp port of a server. For a client, it return the tcp and udp port of the server to which it is connected.*
- `TypeOfNetwork getTypeOfNetwork ()` override
- Get the Type Of Network object.*

Protected Attributes

- `uint32_t _token`
- `uint32_t _messageld`
- `std::vector< UDPPacket > _queueMessage`
- `std::mutex _mutex`
- `std::list< std::pair< std::vector< uint8_t >, uint32_t > > _queueMessageToSend`
- `TypeOfNetwork _typeOfNetwork`

Additional Inherited Members

6.10.1 Detailed Description

Abstract base class for network units.

This class inherits from `INetworkUnit` and can be used as a base for network entities like clients and servers. It provides a common structure for derived classes.

6.10.2 Constructor & Destructor Documentation

6.10.2.1 ANetworkUnit()

```
ABINetwork::ANetworkUnit::ANetworkUnit ( )
```

Construct a new [ANetworkUnit](#) object.

6.10.2.2 ~ANetworkUnit()

```
ABINetwork::ANetworkUnit::~~ANetworkUnit ( ) [default]
```

Destructor.

Default destructor for [ANetworkUnit](#), which is automatically called when an object of this class is destroyed.

6.10.3 Member Function Documentation

6.10.3.1 getIdMessage()

```
uint32_t & ABINetwork::ANetworkUnit::getIdMessage ( ) [override], [virtual]
```

Get the Id Message object.

Returns

uint32_t

Implements [ABINetwork::INetworkUnit](#).

6.10.3.2 getMessageInQueue()

```
std::pair< std::vector< uint8_t >, uint32_t > ABINetwork::ANetworkUnit::getMessageInQueue ( )  
[override], [virtual]
```

Get the Message In Queue object.

Returns

std::vector<uint8_t> Message.

Implements [ABINetwork::INetworkUnit](#).

6.10.3.3 getMessageToSendQueue()

```
std::list< std::pair< std::vector< uint8_t >, uint32_t > > & ABINetwork::ANetworkUnit::get←
MessageToSendQueue ( ) [override], [virtual]
```

Get the Message To Send Queue object.

Returns

std::list<std::pair< std::vector<uint8_t>, uint32_t>>.

Implements [ABINetwork::INetworkUnit](#).

6.10.3.4 getMutex()

```
std::mutex & ABINetwork::ANetworkUnit::getMutex ( ) [override], [virtual]
```

Get the Mutex object.

Returns

std::mutex Mutex to lock inter thread data.

Implements [ABINetwork::INetworkUnit](#).

6.10.3.5 getNumberClient()

```
virtual int ABINetwork::ANetworkUnit::getNumberClient ( ) [pure virtual]
```

Get the Number [Client](#) connected.

Returns

int Number of client connected.

Exceptions

<i>Error</i>	if getNumberClient of a Client Unit.

Implements [ABINetwork::INetworkUnit](#).

Implemented in [ABINetwork::Server](#), and [ABINetwork::Client](#).

6.10.3.6 getPorts()

```
virtual std::pair<int, int> ABINetwork::ANetworkUnit::getPorts ( ) [pure virtual]
```

Get tcp and udp port of a server. For a client, it return the tcp and udp port of the server to which it is connected.

Returns

std::pair<int, int> Tcp and udp ports.

Implements [ABINetwork::INetworkUnit](#).

Implemented in [ABINetwork::Server](#), and [ABINetwork::Client](#).

6.10.3.7 getReceivedMessages()

```
std::vector< UDPPacket > ABINetwork::ANetworkUnit::getReceivedMessages ( ) [override], [virtual]
```

Get the Received Messages.

Returns

std::vector<UDPPacket> List of messages Received.

Implements [ABINetwork::INetworkUnit](#).

6.10.3.8 getToken()

```
uint32_t ABINetwork::ANetworkUnit::getToken (
    void ) [override], [virtual]
```

Get the Token object.

Returns

uint32_t

Implements [ABINetwork::INetworkUnit](#).

6.10.3.9 getTypeOfNetwork()

```
ANetworkUnit::TypeOfNetwork ABINetwork::ANetworkUnit::getTypeOfNetwork ( ) [override], [virtual]
```

Get the Type Of Network object.

Returns

int Type of Network.

Implements [ABINetwork::INetworkUnit](#).

6.10.3.10 sendMessage()

```
virtual void ABINetwork::ANetworkUnit::sendMessage (
    std::vector< uint8_t > message,
    uint32_t token ) [pure virtual]
```

Send all messages of the queue.

Parameters

<i>message</i>	Message to send.

Implements [ABINetwork::INetworkUnit](#).

Implemented in [ABINetwork::Server](#), and [ABINetwork::Client](#).

6.10.3.11 setMessageToSendQueue()

```
void ABINetwork::ANetworkUnit::setMessageToSendQueue (
    std::vector< uint8_t > message,
    uint32_t token ) [override], [virtual]
```

Set the Message To Send Queue object.

Parameters

<i>message</i>	Message to send.

Implements [ABINetwork::INetworkUnit](#).

6.10.3.12 setToken()

```
void ABINetwork::ANetworkUnit::setToken (
    uint32_t token ) [override], [virtual]
```

Set the Token object.

Parameters

<i>token</i>	Token to set.

Implements [ABINetwork::INetworkUnit](#).

6.10.4 Member Data Documentation

6.10.4.1 _messageId

```
uint32_t ABINetwork::ANetworkUnit::_messageId [protected]
```

6.10.4.2 `_mutex`

```
std::mutex ABINetwork::ANetworkUnit::_mutex [protected]
```

6.10.4.3 `_queueMessage`

```
std::vector<UDPPacket> ABINetwork::ANetworkUnit::_queueMessage [protected]
```

6.10.4.4 `_queueMessageToSend`

```
std::list<std::pair< std::vector<uint8_t>, uint32_t> > ABINetwork::ANetworkUnit::_queueMessageToSend [protected]
```

6.10.4.5 `_token`

```
uint32_t ABINetwork::ANetworkUnit::_token [protected]
```

6.10.4.6 `_typeOfNetwork`

```
TypeOfNetwork ABINetwork::ANetworkUnit::_typeOfNetwork [protected]
```

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

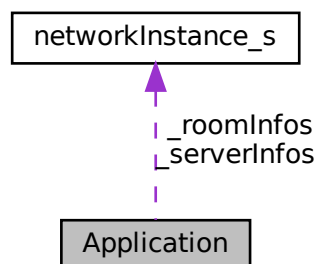
- [/home/runner/work/R-Type/R-Type/Network/Units/ANetworkUnit/ANetworkUnit.hpp](#)
- [/home/runner/work/R-Type/R-Type/Network/Units/ANetworkUnit/ANetworkUnit.cpp](#)

6.11 Application Class Reference

[Application](#) class It's the main class of the client application.

```
#include <Application.hpp>
```

Collaboration diagram for Application:



Public Member Functions

- [Application](#) ()
Construct a new [Application](#) object.
- [~Application](#) ()=default
Destroy the [Application](#) object.
- void [run](#) ()
Run the application.

Private Member Functions

- void [_packetHandler](#) ()
Callback function who handle the packet receive.
- void [_handleCreateRoomPacket](#) ([ABINetwork::UDPPacket](#) packet)
Handle packet received by the server after room creation.
- void [_handleJoinRoomPacket](#) ([ABINetwork::UDPPacket](#) packet)
Handle packet received by the server after send join room request.
- void [_handleWrongRoomPasswordPacket](#) ([ABINetwork::UDPPacket](#) packet)
Handle packet received by the server after wrong password room request.
- void [_handleFullRoomPacket](#) ([ABINetwork::UDPPacket](#) packet)
Handle packet received by the server for full room.
- void [_handleLoginPacket](#) ([ABINetwork::UDPPacket](#) packet)
Handle packet received by the server for login.
- void [_handleUpdateComponentPacket](#) ([ABINetwork::UDPPacket](#) packet)
Handle packet received by the server for update component.
- void [_handleAssignTokenPacket](#) ([ABINetwork::UDPPacket](#) packet)
Handle packet received by the server for assign token.
- void [_handleGetRoomPacket](#) ([ABINetwork::UDPPacket](#) packet)
Handle packet received by the server for get room.
- void [_keyboardHandler](#) (std::size_t key)
Function who handle keyboard signal.
- void [_initDefaultGraphicSystems](#) ()
Initialize default graphics systems.
- void [_sendMessages](#) ()
Send Messages to the server. This method is multi-threaded. It take all messages in the client queue and send them.
- void [_runSystems](#) ()
Run all systems and defaults systems of the registry. This method is clocked to be frame rate dependent.

Private Attributes

- std::shared_ptr< [ECS::Registry](#) > [_registry](#)
- std::vector< std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> > [_defaultSystems](#)
- std::shared_ptr< [ABINetwork::INetworkUnit](#) > [_client](#)
- std::shared_ptr< [SceneManager::ClientSceneManager](#) > [_sceneManager](#)
- std::shared_ptr< [EventListener](#) > [_eventListener](#)
- std::shared_ptr< [IGraphic](#) > [_libGraphic](#)
- std::vector< std::shared_ptr< std::thread > > [_threads](#)
- std::unordered_map< [ABINetwork::IMessage::MessageType](#), std::function< void([ABINetwork::UDPPacket](#))> > [_handlePacketsMap](#)
- [networkInstance_t](#) [_serverInfos](#)
- [networkInstance_t](#) [_roomInfos](#)
- int [_idxEntityPlayer](#)

6.11.1 Detailed Description

[Application](#) class It's the main class of the client application.

6.11.2 Constructor & Destructor Documentation

6.11.2.1 Application()

```
Application::Application ( )
```

Construct a new [Application](#) object.

6.11.2.2 ~Application()

```
Application::~~Application ( ) [default]
```

Destroy the [Application](#) object.

6.11.3 Member Function Documentation

6.11.3.1 _handleAssignTokenPacket()

```
void Application::_handleAssignTokenPacket (
    ABINetwork::UDPPacket packet ) [private]
```

Handle packet received by the server for assign token.

Parameters

<i>packet</i>	

6.11.3.2 _handleCreateRoomPacket()

```
void Application::_handleCreateRoomPacket (
    ABINetwork::UDPPacket packet ) [private]
```

Handle packet received by the server after room creation.

Parameters

<i>packet</i>	Packet receive by the server.

6.11.3.3 _handleFullRoomPacket()

```
void Application::_handleFullRoomPacket (
    ABINetwork::UDPPacket packet ) [private]
```

Handle packet received by the server for full room.

Parameters

<i>packet</i>	Packet receive by the server.

6.11.3.4 _handleGetRoomPacket()

```
void Application::_handleGetRoomPacket (
    ABINetwork::UDPPacket packet ) [private]
```

Handle packet received by the server for get room.

Parameters

<i>packet</i>	

6.11.3.5 _handleJoinRoomPacket()

```
void Application::_handleJoinRoomPacket (
    ABINetwork::UDPPacket packet ) [private]
```

Handle packet received by the server after send join room request.

Parameters

<i>packet</i>	Packet receive by the server.

6.11.3.6 _handleLoginPacket()

```
void Application::_handleLoginPacket (
    ABINetwork::UDPPacket packet ) [private]
```

Handle packet received by the server for login.

Parameters

<i>packet</i>	

6.11.3.7 _handleUpdateComponentPacket()

```
void Application::_handleUpdateComponentPacket (
    ABINetwork::UDPPacket packet ) [private]
```

Handle packet received by the server for update component.

Parameters

<i>packet</i>	

6.11.3.8 _handleWrongRoomPasswordPacket()

```
void Application::_handleWrongRoomPasswordPacket (
    ABINetwork::UDPPacket packet ) [private]
```

Handle packet received by the server after wrong password room request.

Parameters

<i>packet</i>	Packet receive by the server.

6.11.3.9 _initDefaultGraphicSystems()

```
void Application::_initDefaultGraphicSystems ( ) [private]
```

Initialize default graphics systems.

6.11.3.10 _keyboardHandler()

```
void Application::_keyboardHandler (
    std::size_t key ) [private]
```

Function who handle keyboard signal.

Parameters

<i>key</i>	Key entered.

6.11.3.11 _packetHandler()

```
void Application::_packetHandler ( ) [private]
```

Callback function who handle the packet receive.

6.11.3.12 _runSystems()

```
void Application::_runSystems ( ) [private]
```

Run all systems and defaults systems of the registry. This method is clocked to be frame rate dependent.

6.11.3.13 _sendMessages()

```
void Application::_sendMessages ( ) [private]
```

Send Messages to the server. This method is multi-threaded. It take all messages in the client queue and send them.

6.11.3.14 run()

```
void Application::run ( )
```

Run the application.

6.11.4 Member Data Documentation

6.11.4.1 `_client`

```
std::shared_ptr<ABINetwork::INetworkUnit> Application::_client [private]
```

6.11.4.2 `_defaultSystems`

```
std::vector<std::function<void(ECS::Registry& reg, int idxPacketEntities)> > Application::_↵  
defaultSystems [private]
```

6.11.4.3 `_eventListener`

```
std::shared_ptr<EventListener> Application::_eventListener [private]
```

6.11.4.4 `_handlePacketsMap`

```
std::unordered_map<ABINetwork::IMessage::MessageType, std::function<void(ABINetwork::UDPPacket)>  
> Application::_handlePacketsMap [private]
```

Initial value:

```
= {  
    {ABINetwork::IMessage::MessageType::CREATE_ROOM, [this](ABINetwork::UDPPacket packet) {  
        this->_handleCreateRoomPacket(packet); }},  
    {ABINetwork::IMessage::MessageType::JOIN_ROOM, [this](ABINetwork::UDPPacket packet) {  
        this->_handleJoinRoomPacket(packet); }},  
    {ABINetwork::IMessage::MessageType::WRONG_ROOM_PASSWORD, [this](ABINetwork::UDPPacket packet) {  
        this->_handleWrongRoomPasswordPacket(packet); }},  
    {ABINetwork::IMessage::MessageType::FULL_ROOM, [this](ABINetwork::UDPPacket packet) {  
        this->_handleFullRoomPacket(packet); }},  
    {ABINetwork::IMessage::MessageType::LOGIN, [this](ABINetwork::UDPPacket packet) {  
        this->_handleLoginPacket(packet); }},  
    {ABINetwork::IMessage::MessageType::UPDATE_COMPONENT, [this](ABINetwork::UDPPacket packet) {  
        this->_handleUpdateComponentPacket(packet); }},  
    {ABINetwork::IMessage::MessageType::ASSIGN_TOKEN, [this](ABINetwork::UDPPacket packet) {  
        this->_handleAssignTokenPacket(packet); }},  
    {ABINetwork::IMessage::MessageType::GET_ROOM, [this](ABINetwork::UDPPacket packet) {  
        this->_handleGetRoomPacket(packet); }  
    }  
}
```

6.11.4.5 `_idxEntityPlayer`

```
int Application::_idxEntityPlayer [private]
```

6.11.4.6 `_libGraphic`

```
std::shared_ptr<IGraphic> Application::_libGraphic [private]
```


6.11.4.7 _registry

```
std::shared_ptr<ECS::Registry> Application::_registry [private]
```

6.11.4.8 _roomInfos

```
networkInstance_t Application::_roomInfos [private]
```

6.11.4.9 _sceneManager

```
std::shared_ptr<SceneManager::ClientSceneManager> Application::_sceneManager [private]
```

6.11.4.10 _serverInfos

```
networkInstance_t Application::_serverInfos [private]
```

6.11.4.11 _threads

```
std::vector<std::shared_ptr<std::thread> > Application::_threads [private]
```

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

- /home/runner/work/R-Type/R-Type/Engine/Client/Src/Application/[Application.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Client/Src/Application/[Application.cpp](#)

6.12 GameEngine::Application Class Reference

Main application of the [GameEngine](#). It handle network and [ECS](#) to run a game.

```
#include <Application.hpp>
```

Public Member Functions

- [Application](#) ()
Construct a new [Application](#) object.
- [~Application](#) ()=default
Destroy the [Application](#) object.
- void [run](#) ()
Run the [Application](#). It use the [SceneManager](#) and registry.

Private Member Functions

- void [_packetHandler](#) ()
Function who handle the packets received.
- void [_handleGetRoom](#) ([ABINetwork::UDPPacket](#) packet)
Handle the packet GET_ROOM.
- void [_handleCreateRoom](#) ([ABINetwork::UDPPacket](#) packet)
Handle the packet CREATE_ROOM.
- void [_handleJoinRoom](#) ([ABINetwork::UDPPacket](#) packet)
Handle the packet JOIN_ROOM.
- void [_handleLogin](#) ([ABINetwork::UDPPacket](#) packet)
Handle the packet LOGIN.
- void [_handleRegister](#) ([ABINetwork::UDPPacket](#) packet)
Handle the packet REGISTER.
- void [_sendMessages](#) ()
Send messages to clients.

Private Attributes

- std::shared_ptr< [ABINetwork::INetworkUnit](#) > [_server](#)
- std::size_t [_nbRoom](#)
- std::unordered_map< std::string, std::shared_ptr< [GameEngine::Room](#) > > [_rooms](#)
- std::vector< std::shared_ptr< std::thread > > [_threads](#)
- std::mutex [_roomCreationMutex](#)
- std::unordered_map< [ABINetwork::IMessage::MessageType](#), std::function< void([ABINetwork::UDPPacket](#))> > [_handlePacketsMap](#)
- std::shared_ptr< [Database](#) > [_db](#)

6.12.1 Detailed Description

Main application of the [GameEngine](#). It handle network and [ECS](#) to run a game.

6.12.2 Constructor & Destructor Documentation

6.12.2.1 Application()

```
Application::Application ( )
```

Construct a new [Application](#) object.

6.12.2.2 ~Application()

```
GameEngine::Application::~~Application ( ) [default]
```

Destroy the [Application](#) object.

6.12.3 Member Function Documentation

6.12.3.1 _handleCreateRoom()

```
void Application::_handleCreateRoom (
    ABINetwork::UDPpacket packet ) [private]
```

Handle the packet CREATE_ROOM.

Parameters

<i>packet</i>	Packet to handle.

6.12.3.2 _handleGetRoom()

```
void Application::_handleGetRoom (
    ABINetwork::UDPpacket packet ) [private]
```

Handle the packet GET_ROOM.

Parameters

<i>packet</i>	Packet to handle.

6.12.3.3 _handleJoinRoom()

```
void Application::_handleJoinRoom (
    ABINetwork::UDPpacket packet ) [private]
```

Handle the packet JOIN_ROOM.

Parameters

<i>packet</i>	Packet to handle.

6.12.3.4 _handleLogin()

```
void Application::_handleLogin (
    ABINetwork::UDPpacket packet ) [private]
```

Handle the packet LOGIN.

Parameters

<i>packet</i>	Packet to handle.

6.12.3.5 `_handleRegister()`

```
void Application::_handleRegister (
    ABINetwork::UDPPacket packet ) [private]
```

Handle the packet REGISTER.

Parameters

<i>packet</i>	Packet to handle.

6.12.3.6 `_packetHandler()`

```
void Application::_packetHandler ( ) [private]
```

Function who handle the packets received.

6.12.3.7 `_sendMessages()`

```
void GameEngine::Application::_sendMessages ( ) [private]
```

Send messages to clients.

6.12.3.8 `run()`

```
void Application::run ( )
```

Run the [Application](#). It use the [SceneManager](#) and registry.

6.12.4 Member Data Documentation

6.12.4.1 `_db`

```
std::shared_ptr<Database> GameEngine::Application::_db [private]
```

6.12.4.2 `_handlePacketsMap`

```
std::unordered_map<ABINetwork::IMessage::MessageType, std::function<void(ABINetwork::UDPPacket)> > GameEngine::Application::_handlePacketsMap [private]
```

Initial value:

```
= {
    {ABINetwork::IMessage::MessageType::GET_ROOM, [this](ABINetwork::UDPPacket packet) {
        this->_handleGetRoom(packet); }},
    {ABINetwork::IMessage::MessageType::CREATE_ROOM, [this](ABINetwork::UDPPacket packet) {
        this->_handleCreateRoom(packet); }},
    {ABINetwork::IMessage::MessageType::JOIN_ROOM, [this](ABINetwork::UDPPacket packet) {
        this->_handleJoinRoom(packet); }},
    {ABINetwork::IMessage::MessageType::LOGIN, [this](ABINetwork::UDPPacket packet) {
        this->_handleLogin(packet); }},
    {ABINetwork::IMessage::MessageType::REGISTER, [this](ABINetwork::UDPPacket packet) {
        this->_handleRegister(packet); }}
}
```

6.12.4.3 `_nbRoom`

```
std::size_t GameEngine::Application::_nbRoom [private]
```

6.12.4.4 `_roomCreationMutex`

```
std::mutex GameEngine::Application::_roomCreationMutex [private]
```

6.12.4.5 `_rooms`

```
std::unordered_map<std::string, std::shared_ptr<GameEngine::Room> > GameEngine::Application↵
::_rooms [private]
```

6.12.4.6 `_server`

```
std::shared_ptr<ABINetwork::INetworkUnit> GameEngine::Application::_server [private]
```

6.12.4.7 `_threads`

```
std::vector<std::shared_ptr<std::thread> > GameEngine::Application::_threads [private]
```

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

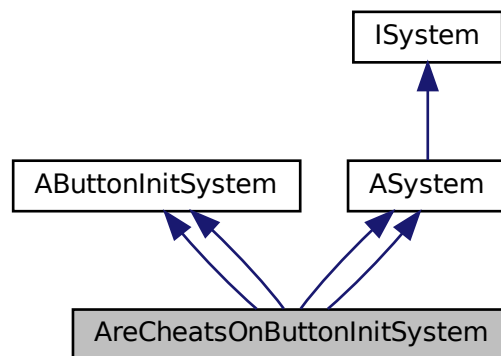
- [/home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/Application/Application.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/Application/Application.cpp](#)

6.13 AreCheatsOnButtonInitSystem Class Reference

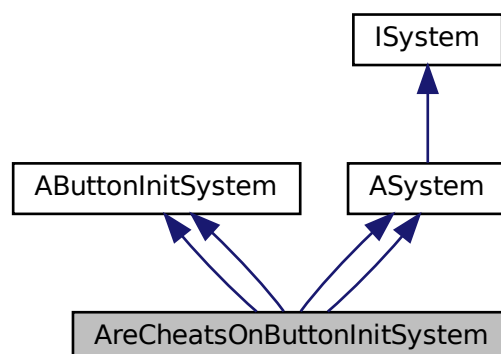
[AreCheatsOnButtonInitSystem](#) class.

```
#include <AreCheatsOnButtonInitSystem.hpp>
```

Inheritance diagram for AreCheatsOnButtonInitSystem:



Collaboration diagram for AreCheatsOnButtonInitSystem:



Public Member Functions

- [AreCheatsOnButtonInitSystem](#) ()
Construct a new [AreCheatsOnButtonInitSystem](#) object.
- [~AreCheatsOnButtonInitSystem](#) ()=default
Destroy the [AreCheatsOnButtonInitSystem](#) object.
- std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [getFunction](#) ()
Get the Function object.
- [AreCheatsOnButtonInitSystem](#) ()
Construct a new [AreCheatsOnButtonInitSystem](#) object.
- [~AreCheatsOnButtonInitSystem](#) ()=default
Destroy the [AreCheatsOnButtonInitSystem](#) object.
- std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [getFunction](#) ()
Get the Function object.

Private Member Functions

- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

Additional Inherited Members

6.13.1 Detailed Description

[AreCheatsOnButtonInitSystem](#) class.

6.13.2 Constructor & Destructor Documentation

6.13.2.1 [AreCheatsOnButtonInitSystem](#)() [1/2]

```
AreCheatsOnButtonInitSystem::AreCheatsOnButtonInitSystem ( )
```

Construct a new [AreCheatsOnButtonInitSystem](#) object.

6.13.2.2 [~AreCheatsOnButtonInitSystem](#)() [1/2]

```
AreCheatsOnButtonInitSystem::~~AreCheatsOnButtonInitSystem ( ) [default]
```

Destroy the [AreCheatsOnButtonInitSystem](#) object.

6.13.2.3 AreCheatsOnButtonInitSystem() [2/2]

```
AreCheatsOnButtonInitSystem::AreCheatsOnButtonInitSystem ( )
```

Construct a new [AreCheatsOnButtonInitSystem](#) object.

6.13.2.4 ~AreCheatsOnButtonInitSystem() [2/2]

```
AreCheatsOnButtonInitSystem::~~AreCheatsOnButtonInitSystem ( ) [default]
```

Destroy the [AreCheatsOnButtonInitSystem](#) object.

6.13.3 Member Function Documentation

6.13.3.1 _initButton() [1/2]

```
void AreCheatsOnButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.13.3.2 _initButton() [2/2]

```
void AreCheatsOnButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.13.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> AreCheatsOnButtonInitSystem←
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.13.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> AreCheatsOnButtonInitSystem←
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

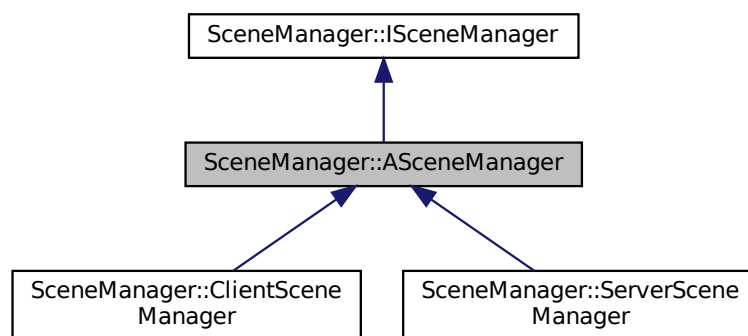
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/AreCheatsOn↵
Button/[AreCheatsOnButtonInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/AreCheatsOn↵
Button/[AreCheatsOnButtonInitSystem.cpp](#)

6.14 SceneManager::ASceneManager Class Reference

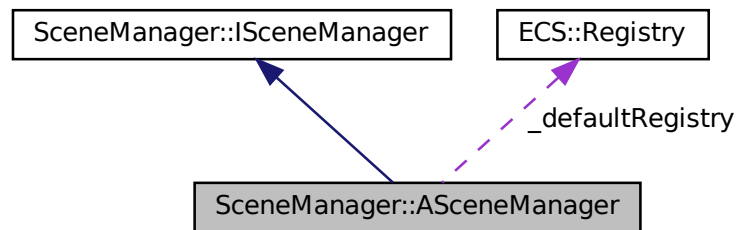
Abstract class for the scene manager.

```
#include <ASceneManager.hpp>
```

Inheritance diagram for SceneManager::ASceneManager:



Collaboration diagram for SceneManager::ASceneManager:



Public Member Functions

- [ASceneManager](#) (std::shared_ptr< [ECS::Registry](#) > registry, std::shared_ptr< [EventListener](#) > eventListener)
Construct a new [ASceneManager](#) object.
- virtual ~[ASceneManager](#) ()=default
Destroy the [ASceneManager](#) object.
- bool [processInput](#) ([KEY_MAP](#) key, int idxPacketEntities)
Process the input of the scene.
- bool [processUpdate](#) (std::string componentType, [ABINetwork::UDPPacket](#) packet)
Process the Update network.
- void [changeScene](#) (std::pair< std::size_t, std::string > scene)
Change the current scene.
- std::shared_ptr< [ECS::Registry](#) > [getRegistry](#) ()
Get the registry.
- std::unordered_map< [KEY_MAP](#), std::string > [getSoundMap](#) ()
Get the unordered map of sounds.
- void [setIndexPlayer](#) (int indexPlayer)
Set the Index Player object.
- int [getIndexPlayer](#) ()
Get the Index Player object.
- [ConsumptionCompute](#) [GetConsumptionCompute](#) ()
Get the [ConsumptionCompute](#) object.

Protected Member Functions

- virtual std::string [_GetComponentLibPath](#) () const =0
Get the component lib path.
- virtual std::string [_getSystemLibPath](#) () const =0
Get the system lib path.
- virtual std::string [_getEventHandlerLibPath](#) () const =0
Get the event handler lib path.
- virtual std::string [_getScenesPath](#) () const =0
Get the scenes path.

- virtual void [_loadScene](#) (const std::string &path, std::size_t index)=0
Load a scene from a json file.
- void [_loadSceneEntities](#) (Json::Value root, std::size_t index)
Load the entities of a scene.
- void [_loadSceneSystems](#) (Json::Value root, std::size_t index)
Load the systems of a scene.
- void [_loadSceneEventHandlers](#) (Json::Value root, std::size_t index)
Load the event handlers of a scene.
- void [_loadSceneKeys](#) (Json::Value root, std::size_t index)
Load the keys of a scene.
- void [_loadSceneKeysJson](#) (std::string key, std::string path, std::size_t index)
Load the keys of a scene containing a json file.
- void [_loadSceneKeysSystem](#) (std::string key, std::string system, std::size_t index)
Load the keys of a scene containing a system.
- void [_loadNetworkUpdateSystem](#) (Json::Value root, std::size_t index)
Load the systems to change component from server.
- void [_loadMods](#) ()
Load the mods for the scene manager.
- void [_initialiseDefaultComponents](#) ()
Initialise the default components of the scene manager.

Protected Attributes

- std::shared_ptr< [ECS::Registry](#) > [_registry](#)
- [ECS::Registry](#) [_defaultRegistry](#)
- std::unordered_map< [KEY_MAP](#), std::shared_ptr< [ISystem](#) > > [_keysSystems](#)
- std::unordered_map< [KEY_MAP](#), std::pair< std::size_t, std::string > > [_keysScenes](#)
- std::unordered_map< std::string, std::function< void([ABINetwork::UDPPacket](#) packet, [ECS::Registry](#) &reg)> > [_updateNetworkSystems](#)
- std::size_t [_nextIndex](#)
- std::shared_ptr< [EventListener](#) > [_eventListener](#)
- std::unordered_map< [KEY_MAP](#), std::string > [_soundMap](#)
- int [_indexPlayer](#)

6.14.1 Detailed Description

Abstract class for the scene manager.

6.14.2 Constructor & Destructor Documentation

6.14.2.1 ASceneManager()

```
SceneManager::ASceneManager::ASceneManager (
    std::shared_ptr< ECS::Registry > registry,
    std::shared_ptr< EventListener > eventListener )
```

Construct a new [ASceneManager](#) object.

Parameters

<i>registries</i>	Registries for each scene.

6.14.2.2 ~ASceneManager()

```
virtual SceneManager::ASceneManager::~~ASceneManager ( ) [virtual], [default]
```

Destroy the [ASceneManager](#) object.

6.14.3 Member Function Documentation**6.14.3.1 _GetComponentLibPath()**

```
virtual std::string SceneManager::ASceneManager::_GetComponentLibPath ( ) const [protected],  
[pure virtual]
```

Get the component lib path.

Returns

std::string Path to the component lib.

Implemented in [SceneManager::ServerSceneManager](#), and [SceneManager::ClientSceneManager](#).

6.14.3.2 _getEventHandlerLibPath()

```
virtual std::string SceneManager::ASceneManager::_getEventHandlerLibPath ( ) const [protected],  
[pure virtual]
```

Get the event handler lib path.

Returns

std::string Path to the event handler lib.

Implemented in [SceneManager::ServerSceneManager](#), and [SceneManager::ClientSceneManager](#).

6.14.3.3 `_getScenesPath()`

```
virtual std::string SceneManager::ASceneManager::_getScenesPath ( ) const [protected], [pure virtual]
```

Get the scenes path.

Returns

std::string Path to the scenes.

Implemented in [SceneManager::ServerSceneManager](#), and [SceneManager::ClientSceneManager](#).

6.14.3.4 `_getSystemLibPath()`

```
virtual std::string SceneManager::ASceneManager::_getSystemLibPath ( ) const [protected], [pure virtual]
```

Get the system lib path.

Returns

std::string Path to the system lib.

Implemented in [SceneManager::ServerSceneManager](#), and [SceneManager::ClientSceneManager](#).

6.14.3.5 `_initialiseDefaultComponents()`

```
void SceneManager::ASceneManager::_initialiseDefaultComponents ( ) [protected]
```

Initialise the default components of the scene manager.

6.14.3.6 `_loadMods()`

```
void SceneManager::ASceneManager::_loadMods ( ) [protected]
```

Load the mods for the scene manager.

6.14.3.7 `_loadNetworkUpdateSystem()`

```
void SceneManager::ASceneManager::_loadNetworkUpdateSystem (
    Json::Value root,
    std::size_t index ) [protected]
```

Load the systems to change component from server.

Parameters

<i>root</i>	Json root of the scene.
<i>index</i>	Index of the registry to load the scene.

6.14.3.8 _loadScene()

```
virtual void SceneManager::ASceneManager::_loadScene (
    const std::string & path,
    std::size_t index ) [protected], [pure virtual]
```

Load a scene from a json file.

Parameters

<i>path</i>	Path to the json file.
<i>index</i>	Index of the registry to load the scene.

Implemented in [SceneManager::ServerSceneManager](#), and [SceneManager::ClientSceneManager](#).

6.14.3.9 _loadSceneEntities()

```
void SceneManager::ASceneManager::_loadSceneEntities (
    Json::Value root,
    std::size_t index ) [protected]
```

Load the entities of a scene.

Parameters

<i>root</i>	Json root of the scene.
<i>index</i>	Index of the registry to load the scene.

6.14.3.10 _loadSceneEventHandlers()

```
void SceneManager::ASceneManager::_loadSceneEventHandlers (
    Json::Value root,
    std::size_t index ) [protected]
```

Load the event handlers of a scene.

Parameters

<i>root</i>	Json root of the scene.
<i>index</i>	Index of the registry to load the scene.

6.14.3.11 _loadSceneKeys()

```
void SceneManager::ASceneManager::_loadSceneKeys (
    Json::Value root,
    std::size_t index ) [protected]
```

Load the keys of a scene.

Parameters

<i>root</i>	Json root of the scene.
<i>index</i>	Index of the registry to load the scene.

6.14.3.12 _loadSceneKeysJson()

```
void SceneManager::ASceneManager::_loadSceneKeysJson (
    std::string key,
    std::string path,
    std::size_t index ) [protected]
```

Load the keys of a scene containing a json file.

Parameters

<i>key</i>	Key to load the scene.
<i>path</i>	Path to the json file.
<i>index</i>	Index of the registry to load the scene.

6.14.3.13 _loadSceneKeysSystem()

```
void SceneManager::ASceneManager::_loadSceneKeysSystem (
    std::string key,
    std::string system,
    std::size_t index ) [protected]
```

Load the keys of a scene containing a system.

Parameters

<i>key</i>	Key to load the scene.
<i>system</i>	System to load.
<i>index</i>	Index of the registry to load the scene.

6.14.3.14 `_loadSceneSystems()`

```
void SceneManager::SceneManager::_loadSceneSystems (
    Json::Value root,
    std::size_t index ) [protected]
```

Load the systems of a scene.

Parameters

<i>root</i>	Json root of the scene.
<i>index</i>	Index of the registry to load the scene.

6.14.3.15 `changeScene()`

```
void SceneManager::SceneManager::changeScene (
    std::pair< std::size_t, std::string > scene ) [virtual]
```

Change the current scene.

Parameters

<i>scene</i>	Scene to load.

Implements [SceneManager::ISceneManager](#).

6.14.3.16 `GetConsumptionCompute()`

```
ConsumptionCompute SceneManager::SceneManager::GetConsumptionCompute ( ) [virtual]
```

Get the [ConsumptionCompute](#) object.

Returns

The [ConsumptionCompute](#) object.

Implements [SceneManager::ISceneManager](#).

6.14.3.17 getIndexPlayer()

```
int SceneManager::ASceneManager::getIndexPlayer ( ) [virtual]
```

Get the Index Player object.

Returns

int Index of the player.

Implements [SceneManager::ISceneManager](#).

6.14.3.18 getRegistry()

```
std::shared_ptr< ECS::Registry > SceneManager::ASceneManager::getRegistry ( ) [virtual]
```

Get the registry.

Returns

[ECS::Registry](#)& The registry.

Implements [SceneManager::ISceneManager](#).

6.14.3.19 getSoundMap()

```
std::unordered_map< KEY_MAP, std::string > SceneManager::ASceneManager::getSoundMap ( ) [virtual]
```

Get the unordered map of sounds.

Implements [SceneManager::ISceneManager](#).

6.14.3.20 processInput()

```
bool SceneManager::ASceneManager::processInput (
    KEY_MAP key,
    int idxPacketEntities ) [virtual]
```

Process the input of the scene.

Parameters

<i>key</i>	Key to process.

Returns

true if the input has been processed, false otherwise.

Implements [SceneManager::ISceneManager](#).

6.14.3.21 processUpdate()

```
bool SceneManager::ASceneManager::processUpdate (
    std::string componentType,
    ABINetwork::UDPPacket packet ) [virtual]
```

Process the Update network.

Parameters

<i>packet</i>	Packet receive by the network.

Returns

true if the packet has been processed, false otherwise.

Implements [SceneManager::ISceneManager](#).

6.14.3.22 setIndexPlayer()

```
void SceneManager::ASceneManager::setIndexPlayer (
    int indexPlayer ) [virtual]
```

Set the Index Player object.

Parameters

<i>indexPlayer</i>	Index to set.

Implements [SceneManager::ISceneManager](#).

6.14.4 Member Data Documentation**6.14.4.1 _defaultRegistry**

```
ECS::Registry SceneManager::ASceneManager::_defaultRegistry [protected]
```

6.14.4.2 _eventListener

```
std::shared_ptr<EventListener> SceneManager::ASceneManager::_eventListener [protected]
```

6.14.4.3 _indexPlayer

```
int SceneManager::ASceneManager::_indexPlayer [protected]
```

6.14.4.4 _keysScenes

```
std::unordered_map<KEY_MAP, std::pair<std::size_t, std::string> > SceneManager::ASceneManager::_keysScenes [protected]
```

6.14.4.5 _keysSystems

```
std::unordered_map<KEY_MAP, std::shared_ptr<ISystem> > SceneManager::ASceneManager::_keysSystems [protected]
```

6.14.4.6 _nextIndex

```
std::size_t SceneManager::ASceneManager::_nextIndex [protected]
```

6.14.4.7 _registry

```
std::shared_ptr<ECS::Registry> SceneManager::ASceneManager::_registry [protected]
```

6.14.4.8 _soundMap

```
std::unordered_map<KEY_MAP, std::string> SceneManager::ASceneManager::_soundMap [protected]
```

6.14.4.9 `_updateNetworkSystems`

```
std::unordered_map<std::string, std::function<void(ABINetwork::UDPPacket packet, ECS::Registry&
reg)> > SceneManager::ASceneManager::_updateNetworkSystems [protected]
```

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

- [/home/runner/work/R-Type/R-Type/Engine/Shared/SceneManager/ASceneManager.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/SceneManager/ASceneManager.cpp](#)

6.15 AssignToken Class Reference

Messages that can be sent to assign the token on client.

```
#include <AssignToken.hpp>
```

6.15.1 Detailed Description

Messages that can be sent to assign the token on client.

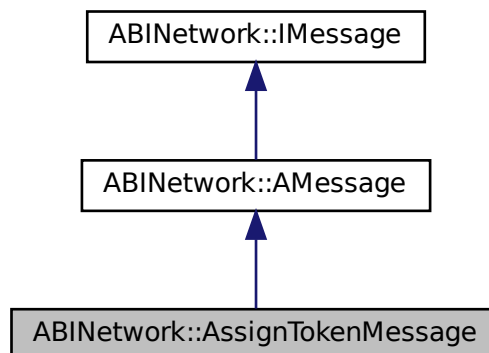
The documentation for this class was generated from the following file:

- [/home/runner/work/R-Type/R-Type/Network/Messages/AssignToken/AssignToken.hpp](#)

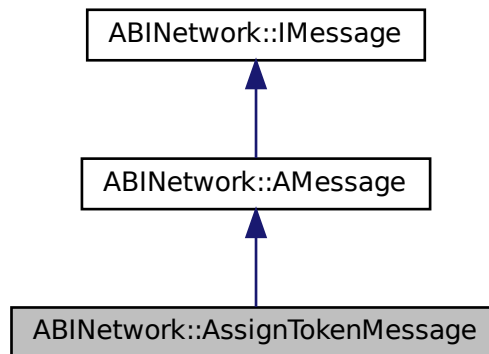
6.16 ABINetwork::AssignTokenMessage Class Reference

```
#include <AssignToken.hpp>
```

Inheritance diagram for ABINetwork::AssignTokenMessage:



Collaboration diagram for ABINetwork::AssignTokenMessage:



Public Member Functions

- [AssignTokenMessage](#) ()=default
Construct a new chatBox Message object.
- [~AssignTokenMessage](#) ()=default
Destroy the chatBox Message object.
- [Payload](#) & [createAssignTokenPayload](#) (int idxEntity)
Create a Update Component Payload object.
- int [getAssignTokenPayload](#) (UDPPacket packet)
Create a Entity Message::get Entity Payload object.

Private Attributes

- [Payload_payload](#)

Additional Inherited Members

6.16.1 Constructor & Destructor Documentation

6.16.1.1 AssignTokenMessage()

```
ABINetwork::AssignTokenMessage::AssignTokenMessage ( ) [default]
```

Construct a new chatBox Message object.

6.16.1.2 ~AssignTokenMessage()

```
ABINetwork::AssignTokenMessage::~~AssignTokenMessage ( ) [default]
```

Destroy the chatBox Message object.

6.16.2 Member Function Documentation

6.16.2.1 createAssignTokenPayload()

```
Payload & ABINetwork::AssignTokenMessage::createAssignTokenPayload (
    int idxEntity )
```

Create a Update Component Payload object.

Parameters

<i>idxEntity</i>	idxEntity

Returns

Payload& Payload created.

6.16.2.2 getAssignTokenPayload()

```
int ABINetwork::AssignTokenMessage::getAssignTokenPayload (
    UDPPacket packet )
```

Create a Entity Message::get Entity Payload object.

Parameters

<i>packet</i>	Packet receive.

Returns

int indexEntity

6.16.3 Member Data Documentation

6.16.3.1 `_payload`

`Payload` `ABINetwork::AssignTokenMessage::_payload` [private]

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

- `/home/runner/work/R-Type/R-Type/Network/Messages/AssignToken/AssignToken.hpp`
- `/home/runner/work/R-Type/R-Type/Network/Messages/AssignToken/AssignToken.cpp`

6.17 ASystem Class Reference

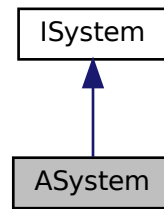
A basic implementation of the `ISystem` interface.

```
#include <ISystem.hpp>
```

Inherits `ISystem`.

Inherited by `AccountManagementTextInitSystem`, `AccountManagementTextInitSystem`, `AreCheatsOnButtonInitSystem`, `AreCheatsOnButtonInitSystem`, `BackToAccountManagementButtonInitSystem`, `BackToAccountManagementButtonInitSystem`, `BackToMainButtonInitSystem`, `BackToMainButtonInitSystem`, `BackToRoomManagementButtonInitSystem`, `BackToRoomManagementButtonInitSystem`, `BackToServerConnectionButtonInitSystem`, `BackToServerConnectionButtonInitSystem`, `BackgroundSystem`, `BackgroundSystem`, `ConnectButtonInitSystem`, `ConnectButtonInitSystem`, `CreateRoomButtonInitSystem`, `CreateRoomButtonInitSystem`, `CreateRoomPageButtonInitSystem`, `CreateRoomPageButtonInitSystem`, `DisplayConsumptionSystem`, `DisplayShaderInfoSystem`, `DrawHitBoxesSystem`, `DrawOBJSystem`, `DrawTextSystem`, `DrawTextureRectSystem`, `DrawTextureSystem`, `EndLogonInitSystem`, `EndLogonInitSystem`, `ExitButtonInitSystem`, `ExitButtonInitSystem`, `FullScreenSystem`, `GetRoomListSystem`, `GetRoomListSystem`, `GravitySystem`, `GroundInitSystem`, `HitboxPlayerSystem`, `HitboxPlayerSystem`, `InitConsumptionSystem`, `InitShaderInfoSystem`, `IpTextBoxInitSystem`, `IpTextBoxInitSystem`, `IsRoomPrivateButtonInitSystem`, `IsRoomPrivateButtonInitSystem`, `JoinRoomPageButtonInitSystem`, `JoinRoomPageButtonInitSystem`, `JumpSystem`, `LoginButtonInitSystem`, `LoginButtonInitSystem`, `LoginCheckSystem`, `LoginPageButtonInitSystem`, `LoginPageButtonInitSystem`, `LoginTextInitSystem`, `LoginTextInitSystem`, `LuaScriptSystem`, `MapEditorButtonInitSystem`, `MapEditorButtonInitSystem`, `MobInitSystem`, `MobInitSystem`, `MobSpeOneInitSystem`, `MobSpeOneInitSystem`, `MobSpeOneShootInitSystem`, `MobSpeOneShootInitSystem`, `MobSpeTwoInitSystem`, `MobSpeTwoInitSystem`, `MobSpeTwoShootInitSystem`, `MobSpeTwoShootInitSystem`, `MouseSystem`, `MouseSystem`, `MoveEntitiesSystem`, `MoveEntitiesSystem`, `MoveMobsSystem`, `MoveMobsSystem`, `MoveSystemDown`, `MoveSystemDown`, `MoveSystemLeft`, `MoveSystemLeft`, `MoveSystemRight`, `MoveSystemRight`, `MoveSystemUp`, `MoveSystemUp`, `MultiplayerButtonInitSystem`, `MultiplayerButtonInitSystem`, `PasswordTextBoxInitSystem`, `PasswordTextBoxInitSystem`, `PlanetInitSystem`, `PlanetInitSystem`, `PlanetRestartSystem`, `PlanetRestartSystem`, `PlanetRestartSystem`, `PlaySoundsSystem`, `PlaySoundsSystem`, `PlayerDeathSystem`, `PlayerInitSystem`, `PlayerInitSystem`, `PortTextBoxInitSystem`, `PortTextBoxInitSystem`, `RegisterButtonInitSystem`, `RegisterButtonInitSystem`, `RegisterPageButtonInitSystem`, `RegisterPageButtonInitSystem`, `RegisterTextInitSystem`, `RegisterTextInitSystem`, `RoomCreationTextInitSystem`, `RoomCreationTextInitSystem`, `RoomJoiningTextInitSystem`, `RoomJoiningTextInitSystem`, `RoomListInitSystem`, `RoomListInitSystem`, `RoomManagementTextInitSystem`, `RoomManagementTextInitSystem`, `RoomNameTextBoxInitSystem`, `RoomNameTextBoxInitSystem`, `RoomPasswordTextBoxInitSystem`, `RoomPasswordTextBoxInitSystem`, `RoomPlayerNumberTextBoxInitSystem`, `RoomPlayerNumberTextBoxInitSystem`, `ServerConnectionTextInitSystem`, `ServerConnectionTextInitSystem`, `ShaderSystem`, `ShootDamageSystem`, `ShootDamageSystem`, `ShootDestroySystem`, `ShootDestroySystem`, `ShootInitSystem`, `ShootInitSystem`, `ShootInitSystem`, `ShootInitSystem`, `ShootSystem`, `ShootSystem`, `ShootSystem`, `ShootSystem`, `SingleplayerButtonInitSystem`, `SingleplayerButtonInitSystem`, `SpriteSheetAnimationSystem`, `TreelInitSystem`, `TreelInitSystem`, `TypingSystem`, `TypingSystem`, `UpdateConsumptionSystem`, `UpdateShaderInfoSystem`, `UsernameTextBoxInitSystem`, and `UsernameTextBoxInitSystem`.

Collaboration diagram for ASystem:



Public Member Functions

- [ASystem](#) (std::string type)
Construct a new [ASystem](#) object.
- [~ASystem](#) ()=default
Destroy the [ASystem](#) object.
- const std::string & [getType](#) () override
Get the type of the system.
- virtual std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [getFunction](#) ()=0
Get the Function of the System.

Private Attributes

- std::string [_type](#)

6.17.1 Detailed Description

A basic implementation of the [ISystem](#) interface.

This class provides a basic implementation of the [ISystem](#) interface, firstly for the function [getType\(\)](#) which returns the type of the component. And secondly with the [getFunction\(\)](#) which returns the system function.

6.17.2 Constructor & Destructor Documentation

6.17.2.1 ASystem()

```
ASystem::ASystem (
    std::string type ) [inline]
```

Construct a new [ASystem](#) object.

Parameters

<i>type</i>	The type of the system.

6.17.2.2 ~ASystem()

```
ASystem::~~ASystem ( ) [default]
```

Destroy the [ASystem](#) object.

6.17.3 Member Function Documentation**6.17.3.1 getFunction()**

```
virtual std::function<void(ECS::Registry& reg, int idxPacketEntities)> ASystem::getFunction (
) [pure virtual]
```

Get the Function of the System.

Returns

`std::function<void(Registry& reg)>` System's function.

Implements [ISystem](#).

Implemented in [ShootSystem](#), [ShootInitSystem](#), [MobSpeTwoShootInitSystem](#), [MobSpeOneShootInitSystem](#), [ShootSystem](#), [ShootInitSystem](#), [ShootDestroySystem](#), [ShootDamageSystem](#), [PlaySoundsSystem](#), [PlayerInitSystem](#), [PlayerDeathSystem](#), [MoveMobsSystem](#), [MoveSystemUp](#), [MoveSystemRight](#), [MoveSystemLeft](#), [MoveSystemDown](#), [MobSpeTwoInitSystem](#), [MobSpeOneInitSystem](#), [MobInitSystem](#), [ServerConnectionTextInitSystem](#), [RoomManagementTextInitSystem](#), [RoomJoiningTextInitSystem](#), [RoomCreationTextInitSystem](#), [RegisterTextInitSystem](#), [LoginTextInitSystem](#), [AccountManagementTextInitSystem](#), [RoomListInitSystem](#), [GetRoomListSystem](#), [LoginCheckSystem](#), [UsernameTextBoxInitSystem](#), [SingleplayerButtonInitSystem](#), [RoomPlayerNumberTextBoxInitSystem](#), [RoomPasswordTextBoxInitSystem](#), [RoomNameTextBoxInitSystem](#), [RegisterPageButtonInitSystem](#), [RegisterButtonInitSystem](#), [PortTextBoxInitSystem](#), [PasswordTextBoxInitSystem](#), [MultiplayerButtonInitSystem](#), [MapEditorButtonInitSystem](#), [LoginPageButtonInitSystem](#), [LoginButtonInitSystem](#), [JoinRoomPageButtonInitSystem](#), [IsRoomPrivateButtonInitSystem](#), [IpTextBoxInitSystem](#), [ExitButtonInitSystem](#), [CreateRoomPageButtonInitSystem](#), [CreateRoomButtonInitSystem](#), [ConnectButtonInitSystem](#), [BackToServerConnectionButtonInitSystem](#), [BackToRoomManagementButtonInitSystem](#), [BackToMainButtonInitSystem](#), [BackToAccountManagementButtonInitSystem](#), [AreCheatsOnButtonInitSystem](#), [HitboxPlayerSystem](#), [PlanetRestartSystem](#), [PlanetInitSystem](#), [EndLogoInitSystem](#), [BackgroundSystem](#), [TypingSystem](#), [TreeInitSystem](#), [PlanetRestartSystem](#), [ShootSystem](#), [ShootInitSystem](#), [MobSpeTwoShootInitSystem](#), [MobSpeOneShootInitSystem](#), [ShootSystem](#), [ShootInitSystem](#), [ShootDestroySystem](#), [ShootDamageSystem](#), [TreeInitSystem](#), [PlaySoundsSystem](#), [PlayerInitSystem](#), [MoveMobsSystem](#), [MoveSystemUp](#), [MoveSystemRight](#), [MoveSystemLeft](#), [MoveSystemDown](#), [MoveEntitiesSystem](#), [JumpSystem](#), [MouseSystem](#), [MobSpeTwoInitSystem](#), [MobSpeOneInitSystem](#), [MobInitSystem](#), [ServerConnectionTextInitSystem](#), [RoomManagementTextInitSystem](#), [RoomJoiningTextInitSystem](#), [RoomCreationTextInitSystem](#), [RegisterTextInitSystem](#), [LoginTextInitSystem](#), [AccountManagementTextInitSystem](#), [RoomListInitSystem](#), [GetRoomListSystem](#), [UsernameTextBoxInitSystem](#), [SingleplayerButtonInitSystem](#), [RoomPlayerNumberTextBoxInitSystem](#), [RoomPasswordTextBoxInitSystem](#), [RoomNameTextBoxInitSystem](#), [RegisterPageButtonInitSystem](#), [RegisterButtonInitSystem](#), [PortTextBoxInitSystem](#),

[PasswordTextBoxInitSystem](#), [MultiplayerButtonInitSystem](#), [MapEditorButtonInitSystem](#), [LoginPageButtonInitSystem](#), [LoginButtonInitSystem](#), [JoinRoomPageButtonInitSystem](#), [IsRoomPrivateButtonInitSystem](#), [IpTextBoxInitSystem](#), [ExitButtonInitSystem](#), [CreateRoomPageButtonInitSystem](#), [CreateRoomButtonInitSystem](#), [ConnectButtonInitSystem](#), [BackToServerConnectionButtonInitSystem](#), [BackToRoomManagementButtonInitSystem](#), [BackToMainButtonInitSystem](#), [BackToAccountManagementButtonInitSystem](#), [AreCheatsOnButtonInitSystem](#), [HitboxPlayerSystem](#), [GroundInitSystem](#), [PlanetRestartSystem](#), [PlanetInitSystem](#), [EndLogoInitSystem](#), [BackgroundSystem](#), [TypingSystem](#), [ShaderSystem](#), [MoveEntitiesSystem](#), [MouseSystem](#), [LuaScriptSystem](#), [GravitySystem](#), [FullScreenSystem](#), [UpdateShaderInfoSystem](#), [InitShaderInfoSystem](#), [DisplayShaderInfoSystem](#), [UpdateConsumptionSystem](#), [InitConsumptionSystem](#), [DisplayConsumptionSystem](#), [SpriteSheetAnimationSystem](#), [DrawTextureRectSystem](#), [DrawTextureSystem](#), [DrawTextSystem](#), [DrawOBJSystem](#), and [DrawHitBoxesSystem](#).

6.17.3.2 getType()

```
const std::string& ASystem::getType ( ) [inline], [override], [virtual]
```

Get the type of the system.

Returns

const std::string& The type of the system.

Implements [ISystem](#).

6.17.4 Member Data Documentation

6.17.4.1 _type

```
std::string ASystem::_type [private]
```

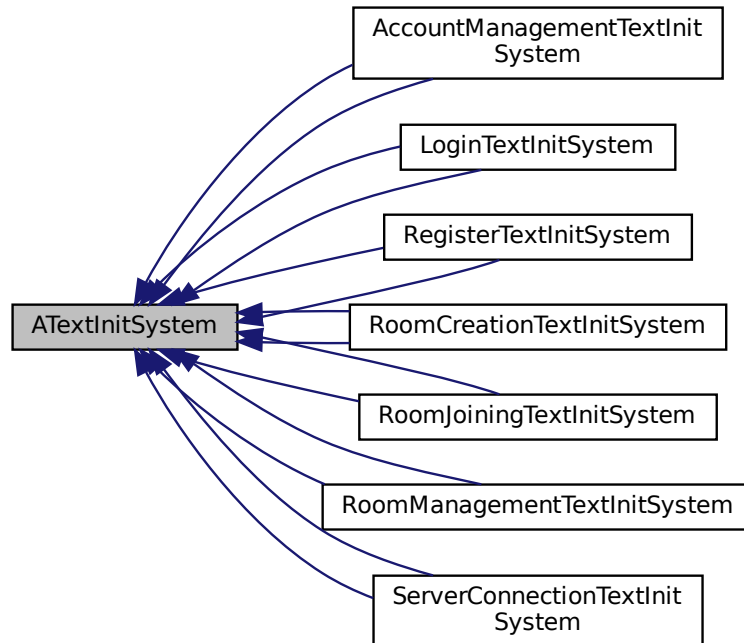
The documentation for this class was generated from the following file:

- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/ISystem.hpp](#)

6.18 ATextInitSystem Class Reference

```
#include <ATextInitSystem.hpp>
```

Inheritance diagram for ATextInitSystem:



Public Member Functions

- [ATextInitSystem](#) ()=default
Construct a new [ATextInitSystem](#) object.
- [~ATextInitSystem](#) ()=default
Destroy the [ATextInitSystem](#) object.
- [ATextInitSystem](#) ()=default
Construct a new [ATextInitSystem](#) object.
- [~ATextInitSystem](#) ()=default
Destroy the [ATextInitSystem](#) object.

Protected Member Functions

- void [_setTextProperties](#) (ECS::Registry &reg, int idxPacketEntities, const std::string &filePath)
Set the Text Properties object.
- void [_setTextProperties](#) (ECS::Registry &reg, int idxPacketEntities, const std::string &filePath)
Set the Text Properties object.

6.18.1 Constructor & Destructor Documentation

6.18.1.1 ATextInitSystem() [1/2]

```
ATextInitSystem::ATextInitSystem ( ) [default]
```

Construct a new [ATextInitSystem](#) object.

6.18.1.2 ~ATextInitSystem() [1/2]

```
ATextInitSystem::~~ATextInitSystem ( ) [default]
```

Destroy the [ATextInitSystem](#) object.

6.18.1.3 ATextInitSystem() [2/2]

```
ATextInitSystem::ATextInitSystem ( ) [default]
```

Construct a new [ATextInitSystem](#) object.

6.18.1.4 ~ATextInitSystem() [2/2]

```
ATextInitSystem::~~ATextInitSystem ( ) [default]
```

Destroy the [ATextInitSystem](#) object.

6.18.2 Member Function Documentation

6.18.2.1 _setTextProperties() [1/2]

```
void ATextInitSystem::_setTextProperties (
    ECS::Registry & reg,
    int idxPacketEntities,
    const std::string & filePath ) [protected]
```

Set the Text Properties object.

Parameters

<i>reg</i>	The registry to fill
<i>idxPacketEntities</i>	The index of the packet entities
<i>filePath</i>	The path to the json file

6.18.2.2 _setTextProperties() [2/2]

```
void ATextInitSystem::_setTextProperties (
    ECS::Registry & reg,
    int idxPacketEntities,
    const std::string & filePath ) [protected]
```

Set the Text Properties object.

Parameters

<i>reg</i>	The registry to fill
<i>idxPacketEntities</i>	The index of the packet entities
<i>filePath</i>	The path to the json file

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

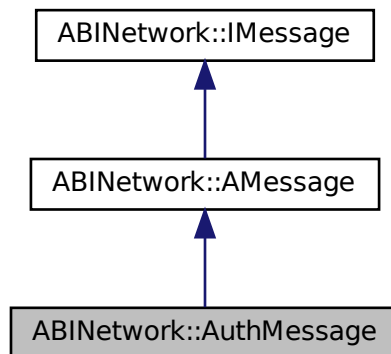
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/AText/[ATextInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/AText/[ATextInitSystem.cpp](#)

6.19 ABINetwork::AuthMessage Class Reference

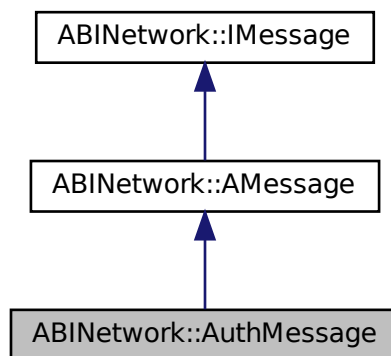
Messages that can be sent over a network for auth.

```
#include <Auth.hpp>
```

Inheritance diagram for ABINetwork::AuthMessage:



Collaboration diagram for ABINetwork::AuthMessage:



Public Member Functions

- [AuthMessage](#) ()=default
Construct a new Auth Message object.
- [~AuthMessage](#) ()=default
Destroy the Auth Message object.
- [Payload](#) & [createLoginPayload](#) (std::string userName, std::string password)
Create a Login Payload object.
- std::pair< std::string, std::string > [getLoginInfoFromPacket](#) (UDPPacket packet)
Get the Login Info From Packet object.
- [Payload](#) & [createRegisterPayload](#) (std::string userName, std::string password)

- Create a Register Payload object.*
- `std::pair< std::string, std::string > getRegisterInfoFromPacket (UDPPacket packet)`
Get the Register Info From Packet object.
- `Payload & createLogoutPayload ()`
Create a Logout Payload object.
- `uint32_t getLogoutInfoFromPacket (UDPPacket packet)`
Get the Logout Info From Packet object.
- `Payload & createAllowedLoginPayload (bool isAllowed)`
Create a Allowed Login Payload object.
- `bool getLoginAllowedInfoFromPacket (UDPPacket packet)`
Get the login allowed Info From Packet object.

Private Attributes

- `Payload _payload`

Additional Inherited Members

6.19.1 Detailed Description

Messages that can be sent over a network for auth.

6.19.2 Constructor & Destructor Documentation

6.19.2.1 AuthMessage()

```
ABINetwork::AuthMessage::AuthMessage ( ) [default]
```

Construct a new Auth Message object.

6.19.2.2 ~AuthMessage()

```
ABINetwork::AuthMessage::~~AuthMessage ( ) [default]
```

Destroy the Auth Message object.

6.19.3 Member Function Documentation

6.19.3.1 createAllowedLoginPayload()

```
Payload & ABINetwork::AuthMessage::createAllowedLoginPayload (
    bool isAllowed )
```

Create a Allowed Login Payload object.

Parameters

<i>isAllowed</i>	True if client allowed to login.

Returns

Payload& for allow login.

6.19.3.2 createLoginPayload()

```
Payload & ABINetwork::AuthMessage::createLoginPayload (
    std::string userName,
    std::string password )
```

Create a Login Payload object.

Parameters

<i>userName</i>	Client username to log with.
<i>password</i>	Client password to log with.

Returns

Payload for Login.

6.19.3.3 createLogoutPayload()

```
Payload & ABINetwork::AuthMessage::createLogoutPayload ( )
```

Create a Logout Payload object.

Returns

Payload for logout.

6.19.3.4 createRegisterPayload()

```
Payload & ABINetwork::AuthMessage::createRegisterPayload (
    std::string userName,
    std::string password )
```

Create a Register Payload object.

Parameters

<i>userName</i>	Client username to register with.
<i>password</i>	Client password to register log with.

Returns

Payload for Register.

6.19.3.5 getLoginAllowedInfoFromPacket()

```
bool ABINetwork::AuthMessage::getLoginAllowedInfoFromPacket (
    UDPPacket packet )
```

Get the login allowed Info From Packet object.

Parameters

<i>packet</i>	Received by the server.

Returns

true [Client](#) allowed to login.
false [Client](#) not allowed to login.

6.19.3.6 getLoginInfoFromPacket()

```
std::pair< std::string, std::string > ABINetwork::AuthMessage::getLoginInfoFromPacket (
    UDPPacket packet )
```

Get the Login Info From Packet object.

Returns

std::pair<std::string, std::string> UserName and Password.

6.19.3.7 getLogoutInfoFromPacket()

```
uint32_t ABINetwork::AuthMessage::getLogoutInfoFromPacket (
    UDPPacket packet )
```

Get the Logout Info From Packet object.

Returns

uint32_t Token of the player logout.

6.19.3.8 getRegisterInfoFromPacket()

```
std::pair< std::string, std::string > ABINetwork::AuthMessage::getRegisterInfoFromPacket (
    UDPPacket packet )
```

Get the Register Info From Packet object.

Returns

std::pair<std::string, std::string> UserName and PAssword.

6.19.4 Member Data Documentation

6.19.4.1 _payload

```
Payload ABINetwork::AuthMessage::_payload [private]
```

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

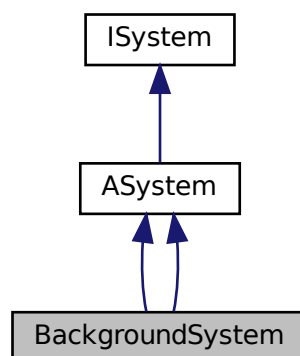
- /home/runner/work/R-Type/R-Type/Network/Messages/Auth/Auth.hpp
- /home/runner/work/R-Type/R-Type/Network/Messages/Auth/Auth.cpp

6.20 BackgroundSystem Class Reference

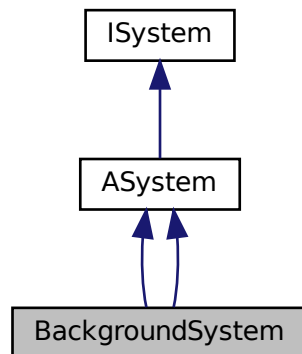
Initialize a background entity.

```
#include <BackgroundInitSystem.hpp>
```

Inheritance diagram for BackgroundSystem:



Collaboration diagram for BackgroundSystem:



Public Member Functions

- [BackgroundSystem](#) ()
Construct a new background Init System object.
- [~BackgroundSystem](#) ()=default
Destroy the background Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.
- [BackgroundSystem](#) ()
Construct a new background Init System object.
- [~BackgroundSystem](#) ()=default
Destroy the background Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.

Private Member Functions

- `void` [_initBackground](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- `void` [_initBackground](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.20.1 Detailed Description

Initialize a background entity.

6.20.2 Constructor & Destructor Documentation

6.20.2.1 BackgroundSystem() [1/2]

```
BackgroundSystem::BackgroundSystem ( )
```

Construct a new background Init System object.

6.20.2.2 ~BackgroundSystem() [1/2]

```
BackgroundSystem::~~BackgroundSystem ( ) [default]
```

Destroy the background Init System object.

6.20.2.3 BackgroundSystem() [2/2]

```
BackgroundSystem::BackgroundSystem ( )
```

Construct a new background Init System object.

6.20.2.4 ~BackgroundSystem() [2/2]

```
BackgroundSystem::~~BackgroundSystem ( ) [default]
```

Destroy the background Init System object.

6.20.3 Member Function Documentation

6.20.3.1 _initBackground() [1/2]

```
void BackgroundSystem::_initBackground (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.20.3.2 _initBackground() [2/2]

```
void BackgroundSystem::_initBackground (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.20.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> BackgroundSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.20.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> BackgroundSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

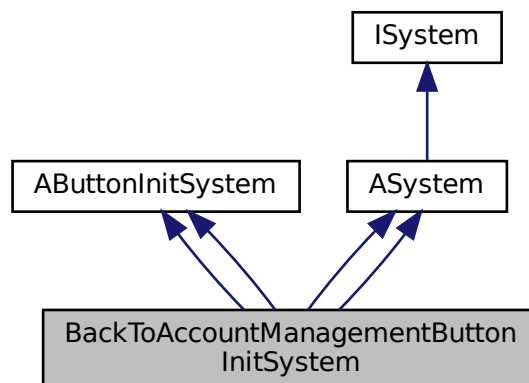
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Background/[BackgroundInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Background/[BackgroundInitSystem.cpp](#)

6.21 BackToAccountManagementButtonInitSystem Class Reference

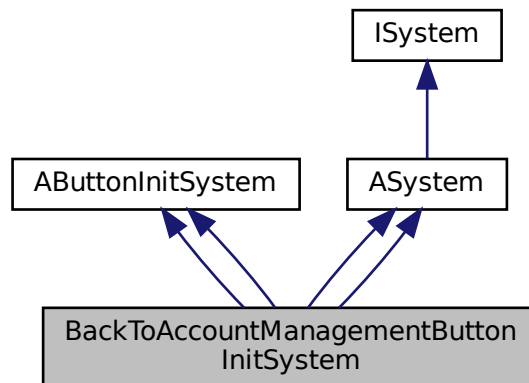
[BackToAccountManagementButtonInitSystem](#) class.

```
#include <BackToAccountManagementButtonInitSystem.hpp>
```

Inheritance diagram for BackToAccountManagementButtonInitSystem:



Collaboration diagram for BackToAccountManagementButtonInitSystem:



Public Member Functions

- [BackToAccountManagementButtonInitSystem \(\)](#)
Construct a new [BackToAccountManagementButtonInitSystem](#) object.
- [~BackToAccountManagementButtonInitSystem \(\)=default](#)
Destroy the [BackToAccountManagementButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [BackToAccountManagementButtonInitSystem \(\)](#)
Construct a new [BackToAccountManagementButtonInitSystem](#) object.
- [~BackToAccountManagementButtonInitSystem \(\)=default](#)
Destroy the [BackToAccountManagementButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`
- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.21.1 Detailed Description

[BackToAccountManagementButtonInitSystem](#) class.

6.21.2 Constructor & Destructor Documentation

6.21.2.1 BackToAccountManagementButtonInitSystem() [1/2]

```
BackToAccountManagementButtonInitSystem::BackToAccountManagementButtonInitSystem ( )
```

Construct a new [BackToAccountManagementButtonInitSystem](#) object.

6.21.2.2 ~BackToAccountManagementButtonInitSystem() [1/2]

```
BackToAccountManagementButtonInitSystem::~~BackToAccountManagementButtonInitSystem ( ) [default]
```

Destroy the [BackToAccountManagementButtonInitSystem](#) object.

6.21.2.3 BackToAccountManagementButtonInitSystem() [2/2]

```
BackToAccountManagementButtonInitSystem::BackToAccountManagementButtonInitSystem ( )
```

Construct a new [BackToAccountManagementButtonInitSystem](#) object.

6.21.2.4 ~BackToAccountManagementButtonInitSystem() [2/2]

```
BackToAccountManagementButtonInitSystem::~~BackToAccountManagementButtonInitSystem ( ) [default]
```

Destroy the [BackToAccountManagementButtonInitSystem](#) object.

6.21.3 Member Function Documentation

6.21.3.1 _initButton() [1/2]

```
void BackToAccountManagementButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.21.3.2 _initButton() [2/2]

```
void BackToAccountManagementButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.21.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> BackToAccountManagementButton↔
InitSystem::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.21.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> BackToAccountManagementButton↔
InitSystem::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

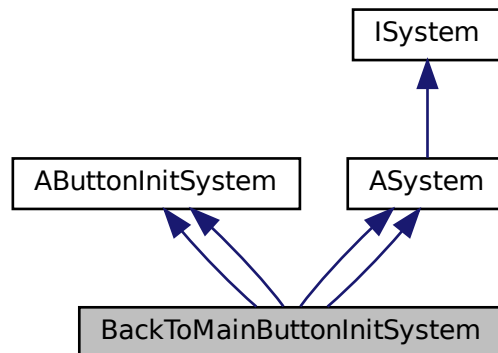
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/BackButtons/Back↔
ToAccountManagement/[BackToAccountManagementButtonInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/BackButtons/Back↔
ToAccountManagement/[BackToAccountManagementButtonInitSystem.cpp](#)

6.22 BackToMainButtonInitSystem Class Reference

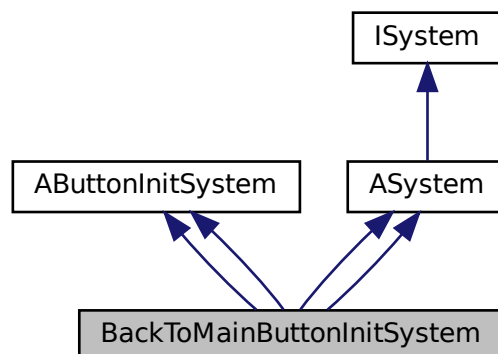
[BackToMainButtonInitSystem](#) class.

```
#include <BackToMainButtonInitSystem.hpp>
```

Inheritance diagram for BackToMainButtonInitSystem:



Collaboration diagram for BackToMainButtonInitSystem:



Public Member Functions

- [BackToMainButtonInitSystem](#) ()
Construct a new [BackToMainButtonInitSystem](#) object.
- [~BackToMainButtonInitSystem](#) ()=default

- Destroy the [BackToMainButtonInitSystem](#) object.*
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.
- `BackToMainButtonInitSystem ()`
Construct a new [BackToMainButtonInitSystem](#) object.
- `~BackToMainButtonInitSystem ()=default`
Destroy the [BackToMainButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.

Private Member Functions

- `void \_initButton (ECS::Registry &reg, int idxPacketEntities)`
- `void \_initButton (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.22.1 Detailed Description

[BackToMainButtonInitSystem](#) class.

6.22.2 Constructor & Destructor Documentation

6.22.2.1 [BackToMainButtonInitSystem](#)() [1/2]

```
BackToMainButtonInitSystem::BackToMainButtonInitSystem ( )
```

Construct a new [BackToMainButtonInitSystem](#) object.

6.22.2.2 [~BackToMainButtonInitSystem](#)() [1/2]

```
BackToMainButtonInitSystem::~BackToMainButtonInitSystem ( ) [default]
```

Destroy the [BackToMainButtonInitSystem](#) object.

6.22.2.3 [BackToMainButtonInitSystem](#)() [2/2]

```
BackToMainButtonInitSystem::BackToMainButtonInitSystem ( )
```

Construct a new [BackToMainButtonInitSystem](#) object.

6.22.2.4 ~BackToMainButtonInitSystem() [2/2]

```
BackToMainButtonInitSystem::~~BackToMainButtonInitSystem ( ) [default]
```

Destroy the [BackToMainButtonInitSystem](#) object.

6.22.3 Member Function Documentation

6.22.3.1 _initButton() [1/2]

```
void BackToMainButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.22.3.2 _initButton() [2/2]

```
void BackToMainButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.22.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> BackToMainButtonInitSystem↵
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.22.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> BackToMainButtonInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

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

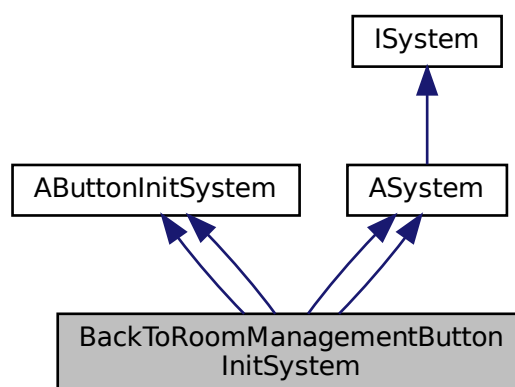
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/BackButtons/Back↔ToMain/BackToMainButtonInitSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/BackButtons/Back↔ToMain/BackToMainButtonInitSystem.cpp](#)

6.23 BackToRoomManagementButtonInitSystem Class Reference

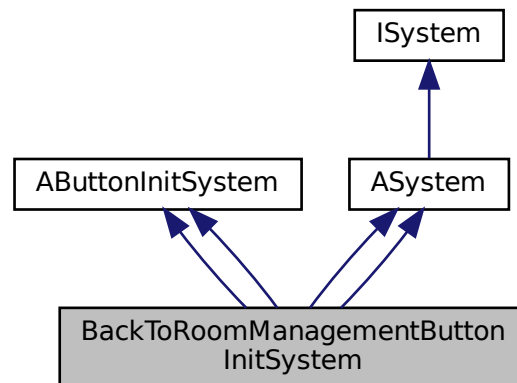
[BackToRoomManagementButtonInitSystem](#) class.

```
#include <BackToRoomManagementButtonInitSystem.hpp>
```

Inheritance diagram for BackToRoomManagementButtonInitSystem:



Collaboration diagram for BackToRoomManagementButtonInitSystem:



Public Member Functions

- [BackToRoomManagementButtonInitSystem \(\)](#)
Construct a new [BackToRoomManagementButtonInitSystem](#) object.
- [~BackToRoomManagementButtonInitSystem \(\)=default](#)
Destroy the [BackToRoomManagementButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [BackToRoomManagementButtonInitSystem \(\)](#)
Construct a new [BackToRoomManagementButtonInitSystem](#) object.
- [~BackToRoomManagementButtonInitSystem \(\)=default](#)
Destroy the [BackToRoomManagementButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`
- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.23.1 Detailed Description

[BackToRoomManagementButtonInitSystem](#) class.

6.23.2 Constructor & Destructor Documentation

6.23.2.1 `BackToRoomManagementButtonInitSystem()` [1/2]

```
BackToRoomManagementButtonInitSystem::BackToRoomManagementButtonInitSystem ( )
```

Construct a new [BackToRoomManagementButtonInitSystem](#) object.

6.23.2.2 `~BackToRoomManagementButtonInitSystem()` [1/2]

```
BackToRoomManagementButtonInitSystem::~~BackToRoomManagementButtonInitSystem ( ) [default]
```

Destroy the [BackToRoomManagementButtonInitSystem](#) object.

6.23.2.3 `BackToRoomManagementButtonInitSystem()` [2/2]

```
BackToRoomManagementButtonInitSystem::BackToRoomManagementButtonInitSystem ( )
```

Construct a new [BackToRoomManagementButtonInitSystem](#) object.

6.23.2.4 `~BackToRoomManagementButtonInitSystem()` [2/2]

```
BackToRoomManagementButtonInitSystem::~~BackToRoomManagementButtonInitSystem ( ) [default]
```

Destroy the [BackToRoomManagementButtonInitSystem](#) object.

6.23.3 Member Function Documentation

6.23.3.1 `_initButton()` [1/2]

```
void BackToRoomManagementButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.23.3.2 `_initButton()` [2/2]

```
void BackToRoomManagementButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.23.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> BackToRoomManagementButton↵
InitSystem::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.23.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> BackToRoomManagementButton↵
InitSystem::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

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

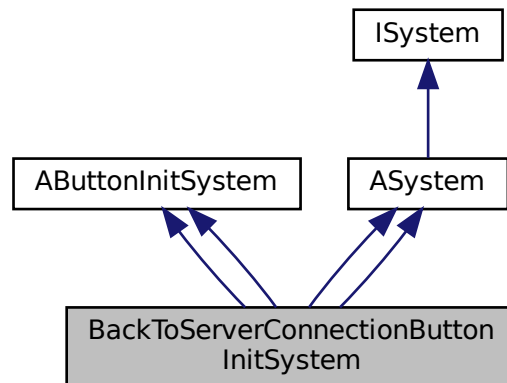
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/BackButtons/Back↵
ToRoomManagement/BackToRoomManagementButtonInitSystem.hpp`
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/BackButtons/Back↵
ToRoomManagement/BackToRoomManagementButtonInitSystem.cpp`

6.24 BackToServerConnectionButtonInitSystem Class Reference

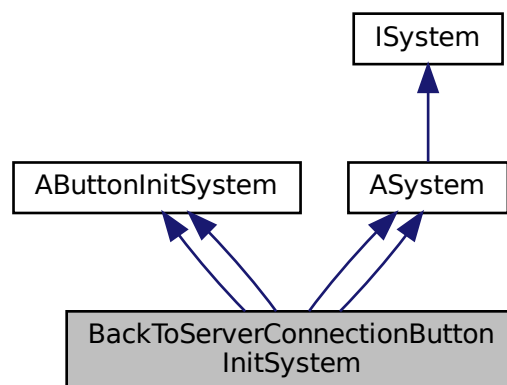
[BackToServerConnectionButtonInitSystem](#) class.

```
#include <BackToServerConnectionButtonInitSystem.hpp>
```

Inheritance diagram for BackToServerConnectionButtonInitSystem:



Collaboration diagram for BackToServerConnectionButtonInitSystem:



Public Member Functions

- [BackToServerConnectionButtonInitSystem](#) ()

Construct a new [BackToServerConnectionButtonInitSystem](#) object.

- [~BackToServerConnectionButtonInitSystem\(\)](#)=default
Destroy the [BackToServerConnectionButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction\(\)](#) ()
Get the Function object.
- [BackToServerConnectionButtonInitSystem\(\)](#)
Construct a new [BackToServerConnectionButtonInitSystem](#) object.
- [~BackToServerConnectionButtonInitSystem\(\)](#)=default
Destroy the [BackToServerConnectionButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction\(\)](#) ()
Get the Function object.

Private Member Functions

- `void _initButton(ECS::Registry &reg, int idxPacketEntities)`
- `void _initButton(ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.24.1 Detailed Description

[BackToServerConnectionButtonInitSystem](#) class.

6.24.2 Constructor & Destructor Documentation

6.24.2.1 [BackToServerConnectionButtonInitSystem\(\)](#) [1/2]

```
BackToServerConnectionButtonInitSystem::BackToServerConnectionButtonInitSystem ( )
```

Construct a new [BackToServerConnectionButtonInitSystem](#) object.

6.24.2.2 [~BackToServerConnectionButtonInitSystem\(\)](#) [1/2]

```
BackToServerConnectionButtonInitSystem::~~BackToServerConnectionButtonInitSystem ( ) [default]
```

Destroy the [BackToServerConnectionButtonInitSystem](#) object.

6.24.2.3 [BackToServerConnectionButtonInitSystem\(\)](#) [2/2]

```
BackToServerConnectionButtonInitSystem::BackToServerConnectionButtonInitSystem ( )
```

Construct a new [BackToServerConnectionButtonInitSystem](#) object.

6.24.2.4 ~BackToServerConnectionButtonInitSystem() [2/2]

BackToServerConnectionButtonInitSystem::~BackToServerConnectionButtonInitSystem () [default]

Destroy the [BackToServerConnectionButtonInitSystem](#) object.

6.24.3 Member Function Documentation

6.24.3.1 _initButton() [1/2]

```
void BackToServerConnectionButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.24.3.2 _initButton() [2/2]

```
void BackToServerConnectionButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.24.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> BackToServerConnectionButton↵
InitSystem::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.24.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> BackToServerConnectionButton↔  
InitSystem::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

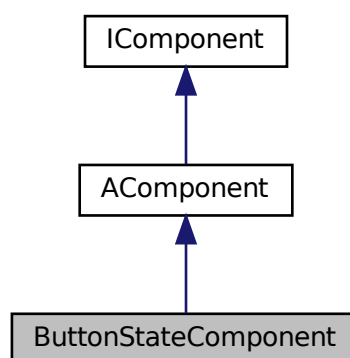
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/BackButtons/Back↔
ToServerConnection/[BackToServerConnectionButtonInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/BackButtons/Back↔
ToServerConnection/[BackToServerConnectionButtonInitSystem.cpp](#)

6.25 ButtonStateComponent Class Reference

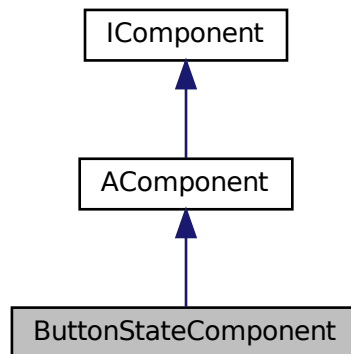
Component ButtonState for R-Type Game.

```
#include <ButtonStateComponent.hpp>
```

Inheritance diagram for ButtonStateComponent:



Collaboration diagram for ButtonStateComponent:



Public Types

- enum [ButtonState](#) { [CLICKED](#) , [PRESSED](#) , [HOVER](#) , [NONE](#) }
Enum of the button state.

Public Member Functions

- [ButtonStateComponent](#) ([ButtonState](#) state=[ButtonState::NONE](#))
Construct a new Button State Component object.

Static Public Member Functions

- static [ButtonState](#) [getStateFromString](#) (std::string state)
Get a state from a string.

Public Attributes

- [ButtonState](#) state

6.25.1 Detailed Description

Component ButtonState for R-Type Game.

6.25.2 Member Enumeration Documentation

6.25.2.1 ButtonState

```
enum ButtonStateComponent::ButtonState
```

Enum of the button state.

Enumerator

CLICKED	
PRESSED	
HOVER	
NONE	

6.25.3 Constructor & Destructor Documentation

6.25.3.1 ButtonStateComponent()

```
ButtonStateComponent::ButtonStateComponent (
    ButtonState state = ButtonState::NONE )
```

Construct a new Button State Component object.

Parameters

<i>state</i>	The state of the button.

6.25.4 Member Function Documentation

6.25.4.1 getStateFromString()

```
ButtonStateComponent::ButtonState ButtonStateComponent::getStateFromString (
    std::string state ) [static]
```

Get a state from a string.

Parameters

<i>state</i>	The state in string.

Returns

ButtonState The state in enum.

6.25.5 Member Data Documentation

6.25.5.1 state

`ButtonState` `ButtonStateComponent::state`

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

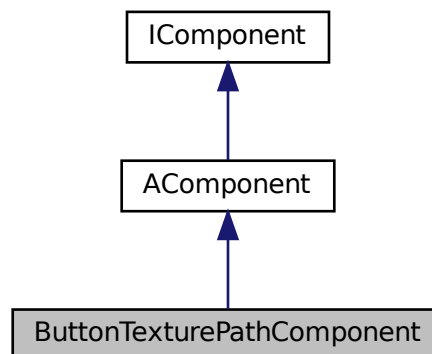
- `/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ButtonState/ButtonStateComponent.hpp`
- `/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ButtonState/ButtonStateComponent.cpp`

6.26 ButtonTexturePathComponent Class Reference

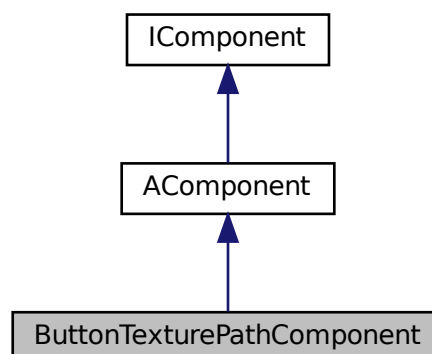
`ButtonTexturePathComponent` class.

```
#include <ButtonTexturePathComponent.hpp>
```

Inheritance diagram for `ButtonTexturePathComponent`:



Collaboration diagram for `ButtonTexturePathComponent`:



Public Member Functions

- [ButtonTexturePathComponent](#) (const std::string [noneTexturePath](#)="", const std::string [hoverTexturePath](#)="", const std::string [clickedTexturePath](#)="", const std::string [pressedTexturePath](#)="")

Construct a new [ButtonTexturePathComponent](#) object.

Public Attributes

- std::string [noneTexturePath](#)
- std::string [hoverTexturePath](#)
- std::string [clickedTexturePath](#)
- std::string [pressedTexturePath](#)

6.26.1 Detailed Description

[ButtonTexturePathComponent](#) class.

This class will be used to store the texture paths of a button

6.26.2 Constructor & Destructor Documentation

6.26.2.1 ButtonTexturePathComponent()

```
ButtonTexturePathComponent::ButtonTexturePathComponent (
    const std::string noneTexturePath = "",
    const std::string hoverTexturePath = "",
    const std::string clickedTexturePath = "",
    const std::string pressedTexturePath = "" )
```

Construct a new [ButtonTexturePathComponent](#) object.

This constructor will be used to create a new [ButtonTexturePathComponent](#) object

Parameters

<i>normalTexturePath</i>	The path to the none texture
<i>hoverTexturePath</i>	The path to the hover texture
<i>clickedTexturePath</i>	The path to the clicked texture

6.26.3 Member Data Documentation

6.26.3.1 clickedTexturePath

```
std::string ButtonTexturePathComponent::clickedTexturePath
```

The path to the clicked texture

6.26.3.2 hoverTexturePath

```
std::string ButtonTexturePathComponent::hoverTexturePath
```

The path to the hover texture

6.26.3.3 noneTexturePath

```
std::string ButtonTexturePathComponent::noneTexturePath
```

The path to the none texture

6.26.3.4 pressedTexturePath

```
std::string ButtonTexturePathComponent::pressedTexturePath
```

The path to the pressed texture

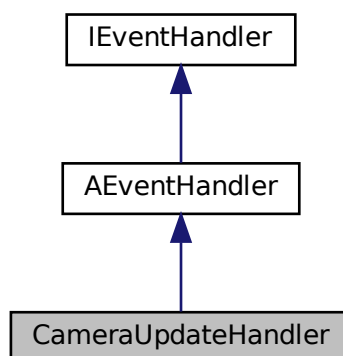
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ButtonTexturePath/[ButtonTexturePathComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ButtonTexturePath/[ButtonTexturePathComponent.cpp](#)

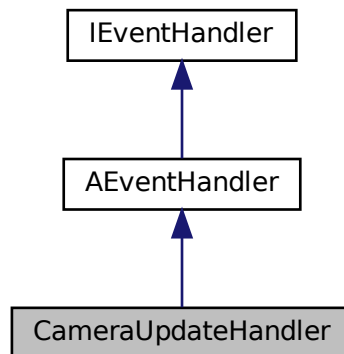
6.27 CameraUpdateHandler Class Reference

```
#include <CameraUpdateHandler.hpp>
```

Inheritance diagram for CameraUpdateHandler:



Collaboration diagram for CameraUpdateHandler:



Public Member Functions

- [CameraUpdateHandler](#) (std::string eventType="")
Construct a new [CameraUpdateHandler](#) object.
- [~CameraUpdateHandler](#) ()=default
Destroy the [CameraUpdateHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.27.1 Constructor & Destructor Documentation

6.27.1.1 CameraUpdateHandler()

```
CameraUpdateHandler::CameraUpdateHandler (
    std::string eventType = "" )
```

Construct a new [CameraUpdateHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.27.1.2 ~CameraUpdateHandler()

`CameraUpdateHandler::~~CameraUpdateHandler ( ) [default]`

Destroy the [CameraUpdateHandler](#) object.

6.27.2 Member Function Documentation

6.27.2.1 processEvent()

```
bool CameraUpdateHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

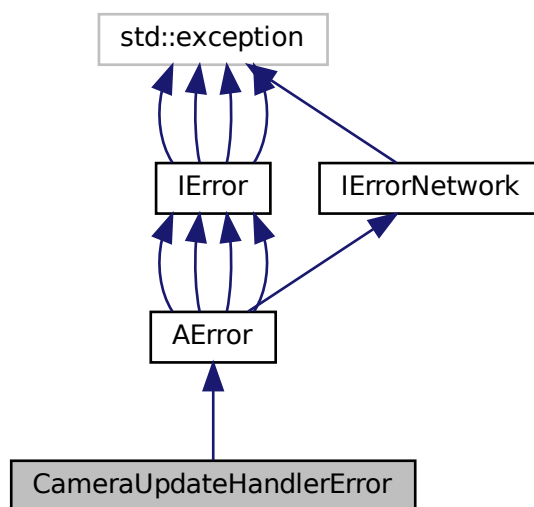
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateCamera/CameraUpdateHandler.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateCamera/CameraUpdateHandler.cpp](#)

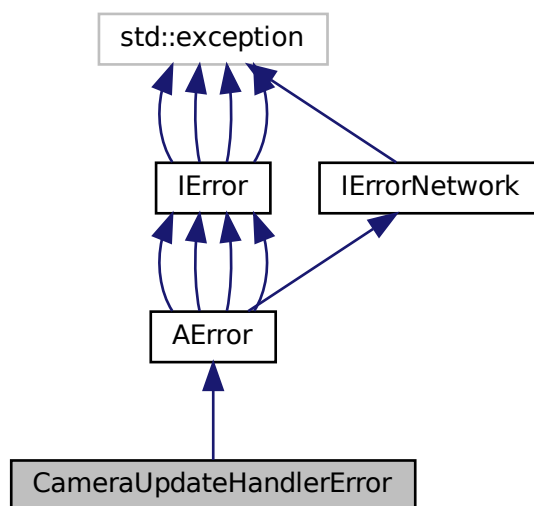
6.28 CameraUpdateHandlerError Class Reference

```
#include <CameraUpdateHandler.hpp>
```

Inheritance diagram for CameraUpdateHandlerError:



Collaboration diagram for CameraUpdateHandlerError:



Public Member Functions

- [CameraUpdateHandlerError](#) (std::string message)
Construct a new [CameraUpdateHandlerError](#) object.

6.28.1 Constructor & Destructor Documentation

6.28.1.1 CameraUpdateHandlerError()

```
CameraUpdateHandlerError::CameraUpdateHandlerError (
    std::string message ) [inline]
```

Construct a new [CameraUpdateHandlerError](#) object.

Parameters

<i>message</i>	Message

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

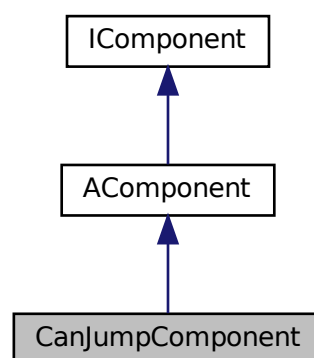
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateCamera/CameraUpdateHandler.hpp](#)

6.29 CanJumpComponent Class Reference

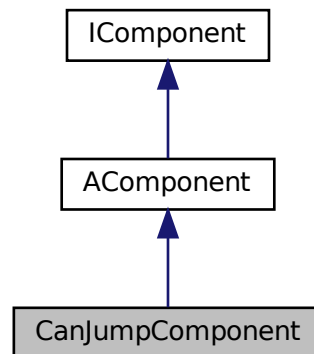
Component CanJump for R-Type Game.

```
#include <CanJumpComponent.hpp>
```

Inheritance diagram for CanJumpComponent:



Collaboration diagram for CanJumpComponent:



Public Member Functions

- [CanJumpComponent](#) (bool [canJump](#)=false)
Construct a new CanJump Component object.

Public Attributes

- bool [canJump](#)

6.29.1 Detailed Description

Component CanJump for R-Type Game.

6.29.2 Constructor & Destructor Documentation

6.29.2.1 CanJumpComponent()

```
CanJumpComponent::CanJumpComponent (
    bool canJump = false )
```

Construct a new CanJump Component object.

Parameters

<i>canJump</i>	Define if the entity can jump

6.29.3 Member Data Documentation

6.29.3.1 canJump

```
bool CanJumpComponent::canJump
```

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

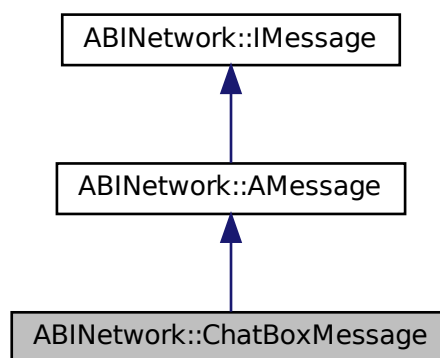
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/CanJump/CanJumpComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/CanJump/CanJumpComponent.cpp](#)

6.30 ABINetwork::ChatBoxMessage Class Reference

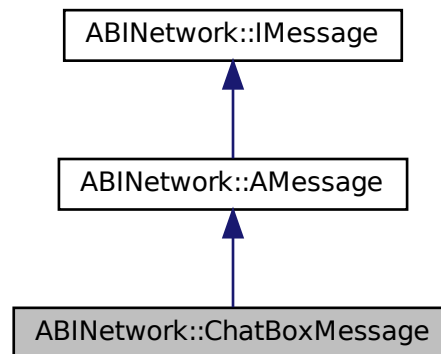
Messages that can be sent over a network for chatBox.

```
#include <ChatBox.hpp>
```

Inheritance diagram for ABINetwork::ChatBoxMessage:



Collaboration diagram for ABINetwork::ChatBoxMessage:



Public Member Functions

- [ChatBoxMessage](#) ()=default
Construct a new chatBox Message object.
- [~ChatBoxMessage](#) ()=default
Destroy the chatBox Message object.
- [Payload](#) & [createChatBoxPayload](#) (std::string userName, std::string message)
Create a Login Payload object.
- std::pair< std::string, std::string > [getChatBoxInfoFromPacket](#) (UDPPacket packet)
Get the ChatBox Info From Packet object.

Private Attributes

- [Payload _payload](#)

Additional Inherited Members

6.30.1 Detailed Description

Messages that can be sent over a network for chatBox.

6.30.2 Constructor & Destructor Documentation

6.30.2.1 ChatBoxMessage()

```
ABINetwork::ChatBoxMessage::ChatBoxMessage ( ) [default]
```

Construct a new chatBox Message object.

6.30.2.2 ~ChatBoxMessage()

```
ABINetwork::ChatBoxMessage::~~ChatBoxMessage ( ) [default]
```

Destroy the chatBox Message object.

6.30.3 Member Function Documentation

6.30.3.1 createChatBoxPayload()

```
Payload & ABINetwork::ChatBoxMessage::createChatBoxPayload (
    std::string userName,
    std::string message )
```

Create a Login Payload object.

Parameters

<i>userName</i>	Client who send a message.
<i>message</i>	Client message.

Returns

Payload for chatBox.

6.30.3.2 getChatBoxInfoFromPacket()

```
std::pair< std::string, std::string > ABINetwork::ChatBoxMessage::getChatBoxInfoFromPacket (
    UDPPacket packet )
```

Get the ChatBox Info From Packet object.

Returns

std::pair<std::string, std::string> UserName and message.

6.30.4 Member Data Documentation

6.30.4.1 `_payload`

`Payload` `ABINetwork::ChatBoxMessage::_payload` [private]

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

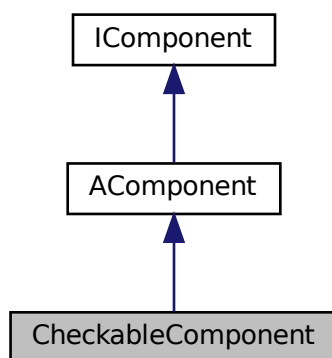
- `/home/runner/work/R-Type/R-Type/Network/Messages/ChatBox/ChatBox.hpp`
- `/home/runner/work/R-Type/R-Type/Network/Messages/ChatBox/ChatBox.cpp`

6.31 CheckableComponent Class Reference

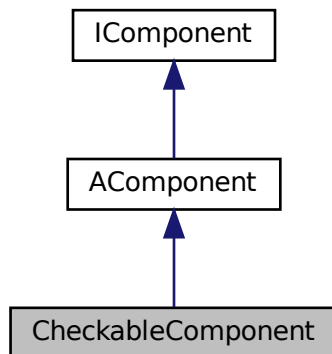
Component Checkable for R-Type Game.

```
#include <CheckableComponent.hpp>
```

Inheritance diagram for CheckableComponent:



Collaboration diagram for CheckableComponent:



Public Member Functions

- [CheckableComponent](#) (bool [isChecked](#)=false)
Construct a new Checkable Component object.

Public Attributes

- bool [isChecked](#)

6.31.1 Detailed Description

Component Checkable for R-Type Game.

6.31.2 Constructor & Destructor Documentation

6.31.2.1 CheckableComponent()

```
CheckableComponent::CheckableComponent (
    bool isChecked = false )
```

Construct a new Checkable Component object.

Parameters

<i>isChecked</i>	The checked state.

6.31.3 Member Data Documentation

6.31.3.1 isChecked

```
bool CheckableComponent::isChecked
```

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

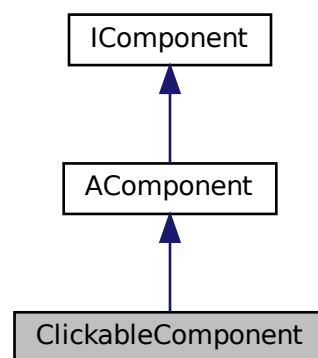
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Checkable/ClickableComponent.hpp
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Checkable/ClickableComponent.cpp

6.32 ClickableComponent Class Reference

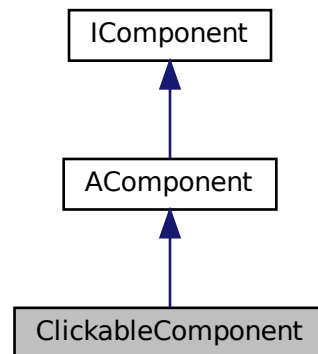
Component Clickable for R-Type Game.

```
#include <ClickableComponent.hpp>
```

Inheritance diagram for ClickableComponent:



Collaboration diagram for ClickableComponent:



Public Member Functions

- [ClickableComponent](#) (std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [callback](#))
Construct a new Clickable Component object.

Public Attributes

- std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [callback](#)

6.32.1 Detailed Description

Component Clickable for R-Type Game.

6.32.2 Constructor & Destructor Documentation

6.32.2.1 ClickableComponent()

```
ClickableComponent::ClickableComponent (
    std::function< void(ECS::Registry &reg, int idxPacketEntities)> callback )
```

Construct a new Clickable Component object.

Parameters

callback	The callback function.

6.32.3 Member Data Documentation

6.32.3.1 callback

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> ClickableComponent::callback
```

The callback function.

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

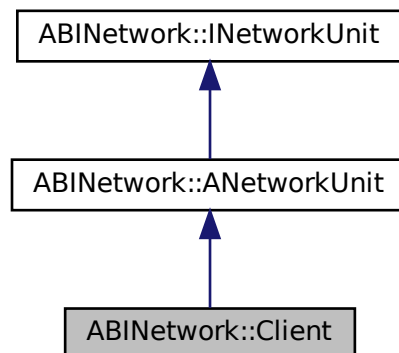
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Clickable/ClickableComponent.hpp
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Clickable/ClickableComponent.cpp

6.33 ABINetwork::Client Class Reference

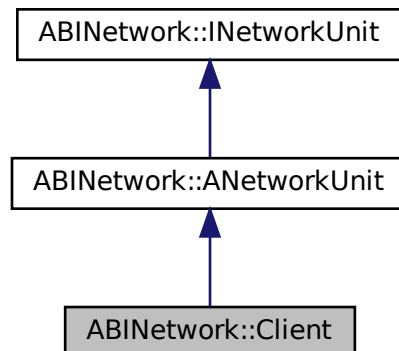
Represents a client in the network.

```
#include <Client.hpp>
```

Inheritance diagram for ABINetwork::Client:



Collaboration diagram for ABINetwork::Client:



Public Member Functions

- [Client](#) ()
Construct a new [Client](#) object.
- [~Client](#) ()
Destructor.
- void [sendMessage](#) (std::vector< uint8_t > message, uint32_t token) override
Send all messages of the queue.
- int [getNumberClient](#) () override
Get the Number [Client](#) connected.
- std::pair< int, int > [getPorts](#) () override
Get tcp and udp port of a server. For a client, it return the tcp and udp port of the server to which it is connected.
- std::string [getServerIp](#) ()
Get the [Server](#) Ip object.
- bool [connectToServer](#) (std::string ipServer, int tcp_port)
Function to connect the client to a server.
- void [disconnectToServer](#) ()
Disconnect to a server.
- void [setIsLogin](#) ([LoginState](#) loginState)
Set the Is Login object.
- [LoginState](#) [getIsLogin](#) ()
Get the Is Login object.
- void [setCurrentRoomPassword](#) (std::string roomPassword)
Set the Current Room Password object.
- std::string [getCurrentRoomPassword](#) ()
Get the Current Room Password object.
- void [setListOfRooms](#) (std::vector< [ABINetwork::roomInfo_t](#) > listRooms)
Set the List Of Rooms object.
- std::vector< [ABINetwork::roomInfo_t](#) > [getListOfRooms](#) ()
Get the List Of Rooms object.
- void [setGetRoomState](#) ([GetRoomState](#) getRoomState)
Set the Room State object.
- [GetRoomState](#) [getRoomState](#) ()
Get the Room State object.

Private Member Functions

- void [_startReceive](#) ()
Start to receive messages from server.
- void [_addPacketToQueueReceived](#) (UDPPacket packet)
Add a packet received to the queue.

Private Attributes

- std::string [_serverIp](#)
- int [_tcpPort](#)
- int [_udpPort](#)
- LoginState [_loginState](#)
- GetRoomState [_getRoomState](#)
- std::string [_roomPassword](#)
- std::vector< [ABINetwork::roomInfo_t](#) > [_listRooms](#)
- std::shared_ptr< asio::io_context > [_io_context](#)
- std::shared_ptr< asio::ip::tcp::socket > [_tcp_socket](#)
- std::shared_ptr< asio::ip::udp::socket > [_udp_socket](#)
- std::shared_ptr< asio::ip::udp::endpoint > [_server_endpoint](#)
- std::array< char, 1024 > [_recvBuffer](#)
- std::shared_ptr< std::thread > [_io_thread](#)

Additional Inherited Members

6.33.1 Detailed Description

Represents a client in the network.

This class inherits from [ANetworkUnit](#) and represents a client in the network architecture.

6.33.2 Constructor & Destructor Documentation

6.33.2.1 Client()

```
ABINetwork::Client::Client ( )
```

Construct a new [Client](#) object.

6.33.2.2 ~Client()

```
ABINetwork::Client::~~Client ( )
```

Destructor.

Default destructor for [Client](#), which is automatically called when an object of this class is destroyed.

6.33.3 Member Function Documentation

6.33.3.1 `_addPacketToQueueReceived()`

```
void ABINetwork::Client::_addPacketToQueueReceived (
    UDPPacket packet ) [private]
```

Add a packet received to the queue.

Parameters

<i>packet</i>	Packet received.

6.33.3.2 `_startReceive()`

```
void ABINetwork::Client::_startReceive ( ) [private]
```

Start to receive messages from server.

6.33.3.3 `connectToServer()`

```
bool ABINetwork::Client::connectToServer (
    std::string ipServer,
    int tcp_port )
```

Function to connect the client to a server.

Parameters

<i>ipServer</i>	Server 's ip to connect to.
<i>tcp_port</i>	Server 's tcp port to connect to.

Returns

true Connection succeed.

false Connection failed.

6.33.3.4 disconnectToServer()

```
void ABINetwork::Client::disconnectToServer ( )
```

Disconnect to a server.

6.33.3.5 getCurrentRoomPassword()

```
std::string ABINetwork::Client::getCurrentRoomPassword ( )
```

Get the Current Room Password object.

Returns

std::string Current room password.

6.33.3.6 getIsLogin()

```
INetworkUnit::LoginState ABINetwork::Client::getIsLogin ( )
```

Get the Is Login object.

6.33.3.7 getListOfRooms()

```
std::vector< ABINetwork::roomInfo_t > ABINetwork::Client::getListOfRooms ( )
```

Get the List Of Rooms object.

Returns

std::vector<ABINetwork::roomInfo_t> List of rooms.

6.33.3.8 getNumberClient()

```
int ABINetwork::Client::getNumberClient ( ) [override], [virtual]
```

Get the Number [Client](#) connected.

Returns

int Number of client connected.

Exceptions

<i>Error</i>	if getNumberClient of a Client Unit.

Implements [ABINetwork::ANetworkUnit](#).

6.33.3.9 getPorts()

```
std::pair< int, int > ABINetwork::Client::getPorts ( ) [override], [virtual]
```

Get tcp and udp port of a server. For a client, it return the tcp and udp port of the server to which it is connected.

Returns

std::pair<int, int> Tcp and udp ports.

Implements [ABINetwork::ANetworkUnit](#).

6.33.3.10 getRoomState()

```
INetworkUnit::GetRoomState ABINetwork::Client::getRoomState ( )
```

Get the Room State object.

Returns

GetRoomState State of the get of rooms.

6.33.3.11 getServerIp()

```
std::string ABINetwork::Client::getServerIp ( )
```

Get the [Server](#) Ip object.

Returns

std::string [Server](#) ip.

6.33.3.12 sendMessage()

```
void ABINetwork::Client::sendMessage (
    std::vector< uint8_t > message,
    uint32_t token ) [override], [virtual]
```

Send all messages of the queue.

Parameters

<i>message</i>	Message to send.

Implements [ABINetwork::ANetworkUnit](#).

6.33.3.13 setCurrentRoomPassword()

```
void ABINetwork::Client::setCurrentRoomPassword (
    std::string roomPassword )
```

Set the Current Room Password object.

Parameters

<i>roomPassword</i>	Password to set.

6.33.3.14 setGetRoomState()

```
void ABINetwork::Client::setGetRoomState (
    GetRoomState getRoomState )
```

Set the Room State object.

Parameters

<i>getRoomState</i>	

6.33.3.15 setIsLogin()

```
void ABINetwork::Client::setIsLogin (
    LoginState loginState )
```

Set the Is Login object.

Parameters

<i>loginState</i>	New value.

6.33.3.16 setListOfRooms()

```
void ABINetwork::Client::setListOfRooms (
    std::vector< ABINetwork::roomInfo_t > listRooms )
```

Set the List Of Rooms object.

Parameters

<i>listRooms</i>	List of rooms to set.

6.33.4 Member Data Documentation

6.33.4.1 __getRoomState

```
GetRoomState ABINetwork::Client::_getRoomState [private]
```

6.33.4.2 __io_context

```
std::shared_ptr<asio::io_context> ABINetwork::Client::_io_context [private]
```

6.33.4.3 __io_thread

```
std::shared_ptr<std::thread> ABINetwork::Client::_io_thread [private]
```

6.33.4.4 _listRooms

```
std::vector<ABINetwork::roomInfo_t> ABINetwork::Client::_listRooms [private]
```

6.33.4.5 _loginState

```
LoginState ABINetwork::Client::_loginState [private]
```

6.33.4.6 _recvBuffer

```
std::array<char, 1024> ABINetwork::Client::_recvBuffer [private]
```

6.33.4.7 _roomPassword

```
std::string ABINetwork::Client::_roomPassword [private]
```

6.33.4.8 _server_endpoint

```
std::shared_ptr<asio::ip::udp::endpoint> ABINetwork::Client::_server_endpoint [private]
```

6.33.4.9 _serverIp

```
std::string ABINetwork::Client::_serverIp [private]
```

6.33.4.10 _tcp_socket

```
std::shared_ptr<asio::ip::tcp::socket> ABINetwork::Client::_tcp_socket [private]
```

6.33.4.11 _tcpPort

```
int ABINetwork::Client::_tcpPort [private]
```

6.33.4.12 _udp_socket

```
std::shared_ptr<asio::ip::udp::socket> ABINetwork::Client::_udp_socket [private]
```

6.33.4.13 _udpPort

```
int ABINetwork::Client::_udpPort [private]
```

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

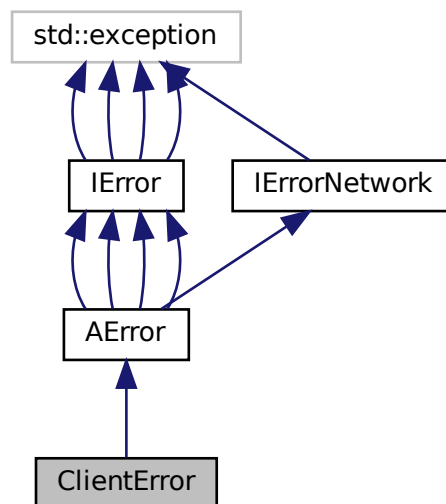
- /home/runner/work/R-Type/R-Type/Network/Units/Client/[Client.hpp](#)
- /home/runner/work/R-Type/R-Type/Network/Units/Client/[Client.cpp](#)

6.34 ClientError Class Reference

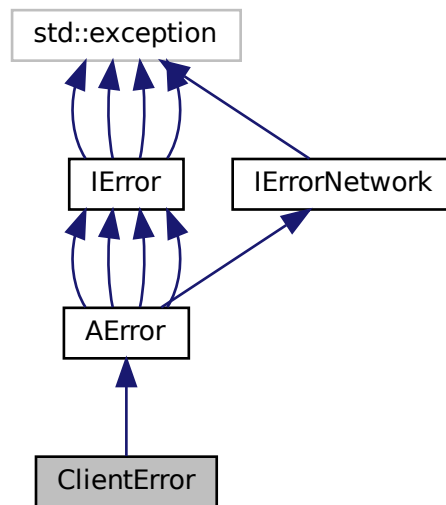
Abstract class for client errors.

```
#include <ClientErrors.hpp>
```

Inheritance diagram for ClientError:



Collaboration diagram for ClientError:



Public Member Functions

- `ClientError` (const std::string &message)
Construct a new `ClientError` object.
- `~ClientError` ()=default
Destroy the `ClientError` object.

6.34.1 Detailed Description

Abstract class for client errors.

6.34.2 Constructor & Destructor Documentation

6.34.2.1 ClientError()

```
ClientError::ClientError (
    const std::string & message ) [inline]
```

Construct a new `ClientError` object.

6.34.2.2 ~ClientError()

```
ClientError::~~ClientError ( ) [default]
```

Destroy the [ClientError](#) object.

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

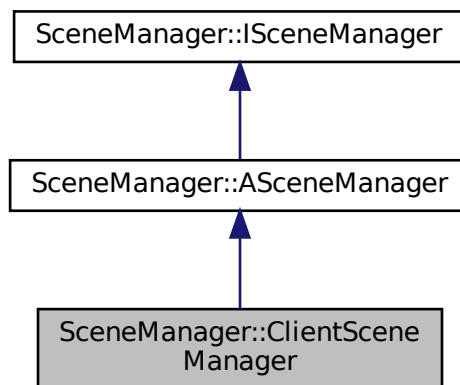
- [/home/runner/work/R-Type/R-Type/Engine/Client/Src/Errors/ClientErrors.hpp](#)

6.35 SceneManager::ClientSceneManager Class Reference

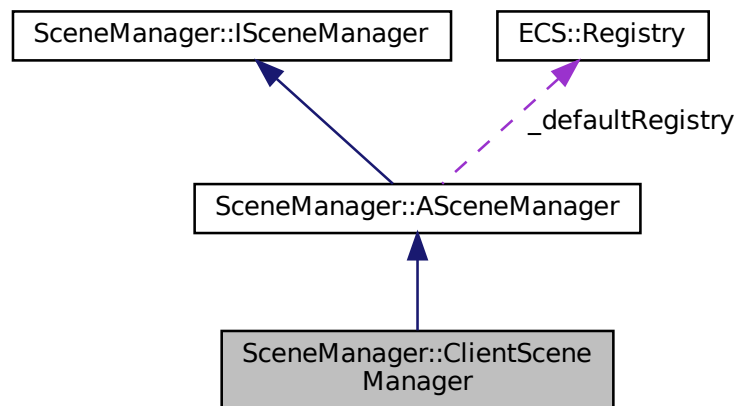
Client [ClientSceneManager](#) class. It manages the scenes of the game and the transitions between them.

```
#include <ClientSceneManager.hpp>
```

Inheritance diagram for SceneManager::ClientSceneManager:



Collaboration diagram for SceneManager::ClientSceneManager:



Public Member Functions

- [ClientSceneManager](#) (std::shared_ptr< [ECS::Registry](#) > registries, std::shared_ptr< [EventListener](#) > eventListener)
Construct a new [ClientSceneManager](#) object.
- [~ClientSceneManager](#) ()=default
Destroy the [ClientSceneManager](#) object.
- bool [processInput](#) ([KEY_MAP](#) key, int idxPacketEntities) override
Process input for the scene manager.
- std::unordered_map< [KEY_MAP](#), std::string > [getSoundMap](#) () override
Get the unordered map of sounds.
- [ConsumptionCompute](#) [GetConsumptionCompute](#) () override
Get the [ConsumptionCompute](#) object.

Private Member Functions

- void [_loadSceneSounds](#) (Json::Value root, std::size_t index)
Load the sounds for a scene.
- std::string [_getComponentLibPath](#) () const override
Get the Component Lib Path.
- std::string [_getSystemLibPath](#) () const override
Get the System Lib Path.
- std::string [_getEventHandlerLibPath](#) () const override
Get the Event Handler Lib Path.
- std::string [_getScenesPath](#) () const override
Get the Scenes Path.
- void [_loadScene](#) (const std::string &path, std::size_t index) override
Load a scene from a json file.
- void [_loadSceneMusic](#) (Json::Value root, std::size_t index)
Load the music for a scene.

Additional Inherited Members

6.35.1 Detailed Description

Client [ClientSceneManager](#) class. It manages the scenes of the game and the transitions between them.

6.35.2 Constructor & Destructor Documentation

6.35.2.1 ClientSceneManager()

```
SceneManager::ClientSceneManager::ClientSceneManager (
    std::shared_ptr< ECS::Registry > registries,
    std::shared_ptr< EventListener > eventListener )
```

Construct a new [ClientSceneManager](#) object.

Parameters

<i>registries</i>	Registries for each scene.

6.35.2.2 ~ClientSceneManager()

```
SceneManager::ClientSceneManager::~~ClientSceneManager ( ) [default]
```

Destroy the [ClientSceneManager](#) object.

6.35.3 Member Function Documentation

6.35.3.1 _GetComponentLibPath()

```
std::string SceneManager::ClientSceneManager::_GetComponentLibPath ( ) const [override],
[private], [virtual]
```

Get the Component Lib Path.

Returns

The path to the component libraries.

Implements [SceneManager::ASceneManager](#).

6.35.3.2 `_getEventHandlerLibPath()`

```
std::string SceneManager::ClientSceneManager::_getEventHandlerLibPath ( ) const [override],  
[private], [virtual]
```

Get the Event Handler Lib Path.

Returns

The path to the event handler libraries.

Implements [SceneManager::ASceneManager](#).

6.35.3.3 `_getScenesPath()`

```
std::string SceneManager::ClientSceneManager::_getScenesPath ( ) const [override], [private],  
[virtual]
```

Get the Scenes Path.

Returns

The path to the scenes.

Implements [SceneManager::ASceneManager](#).

6.35.3.4 `_getSystemLibPath()`

```
std::string SceneManager::ClientSceneManager::_getSystemLibPath ( ) const [override], [private],  
[virtual]
```

Get the System Lib Path.

Returns

The path to the system libraries.

Implements [SceneManager::ASceneManager](#).

6.35.3.5 `_loadScene()`

```
void SceneManager::ClientSceneManager::_loadScene (  
    const std::string & path,  
    std::size_t index ) [override], [private], [virtual]
```

Load a scene from a json file.

Parameters

<i>path</i>	Path to the json file.
<i>index</i>	Index of the registry to load the scene.

Implements [SceneManager::ASceneManager](#).

6.35.3.6 `_loadSceneMusic()`

```
void SceneManager::ClientSceneManager::_loadSceneMusic (
    Json::Value root,
    std::size_t index ) [private]
```

Load the music for a scene.

Parameters

<i>root</i>	The JSON value containing the scene data.
<i>index</i>	The index of the registry to load the music.

6.35.3.7 `_loadSceneSounds()`

```
void SceneManager::ClientSceneManager::_loadSceneSounds (
    Json::Value root,
    std::size_t index ) [private]
```

Load the sounds for a scene.

Parameters

<i>root</i>	The JSON value containing the scene data.
<i>index</i>	The index of the registry to load the sounds.

6.35.3.8 `GetConsumptionCompute()`

```
ConsumptionCompute SceneManager::ClientSceneManager::GetConsumptionCompute ( ) [override],
[virtual]
```

Get the [ConsumptionCompute](#) object.

Returns

The [ConsumptionCompute](#) object.

Implements [SceneManager::ISceneManager](#).

6.35.3.9 getSoundMap()

```
std::unordered_map< KEY\_MAP, std::string > SceneManager::ClientSceneManager::getSoundMap ( )
[override], [virtual]
```

Get the unordered map of sounds.

Implements [SceneManager::ISceneManager](#).

6.35.3.10 processInput()

```
bool SceneManager::ClientSceneManager::processInput (
    KEY\_MAP key,
    int idxPacketEntities ) [override], [virtual]
```

Process input for the scene manager.

Parameters

<i>key</i>	The key input to process.
<i>idxPacketEntities</i>	The index of the packet entities.

Returns

True if the input was processed successfully, false otherwise.

Implements [SceneManager::ISceneManager](#).

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

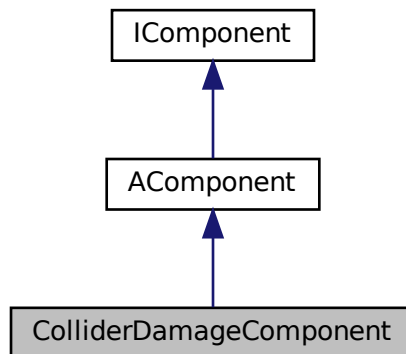
- [/home/runner/work/R-Type/R-Type/Engine/Client/Src/ClientSceneManager/ClientSceneManager.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Client/Src/ClientSceneManager/ClientSceneManager.cpp](#)

6.36 ColliderDamageComponent Class Reference

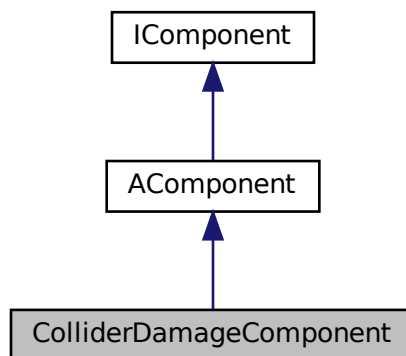
ColliderDamage component.

```
#include <ColliderDamageComponent.hpp>
```

Inheritance diagram for ColliderDamageComponent:



Collaboration diagram for ColliderDamageComponent:



Public Member Functions

- [ColliderDamageComponent](#) (float [damage](#)=0)
Construct a new ColliderDamage Component object.

Public Attributes

- float [damage](#)

6.36.1 Detailed Description

ColliderDamage component.

6.36.2 Constructor & Destructor Documentation

6.36.2.1 ColliderDamageComponent()

```
ColliderDamageComponent::ColliderDamageComponent (
    float damage = 0 )
```

Construct a new ColliderDamage Component object.

Parameters

<i>damage</i>	The damage of the collider.

6.36.3 Member Data Documentation

6.36.3.1 damage

```
float ColliderDamageComponent::damage
```

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

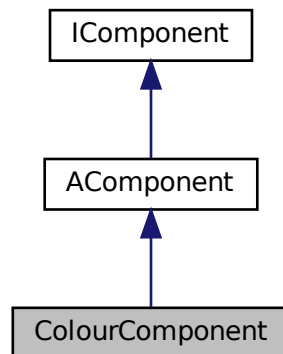
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ColliderDamage/ColliderDamageComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ColliderDamage/ColliderDamageComponent.cpp](#)

6.37 ColourComponent Class Reference

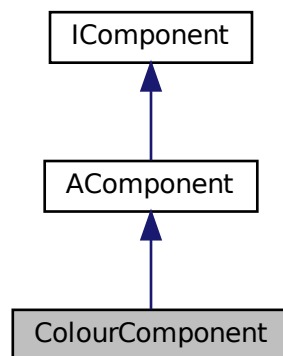
Component for handling RGBA color values within the graphical engine.

```
#include <ColourComponent.hpp>
```

Inheritance diagram for ColourComponent:



Collaboration diagram for ColourComponent:



Public Member Functions

- **ColourComponent** (unsigned char *r*=0, unsigned char *g*=0, unsigned char *b*=0, unsigned char *a*=255)
Construct a new ColourComponent object.
- std::any **getArg** (std::string key) override
Get the Arg object(mainly for lua api).
- bool **setArg** (std::string key, std::any value) override
Set the Arg object (mainly for lua api).

Public Attributes

- unsigned char [r](#)
- unsigned char [g](#)
- unsigned char [b](#)
- unsigned char [a](#)

6.37.1 Detailed Description

Component for handling RGBA color values within the graphical engine.

This component is used to store and manage the RGBA color values of entities.

6.37.2 Constructor & Destructor Documentation

6.37.2.1 ColourComponent()

```
ColourComponent::ColourComponent (
    unsigned char r = 0,
    unsigned char g = 0,
    unsigned char b = 0,
    unsigned char a = 255 )
```

Construct a new [ColourComponent](#) object.

Parameters

<i>r</i>	Initial red component of the color.
<i>g</i>	Initial green component of the color.
<i>b</i>	Initial blue component of the color.
<i>a</i>	Initial alpha (transparency) component of the color.

6.37.3 Member Function Documentation

6.37.3.1 getArg()

```
std::any ColourComponent::getArg (
    std::string key ) [inline], [override], [virtual]
```

Get the Arg object(mainly for lua api).

Returns

std::any

Implements [IComponent](#).

6.37.3.2 setArg()

```
bool ColourComponent::setArg (
    std::string key,
    std::any value ) [inline], [override], [virtual]
```

Set the Arg object (mainly for lua api).

Returns

bool

Implements [IComponent](#).

6.37.4 Member Data Documentation**6.37.4.1 a**

```
unsigned char ColourComponent::a
```

6.37.4.2 b

```
unsigned char ColourComponent::b
```

6.37.4.3 g

```
unsigned char ColourComponent::g
```

6.37.4.4 r

```
unsigned char ColourComponent::r
```

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

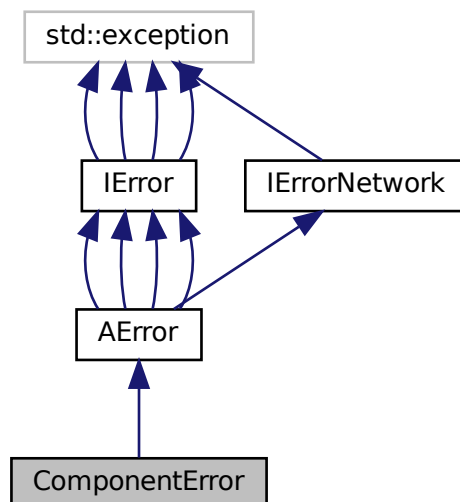
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Colour/ColourComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Colour/ColourComponent.cpp](#)

6.38 ComponentError Class Reference

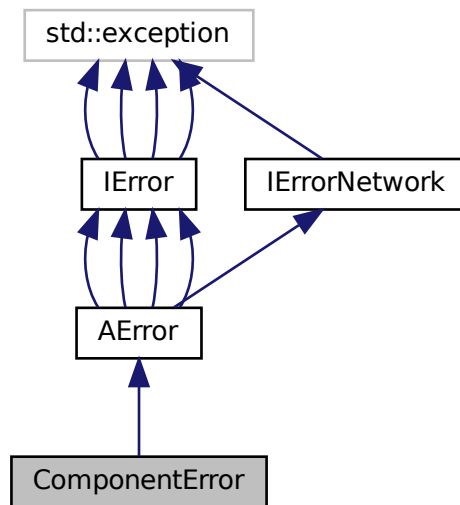
Error for components.

```
#include <IComponent.hpp>
```

Inheritance diagram for ComponentError:



Collaboration diagram for `ComponentError`:



Public Member Functions

- [ComponentError](#) (const std::string &message)
Construct a new [ComponentError](#) object.

6.38.1 Detailed Description

Error for components.

6.38.2 Constructor & Destructor Documentation

6.38.2.1 ComponentError()

```
ComponentError::ComponentError (
    const std::string & message ) [inline]
```

Construct a new [ComponentError](#) object.

Parameters

<i>message</i>	Error message

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

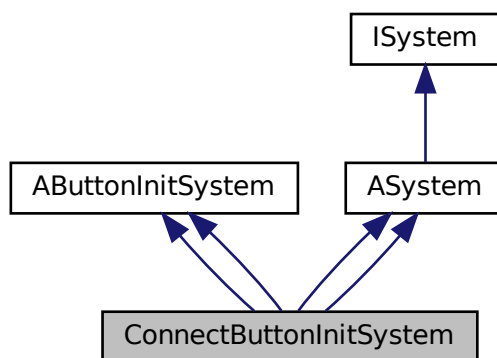
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/IComponent.hpp](#)

6.39 ConnectButtonInitSystem Class Reference

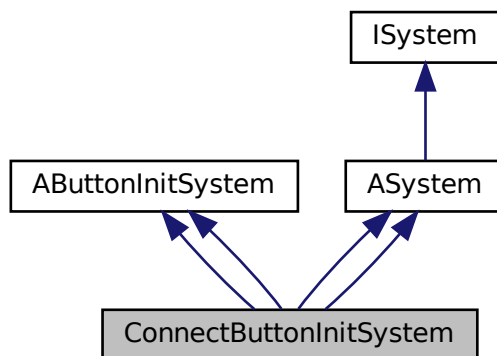
[ConnectButtonInitSystem](#) class.

```
#include <ConnectButtonInitSystem.hpp>
```

Inheritance diagram for ConnectButtonInitSystem:



Collaboration diagram for ConnectButtonInitSystem:



Public Member Functions

- [ConnectButtonInitSystem](#) ()
Construct a new [ConnectButtonInitSystem](#) object.
- [~ConnectButtonInitSystem](#) ()=default
Destroy the [ConnectButtonInitSystem](#) object.
- std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [getFunction](#) ()
Get the Function object.
- [ConnectButtonInitSystem](#) ()
Construct a new [ConnectButtonInitSystem](#) object.
- [~ConnectButtonInitSystem](#) ()=default
Destroy the [ConnectButtonInitSystem](#) object.
- std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [getFunction](#) ()
Get the Function object.

Private Member Functions

- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

Additional Inherited Members

6.39.1 Detailed Description

[ConnectButtonInitSystem](#) class.

6.39.2 Constructor & Destructor Documentation

6.39.2.1 [ConnectButtonInitSystem](#)() [1/2]

```
ConnectButtonInitSystem::ConnectButtonInitSystem ( )
```

Construct a new [ConnectButtonInitSystem](#) object.

6.39.2.2 [~ConnectButtonInitSystem](#)() [1/2]

```
ConnectButtonInitSystem::~~ConnectButtonInitSystem ( ) [default]
```

Destroy the [ConnectButtonInitSystem](#) object.

6.39.2.3 ConnectButtonInitSystem() [2/2]

```
ConnectButtonInitSystem::ConnectButtonInitSystem ( )
```

Construct a new [ConnectButtonInitSystem](#) object.

6.39.2.4 ~ConnectButtonInitSystem() [2/2]

```
ConnectButtonInitSystem::~~ConnectButtonInitSystem ( ) [default]
```

Destroy the [ConnectButtonInitSystem](#) object.

6.39.3 Member Function Documentation

6.39.3.1 _initButton() [1/2]

```
void ConnectButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.39.3.2 _initButton() [2/2]

```
void ConnectButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.39.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> ConnectButtonInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.39.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> ConnectButtonInitSystem::get↔  
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

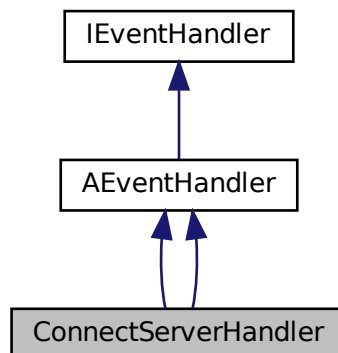
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/ConnectButton/[ConnectButtonInitSystem](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/ConnectButton/[ConnectButtonInitSystem](#)

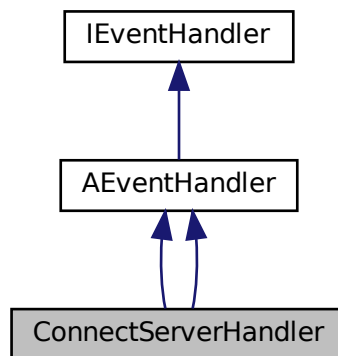
6.40 ConnectServerHandler Class Reference

```
#include <ConnectServerHandler.hpp>
```

Inheritance diagram for ConnectServerHandler:



Collaboration diagram for ConnectServerHandler:



Public Member Functions

- [ConnectServerHandler](#) (std::string eventType="")
Construct a new [ConnectServerHandler](#) object.
- [~ConnectServerHandler](#) ()=default
Destroy the [ConnectServerHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.
- [ConnectServerHandler](#) (std::string eventType="")
Construct a new [ConnectServerHandler](#) object.
- [~ConnectServerHandler](#) ()=default
Destroy the [ConnectServerHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.40.1 Constructor & Destructor Documentation

6.40.1.1 ConnectServerHandler() [1/2]

```
ConnectServerHandler::ConnectServerHandler (
    std::string eventType = "" )
```

Construct a new [ConnectServerHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.40.1.2 ~ConnectServerHandler() [1/2]

```
ConnectServerHandler::~~ConnectServerHandler ( )   [default]
```

Destroy the [ConnectServerHandler](#) object.

6.40.1.3 ConnectServerHandler() [2/2]

```
ConnectServerHandler::ConnectServerHandler (
    std::string eventType = "" )
```

Construct a new [ConnectServerHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.40.1.4 ~ConnectServerHandler() [2/2]

```
ConnectServerHandler::~~ConnectServerHandler ( )   [default]
```

Destroy the [ConnectServerHandler](#) object.

6.40.2 Member Function Documentation**6.40.2.1 processEvent()** [1/2]

```
bool ConnectServerHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

6.40.2.2 processEvent() [2/2]

```
bool ConnectServerHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

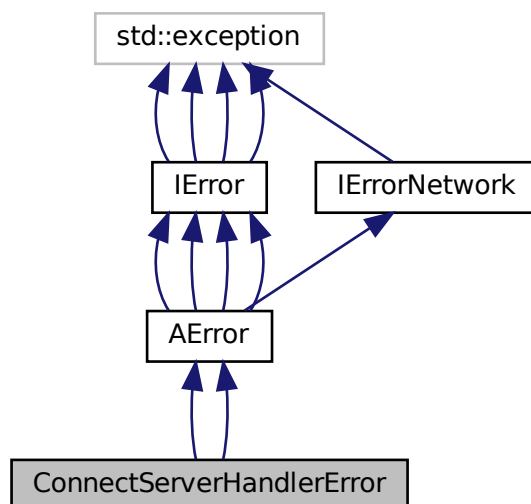
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/ConnectServer/[ConnectServerHandler.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/ConnectServer/[ConnectServerHandler.cpp](#)

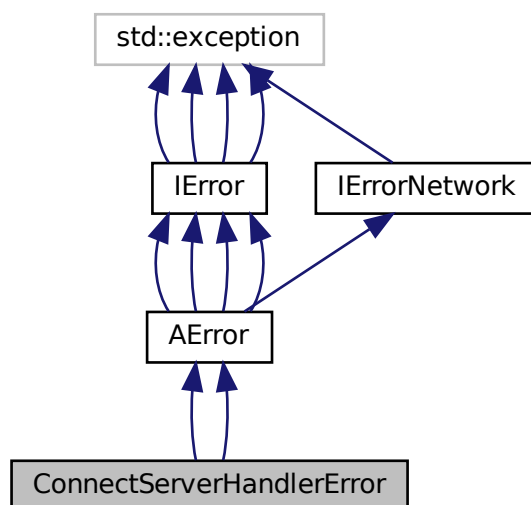
6.41 ConnectServerHandlerError Class Reference

```
#include <ConnectServerHandler.hpp>
```

Inheritance diagram for ConnectServerHandlerError:



Collaboration diagram for ConnectServerHandlerError:



Public Member Functions

- [ConnectServerHandlerError](#) (std::string message)
Construct a new [ConnectServerHandlerError](#) object.
- [ConnectServerHandlerError](#) (std::string message)
Construct a new [ConnectServerHandlerError](#) object.

6.41.1 Constructor & Destructor Documentation

6.41.1.1 ConnectServerHandlerError() [1/2]

```
ConnectServerHandlerError::ConnectServerHandlerError (
    std::string message ) [inline]
```

Construct a new [ConnectServerHandlerError](#) object.

Parameters

<i>message</i>	Message

6.41.1.2 ConnectServerHandlerError() [2/2]

```
ConnectServerHandlerError::ConnectServerHandlerError (
    std::string message ) [inline]
```

Construct a new [ConnectServerHandlerError](#) object.

Parameters

<i>message</i>	Message

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

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/ConnectServer/[ConnectServerHandler.hpp](#)

6.42 ConsumptionCompute Class Reference

A class to compute system resource consumption, such as CPU, RAM, and Network usage.

```
#include <ConsumptionCompute.hpp>
```

Public Member Functions

- [ConsumptionCompute](#) ()
Constructor for [ConsumptionCompute](#) class. Initializes internal state for CPU and memory computations.
- double [ComputeCPUInfo](#) ()
Computes and returns CPU usage as a percentage.
- [~ConsumptionCompute](#) ()
Destructor for the [ConsumptionCompute](#) class.
- `SIZE_T` [ComputeRAMInfo](#) () const
Computes and returns RAM usage by the current process.
- [~ConsumptionCompute](#) ()=default
Destructor for the [ConsumptionCompute](#) class (on non-Windows platforms). The default destructor is used.
- int [ComputeRAMInfo](#) ()
Computes and returns RAM usage in kilobytes (on non-Windows platforms).

Private Member Functions

- int [_parseLine](#) (const std::string &line)
Parses a line from the proc file to extract memory usage (on non-Windows platforms).

Private Attributes

- `ULARGE_INTEGER` [_lastCPU](#)
Stores the last CPU cycle time.
- `ULARGE_INTEGER` [_lastSysCPU](#)
Stores the last system CPU cycle time.
- `ULARGE_INTEGER` [_lastUserCPU](#)
Stores the last user CPU cycle time.
- int [_numProcessors](#)
The number of processors available on the system.
- `HANDLE` [_self](#)
Handle to the current process.
- `clock_t` [_lastCPU](#)
Stores the last CPU cycle time.
- `clock_t` [_lastSysCPU](#)
Stores the last system CPU cycle time.
- `clock_t` [_lastUserCPU](#)
Stores the last user CPU cycle time.

Static Private Attributes

- static `SIZE_T` [_physMemUsedByMe](#)
The amount of physical memory used by the process.

6.42.1 Detailed Description

A class to compute system resource consumption, such as CPU, RAM, and Network usage.

6.42.2 Constructor & Destructor Documentation

6.42.2.1 ConsumptionCompute()

```
ConsumptionCompute::ConsumptionCompute ( )
```

Constructor for [ConsumptionCompute](#) class. Initializes internal state for CPU and memory computations.

6.42.2.2 ~ConsumptionCompute() [1/2]

```
ConsumptionCompute::~~ConsumptionCompute ( )
```

Destructor for the [ConsumptionCompute](#) class.

6.42.2.3 ~ConsumptionCompute() [2/2]

```
ConsumptionCompute::~~ConsumptionCompute ( ) [default]
```

Destructor for the [ConsumptionCompute](#) class (on non-Windows platforms). The default destructor is used.

6.42.3 Member Function Documentation

6.42.3.1 __parseLine()

```
int ConsumptionCompute::__parseLine (
    const std::string & line ) [private]
```

Parses a line from the proc file to extract memory usage (on non-Windows platforms).

Parameters

<i>line</i>	The string containing memory usage information.

Returns

int The parsed value from the line.

6.42.3.2 ComputeCPUInfo()

```
double ConsumptionCompute::ComputeCPUInfo ( )
```

Computes and returns CPU usage as a percentage.

Returns

double The current CPU usage percentage.

6.42.3.3 ComputeRAMInfo() [1/2]

```
int ConsumptionCompute::ComputeRAMInfo ( )
```

Computes and returns RAM usage in kilobytes (on non-Windows platforms).

Returns

int The current RAM usage in kilobytes.

6.42.3.4 ComputeRAMInfo() [2/2]

```
SIZE_T ConsumptionCompute::ComputeRAMInfo ( ) const
```

Computes and returns RAM usage by the current process.

Returns

SIZE_T The amount of physical memory used by the current process.

6.42.4 Member Data Documentation

6.42.4.1 _lastCPU [1/2]

```
ULARGE_INTEGER ConsumptionCompute::_lastCPU [private]
```

Stores the last CPU cycle time.

6.42.4.2 `_lastCPU` [2/2]

```
clock_t ConsumptionCompute::_lastCPU [private]
```

Stores the last CPU cycle time.

6.42.4.3 `_lastSysCPU` [1/2]

```
ULARGE_INTEGER ConsumptionCompute::_lastSysCPU [private]
```

Stores the last system CPU cycle time.

6.42.4.4 `_lastSysCPU` [2/2]

```
clock_t ConsumptionCompute::_lastSysCPU [private]
```

Stores the last system CPU cycle time.

6.42.4.5 `_lastUserCPU` [1/2]

```
ULARGE_INTEGER ConsumptionCompute::_lastUserCPU [private]
```

Stores the last user CPU cycle time.

6.42.4.6 `_lastUserCPU` [2/2]

```
clock_t ConsumptionCompute::_lastUserCPU [private]
```

Stores the last user CPU cycle time.

6.42.4.7 `_numProcessors`

```
int ConsumptionCompute::_numProcessors [private]
```

The number of processors available on the system.

6.42.4.8 `_physMemUsedByMe`

```
SIZE_T ConsumptionCompute::_physMemUsedByMe [static], [private]
```

The amount of physical memory used by the process.

6.42.4.9 `_self`

```
HANDLE ConsumptionCompute::_self [private]
```

Handle to the current process.

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

- [/home/runner/work/R-Type/R-Type/Engine/Shared/Consumption/ConsumptionCompute.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/Consumption/ConsumptionCompute.cpp](#)

6.43 CreateEntity Class Reference

Messages that can be sent over a network for chatBox.

```
#include <CreateEntity.hpp>
```

6.43.1 Detailed Description

Messages that can be sent over a network for chatBox.

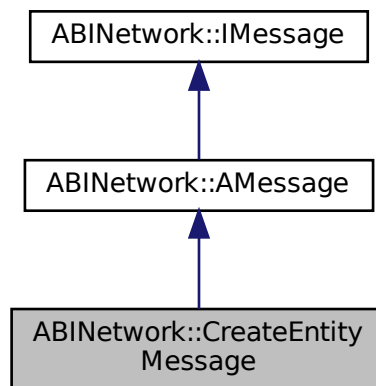
The documentation for this class was generated from the following file:

- [/home/runner/work/R-Type/R-Type/Network/Messages/CreateEntity/CreateEntity.hpp](#)

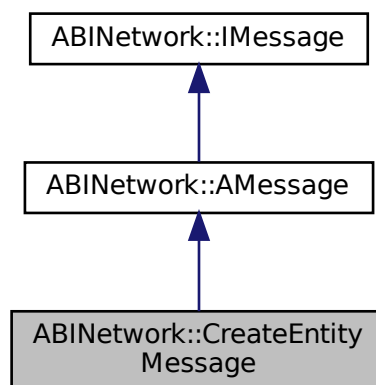
6.44 ABINetwork::CreateEntityMessage Class Reference

```
#include <CreateEntity.hpp>
```

Inheritance diagram for ABINetwork::CreateEntityMessage:



Collaboration diagram for ABINetwork::CreateEntityMessage:



Public Member Functions

- [CreateEntityMessage](#) ()=default
Construct a new chatBox Message object.
- [~CreateEntityMessage](#) ()=default

Destroy the chatBox Message object.

- [Payload](#) & [createEntityPayload](#) (std::string componentType, int idxEntity)

Create a Entity Payload object.

- std::pair< std::string, int > [getEntityPayload](#) (UDPPacket packet)

Create a Entity Message::get Entity Payload object.

Private Attributes

- [Payload _payload](#)

Additional Inherited Members

6.44.1 Constructor & Destructor Documentation

6.44.1.1 CreateEntityMessage()

```
ABINetwork::CreateEntityMessage::CreateEntityMessage ( ) [default]
```

Construct a new chatBox Message object.

6.44.1.2 ~CreateEntityMessage()

```
ABINetwork::CreateEntityMessage::~~CreateEntityMessage ( ) [default]
```

Destroy the chatBox Message object.

6.44.2 Member Function Documentation

6.44.2.1 createEntityPayload()

```
Payload & ABINetwork::CreateEntityMessage::createEntityPayload (
    std::string componentType,
    int idxEntity )
```

Create a Entity Payload object.

Parameters

<i>componentType</i>	Component Type for call system
<i>idxEntity</i>	Entity who want to create the new entity.

Returns

Payload& The payload.

6.44.2.2 getEntityPayload()

```
std::pair< std::string, int > ABINetwork::CreateEntityMessage::getEntityPayload (
    UDPPacket packet )
```

Create a Entity Message::get Entity Payload object.

Parameters

<i>packet</i>	Packet receive.

Returns

std::tuple<std::string, int> Data receive in packet payload.

6.44.3 Member Data Documentation**6.44.3.1 __payload**

```
Payload ABINetwork::CreateEntityMessage::_payload [private]
```

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

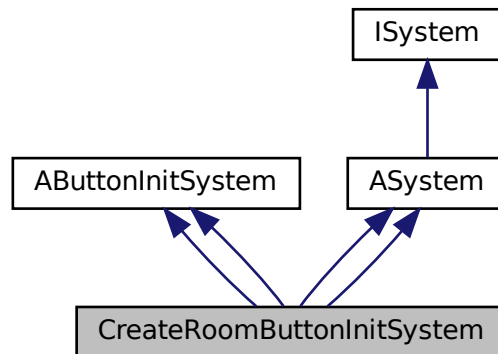
- /home/runner/work/R-Type/R-Type/Network/Messages/CreateEntity/[CreateEntity.hpp](#)
- /home/runner/work/R-Type/R-Type/Network/Messages/CreateEntity/[CreateEntity.cpp](#)

6.45 CreateRoomButtonInitSystem Class Reference

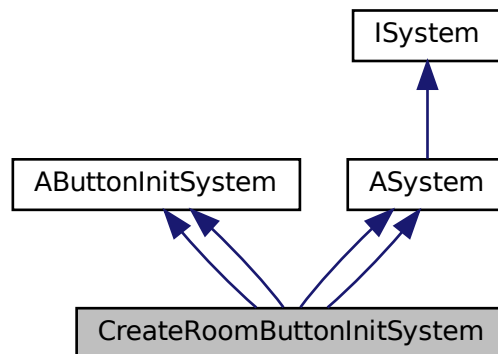
[CreateRoomButtonInitSystem](#) class.

```
#include <CreateRoomButtonInitSystem.hpp>
```

Inheritance diagram for CreateRoomButtonInitSystem:



Collaboration diagram for CreateRoomButtonInitSystem:



Public Member Functions

- [CreateRoomButtonInitSystem \(\)](#)
Construct a new [CreateRoomButtonInitSystem](#) object.
- [~CreateRoomButtonInitSystem \(\)=default](#)
Destroy the [CreateRoomButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [CreateRoomButtonInitSystem \(\)](#)
Construct a new [CreateRoomButtonInitSystem](#) object.
- [~CreateRoomButtonInitSystem \(\)=default](#)
Destroy the [CreateRoomButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

Additional Inherited Members

6.45.1 Detailed Description

[CreateRoomButtonInitSystem](#) class.

6.45.2 Constructor & Destructor Documentation

6.45.2.1 [CreateRoomButtonInitSystem\(\)](#) [1/2]

```
CreateRoomButtonInitSystem::CreateRoomButtonInitSystem ( )
```

Construct a new [CreateRoomButtonInitSystem](#) object.

6.45.2.2 [~CreateRoomButtonInitSystem\(\)](#) [1/2]

```
CreateRoomButtonInitSystem::~~CreateRoomButtonInitSystem ( ) [default]
```

Destroy the [CreateRoomButtonInitSystem](#) object.

6.45.2.3 [CreateRoomButtonInitSystem\(\)](#) [2/2]

```
CreateRoomButtonInitSystem::CreateRoomButtonInitSystem ( )
```

Construct a new [CreateRoomButtonInitSystem](#) object.

6.45.2.4 [~CreateRoomButtonInitSystem\(\)](#) [2/2]

```
CreateRoomButtonInitSystem::~~CreateRoomButtonInitSystem ( ) [default]
```

Destroy the [CreateRoomButtonInitSystem](#) object.

6.45.3 Member Function Documentation

6.45.3.1 `_initButton()` [1/2]

```
void CreateRoomButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.45.3.2 `_initButton()` [2/2]

```
void CreateRoomButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.45.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> CreateRoomButtonInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.45.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> CreateRoomButtonInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

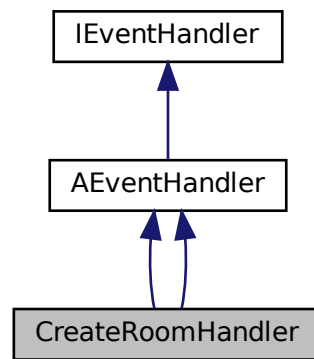
The documentation for this class was generated from the following files:

- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/CreateRoom↔
Button/CreateRoomButtonInitSystem.hpp`
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/CreateRoom↔
Button/CreateRoomButtonInitSystem.cpp`

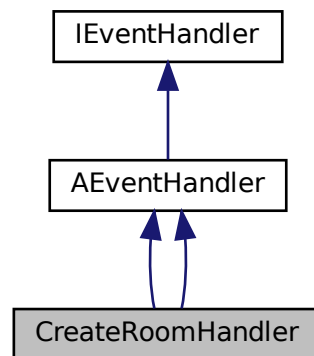
6.46 CreateRoomHandler Class Reference

```
#include <CreateRoomHandler.hpp>
```

Inheritance diagram for CreateRoomHandler:



Collaboration diagram for CreateRoomHandler:



Public Member Functions

- [CreateRoomHandler](#) (std::string eventType="")
Construct a new [CreateRoomHandler](#) object.
- [~CreateRoomHandler](#) ()=default
Destroy the [CreateRoomHandler](#) object.

- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.
- [CreateRoomHandler](#) (std::string eventType="")
Construct a new [CreateRoomHandler](#) object.
- [~CreateRoomHandler](#) ()=default
Destroy the [CreateRoomHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.46.1 Constructor & Destructor Documentation

6.46.1.1 [CreateRoomHandler](#)() [1/2]

```
CreateRoomHandler::CreateRoomHandler (
    std::string eventType = "" )
```

Construct a new [CreateRoomHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.46.1.2 [~CreateRoomHandler](#)() [1/2]

```
CreateRoomHandler::~~CreateRoomHandler ( ) [default]
```

Destroy the [CreateRoomHandler](#) object.

6.46.1.3 [CreateRoomHandler](#)() [2/2]

```
CreateRoomHandler::CreateRoomHandler (
    std::string eventType = "" )
```

Construct a new [CreateRoomHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.46.1.4 ~CreateRoomHandler() [2/2]

CreateRoomHandler::~~CreateRoomHandler () [default]

Destroy the [CreateRoomHandler](#) object.

6.46.2 Member Function Documentation**6.46.2.1 processEvent()** [1/2]

```
bool CreateRoomHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

6.46.2.2 processEvent() [2/2]

```
bool CreateRoomHandler::processEvent (
    std::shared_ptr< IEvent > event,
```

```
std::shared_ptr< SceneManager::ISceneManager > sceneManager,  
std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,  
std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

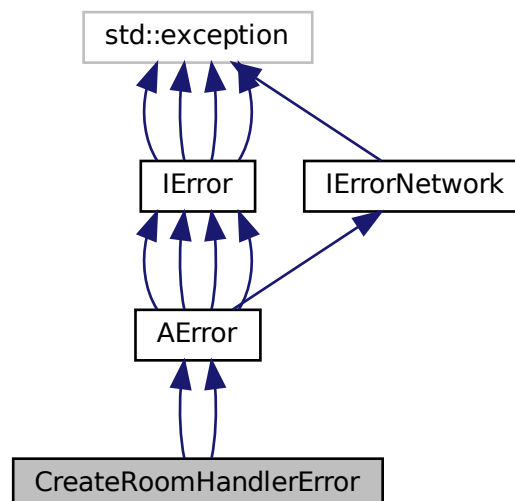
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/CreateRoom/[CreateRoomHandler.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/CreateRoom/[CreateRoomHandler.cpp](#)

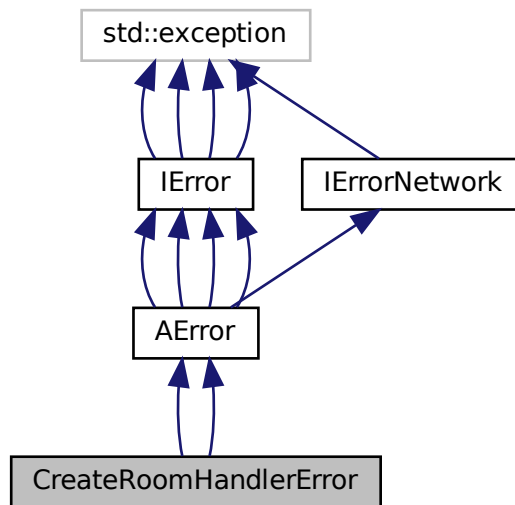
6.47 CreateRoomHandlerError Class Reference

```
#include <CreateRoomHandler.hpp>
```

Inheritance diagram for CreateRoomHandlerError:



Collaboration diagram for CreateRoomHandlerError:



Public Member Functions

- [CreateRoomHandlerError](#) (std::string message)
Construct a new [CreateRoomHandlerError](#) object.
- [CreateRoomHandlerError](#) (std::string message)
Construct a new [CreateRoomHandlerError](#) object.

6.47.1 Constructor & Destructor Documentation

6.47.1.1 CreateRoomHandlerError() [1/2]

```
CreateRoomHandlerError::CreateRoomHandlerError (
    std::string message ) [inline]
```

Construct a new [CreateRoomHandlerError](#) object.

Parameters

<i>message</i>	Message

6.47.1.2 CreateRoomHandlerError() [2/2]

```
CreateRoomHandlerError::CreateRoomHandlerError (
    std::string message ) [inline]
```

Construct a new [CreateRoomHandlerError](#) object.

Parameters

<i>message</i>	Message

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

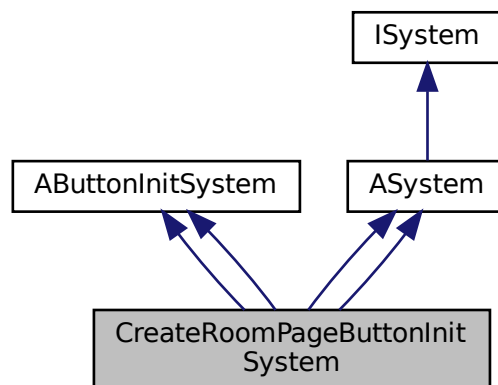
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/CreateRoom/CreateRoomHandler.hpp](#)

6.48 CreateRoomPageButtonInitSystem Class Reference

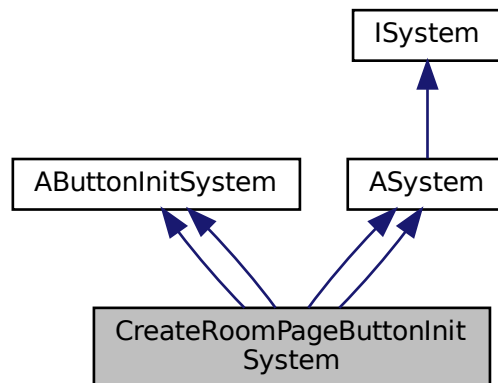
[CreateRoomPageButtonInitSystem](#) class.

```
#include <CreateRoomPageButtonInitSystem.hpp>
```

Inheritance diagram for CreateRoomPageButtonInitSystem:



Collaboration diagram for CreateRoomPageButtonInitSystem:



Public Member Functions

- [CreateRoomPageButtonInitSystem \(\)](#)
Construct a new [CreateRoomPageButtonInitSystem](#) object.
- [~CreateRoomPageButtonInitSystem \(\)=default](#)
Destroy the [CreateRoomPageButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [CreateRoomPageButtonInitSystem \(\)](#)
Construct a new [CreateRoomPageButtonInitSystem](#) object.
- [~CreateRoomPageButtonInitSystem \(\)=default](#)
Destroy the [CreateRoomPageButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void` [_initButton \(\[ECS::Registry\]\(#\) &reg, int idxPacketEntities\)](#)
- `void` [_initButton \(\[ECS::Registry\]\(#\) &reg, int idxPacketEntities\)](#)

Additional Inherited Members

6.48.1 Detailed Description

[CreateRoomPageButtonInitSystem](#) class.

6.48.2 Constructor & Destructor Documentation

6.48.2.1 CreateRoomPageButtonInitSystem() [1/2]

```
CreateRoomPageButtonInitSystem::CreateRoomPageButtonInitSystem ( )
```

Construct a new [CreateRoomPageButtonInitSystem](#) object.

6.48.2.2 ~CreateRoomPageButtonInitSystem() [1/2]

```
CreateRoomPageButtonInitSystem::~~CreateRoomPageButtonInitSystem ( ) [default]
```

Destroy the [CreateRoomPageButtonInitSystem](#) object.

6.48.2.3 CreateRoomPageButtonInitSystem() [2/2]

```
CreateRoomPageButtonInitSystem::CreateRoomPageButtonInitSystem ( )
```

Construct a new [CreateRoomPageButtonInitSystem](#) object.

6.48.2.4 ~CreateRoomPageButtonInitSystem() [2/2]

```
CreateRoomPageButtonInitSystem::~~CreateRoomPageButtonInitSystem ( ) [default]
```

Destroy the [CreateRoomPageButtonInitSystem](#) object.

6.48.3 Member Function Documentation

6.48.3.1 _initButton() [1/2]

```
void CreateRoomPageButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.48.3.2 `_initButton()` [2/2]

```
void CreateRoomPageButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.48.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> CreateRoomPageButtonInit↔
System::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.48.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> CreateRoomPageButtonInit↔
System::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

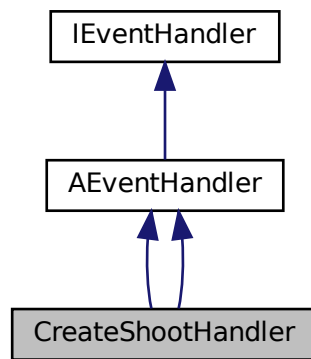
The documentation for this class was generated from the following files:

- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/CreateRoomPage↔
Button/CreateRoomPageButtonInitSystem.hpp`
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/CreateRoomPage↔
Button/CreateRoomPageButtonInitSystem.cpp`

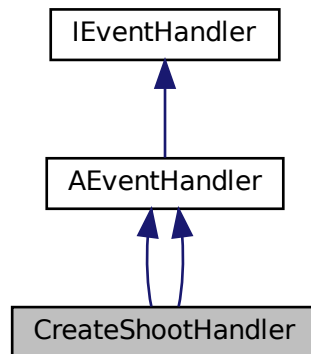
6.49 CreateShootHandler Class Reference

```
#include <CreateShootHandler.hpp>
```

Inheritance diagram for CreateShootHandler:



Collaboration diagram for CreateShootHandler:



Public Member Functions

- [CreateShootHandler](#) (std::string eventType="")
Construct a new [CreateShootHandler](#) object.
- [~CreateShootHandler](#) ()=default
Destroy the [CreateShootHandler](#) object.

- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.
- [CreateShootHandler](#) (std::string eventType="")
Construct a new [CreateShootHandler](#) object.
- [~CreateShootHandler](#) ()=default
Destroy the [CreateShootHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.49.1 Constructor & Destructor Documentation

6.49.1.1 [CreateShootHandler](#)() [1/2]

```
CreateShootHandler::CreateShootHandler (
    std::string eventType = "" )
```

Construct a new [CreateShootHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.49.1.2 [~CreateShootHandler](#)() [1/2]

```
CreateShootHandler::~~CreateShootHandler ( ) [default]
```

Destroy the [CreateShootHandler](#) object.

6.49.1.3 [CreateShootHandler](#)() [2/2]

```
CreateShootHandler::CreateShootHandler (
    std::string eventType = "" )
```

Construct a new [CreateShootHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.49.1.4 ~CreateShootHandler() [2/2]

CreateShootHandler::~~CreateShootHandler () [default]

Destroy the [CreateShootHandler](#) object.

6.49.2 Member Function Documentation**6.49.2.1 processEvent()** [1/2]

```
bool CreateShootHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

6.49.2.2 processEvent() [2/2]

```
bool CreateShootHandler::processEvent (
    std::shared_ptr< IEvent > event,
```

```
std::shared_ptr< SceneManager::ISceneManager > sceneManager,  
std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,  
std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

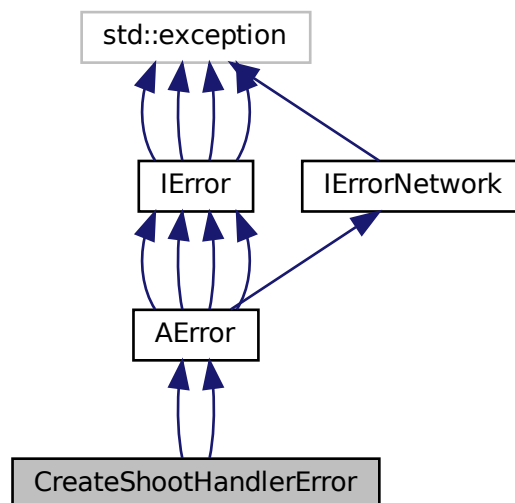
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/CreateShoot/[CreateShootHandler.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/CreateShoot/[CreateShootHandler.cpp](#)

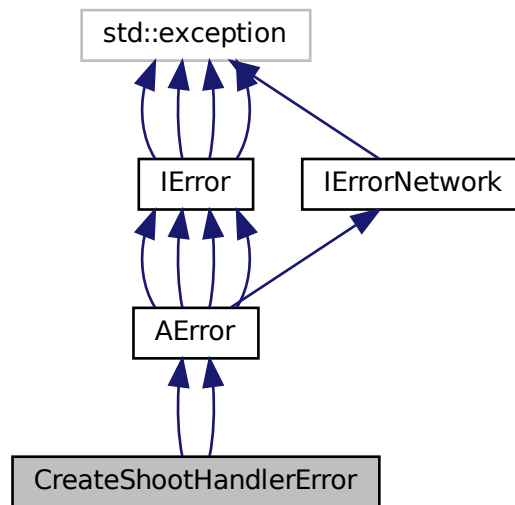
6.50 CreateShootHandlerError Class Reference

```
#include <CreateShootHandler.hpp>
```

Inheritance diagram for CreateShootHandlerError:



Collaboration diagram for CreateShootHandlerError:



Public Member Functions

- [CreateShootHandlerError](#) (std::string message)
Construct a new [CreateShootHandlerError](#) object.
- [CreateShootHandlerError](#) (std::string message)
Construct a new [CreateShootHandlerError](#) object.

6.50.1 Constructor & Destructor Documentation

6.50.1.1 CreateShootHandlerError() [1/2]

```
CreateShootHandlerError::CreateShootHandlerError (
    std::string message ) [inline]
```

Construct a new [CreateShootHandlerError](#) object.

Parameters

<i>message</i>	Message

6.50.1.2 CreateShootHandlerError() [2/2]

```
CreateShootHandlerError::CreateShootHandlerError (
    std::string message ) [inline]
```

Construct a new [CreateShootHandlerError](#) object.

Parameters

<i>message</i>	Message

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

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/CreateShoot/[CreateShootHandler.hpp](#)

6.51 Database Class Reference

[Database](#) class.

```
#include <Database.hpp>
```

Public Member Functions

- [Database](#) (std::string path)
Construct a new db object.
- [~Database](#) ()=default
Destroy the [Database](#) object.
- std::shared_ptr< sqlite3_stmt > [prepareStmt](#) (std::string query)
Prepare a statement.

Public Attributes

- std::shared_ptr< sqlite3 > [db](#) = nullptr
- std::shared_ptr< int > [rc](#) = nullptr
- std::shared_ptr< [Users](#) > [users](#) = nullptr
- std::shared_ptr< [Scores](#) > [scores](#) = nullptr

6.51.1 Detailed Description

[Database](#) class.

6.51.2 Constructor & Destructor Documentation

6.51.2.1 Database()

```
Database::Database (
    std::string path )
```

Construct a new db object.

Parameters

<i>path</i>	Path to the Database .

6.51.2.2 ~Database()

```
Database::~~Database ( ) [default]
```

Destroy the [Database](#) object.

6.51.3 Member Function Documentation**6.51.3.1 prepareStmt()**

```
std::shared_ptr< sqlite3_stmt > Database::prepareStmt (
    std::string query )
```

Prepare a statement.

Parameters

<i>query</i>	

Returns

sqlite3_stmt*

6.51.4 Member Data Documentation**6.51.4.1 db**

```
std::shared_ptr<sqlite3> Database::db = nullptr
```

6.51.4.2 rc

```
std::shared_ptr<int> Database::rc = nullptr
```

6.51.4.3 scores

```
std::shared_ptr<Scores> Database::scores = nullptr
```

6.51.4.4 users

```
std::shared_ptr<Users> Database::users = nullptr
```

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

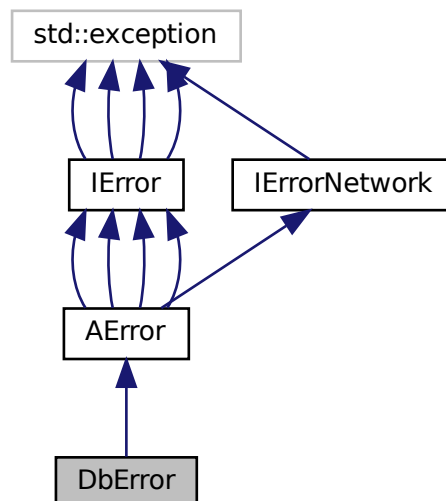
- /home/runner/work/R-Type/R-Type/Network/Database/[Database.hpp](#)
- /home/runner/work/R-Type/R-Type/Network/Database/[Database.cpp](#)

6.52 DbError Class Reference

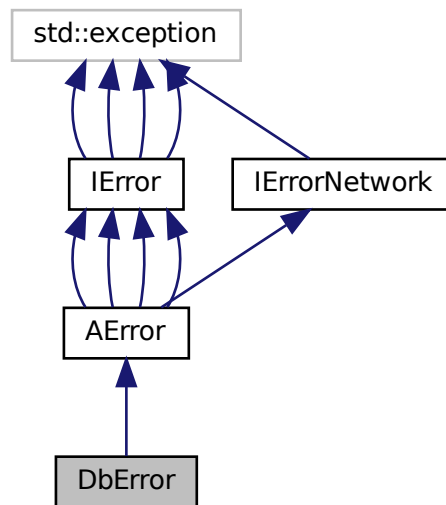
Abstract class for Db errors.

```
#include <DbError.hpp>
```

Inheritance diagram for DbError:



Collaboration diagram for DbError:



Public Member Functions

- `DbError` (const std::string &message)
Construct a new `DbError` object.
- `~DbError` ()=default
Destroy the `DbError` object.

6.52.1 Detailed Description

Abstract class for Db errors.

6.52.2 Constructor & Destructor Documentation

6.52.2.1 DbError()

```
DbError::DbError (
    const std::string & message ) [inline]
```

Construct a new `DbError` object.

6.52.2.2 ~DbError()

```
DbError::~DbError ( ) [default]
```

Destroy the [DbError](#) object.

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

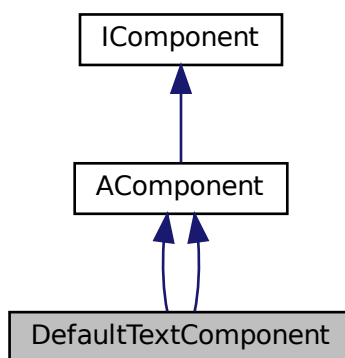
- [/home/runner/work/R-Type/R-Type/Network/Errors/DbError.hpp](#)

6.53 DefaultTextComponent Class Reference

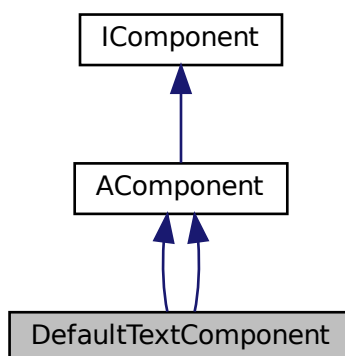
Component for handling default text in the graphical engine. (inherits [IComponent](#))

```
#include <DefaultTextComponent.hpp>
```

Inheritance diagram for DefaultTextComponent:



Collaboration diagram for DefaultTextComponent:



Public Member Functions

- [DefaultTextComponent](#) (std::string [text](#)="")
Construct a new Default Text Component object.

Public Attributes

- std::string [text](#)

6.53.1 Detailed Description

Component for handling default text in the graphical engine. (inherits [IComponent](#))

This component is used to store and manage text entities within the graphical engine.

6.53.2 Constructor & Destructor Documentation

6.53.2.1 DefaultTextComponent()

```
DefaultTextComponent::DefaultTextComponent (
    std::string text = "" )
```

Construct a new Default Text Component object.

Parameters

<i>text</i>	Initial text content (default is an empty string).

6.53.3 Member Data Documentation

6.53.3.1 text

```
std::string DefaultTextComponent::text
```

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

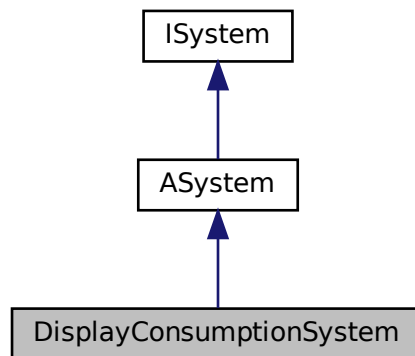
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/DefaultText/[DefaultTextComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/DefaultText/[DefaultTextComponent.cpp](#)

6.54 DisplayConsumptionSystem Class Reference

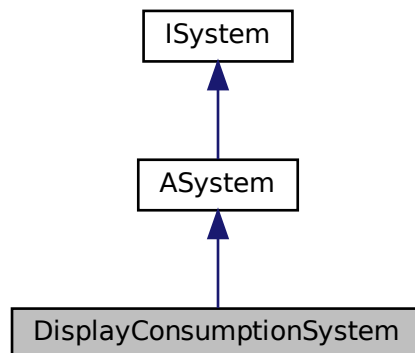
System to handle mouse events.

```
#include <DisplayConsumptionSystem.hpp>
```

Inheritance diagram for DisplayConsumptionSystem:



Collaboration diagram for DisplayConsumptionSystem:



Public Member Functions

- [DisplayConsumptionSystem \(\)](#)
Construct a new PlaySounds System object.
- [~DisplayConsumptionSystem \(\)=default](#)
Destroy the PlaySounds System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- void `_handlePlaySounds` (`ECS::Registry` &reg, int idxPacketEntities)

6.54.1 Detailed Description

System to handle mouse events.

6.54.2 Constructor & Destructor Documentation

6.54.2.1 DisplayConsumptionSystem()

```
DisplayConsumptionSystem::DisplayConsumptionSystem ( )
```

Construct a new PlaySounds System object.

6.54.2.2 ~DisplayConsumptionSystem()

```
DisplayConsumptionSystem::~~DisplayConsumptionSystem ( ) [default]
```

Destroy the PlaySounds System object.

6.54.3 Member Function Documentation

6.54.3.1 _handlePlaySounds()

```
void DisplayConsumptionSystem::_handlePlaySounds (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```


6.54.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> DisplayConsumptionSystem::get↔  
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

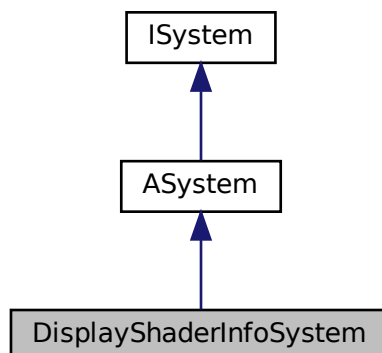
- </home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayConsumption/DisplayConsumptionSystem.hpp>
- </home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayConsumption/DisplayConsumptionSystem.cpp>

6.55 DisplayShaderInfoSystem Class Reference

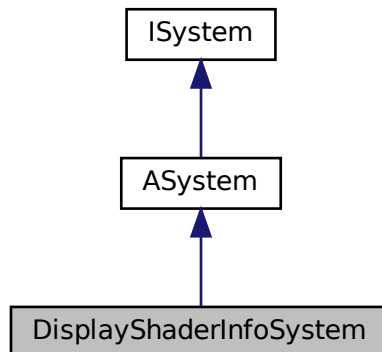
System to handle mouse events.

```
#include <DisplayShaderInfoSystem.hpp>
```

Inheritance diagram for DisplayShaderInfoSystem:



Collaboration diagram for DisplayShaderInfoSystem:



Public Member Functions

- [DisplayShaderInfoSystem \(\)](#)
Construct a new PlaySounds System object.
- [~DisplayShaderInfoSystem \(\)](#)=default
Destroy the PlaySounds System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void` [_handlePlaySounds \(\[ECS::Registry\]\(#\) &reg, int idxPacketEntities\)](#)

6.55.1 Detailed Description

System to handle mouse events.

6.55.2 Constructor & Destructor Documentation

6.55.2.1 DisplayShaderInfoSystem()

```
DisplayShaderInfoSystem::DisplayShaderInfoSystem ( )
```

Construct a new PlaySounds System object.

6.55.2.2 ~DisplayShaderInfoSystem()

DisplayShaderInfoSystem::~~DisplayShaderInfoSystem () [default]

Destroy the PlaySounds System object.

6.55.3 Member Function Documentation

6.55.3.1 _handlePlaySounds()

```
void DisplayShaderInfoSystem::_handlePlaySounds (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.55.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> DisplayShaderInfoSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayShaderInfo/DisplayShaderInfoSystem.hpp
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayShaderInfo/DisplayShaderInfoSystem.cpp

6.56 DLoader< T > Class Template Reference

Loader class of '.so' files.

```
#include <DLoader.hpp>
```

Static Public Member Functions

- static std::shared_ptr< T > [load](#) (const std::string &lib, const std::string &symbol)
Load a .so file and get a symbol function.

Private Types

- typedef T *(* [CreateComponentFunc](#)) ()
Return type of the Symbol function.

6.56.1 Detailed Description

```
template<class T>
class DLLoader< T >
```

Loader class of '.so' files.

6.56.2 Member Typedef Documentation

6.56.2.1 CreateComponentFunc

```
template<class T >
typedef T*(* DLLoader< T >::CreateComponentFunc) () [private]
```

Return type of the Symbol function.

6.56.3 Member Function Documentation

6.56.3.1 load()

```
template<class T >
static std::shared_ptr<T> DLLoader< T >::load (
    const std::string & lib,
    const std::string & symbol ) [inline], [static]
```

Load a .so file and get a symbol function.

Parameters

<i>libSo</i>	Path of the file to load.
<i>symbol</i>	Symbol of the function to call.

Returns

std::shared_ptr<T> Return value of the function symbol.

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

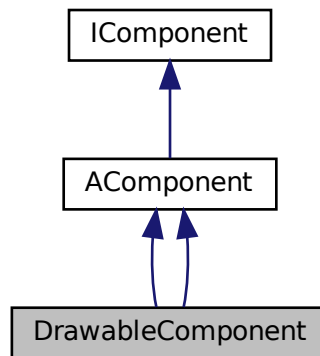
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DLLoader/DLLoader.hpp](#)

6.57 DrawableComponent Class Reference

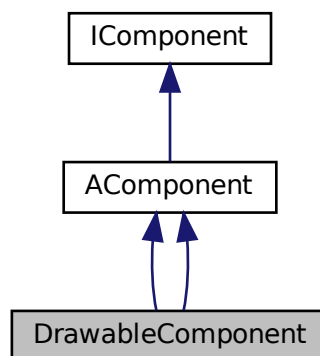
Component Drawable for R-Type Game.

```
#include <DrawableComponent.hpp>
```

Inheritance diagram for DrawableComponent:



Collaboration diagram for DrawableComponent:



Public Member Functions

- [DrawableComponent](#) (bool [drawable](#)=false, std::string [pathTexture](#)="None")
Construct a new Drawable Component object.
- [DrawableComponent](#) (bool [drawable](#)=false, std::string [pathTexture](#)="None")
Construct a new Drawable Component object.

Public Attributes

- bool [drawable](#)
- std::string [pathTexture](#)

6.57.1 Detailed Description

Component Drawable for R-Type Game.

6.57.2 Constructor & Destructor Documentation

6.57.2.1 DrawableComponent() [1/2]

```
DrawableComponent::DrawableComponent (
    bool drawable = false,
    std::string pathTexture = "None" )
```

Construct a new Drawable Component object.

Parameters

<i>drawable</i>	True if texture is drawable else false..
<i>pathTexture</i>	The texture to draw.

6.57.2.2 DrawableComponent() [2/2]

```
DrawableComponent::DrawableComponent (
    bool drawable = false,
    std::string pathTexture = "None" )
```

Construct a new Drawable Component object.

Parameters

<i>drawable</i>	True if texture is drawable else false..
<i>pathTexture</i>	The texture to draw.

6.57.3 Member Data Documentation

6.57.3.1 drawable

```
bool DrawableComponent::drawable
```

6.57.3.2 pathTexture

```
std::string DrawableComponent::pathTexture
```

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

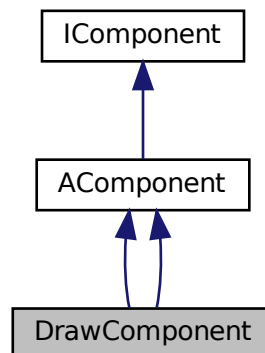
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/Drawable/[DrawableComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/Drawable/[DrawableComponent.cpp](#)

6.58 DrawComponent Class Reference

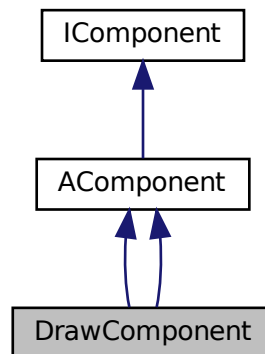
Component for handling draw in the graphical engine. (inherits [IComponent](#))

```
#include <DrawComponent.hpp>
```

Inheritance diagram for DrawComponent:



Collaboration diagram for DrawComponent:



Public Member Functions

- [DrawComponent](#) (bool [draw](#)=true)
Construct a new Default Draw Component object.

Public Attributes

- bool [draw](#)

6.58.1 Detailed Description

Component for handling draw in the graphical engine. (inherits [IComponent](#))

This component is used to know if we should draw entities within the graphical engine.

6.58.2 Constructor & Destructor Documentation

6.58.2.1 DrawComponent()

```
DrawComponent::DrawComponent (  
    bool draw = true )
```

Construct a new Default Draw Component object.

Parameters

<i>draw</i>	True if we draw, false instead.

6.58.3 Member Data Documentation

6.58.3.1 draw

```
bool DrawComponent::draw
```

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

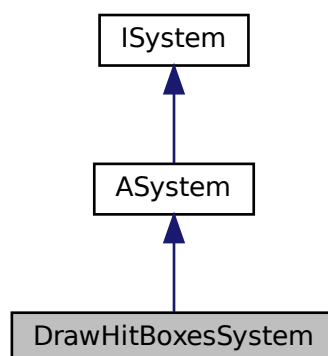
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Draw/DrawComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Draw/DrawComponent.cpp](#)

6.59 DrawHitBoxesSystem Class Reference

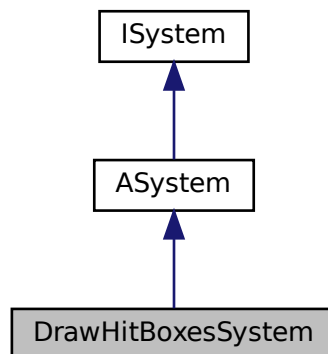
System to draw an HitBoxes Model.

```
#include <DrawHitBoxesSystem.hpp>
```

Inheritance diagram for DrawHitBoxesSystem:



Collaboration diagram for DrawHitBoxesSystem:



Public Member Functions

- [DrawHitBoxesSystem \(\)](#)
Construct a new Draw HitBoxes System object.
- [~DrawHitBoxesSystem \(\)](#)=default
Destroy the Draw HitBoxes System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void` [_drawHitBoxes](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.59.1 Detailed Description

System to draw an HitBoxes Model.

6.59.2 Constructor & Destructor Documentation

6.59.2.1 DrawHitBoxesSystem()

```
DrawHitBoxesSystem::DrawHitBoxesSystem ( )
```

Construct a new Draw HitBoxes System object.

6.59.2.2 ~DrawHitBoxesSystem()

```
DrawHitBoxesSystem::~DrawHitBoxesSystem ( ) [default]
```

Destroy the Draw HitBoxes System object.

6.59.3 Member Function Documentation

6.59.3.1 _drawHitBoxes()

```
void DrawHitBoxesSystem::_drawHitBoxes (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.59.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> DrawHitBoxesSystem::getFunction
( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

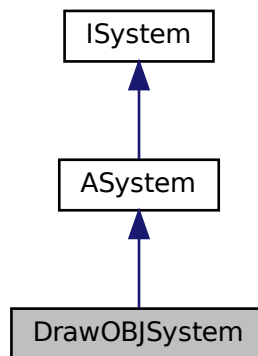
- [/home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/DrawHitBoxes/DrawHitBoxesSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/DrawHitBoxes/DrawHitBoxesSystem.cpp](#)

6.60 DrawOBJSystem Class Reference

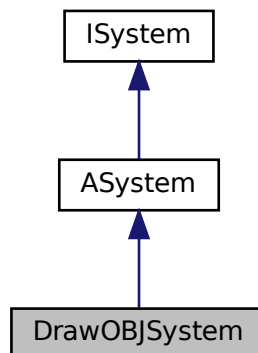
System to draw an OBJ Model.

```
#include <DrawOBJSystem.hpp>
```

Inheritance diagram for DrawOBJSystem:



Collaboration diagram for DrawOBJSystem:



Public Member Functions

- [DrawOBJSystem \(\)](#)
Construct a new Draw OBJ System object.
- [~DrawOBJSystem \(\)](#)=default
Destroy the Draw OBJ System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- void `_drawOBJ` (`ECS::Registry` &reg, int idxPacketEntities)

6.60.1 Detailed Description

System to draw an OBJ Model.

6.60.2 Constructor & Destructor Documentation

6.60.2.1 DrawOBJSystem()

```
DrawOBJSystem::DrawOBJSystem ( )
```

Construct a new Draw OBJ System object.

6.60.2.2 ~DrawOBJSystem()

```
DrawOBJSystem::~~DrawOBJSystem ( ) [default]
```

Destroy the Draw OBJ System object.

6.60.3 Member Function Documentation

6.60.3.1 _drawOBJ()

```
void DrawOBJSystem::_drawOBJ (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.60.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> DrawOBJSystem::getFunction ( )  
[inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

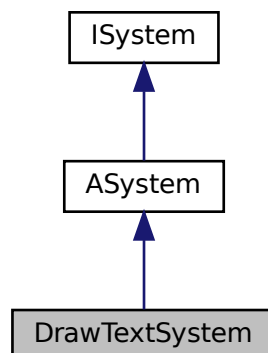
- [/home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/DrawOBJ/DrawOBJSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/DrawOBJ/DrawOBJSystem.cpp](#)

6.61 DrawTextSystem Class Reference

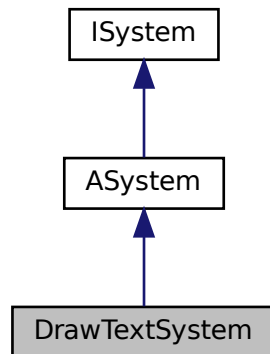
System to draw a Text.

```
#include <DrawTextSystem.hpp>
```

Inheritance diagram for DrawTextSystem:



Collaboration diagram for DrawTextSystem:



Public Member Functions

- [DrawTextSystem](#) ()
Construct a new Draw Text System object.
- [~DrawTextSystem](#) ()=default
Destroy the Draw Text System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.

Private Member Functions

- `void` [_drawText](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.61.1 Detailed Description

System to draw a Text.

6.61.2 Constructor & Destructor Documentation

6.61.2.1 DrawTextSystem()

```
DrawTextSystem::DrawTextSystem ( )
```

Construct a new Draw Text System object.

6.61.2.2 ~DrawTextSystem()

```
DrawTextSystem::~~DrawTextSystem ( ) [default]
```

Destroy the Draw Text System object.

6.61.3 Member Function Documentation

6.61.3.1 _drawText()

```
void DrawTextSystem::_drawText (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.61.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> DrawTextSystem::getFunction ( )
[inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

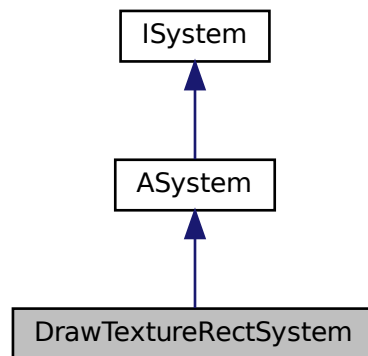
- /home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/DrawText/[DrawTextSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/DrawText/[DrawTextSystem.cpp](#)

6.62 DrawTextureRectSystem Class Reference

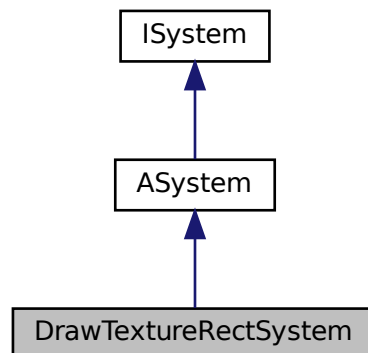
System to draw an Texture Rect.

```
#include <DrawTextureRectSystem.hpp>
```

Inheritance diagram for DrawTextureRectSystem:



Collaboration diagram for DrawTextureRectSystem:



Public Member Functions

- [DrawTextureRectSystem \(\)](#)
Construct a new Draw Texture Rect System object.
- [~DrawTextureRectSystem \(\)=default](#)
Destroy the Draw Texture Rect System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- void `_drawTextureRect` (`ECS::Registry` &reg, int idxPacketEntities)

6.62.1 Detailed Description

System to draw an Texture Rect.

6.62.2 Constructor & Destructor Documentation

6.62.2.1 DrawTextureRectSystem()

```
DrawTextureRectSystem::DrawTextureRectSystem ( )
```

Construct a new Draw Texture Rect System object.

6.62.2.2 ~DrawTextureRectSystem()

```
DrawTextureRectSystem::~~DrawTextureRectSystem ( ) [default]
```

Destroy the Draw Texture Rect System object.

6.62.3 Member Function Documentation

6.62.3.1 _drawTextureRect()

```
void DrawTextureRectSystem::_drawTextureRect (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.62.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> DrawTextureRectSystem::get↵  
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

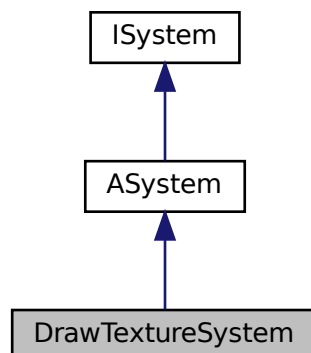
- </home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/DrawTextureRect/DrawTextureRectSystem.hpp>
- </home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/DrawTextureRect/DrawTextureRectSystem.cpp>

6.63 DrawTextureSystem Class Reference

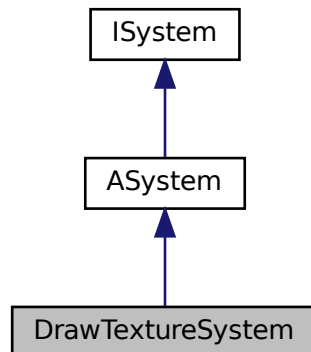
System to draw an Texture.

```
#include <DrawTextureSystem.hpp>
```

Inheritance diagram for DrawTextureSystem:



Collaboration diagram for DrawTextureSystem:



Public Member Functions

- [DrawTextureSystem \(\)](#)
Construct a new Draw Texture System object.
- [~DrawTextureSystem \(\)](#)=default
Destroy the Draw Texture System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void` [_drawTexture](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.63.1 Detailed Description

System to draw an Texture.

6.63.2 Constructor & Destructor Documentation

6.63.2.1 DrawTextureSystem()

```
DrawTextureSystem::DrawTextureSystem ( )
```

Construct a new Draw Texture System object.

6.63.2.2 ~DrawTextureSystem()

```
DrawTextureSystem::~DrawTextureSystem ( ) [default]
```

Destroy the Draw Texture System object.

6.63.3 Member Function Documentation

6.63.3.1 _drawTexture()

```
void DrawTextureSystem::_drawTexture (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.63.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> DrawTextureSystem::getFunction
( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

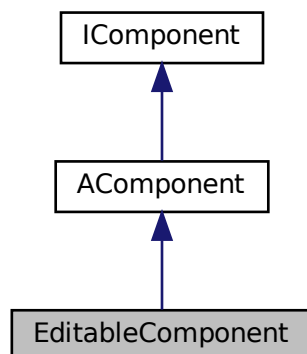
- [/home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/DrawTexture/DrawTextureSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/DrawTexture/DrawTextureSystem.cpp](#)

6.64 EditableComponent Class Reference

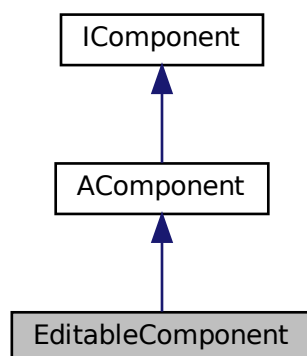
Editable component.

```
#include <EditableComponent.hpp>
```

Inheritance diagram for EditableComponent:



Collaboration diagram for EditableComponent:



Public Member Functions

- [EditableComponent](#) (bool isEditable=true)
Construct a new Editable Component object.

Public Attributes

- bool [_isEditable](#)

6.64.1 Detailed Description

Editable component.

6.64.2 Constructor & Destructor Documentation

6.64.2.1 EditableComponent()

```
EditableComponent::EditableComponent (
    bool isEditable = true )
```

Construct a new Editable Component object.

Parameters

<i>isEditable</i>	

6.64.3 Member Data Documentation

6.64.3.1 _isEditable

```
bool EditableComponent::_isEditable
```

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

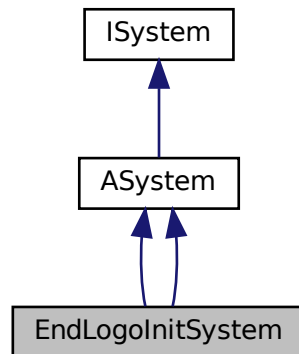
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Editable/[EditableComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Editable/[EditableComponent.cpp](#)

6.65 EndLogoInitSystem Class Reference

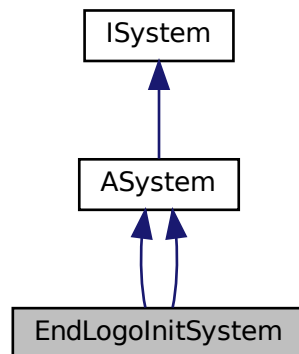
Initialize an end logo entity.

```
#include <EndLogoInitSystem.hpp>
```

Inheritance diagram for EndLogoInitSystem:



Collaboration diagram for EndLogoInitSystem:



Public Member Functions

- [EndLogoInitSystem \(\)](#)
Construct a new end logo Init System object.
- [~EndLogoInitSystem \(\)=default](#)
Destroy the end logo Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [EndLogoInitSystem \(\)](#)
Construct a new end logo Init System object.
- [~EndLogoInitSystem \(\)=default](#)
Destroy the end logo Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- void `_initEndLogo` (`ECS::Registry` &reg, int idxPacketEntities)
- void `_initEndLogo` (`ECS::Registry` &reg, int idxPacketEntities)

6.65.1 Detailed Description

Initialize an end logo entity.

6.65.2 Constructor & Destructor Documentation

6.65.2.1 EndLogoInitSystem() [1/2]

```
EndLogoInitSystem::EndLogoInitSystem ( )
```

Construct a new end logo Init System object.

6.65.2.2 ~EndLogoInitSystem() [1/2]

```
EndLogoInitSystem::~EndLogoInitSystem ( ) [default]
```

Destroy the end logo Init System object.

6.65.2.3 EndLogoInitSystem() [2/2]

```
EndLogoInitSystem::EndLogoInitSystem ( )
```

Construct a new end logo Init System object.

6.65.2.4 ~EndLogoInitSystem() [2/2]

```
EndLogoInitSystem::~EndLogoInitSystem ( ) [default]
```

Destroy the end logo Init System object.

6.65.3 Member Function Documentation

6.65.3.1 `_initEndLogo()` [1/2]

```
void EndLogoInitSystem::_initEndLogo (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.65.3.2 `_initEndLogo()` [2/2]

```
void EndLogoInitSystem::_initEndLogo (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.65.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> EndLogoInitSystem::getFunction
( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.65.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> EndLogoInitSystem::getFunction
( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

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

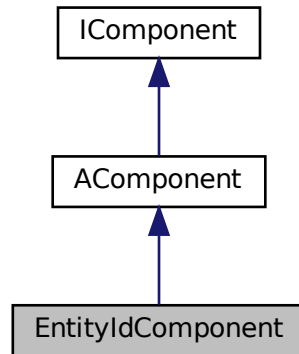
- </home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Background/EndLogoInitSystem.hpp>
- </home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Background/EndLogoInitSystem.cpp>

6.66 EntityIdComponent Class Reference

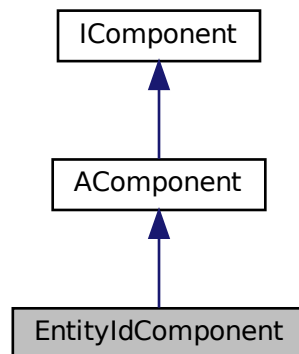
Component Entity Id for R-Type Game.

```
#include <EntityIdComponent.hpp>
```

Inheritance diagram for EntityIdComponent:



Collaboration diagram for EntityIdComponent:



Public Member Functions

- [EntityIdComponent](#) (int id=-1)
Construct a new Entity Id Component object.

Public Attributes

- int [id](#)

6.66.1 Detailed Description

Component Entity Id for R-Type Game.

6.66.2 Constructor & Destructor Documentation

6.66.2.1 EntityIdComponent()

```
EntityIdComponent::EntityIdComponent (
    int id = -1 )
```

Construct a new Entity Id Component object.

Parameters

<i>id</i>	The id of the entity.

6.66.3 Member Data Documentation

6.66.3.1 id

```
int EntityIdComponent::id
```

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

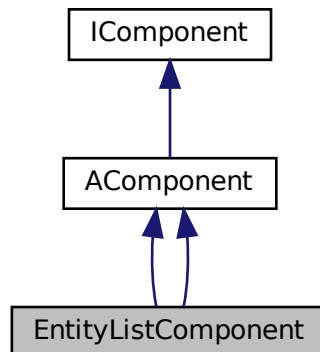
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/EntityId/EntityIdComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/EntityId/EntityIdComponent.cpp](#)

6.67 EntityListComponent Class Reference

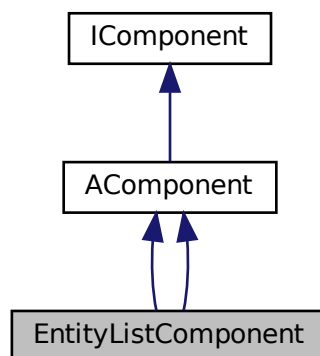
Component Entity List for R-Type Game.

```
#include <EntityListComponent.hpp>
```

Inheritance diagram for EntityListComponent:



Collaboration diagram for EntityListComponent:



Public Member Functions

- [EntityListComponent](#) (std::vector< std::size_t > [entities](#)={}, std::string [listType](#)="")
Construct a new Entity List Component object.
- [EntityListComponent](#) (std::vector< std::size_t > [entities](#)={}, std::string [listType](#)="")
Construct a new Entity List Component object.

Public Attributes

- std::vector< std::size_t > [entities](#)
- std::string [listType](#)

6.67.1 Detailed Description

Component Entity List for R-Type Game.

6.67.2 Constructor & Destructor Documentation

6.67.2.1 EntityListComponent() [1/2]

```
EntityListComponent::EntityListComponent (
    std::vector< std::size_t > entities = {},
    std::string listType = "" )
```

Construct a new Entity List Component object.

Parameters

<i>entities</i>	List of entities.

6.67.2.2 EntityListComponent() [2/2]

```
EntityListComponent::EntityListComponent (
    std::vector< std::size_t > entities = {},
    std::string listType = "" )
```

Construct a new Entity List Component object.

Parameters

<i>entities</i>	List of entities.

6.67.3 Member Data Documentation

6.67.3.1 entities

```
std::vector< std::size_t > EntityListComponent::entities
```

6.67.3.2 listType

```
std::string EntityListComponent::listType
```

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

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/EntityList/[EntityListComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/EntityList/[EntityListComponent.cpp](#)

6.68 EventListener Class Reference

```
#include <EventListener.hpp>
```

Public Member Functions

- [EventListener](#) (std::shared_ptr< [ECS::Registry](#) > registry, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib)
Construct a new [EventListener](#) object.
- [~EventListener](#) ()=default
Destroy the [EventListener](#) object.
- void [addHandler](#) (const std::string &eventType, std::shared_ptr< [IEventHandler](#) > event)
Add an event handler to the listener.
- void [clearHandlers](#) ()
Clear all the handlers of the listener.
- void [removeHandler](#) (const std::string &eventType)
Remove all the handlers of a specific event type.
- void [listen](#) ()
Listen to the event queue and process the events.
- void [setSceneManager](#) (std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager)
Set the scene manager.
- void [setNetworkUnit](#) (std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit)
Set the network unit.

Protected Member Functions

- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event)
Process an event.

Protected Attributes

- std::shared_ptr< [ECS::Registry](#) > [_registry](#)
- std::shared_ptr< [SceneManager::ISceneManager](#) > [_sceneManager](#)
- std::shared_ptr< [ABINetwork::INetworkUnit](#) > [_networkUnit](#)
- std::shared_ptr< [IGraphic](#) > [_graphicLib](#)
- std::unordered_map< std::string, std::shared_ptr< [IEventHandler](#) > > [_eventHandlers](#)

6.68.1 Constructor & Destructor Documentation

6.68.1.1 EventListener()

```
EventListener::EventListener (
    std::shared_ptr< ECS::Registry > registry,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib )
```

Construct a new [EventListener](#) object.

Parameters

<i>sceneManager</i>	The scene manager
<i>networkUnit</i>	The network unit
<i>graphicLib</i>	The graphic library

Note

If the instance of the [EventListener](#) is in the server side, the `graphicLib` parameter will be `nullptr`

6.68.1.2 ~EventListener()

```
EventListener::~EventListener ( ) [default]
```

Destroy the [EventListener](#) object.

6.68.2 Member Function Documentation

6.68.2.1 addHandler()

```
void EventListener::addHandler (
    const std::string & eventType,
    std::shared_ptr< IEventHandler > event )
```

Add an event handler to the listener.

Parameters

<i>eventType</i>	The type of the event
<i>event</i>	The event handler

6.68.2.2 clearHandlers()

```
void EventListener::clearHandlers ( )
```

Clear all the handlers of the listener.

6.68.2.3 listen()

```
void EventListener::listen ( )
```

Listen to the event queue and process the events.

6.68.2.4 processEvent()

```
bool EventListener::processEvent (
    std::shared_ptr< IEvent > event ) [protected]
```

Process an event.

Parameters

<i>event</i>	The event to process

6.68.2.5 removeHandler()

```
void EventListener::removeHandler (
    const std::string & eventType )
```

Remove all the handlers of a specific event type.

Parameters

<i>eventType</i>	The type of the event

6.68.2.6 setNetworkUnit()

```
void EventListener::setNetworkUnit (
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit )
```

Set the network unit.

Parameters

<i>networkUnit</i>	The network unit to set.

6.68.2.7 setSceneManager()

```
void EventListener::setSceneManager (
    std::shared_ptr< SceneManager::ISceneManager > sceneManager )
```

Set the scene manager.

Parameters

<i>sceneManager</i>	The scene manager

6.68.3 Member Data Documentation

6.68.3.1 _eventHandlers

```
std::unordered_map<std::string, std::shared_ptr<IEventHandler> > EventListener::_event↵
Handlers [protected]
```

6.68.3.2 _graphicLib

```
std::shared_ptr<IGraphic> EventListener::_graphicLib [protected]
```

6.68.3.3 _networkUnit

```
std::shared_ptr<ABINetwork::INetworkUnit> EventListener::_networkUnit [protected]
```

6.68.3.4 _registry

```
std::shared_ptr<ECS::Registry> EventListener::_registry [protected]
```

6.68.3.5 _sceneManager

```
std::shared_ptr<SceneManager::ISceneManager> EventListener::_sceneManager [protected]
```

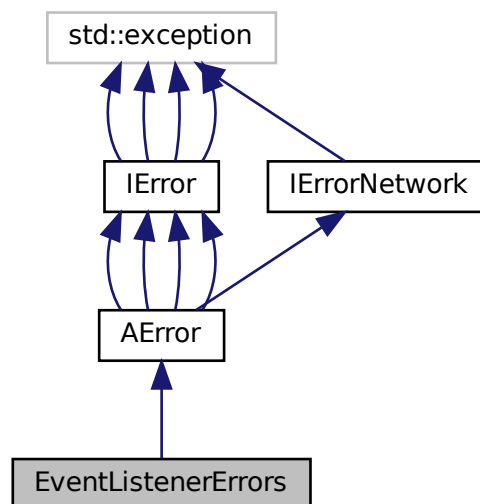
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/Engine/Shared/EventListener/[EventListener.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/EventListener/[EventListener.cpp](#)

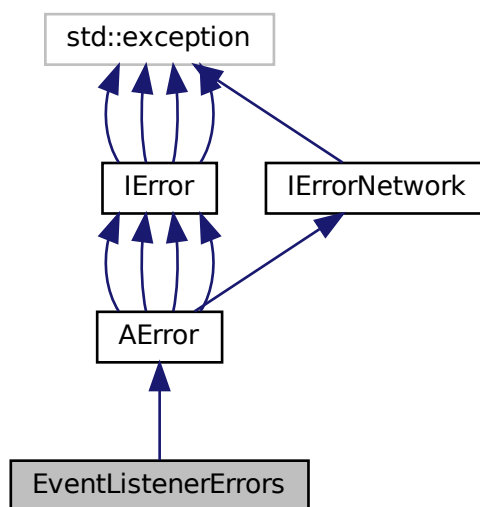
6.69 EventListenerErrors Class Reference

```
#include <EventListener.hpp>
```

Inheritance diagram for EventListenerErrors:



Collaboration diagram for EventListenerErrors:



Public Member Functions

- [EventListenerErrors](#) (const std::string &message)

6.69.1 Constructor & Destructor Documentation

6.69.1.1 EventListenerErrors()

```
EventListenerErrors::EventListenerErrors (
    const std::string & message ) [inline]
```

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

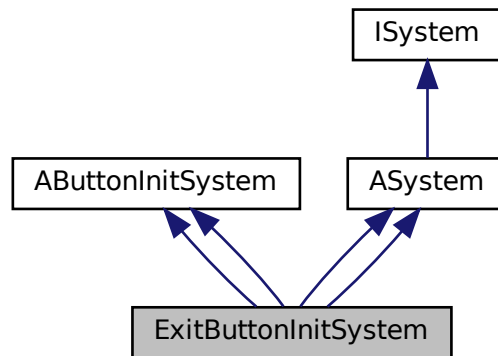
- /home/runner/work/R-Type/R-Type/Engine/Shared/EventListener/[EventListener.hpp](#)

6.70 ExitButtonInitSystem Class Reference

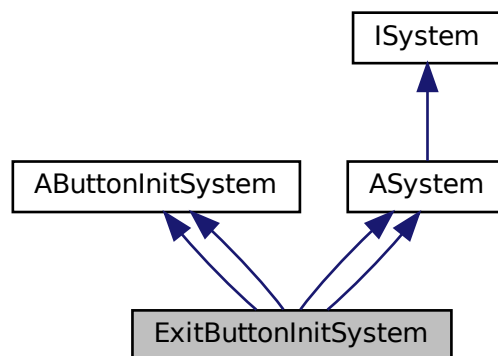
[ExitButtonInitSystem](#) class.

```
#include <ExitButtonInitSystem.hpp>
```

Inheritance diagram for [ExitButtonInitSystem](#):



Collaboration diagram for [ExitButtonInitSystem](#):



Public Member Functions

- [ExitButtonInitSystem](#) ()
Construct a new [ExitButtonInitSystem](#) object.
- [~ExitButtonInitSystem](#) ()=default

- Destroy the [ExitButtonInitSystem](#) object.
 • `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
 Get the Function object.
- [ExitButtonInitSystem](#) ()
 Construct a new [ExitButtonInitSystem](#) object.
- [~ExitButtonInitSystem](#) ()=default
 Destroy the [ExitButtonInitSystem](#) object.
 • `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
 Get the Function object.

Private Member Functions

- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`
- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.70.1 Detailed Description

[ExitButtonInitSystem](#) class.

6.70.2 Constructor & Destructor Documentation

6.70.2.1 [ExitButtonInitSystem](#)() [1/2]

```
ExitButtonInitSystem::ExitButtonInitSystem ( )
```

Construct a new [ExitButtonInitSystem](#) object.

6.70.2.2 [~ExitButtonInitSystem](#)() [1/2]

```
ExitButtonInitSystem::~~ExitButtonInitSystem ( ) [default]
```

Destroy the [ExitButtonInitSystem](#) object.

6.70.2.3 [ExitButtonInitSystem](#)() [2/2]

```
ExitButtonInitSystem::ExitButtonInitSystem ( )
```

Construct a new [ExitButtonInitSystem](#) object.

6.70.2.4 ~ExitButtonInitSystem() [2/2]

```
ExitButtonInitSystem::~~ExitButtonInitSystem ( ) [default]
```

Destroy the [ExitButtonInitSystem](#) object.

6.70.3 Member Function Documentation

6.70.3.1 _initButton() [1/2]

```
void ExitButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.70.3.2 _initButton() [2/2]

```
void ExitButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.70.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> ExitButtonInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.70.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> ExitButtonInitSystem::get↔  
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

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

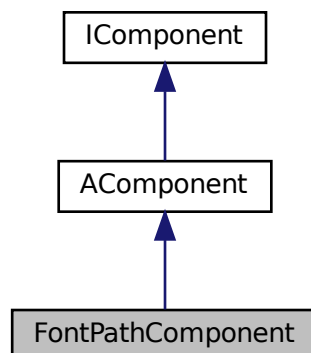
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/ExitButton/ExitButtonInitSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/ExitButton/ExitButtonInitSystem.cpp](#)

6.71 FontPathComponent Class Reference

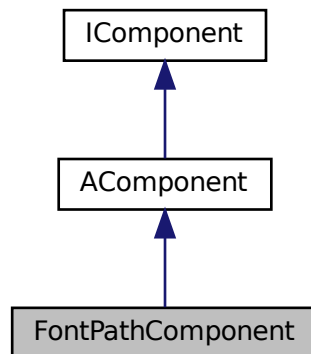
Component for handling font paths in the graphical engine.

```
#include <FontPathComponent.hpp>
```

Inheritance diagram for FontPathComponent:



Collaboration diagram for FontPathComponent:



Public Member Functions

- [FontPathComponent](#) (std::string Path="")
Construct a new [FontPathComponent](#) object.

Public Attributes

- std::string [path](#)

6.71.1 Detailed Description

Component for handling font paths in the graphical engine.

This component is used to store and manage one path for the graphical engine.

6.71.2 Constructor & Destructor Documentation

6.71.2.1 FontPathComponent()

```
FontPathComponent::FontPathComponent (
    std::string Path = "" )
```

Construct a new [FontPathComponent](#) object.

Parameters

<i>Path</i>	Initial path to the font file (default is an empty string).

6.71.3 Member Data Documentation

6.71.3.1 path

```
std::string FontPathComponent::path
```

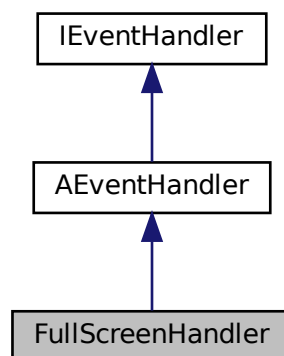
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/FontPath/[FontPathComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/FontPath/[FontPathComponent.cpp](#)

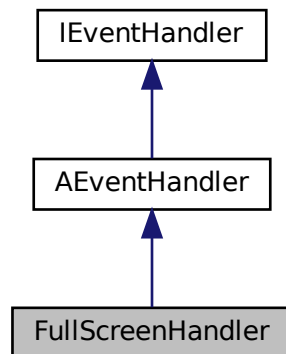
6.72 FullScreenHandler Class Reference

```
#include <FullScreenHandler.hpp>
```

Inheritance diagram for FullScreenHandler:



Collaboration diagram for FullScreenHandler:



Public Member Functions

- [FullScreenHandler](#) (std::string eventType="")
Construct a new [FullScreenHandler](#) object.
- [~FullScreenHandler](#) ()=default
Destroy the [FullScreenHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.72.1 Constructor & Destructor Documentation

6.72.1.1 FullScreenHandler()

```
FullScreenHandler::FullScreenHandler (
    std::string eventType = "" )
```

Construct a new [FullScreenHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.72.1.2 ~FullScreenHandler()

```
FullScreenHandler::~FullScreenHandler ( ) [default]
```

Destroy the [FullScreenHandler](#) object.

6.72.2 Member Function Documentation

6.72.2.1 processEvent()

```
bool FullScreenHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

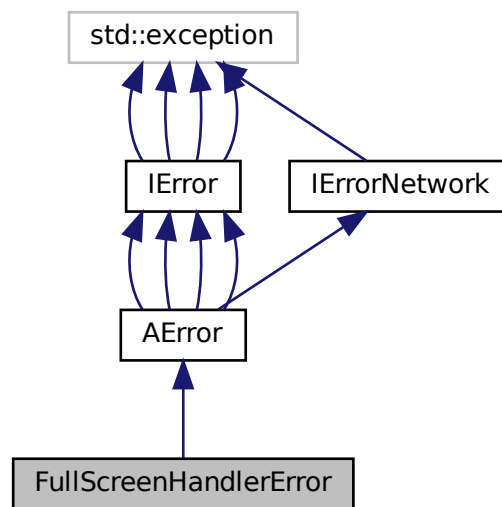
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/FullScreen/FullScreenHandler.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/FullScreen/FullScreenHandler.cpp](#)

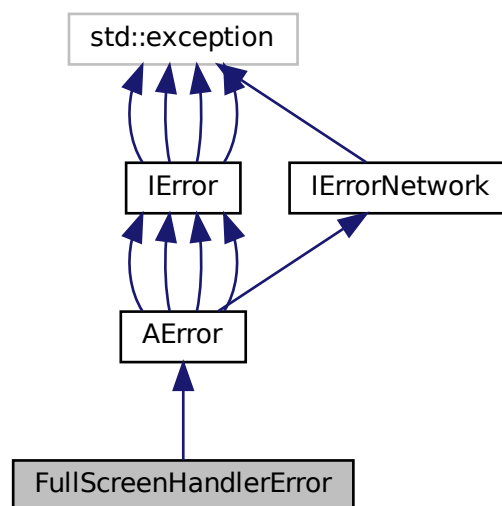
6.73 FullScreenHandlerError Class Reference

```
#include <FullScreenHandler.hpp>
```

Inheritance diagram for FullScreenHandlerError:



Collaboration diagram for FullScreenHandlerError:



Public Member Functions

- [FullScreenHandlerError](#) (std::string message)
Construct a new [FullScreenHandlerError](#) object.

6.73.1 Constructor & Destructor Documentation

6.73.1.1 FullScreenHandlerError()

```
FullScreenHandlerError::FullScreenHandlerError (
    std::string message ) [inline]
```

Construct a new [FullScreenHandlerError](#) object.

Parameters

<i>message</i>	Message

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

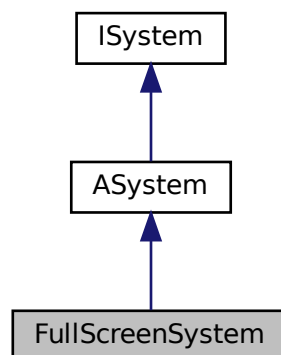
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/FullScreen/FullScreenHandler.hpp](#)

6.74 FullScreenSystem Class Reference

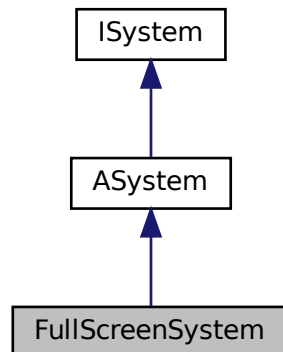
System to handle mouse events.

```
#include <FullScreenSystem.hpp>
```

Inheritance diagram for FullScreenSystem:



Collaboration diagram for FullScreenSystem:



Public Member Functions

- [FullScreenSystem](#) ()
Construct a new UpdateConsumption System object.
- [~FullScreenSystem](#) ()=default
Destroy the UpdateConsumption System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.

Private Member Functions

- `void` [_handleFullScreen](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.74.1 Detailed Description

System to handle mouse events.

6.74.2 Constructor & Destructor Documentation

6.74.2.1 FullScreenSystem()

```
FullScreenSystem::FullScreenSystem ( )
```

Construct a new UpdateConsumption System object.

6.74.2.2 ~FullScreenSystem()

```
FullScreenSystem::~~FullScreenSystem ( ) [default]
```

Destroy the UpdateConsumption System object.

6.74.3 Member Function Documentation

6.74.3.1 _handleFullScreen()

```
void FullScreenSystem::_handleFullScreen (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.74.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> FullScreenSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

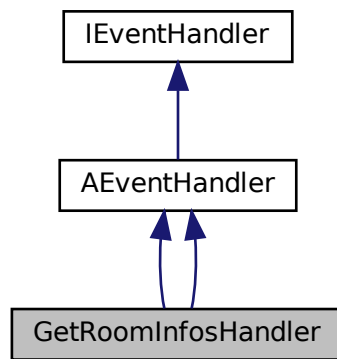
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/FullScreen/[FullScreenSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/FullScreen/[FullScreenSystem.cpp](#)

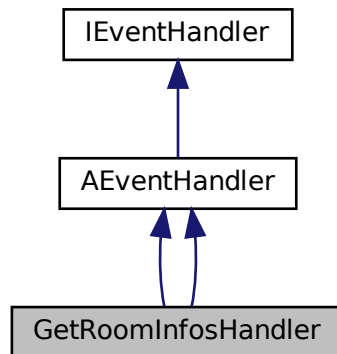
6.75 GetRoomInfosHandler Class Reference

```
#include <GetRoomInfosHandler.hpp>
```

Inheritance diagram for GetRoomInfosHandler:



Collaboration diagram for GetRoomInfosHandler:



Public Member Functions

- [GetRoomInfosHandler](#) (std::string eventType="")
Construct a new [GetRoomInfosHandler](#) object.
- [~GetRoomInfosHandler](#) ()=default
Destroy the [GetRoomInfosHandler](#) object.

- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.
- [GetRoomInfosHandler](#) (std::string eventType="")
Construct a new [GetRoomInfosHandler](#) object.
- [~GetRoomInfosHandler](#) ()=default
Destroy the [GetRoomInfosHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.75.1 Constructor & Destructor Documentation

6.75.1.1 [GetRoomInfosHandler](#)() [1/2]

```
GetRoomInfosHandler::GetRoomInfosHandler (
    std::string eventType = "" )
```

Construct a new [GetRoomInfosHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.75.1.2 [~GetRoomInfosHandler](#)() [1/2]

```
GetRoomInfosHandler::~~GetRoomInfosHandler ( ) [default]
```

Destroy the [GetRoomInfosHandler](#) object.

6.75.1.3 [GetRoomInfosHandler](#)() [2/2]

```
GetRoomInfosHandler::GetRoomInfosHandler (
    std::string eventType = "" )
```

Construct a new [GetRoomInfosHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.75.1.4 ~GetRoomInfosHandler() [2/2]

GetRoomInfosHandler::~~GetRoomInfosHandler () [default]

Destroy the [GetRoomInfosHandler](#) object.

6.75.2 Member Function Documentation**6.75.2.1 processEvent()** [1/2]

```
bool GetRoomInfosHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

6.75.2.2 processEvent() [2/2]

```
bool GetRoomInfosHandler::processEvent (
    std::shared_ptr< IEvent > event,
```

```
std::shared_ptr< SceneManager::ISceneManager > sceneManager,  
std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,  
std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

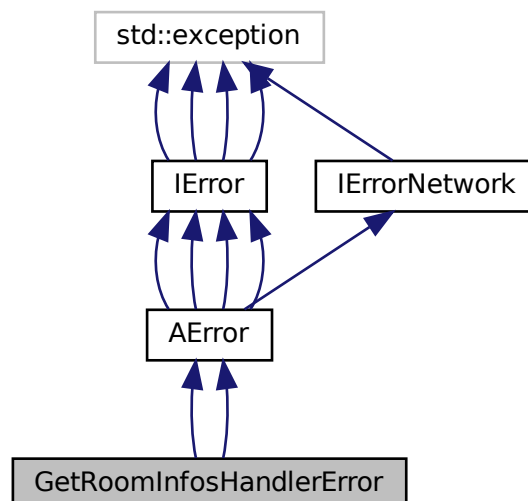
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/GetRoomInfos/GetRoomInfosHandler.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/GetRoomInfos/GetRoomInfosHandler.cpp](#)

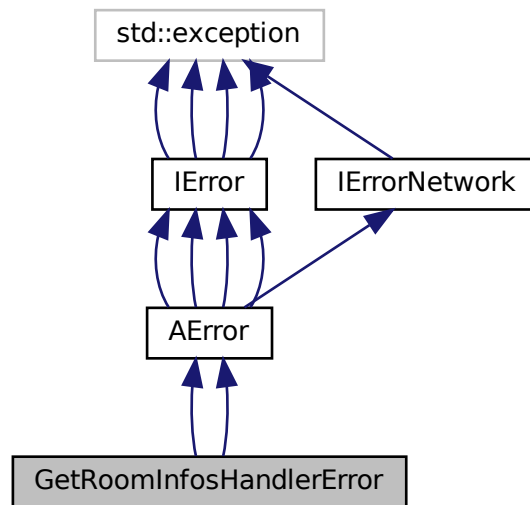
6.76 GetRoomInfosHandlerError Class Reference

```
#include <GetRoomInfosHandler.hpp>
```

Inheritance diagram for GetRoomInfosHandlerError:



Collaboration diagram for `GetRoomInfosHandlerError`:



Public Member Functions

- [GetRoomInfosHandlerError](#) (`std::string message`)
Construct a new [GetRoomInfosHandlerError](#) object.
- [GetRoomInfosHandlerError](#) (`std::string message`)
Construct a new [GetRoomInfosHandlerError](#) object.

6.76.1 Constructor & Destructor Documentation

6.76.1.1 GetRoomInfosHandlerError() [1/2]

```
GetRoomInfosHandlerError::GetRoomInfosHandlerError (
    std::string message ) [inline]
```

Construct a new [GetRoomInfosHandlerError](#) object.

Parameters

<i>message</i>	Message

6.76.1.2 GetRoomInfosHandlerError() [2/2]

```
GetRoomInfosHandlerError::GetRoomInfosHandlerError (
    std::string message ) [inline]
```

Construct a new [GetRoomInfosHandlerError](#) object.

Parameters

<i>message</i>	Message

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

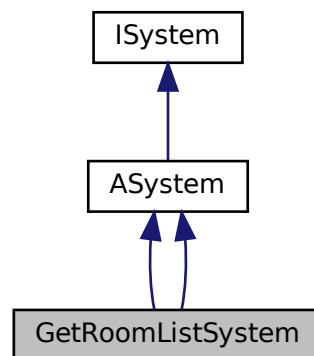
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/GetRoomInfos/GetRoomInfosHandler.hpp](#)

6.77 GetRoomListSystem Class Reference

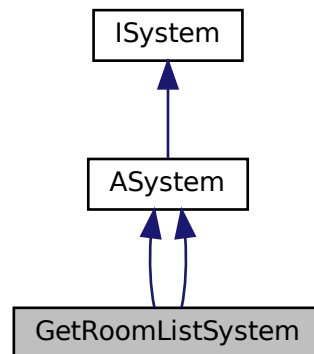
[GetRoomListSystem](#) class.

```
#include <GetRoomListSystem.hpp>
```

Inheritance diagram for GetRoomListSystem:



Collaboration diagram for GetRoomListSystem:



Public Member Functions

- [GetRoomListSystem](#) ()
Construct a new [GetRoomListSystem](#) object.
- [~GetRoomListSystem](#) ()=default
Destroy the [GetRoomListSystem](#) object.
- std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [getFunction](#) ()
Get the Function object.
- [GetRoomListSystem](#) ()
Construct a new [GetRoomListSystem](#) object.
- [~GetRoomListSystem](#) ()=default
Destroy the [GetRoomListSystem](#) object.
- std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [getFunction](#) ()
Get the Function object.

Private Member Functions

- void [_getRoomListSystem](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- void [_getRoomListSystem](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.77.1 Detailed Description

[GetRoomListSystem](#) class.

6.77.2 Constructor & Destructor Documentation

6.77.2.1 GetRoomListSystem() [1/2]

```
GetRoomListSystem::GetRoomListSystem ( )
```

Construct a new [GetRoomListSystem](#) object.

6.77.2.2 ~GetRoomListSystem() [1/2]

```
GetRoomListSystem::~~GetRoomListSystem ( ) [default]
```

Destroy the [GetRoomListSystem](#) object.

6.77.2.3 GetRoomListSystem() [2/2]

```
GetRoomListSystem::GetRoomListSystem ( )
```

Construct a new [GetRoomListSystem](#) object.

6.77.2.4 ~GetRoomListSystem() [2/2]

```
GetRoomListSystem::~~GetRoomListSystem ( ) [default]
```

Destroy the [GetRoomListSystem](#) object.

6.77.3 Member Function Documentation

6.77.3.1 _getRoomListSystem() [1/2]

```
void GetRoomListSystem::_getRoomListSystem (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.77.3.2 _getRoomListSystem() [2/2]

```
void GetRoomListSystem::_getRoomListSystem (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.77.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> GetRoomListSystem::getFunction  
( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.77.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> GetRoomListSystem::getFunction  
( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

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

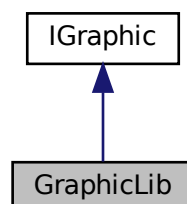
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/RoomList/GetRoomListSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/RoomList/GetRoomListSystem.cpp](#)

6.78 GraphicLib Class Reference

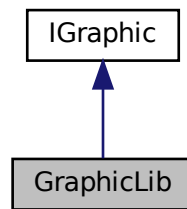
Raylib graphical library. This library will be compile into a .so file to be use in our gameEngine.

```
#include <GraphicLib.hpp>
```

Inheritance diagram for GraphicLib:



Collaboration diagram for GraphicLib:



Classes

- class [LoadShaderError](#)
Exception class for handling errors related to loading shaders.
- class [ModelError](#)
Exception class for handling errors related to the model.
- class [ResolutionError](#)
Exception class set a wrong resolution.
- class [WrongCurrentShaderName](#)
Exception class for handling errors related to the current shader name.

Public Member Functions

- [GraphicLib](#) ()=default
Construct a new Graphic Lib object.
- [~GraphicLib](#) ()
Destroy the Graphic Lib object.
- void [init](#) (const std::string &windowName)
Init the graphic library/window.
- bool [windowsIsOpen](#) ()
Check if the window is open.
- void [clear](#) ()
Clear the window.
- std::size_t [getKeyDownInput](#) ()
Get the Key Down Input object.
- std::size_t [getKeyPressedInput](#) ()
Get the Key Pressed Input object.
- void [drawOBJ](#) (std::string objPath, float posx, float posy, float posz, float scale)
Draw an OBJ model on the screen.
- void [drawTexture](#) (std::string texturePath, float posx, float posy, float scale)
Draw a texture on the screen.
- void [drawTextureRect](#) (std::string texturePath, float posx, float posy, float left, float top, float width, float height, float scale, unsigned char r, unsigned char g, unsigned char b, unsigned char a)
Draw a texture rect on the screen.

- void [drawText](#) (std::string text, float posx, float posy, int fontSize, std::string fontPath, unsigned char r=255, unsigned char g=255, unsigned char b=255, unsigned char a=255)
Draw a text on the screen.
- void [drawHitBoxes](#) (std::vector< [HitBox](#) > hitBoxes, unsigned char r=0, unsigned char g=0, unsigned char b=0, unsigned char a=255)
Draw HitBoxes on the screen.
- void [initShaderWithMap](#) (std::unordered_map< std::string, std::string > shaders)
Initialize shaders with a map of shader names and paths.
- void [initCurrentShader](#) (std::string name)
Initialize the current shader by name.
- void [initShaderIntensity](#) (float intensity)
Initialize the intensity of the shader.
- void [changeCurrentShader](#) (std::string name)
Change the current shader by name.
- void [nextCurrentShader](#) ()
Switch to the next shader in the list.
- void [previousCurrentShader](#) ()
Switch to the previous shader in the list.
- std::string [getCurrentShader](#) ()
Get the name of the current shader.
- float [getCurrentShaderIntensity](#) ()
Get the intensity of the current shader.
- void [nextShaderIntensity](#) ()
Increase the intensity of the current shader.
- void [previousShaderIntensity](#) ()
Decrease the intensity of the current shader.
- void [changeShaderIntensity](#) (float intensity)
Change the intensity of the current shader.
- void [resetShader](#) ()
Reset the current shader to its default state.
- void [startDraw](#) ()
Start to draw on the window. Must be call at the begin of the Game loop.
- void [endDraw](#) ()
End to draw on the window. Must be call at the end of the Game loop.
- std::pair< int, int > [getWindowSize](#) ()
Get the Window Size object.
- std::pair< int, int > [getMousePosition](#) ()
Get the Mouse Position object.
- bool [isMouseButtonPressed](#) ([MouseButtons](#) button)
Checks if the mouse button is pressed.
- bool [isMouseButtonDown](#) ([MouseButtons](#) button)
Checks if the mouse button is down.
- void [setResolutionList](#) (std::vector< std::pair< int, int >> resolutions)
Set the list of available resolutions.
- void [setResolution](#) (int width, int height)
Set the resolution of the window.
- void [setFullscreen](#) ()
Set the window to fullscreen or windowed mode.
- void [changeResolution](#) (int width, int height)
Change the resolution of the window.
- void [changeFullscreen](#) ()

- Toggle the fullscreen mode of the window.*

 - `std::pair< float, float > getSizeWithWindow` (float width, float height)

Returns the size of an object with the window size.
- `float getScaleWithWindow` (float scale)

Returns the scale of an object with the window size.
- `bool closeWindow` ()

Close the window.
- `void playMusic` (std::string path)

Play music with a given scale.
- `void updateMusic` ()

Update the music.
- `void playSound` (std::string path)

Play a sound.
- `void setCameraSettings` (float posX, float posY, float posZ, float targetX, float targetY, float targetZ, float upX, float upY, float upZ, float fovY)

Set the camera settings.
- `void setCameraPosition` (float posX, float posY, float posZ)

Set the camera position.
- `void setCameraTarget` (float targetX, float targetY, float targetZ)

Set the camera target.
- `void setCameraUp` (float upX, float upY, float upZ)

Set the camera up.
- `void setCameraFovY` (float fovY)

Set the camera field of view.
- `std::vector< HitBox > getHitBoxesFromModel` (std::string modelPath, float posX, float posY, float posZ, float scale)

Get the camera position.

Private Member Functions

- `bool \_isShaderReady` ()

Private Attributes

- Camera [_camera](#)
- `std::unordered_map< std::string, Model > \_models`
- `std::unordered_map< std::string, Texture2D > \_textures`
- `std::unordered_map< std::string, Font > \_font`
- `std::unordered_map< std::string, Shader > \_shaders`
- `std::unordered_map< std::string, Sound > \_sounds`
- `std::vector< std::pair< int, int > > \_resolutions`
- `std::string \_currentShader`
- `std::pair< std::string, Music > \_music`

Additional Inherited Members

6.78.1 Detailed Description

Raylib graphical library. This library will be compile into a .so file to be use in our gameEngine.

6.78.2 Constructor & Destructor Documentation

6.78.2.1 GraphicLib()

```
GraphicLib::GraphicLib ( ) [default]
```

Construct a new Graphic Lib object.

6.78.2.2 ~GraphicLib()

```
GraphicLib::~~GraphicLib ( )
```

Destroy the Graphic Lib object.

6.78.3 Member Function Documentation

6.78.3.1 _isShaderReady()

```
bool GraphicLib::_isShaderReady ( ) [private]
```

6.78.3.2 changeCurrentShader()

```
void GraphicLib::changeCurrentShader (
    std::string name ) [virtual]
```

Change the current shader by name.

Parameters

<i>name</i>	The name of the shader to change to.

Implements [IGraphic](#).

6.78.3.3 changeFullscreen()

```
void GraphicLib::changeFullscreen ( ) [virtual]
```

Toggle the fullscreen mode of the window.

Implements [IGraphic](#).

6.78.3.4 changeResolution()

```
void GraphicLib::changeResolution (
    int width,
    int height ) [virtual]
```

Change the resolution of the window.

Parameters

<i>width</i>	The width of the window.
<i>height</i>	The height of the window.

Implements [IGraphic](#).

6.78.3.5 changeShaderIntensity()

```
void GraphicLib::changeShaderIntensity (
    float intensity ) [virtual]
```

Change the intensity of the current shader.

Parameters

<i>intensity</i>	The new intensity value for the shader.

Implements [IGraphic](#).

6.78.3.6 clear()

```
void GraphicLib::clear ( ) [virtual]
```

Clear the window.

Implements [IGraphic](#).

6.78.3.7 closeWindow()

```
bool GraphicLib::closeWindow ( ) [virtual]
```

Close the window.

Returns

true The window is closed.

false The window is not closed.

Implements [IGraphic](#).

6.78.3.8 drawHitBoxes()

```
void GraphicLib::drawHitBoxes (
    std::vector< HitBox > hitBoxes,
    unsigned char r = 0,
    unsigned char g = 0,
    unsigned char b = 0,
    unsigned char a = 255 ) [virtual]
```

Draw HitBoxes on the screen.

Parameters

<i>hitBoxes</i>	A vector of HitBox objects.
<i>r</i>	Color value r.
<i>g</i>	Color value g.
<i>b</i>	Color value b.
<i>a</i>	Color value a.

Implements [IGraphic](#).

6.78.3.9 drawOBJ()

```
void GraphicLib::drawOBJ (
    std::string objPath,
    float posX,
    float posY,
    float posz,
    float scale ) [virtual]
```

Draw an OBJ model on the screen.

Parameters

<i>objPath</i>	Path to the OBJ Model to draw.
<i>posx</i>	Position x
<i>posy</i>	Position y
<i>posz</i>	Position z
<i>scale</i>	Scale.

Implements [IGraphic](#).

6.78.3.10 drawText()

```
void GraphicLib::drawText (
    std::string text,
    float posx,
    float posy,
    int fontSize,
    std::string fontPath,
    unsigned char r = 255,
    unsigned char g = 255,
    unsigned char b = 255,
    unsigned char a = 255 ) [virtual]
```

Draw a text on the screen.

Parameters

<i>text</i>	Text to draw.
<i>posx</i>	Position x.
<i>posy</i>	Position y.
<i>fontSize</i>	Font size.
<i>fontPath</i>	Font path.
<i>r</i>	Color value r.
<i>g</i>	Color value g.
<i>b</i>	Color value b.
<i>a</i>	Color value a.

Implements [IGraphic](#).

6.78.3.11 drawTexture()

```
void GraphicLib::drawTexture (
    std::string texturePath,
    float posx,
    float posy,
    float scale ) [virtual]
```

Draw a texture on the screen.

Parameters

<i>texturePath</i>	Path to the Texture to draw.
<i>posx</i>	Position x
<i>posy</i>	Position y
<i>scale</i>	Scale.

Implements [IGraphic](#).

6.78.3.12 drawTextureRect()

```
void GraphicLib::drawTextureRect (
    std::string texturePath,
    float posx,
    float posy,
    float left,
    float top,
    float width,
    float height,
    float scale,
    unsigned char r = 255,
    unsigned char g = 255,
    unsigned char b = 255,
    unsigned char a = 255 ) [virtual]
```

Draw a texture rect on the screen.

Parameters

<i>texturePath</i>	Path to the Texture to draw.
<i>posx</i>	Position x.
<i>posy</i>	Position y.
<i>left</i>	Left coordinate of the rectangle.
<i>top</i>	Top coordinate of the rectangle.
<i>width</i>	Width of the rectangle.
<i>height</i>	Height of the rectangle.
<i>scale</i>	Scale.
<i>r</i>	Color value r.
<i>g</i>	Color value g.
<i>b</i>	Color value b.
<i>a</i>	Color value a.

Implements [IGraphic](#).

6.78.3.13 endDraw()

```
void GraphicLib::endDraw ( ) [virtual]
```

End to draw on the window. Must be call at the end of the Game loop.

Implements [IGraphic](#).

6.78.3.14 `getCurrentShader()`

```
std::string GraphicLib::getCurrentShader ( ) [virtual]
```

Get the name of the current shader.

Returns

std::string The name of the current shader.

Implements [IGraphic](#).

6.78.3.15 `getCurrentShaderIntensity()`

```
float GraphicLib::getCurrentShaderIntensity ( ) [virtual]
```

Get the intensity of the current shader.

Returns

float The intensity of the current shader.

Implements [IGraphic](#).

6.78.3.16 `getHitBoxesFromModel()`

```
std::vector< HitBox > GraphicLib::getHitBoxesFromModel (
    std::string modelPath,
    float posX,
    float posY,
    float posZ,
    float scale ) [virtual]
```

Get the camera position.

Parameters

<i>objPath</i>	Path to the OBJ Model to get the HitBoxes from.
<i>posX</i>	Position x of the model.
<i>posY</i>	Position y of the model.
<i>posZ</i>	Position z of the model.
<i>scale</i>	Scale of the model.

Returns

std::vector<HitBox> A vector of [HitBox](#) objects.

Implements [IGraphic](#).

6.78.3.17 getKeyDownInput()

```
std::size_t GraphicLib::getKeyDownInput ( ) [virtual]
```

Get the Key Down Input object.

Returns

KEY_MAP The key down.

Implements [IGraphic](#).

6.78.3.18 getKeyPressedInput()

```
std::size_t GraphicLib::getKeyPressedInput ( ) [virtual]
```

Get the Key Pressed Input object.

Returns

KEY_MAP The key pressed.

Implements [IGraphic](#).

6.78.3.19 getMousePosition()

```
std::pair< int, int > GraphicLib::getMousePosition ( ) [virtual]
```

Get the Mouse Position object.

Returns

std::pair<int, int> Mouse position.

Implements [IGraphic](#).

6.78.3.20 getScaleWithWindow()

```
float GraphicLib::getScaleWithWindow (
    float scale ) [virtual]
```

Returns the scale of an object with the window size.

Parameters

<i>scale</i>	The scale of the object.

Returns

float The new scale of the object.

Implements [IGraphic](#).

6.78.3.21 getSizeWithWindow()

```
std::pair< float, float > GraphicLib::getSizeWithWindow (
    float width,
    float height ) [virtual]
```

Returns the size of an object with the window size.

Parameters

<i>width</i>	The width of the object.
<i>height</i>	The height of the object.

Returns

std::pair<float, float> The size of the object.

Implements [IGraphic](#).

6.78.3.22 getWindowSize()

```
std::pair< int, int > GraphicLib::getWindowSize ( ) [virtual]
```

Get the Window Size object.

Returns

std::pair<int, int> Width and Height.

Implements [IGraphic](#).

6.78.3.23 init()

```
void GraphicLib::init (
    const std::string & windowName ) [virtual]
```

Init the graphic library/window.

Parameters

<i>windowName</i>	Name of the window.

Implements [IGraphic](#).

6.78.3.24 initCurrentShader()

```
void GraphicLib::initCurrentShader (
    std::string name ) [virtual]
```

Initialize the current shader by name.

Parameters

<i>name</i>	The name of the shader to initialize.

Implements [IGraphic](#).

6.78.3.25 initShaderIntensity()

```
void GraphicLib::initShaderIntensity (
    float intensity ) [virtual]
```

Initialize the intensity of the shader.

Parameters

<i>intensity</i>	The intensity value to set for the shader.

Implements [IGraphic](#).

6.78.3.26 initShaderWithMap()

```
void GraphicLib::initShaderWithMap (
    std::unordered_map< std::string, std::string > shaders ) [virtual]
```

Initialize shaders with a map of shader names and paths.

Parameters

<i>shaders</i>	A map where the key is the shader name and the value is the shader path.

Implements [IGraphic](#).

6.78.3.27 isMouseButtonDown()

```
bool GraphicLib::isMouseButtonDown (
    MouseButton button ) [virtual]
```

Checks if the mouse button is down.

Parameters

<i>button</i>	The button to check.

Returns

true The button is down.
false The button is not down.

Implements [IGraphic](#).

6.78.3.28 isMouseButtonPressed()

```
bool GraphicLib::isMouseButtonPressed (
    MouseButton button ) [virtual]
```

Checks if the mouse button is pressed.

Parameters

<i>button</i>	The button to check.

Returns

true The button is pressed.
false The button is not pressed.

Implements [IGraphic](#).

6.78.3.29 nextCurrentShader()

```
void GraphicLib::nextCurrentShader ( ) [virtual]
```

Switch to the next shader in the list.

Implements [IGraphic](#).

6.78.3.30 nextShaderIntensity()

```
void GraphicLib::nextShaderIntensity ( ) [virtual]
```

Increase the intensity of the current shader.

Implements [IGraphic](#).

6.78.3.31 playMusic()

```
void GraphicLib::playMusic (
    std::string path ) [virtual]
```

Play music with a given scale.

Parameters

<i>path</i>	The path to the music file.

Implements [IGraphic](#).

6.78.3.32 playSound()

```
void GraphicLib::playSound (
    std::string path ) [virtual]
```

Play a sound.

Parameters

<i>path</i>	Path to the sound file to play.

Implements [IGraphic](#).

6.78.3.33 previousCurrentShader()

```
void GraphicLib::previousCurrentShader ( ) [virtual]
```

Switch to the previous shader in the list.

Implements [IGraphic](#).

6.78.3.34 previousShaderIntensity()

```
void GraphicLib::previousShaderIntensity ( ) [virtual]
```

Decrease the intensity of the current shader.

Implements [IGraphic](#).

6.78.3.35 resetShader()

```
void GraphicLib::resetShader ( ) [virtual]
```

Reset the current shader to its default state.

Implements [IGraphic](#).

6.78.3.36 setCameraFovY()

```
void GraphicLib::setCameraFovY (
    float fovY ) [virtual]
```

Set the camera field of view.

Parameters

<i>fovY</i>	Field of view y.

Implements [IGraphic](#).

6.78.3.37 setCameraPosition()

```
void GraphicLib::setCameraPosition (
    float posX,
    float posY,
    float posZ ) [virtual]
```

Set the camera position.

Parameters

<i>posX</i>	Position x.
<i>posY</i>	Position y.
<i>posZ</i>	Position z.

Implements [IGraphic](#).

6.78.3.38 setCameraSettings()

```
void GraphicLib::setCameraSettings (
    float posX,
    float posY,
    float posZ,
    float targetX,
    float targetY,
    float targetZ,
    float upX,
    float upY,
    float upZ,
    float fovY ) [virtual]
```

Set the camera settings.

Parameters

<i>posX</i>	Position x.
<i>posY</i>	Position y.
<i>posZ</i>	Position z.
<i>targetX</i>	Target x.
<i>targetY</i>	Target y.
<i>targetZ</i>	Target z.
<i>upX</i>	Up x.
<i>upY</i>	Up y.
<i>upZ</i>	Up z.
<i>fovY</i>	Field of view y.

Implements [IGraphic](#).

6.78.3.39 setCameraTarget()

```
void GraphicLib::setCameraTarget (
    float targetX,
    float targetY,
    float targetZ ) [virtual]
```

Set the camera target.

Parameters

<i>targetX</i>	Target x.
<i>targetY</i>	Target y.
<i>targetZ</i>	Target z.

Implements [IGraphic](#).

6.78.3.40 setCameraUp()

```
void GraphicLib::setCameraUp (
    float upX,
    float upY,
    float upZ ) [virtual]
```

Set the camera up.

Parameters

<i>upX</i>	Up x.
<i>upY</i>	Up y.
<i>upZ</i>	Up z.

Implements [IGraphic](#).

6.78.3.41 setFullscreen()

```
void GraphicLib::setFullscreen ( ) [virtual]
```

Set the window to fullscreen or windowed mode.

Implements [IGraphic](#).

6.78.3.42 setResolution()

```
void GraphicLib::setResolution (
    int width,
    int height ) [virtual]
```

Set the resolution of the window.

Parameters

<i>width</i>	The width of the window.
<i>height</i>	The height of the window.

Implements [IGraphic](#).

6.78.3.43 setResolutionList()

```
void GraphicLib::setResolutionList (
    std::vector< std::pair< int, int >> resolutions ) [virtual]
```

Set the list of available resolutions.

Parameters

<i>resolutions</i>	A vector of pairs where each pair contains the width and height of a resolution.

Implements [IGraphic](#).

6.78.3.44 startDraw()

```
void GraphicLib::startDraw ( ) [virtual]
```

Start to draw on the window. Must be call at the begin of the Game loop.

Implements [IGraphic](#).

6.78.3.45 updateMusic()

```
void GraphicLib::updateMusic ( ) [virtual]
```

Update the music.

Implements [IGraphic](#).

6.78.3.46 windowIsOpen()

```
bool GraphicLib::windowIsOpen ( ) [virtual]
```

Check if the window is open.

Returns

true The window is open.

false The window is closed.

Implements [IGraphic](#).

6.78.4 Member Data Documentation

6.78.4.1 `_camera`

Camera GraphicLib::_camera [private]

6.78.4.2 `_currentShader`

std::string GraphicLib::_currentShader [private]

6.78.4.3 `_font`

std::unordered_map<std::string, Font> GraphicLib::_font [private]

6.78.4.4 `_models`

std::unordered_map<std::string, Model> GraphicLib::_models [private]

6.78.4.5 `_music`

std::pair<std::string, Music> GraphicLib::_music [private]

6.78.4.6 `_resolutions`

std::vector<std::pair<int, int> > GraphicLib::_resolutions [private]

6.78.4.7 `_shaders`

std::unordered_map<std::string, Shader> GraphicLib::_shaders [private]

6.78.4.8 `_sounds`

```
std::unordered_map<std::string, Sound> GraphicLib::_sounds [private]
```

6.78.4.9 `_textures`

```
std::unordered_map<std::string, Texture2D> GraphicLib::_textures [private]
```

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

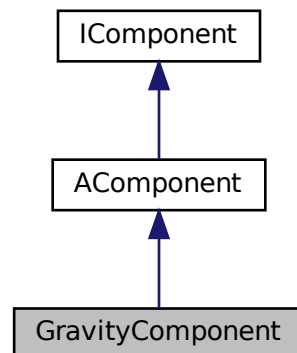
- [/home/runner/work/R-Type/R-Type/GraphicLibrary/Src/GraphicLib.hpp](#)
- [/home/runner/work/R-Type/R-Type/GraphicLibrary/Src/GraphicLib.cpp](#)

6.79 GravityComponent Class Reference

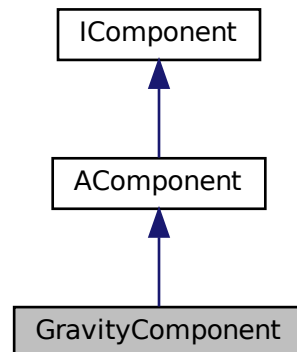
Component Gravity for R-Type Game.

```
#include <GravityComponent.hpp>
```

Inheritance diagram for GravityComponent:



Collaboration diagram for GravityComponent:



Public Member Functions

- [GravityComponent](#) (float [gravityX](#)=0, float [gravityY](#)=0, float [gravityZ](#)=0)
Construct a new Gravity Component object.

Public Attributes

- float [gravityX](#)
- float [gravityY](#)
- float [gravityZ](#)

6.79.1 Detailed Description

Component Gravity for R-Type Game.

6.79.2 Constructor & Destructor Documentation

6.79.2.1 GravityComponent()

```
GravityComponent::GravityComponent (
    float gravityX = 0,
    float gravityY = 0,
    float gravityZ = 0 )
```

Construct a new Gravity Component object.

Parameters

<i>gravityX</i>	Gravity.
<i>gravityY</i>	Gravity.
<i>gravityZ</i>	Gravity.

6.79.3 Member Data Documentation

6.79.3.1 gravityX

```
float GravityComponent::gravityX
```

6.79.3.2 gravityY

```
float GravityComponent::gravityY
```

6.79.3.3 gravityZ

```
float GravityComponent::gravityZ
```

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

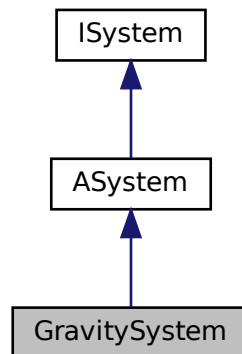
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Gravity/GravityComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Gravity/GravityComponent.cpp](#)

6.80 GravitySystem Class Reference

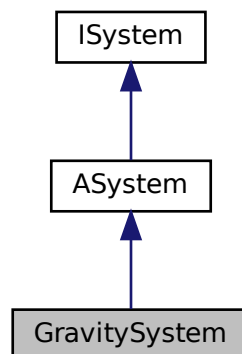
System to handle gravity.

```
#include <GravitySystem.hpp>
```


Inheritance diagram for GravitySystem:



Collaboration diagram for GravitySystem:



Public Member Functions

- [GravitySystem](#) ()
Construct a new Gravity System object.
- [~GravitySystem](#) ()=default
Destroy the Gravity System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.

Private Member Functions

- `void` [_handleGravity](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.80.1 Detailed Description

System to handle gravity.

6.80.2 Constructor & Destructor Documentation

6.80.2.1 GravitySystem()

```
GravitySystem::GravitySystem ( )
```

Construct a new Gravity System object.

6.80.2.2 ~GravitySystem()

```
GravitySystem::~~GravitySystem ( ) [default]
```

Destroy the Gravity System object.

6.80.3 Member Function Documentation

6.80.3.1 _handleGravity()

```
void GravitySystem::_handleGravity (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.80.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> GravitySystem::getFunction ( )
[inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

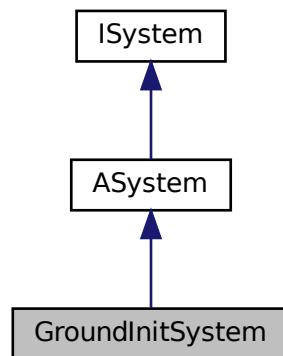
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/Gravity/[GravitySystem.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/Gravity/[GravitySystem.cpp](#)

6.81 GroundInitSystem Class Reference

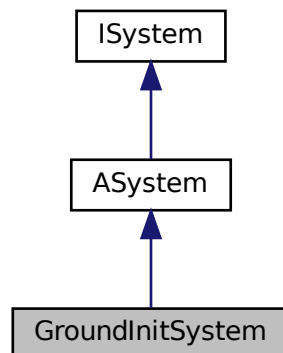
Initialize a ground entity.

```
#include <GroundInitSystem.hpp>
```

Inheritance diagram for GroundInitSystem:



Collaboration diagram for GroundInitSystem:



Public Member Functions

- [GroundInitSystem \(\)](#)
Construct a new Ground Init System object.
- [~GroundInitSystem \(\)=default](#)
Destroy the Ground Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- void `_initGround` (`ECS::Registry` &reg, int idxPacketEntities)

6.81.1 Detailed Description

Initialize a ground entity.

6.81.2 Constructor & Destructor Documentation

6.81.2.1 GroundInitSystem()

```
GroundInitSystem::GroundInitSystem ( )
```

Construct a new Ground Init System object.

6.81.2.2 ~GroundInitSystem()

```
GroundInitSystem::~~GroundInitSystem ( ) [default]
```

Destroy the Ground Init System object.

6.81.3 Member Function Documentation

6.81.3.1 _initGround()

```
void GroundInitSystem::_initGround (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.81.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> GroundInitSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

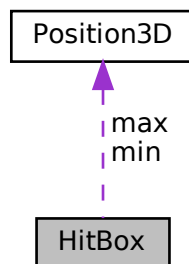
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Ground/[GroundInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Ground/[GroundInitSystem.cpp](#)

6.82 HitBox Struct Reference

```
#include <IGraphic.hpp>
```

Collaboration diagram for HitBox:



Public Member Functions

- bool [hit](#) (const [HitBox](#) &other) const

Public Attributes

- [Position3D min](#)
- [Position3D max](#)

6.82.1 Member Function Documentation

6.82.1.1 hit()

```
bool HitBox::hit (
    const HitBox & other ) const [inline]
```

6.82.2 Member Data Documentation

6.82.2.1 max

```
Position3D HitBox::max
```

6.82.2.2 min

```
Position3D HitBox::min
```

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

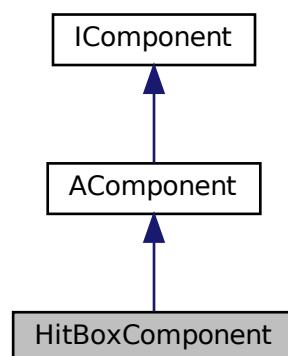
- [/home/runner/work/R-Type/R-Type/Engine/Client/Src/GetGraphicalLibrary/IGraphic.hpp](#)

6.83 HitBoxComponent Class Reference

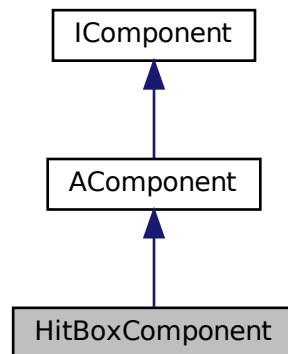
[HitBox](#) component.

```
#include <HitBoxComponent.hpp>
```

Inheritance diagram for HitBoxComponent:



Collaboration diagram for HitBoxComponent:



Public Member Functions

- [HitBoxComponent](#) (std::vector< [HitBox](#) > hitBoxes={})
Construct a new [HitBox](#) Component object.
- bool [isColliding](#) (std::vector< [HitBox](#) > otherHitBoxes)
Check if the entity is colliding with another entity.

Public Attributes

- std::vector< [HitBox](#) > [hitBoxes](#)

6.83.1 Detailed Description

[HitBox](#) component.

6.83.2 Constructor & Destructor Documentation

6.83.2.1 HitBoxComponent()

```
HitBoxComponent::HitBoxComponent (
    std::vector< HitBox > hitBoxes = {} )
```

Construct a new [HitBox](#) Component object.

Parameters

<i>hitBoxes</i>	HitBoxes of the entity.

6.83.3 Member Function Documentation

6.83.3.1 isColliding()

```
bool HitBoxComponent::isColliding (
    std::vector< HitBox > otherHitBoxes )
```

Check if the entity is colliding with another entity.

Parameters

<i>otherHitBoxes</i>	HitBoxes of the other entity.

Returns

true if the entity is colliding with the other entity.
false if the entity is not colliding with the other entity.

6.83.4 Member Data Documentation

6.83.4.1 hitBoxes

```
std::vector<HitBox> HitBoxComponent::hitBoxes
```

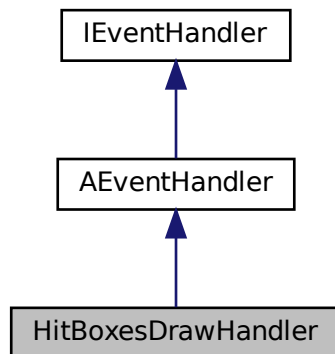
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/HitBox/[HitBoxComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/HitBox/[HitBoxComponent.cpp](#)

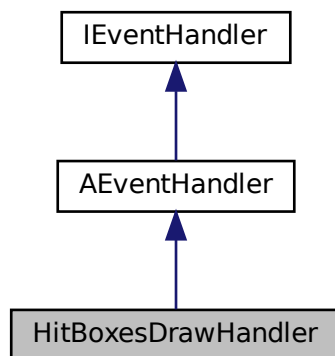
6.84 HitBoxesDrawHandler Class Reference

```
#include <HitBoxesDrawHandler.hpp>
```


Inheritance diagram for HitBoxesDrawHandler:



Collaboration diagram for HitBoxesDrawHandler:



Public Member Functions

- [HitBoxesDrawHandler](#) (std::string eventType="")
Construct a new [HitBoxesDrawHandler](#) object.
- [~HitBoxesDrawHandler](#) ()=default
Destroy the [HitBoxesDrawHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.84.1 Constructor & Destructor Documentation

6.84.1.1 HitBoxesDrawHandler()

```
HitBoxesDrawHandler::HitBoxesDrawHandler (
    std::string eventType = "" )
```

Construct a new [HitBoxesDrawHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.84.1.2 ~HitBoxesDrawHandler()

```
HitBoxesDrawHandler::~~HitBoxesDrawHandler ( ) [default]
```

Destroy the [HitBoxesDrawHandler](#) object.

6.84.2 Member Function Documentation

6.84.2.1 processEvent()

```
bool HitBoxesDrawHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

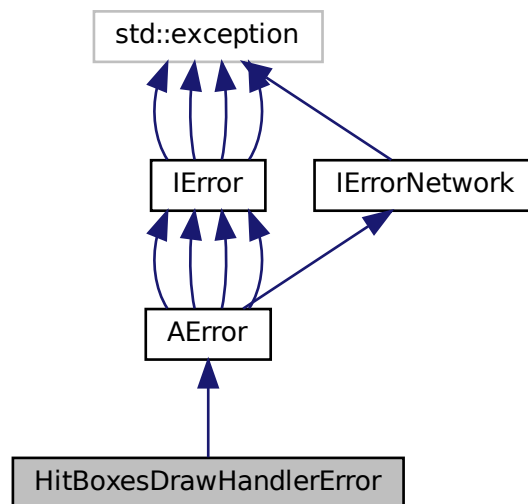
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/DrawHitBoxes/HitBoxesDrawHandler.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/DrawHitBoxes/HitBoxesDrawHandler.cpp](#)

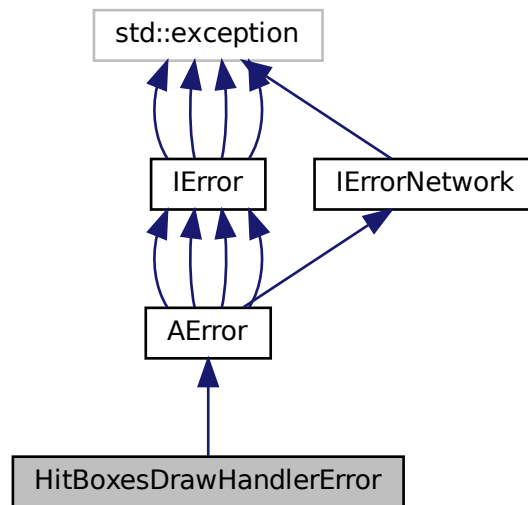
6.85 HitBoxesDrawHandlerError Class Reference

```
#include <HitBoxesDrawHandler.hpp>
```

Inheritance diagram for HitBoxesDrawHandlerError:



Collaboration diagram for HitBoxesDrawHandlerError:



Public Member Functions

- [HitBoxesDrawHandlerError](#) (std::string message)
Construct a new [HitBoxesDrawHandlerError](#) object.

6.85.1 Constructor & Destructor Documentation

6.85.1.1 HitBoxesDrawHandlerError()

```
HitBoxesDrawHandlerError::HitBoxesDrawHandlerError (
    std::string message ) [inline]
```

Construct a new [HitBoxesDrawHandlerError](#) object.

Parameters

<i>message</i>	Message

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

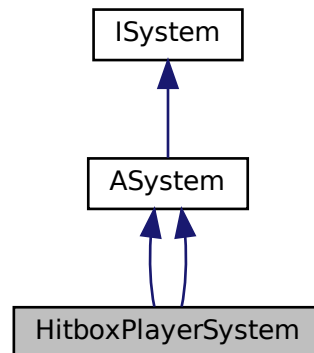
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/DrawHitBoxes/[HitBoxesDrawHandler.hpp](#)

6.86 HitboxPlayerSystem Class Reference

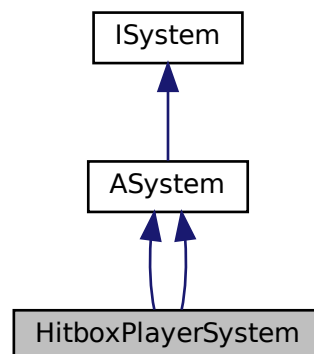
Handle hitbox for players.

```
#include <HitboxPlayerSystem.hpp>
```

Inheritance diagram for HitboxPlayerSystem:



Collaboration diagram for HitboxPlayerSystem:



Public Member Functions

- [HitboxPlayerSystem \(\)](#)
Construct a new HitboxPlayer System object.
- [~HitboxPlayerSystem \(\)](#)=default

- *Destroy the HitboxPlayer System object.*
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
- *Get the Function object.*
- `HitboxPlayerSystem ()`
- *Construct a new HitboxPlayer System object.*
- `~HitboxPlayerSystem ()=default`
- *Destroy the HitboxPlayer System object.*
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
- *Get the Function object.*

Private Member Functions

- `void \_hitboxPlayer (ECS::Registry &reg, int idxPacketEntities)`
- `void \_hitboxPlayer (ECS::Registry &reg, int idxPacketEntities)`

6.86.1 Detailed Description

Handle hitbox for players.

6.86.2 Constructor & Destructor Documentation

6.86.2.1 `HitboxPlayerSystem()` [1/2]

```
HitboxPlayerSystem::HitboxPlayerSystem ( )
```

Construct a new HitboxPlayer System object.

6.86.2.2 `~HitboxPlayerSystem()` [1/2]

```
HitboxPlayerSystem::~~HitboxPlayerSystem ( ) [default]
```

Destroy the HitboxPlayer System object.

6.86.2.3 `HitboxPlayerSystem()` [2/2]

```
HitboxPlayerSystem::HitboxPlayerSystem ( )
```

Construct a new HitboxPlayer System object.

6.86.2.4 ~HitboxPlayerSystem() [2/2]

```
HitboxPlayerSystem::~HitboxPlayerSystem ( ) [default]
```

Destroy the HitboxPlayer System object.

6.86.3 Member Function Documentation

6.86.3.1 _hitboxPlayer() [1/2]

```
void HitboxPlayerSystem::_hitboxPlayer (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.86.3.2 _hitboxPlayer() [2/2]

```
void HitboxPlayerSystem::_hitboxPlayer (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.86.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> HitboxPlayerSystem::getFunction
( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.86.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> HitboxPlayerSystem::getFunction  
( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

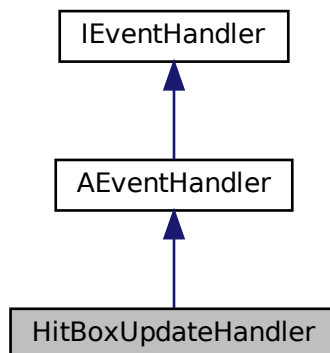
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Hitbox/HitboxPlayerSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Hitbox/HitboxPlayerSystem.cpp](#)

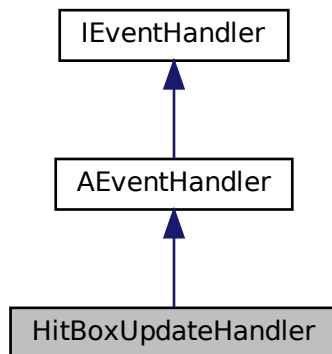
6.87 HitBoxUpdateHandler Class Reference

```
#include <HitBoxUpdateHandler.hpp>
```

Inheritance diagram for HitBoxUpdateHandler:



Collaboration diagram for HitBoxUpdateHandler:



Public Member Functions

- [HitBoxUpdateHandler](#) (std::string eventType="")
Construct a new [HitBoxUpdateHandler](#) object.
- [~HitBoxUpdateHandler](#) ()=default
Destroy the [HitBoxUpdateHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.87.1 Constructor & Destructor Documentation

6.87.1.1 HitBoxUpdateHandler()

```
HitBoxUpdateHandler::HitBoxUpdateHandler (
    std::string eventType = "" )
```

Construct a new [HitBoxUpdateHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.87.1.2 ~HitBoxUpdateHandler()

```
HitBoxUpdateHandler::~HitBoxUpdateHandler ( ) [default]
```

Destroy the [HitBoxUpdateHandler](#) object.

6.87.2 Member Function Documentation

6.87.2.1 processEvent()

```
bool HitBoxUpdateHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

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

- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateHitBox/HitBoxUpdateHandler.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateHitBox/HitBoxUpdateHandler.cpp](#)

6.88 HitBoxUpdateHandlerError Class Reference

```
#include <HitBoxUpdateHandler.hpp>
```


6.88.1 Constructor & Destructor Documentation

6.88.1.1 HitBoxUpdateHandlerError()

```
HitBoxUpdateHandlerError::HitBoxUpdateHandlerError (
    std::string message ) [inline]
```

Construct a new [HitBoxUpdateHandlerError](#) object.

Parameters

<i>message</i>	Message

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

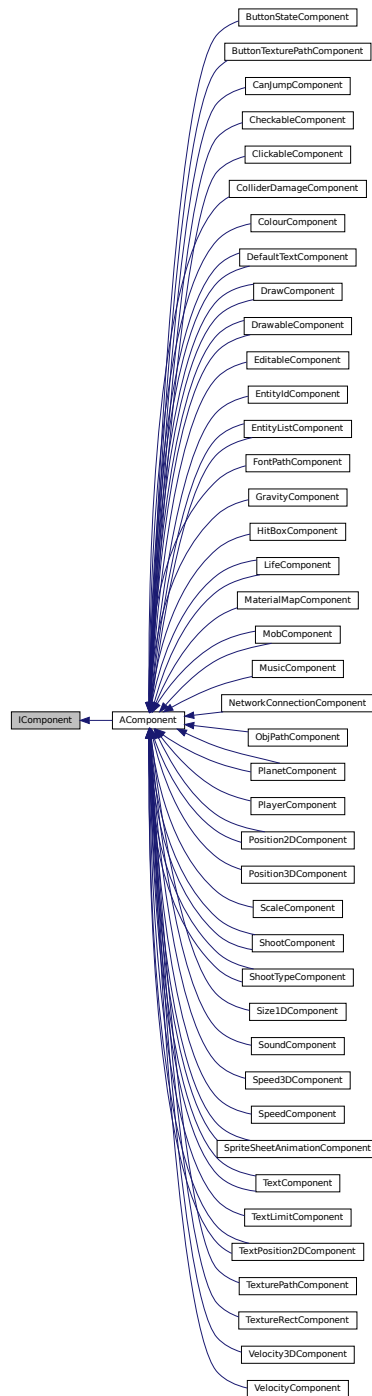
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateHitBox/HitBoxUpdateHandler.hpp](#)

6.89 IComponent Class Reference

Interface class for [ECS](#) components. A component is a modular piece of data that defines specific attributes or behaviors of an entity.

```
#include <IComponent.hpp>
```

Inheritance diagram for IComponent:



Public Member Functions

- virtual `~IComponent()`=default
Destroy the *IComponent* object.
- virtual const std::string & `getType()`=0
Get the *Type* object.
- virtual std::any `getArg` (std::string key)=0

Get the Arg object.

- virtual bool [setArg](#) (std::string key, std::any value)=0

Set the Arg object.

6.89.1 Detailed Description

Interface class for [ECS](#) components. A component is a modular piece of data that defines specific attributes or behaviors of an entity.

6.89.2 Constructor & Destructor Documentation

6.89.2.1 ~IComponent()

```
virtual IComponent::~~IComponent ( ) [virtual], [default]
```

Destroy the [IComponent](#) object.

6.89.3 Member Function Documentation

6.89.3.1 getArg()

```
virtual std::any IComponent::getArg (
    std::string key ) [pure virtual]
```

Get the Arg object.

Returns

std::any

Implemented in [ShootComponent](#), [Position2DComponent](#), [AComponent](#), and [ColourComponent](#).

6.89.3.2 getType()

```
virtual const std::string& IComponent::getType ( ) [pure virtual]
```

Get the Type object.

Returns

const std::string&

Implemented in [AComponent](#).

6.89.3.3 setArg()

```
virtual bool IComponent::setArg (
    std::string key,
    std::any value ) [pure virtual]
```

Set the Arg object.

Returns

bool

Implemented in [ShootComponent](#), [Position2DComponent](#), [AComponent](#), and [ColourComponent](#).

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

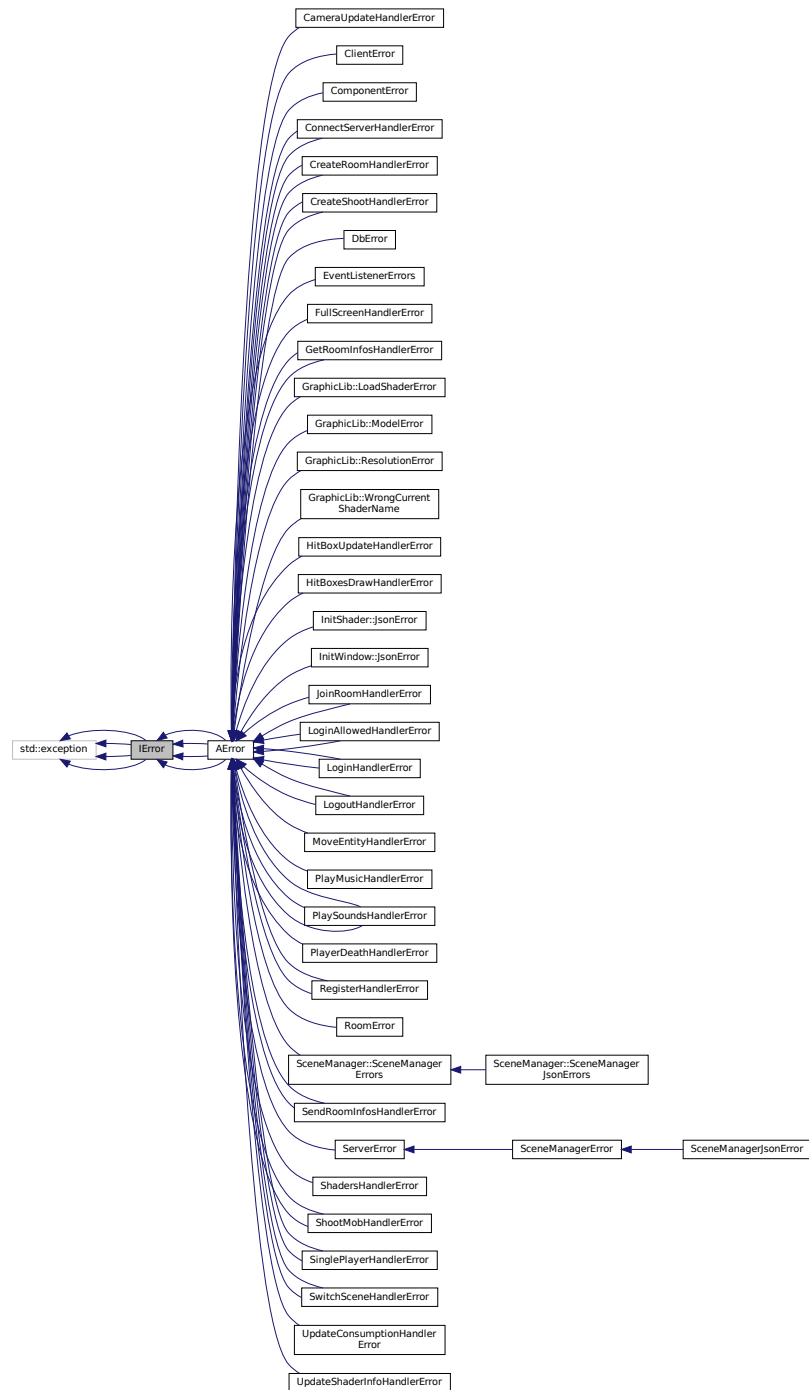
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/IComponent.hpp](#)

6.90 IError Class Reference

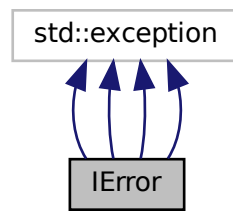
Interface for error handling.

```
#include <IError.hpp>
```

Inheritance diagram for IError:



Collaboration diagram for IError:



Public Member Functions

- virtual `~IError()`=default
Construct a new [IError](#) object.
- virtual const char * `what()` const noexcept=0
Get the error message.
- virtual `~IError()`=default
Construct a new [IError](#) object.
- virtual const char * `what()` const noexcept=0
Get the error message.
- virtual `~IError()`=default
Construct a new [IError](#) object.
- virtual const char * `what()` const noexcept=0
Get the error message.
- virtual `~IError()`=default
Construct a new [IError](#) object.
- virtual const char * `what()` const noexcept=0
Get the error message.

6.90.1 Detailed Description

Interface for error handling.

6.90.2 Constructor & Destructor Documentation

6.90.2.1 `~IError()` [1/4]

```
virtual IError::~IError ( ) [virtual], [default]
```

Construct a new [IError](#) object.

6.90.2.2 ~IError() [2/4]

```
virtual IError::~~IError ( ) [virtual], [default]
```

Construct a new [IError](#) object.

6.90.2.3 ~IError() [3/4]

```
virtual IError::~~IError ( ) [virtual], [default]
```

Construct a new [IError](#) object.

6.90.2.4 ~IError() [4/4]

```
virtual IError::~~IError ( ) [virtual], [default]
```

Construct a new [IError](#) object.

6.90.3 Member Function Documentation

6.90.3.1 what() [1/4]

```
virtual const char* IError::what ( ) const [pure virtual], [noexcept]
```

Get the error message.

Returns

const char* Error message

Implemented in [AError](#), [AError](#), [AError](#), [AError](#), and [AError](#).

6.90.3.2 what() [2/4]

```
virtual const char* IError::what ( ) const [pure virtual], [noexcept]
```

Get the error message.

Returns

const char* Error message

Implemented in [AError](#), [AError](#), [AError](#), [AError](#), and [AError](#).

6.90.3.3 what() [3/4]

```
virtual const char* IError::what ( ) const [pure virtual], [noexcept]
```

Get the error message.

Returns

const char* Error message

Implemented in [AError](#), [AError](#), [AError](#), [AError](#), and [AError](#).

6.90.3.4 what() [4/4]

```
virtual const char* IError::what ( ) const [pure virtual], [noexcept]
```

Get the error message.

Returns

const char* Error message

Implemented in [AError](#), [AError](#), [AError](#), [AError](#), and [AError](#).

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

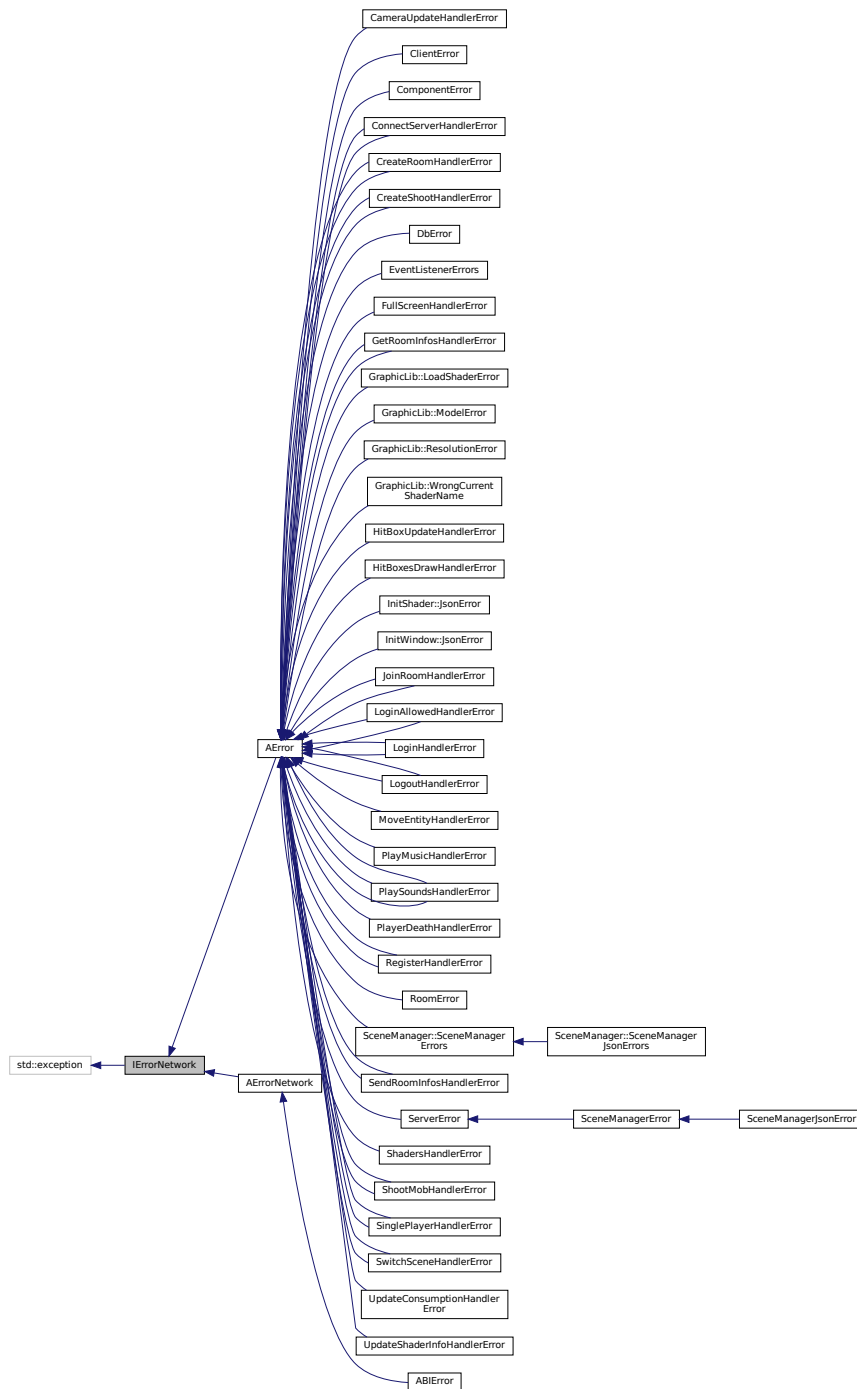
- [/home/runner/work/R-Type/R-Type/Engine/Error/IError.hpp](#)

6.91 IErrorNetwork Class Reference

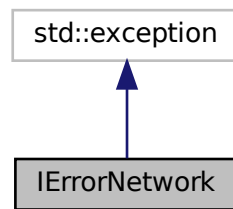
Interface for error handling.

```
#include <IError.hpp>
```

Inheritance diagram for IErrorNetwork:



Collaboration diagram for IErrorNetwork:



Public Member Functions

- virtual `~IErrorNetwork()`=default
Construct a new [IErrorNetwork](#) object.
- virtual const char * `what()` const noexcept=0
Get the error message.

6.91.1 Detailed Description

Interface for error handling.

6.91.2 Constructor & Destructor Documentation

6.91.2.1 `~IErrorNetwork()`

```
virtual IErrorNetwork::~IErrorNetwork ( ) [virtual], [default]
```

Construct a new [IErrorNetwork](#) object.

6.91.3 Member Function Documentation

6.91.3.1 what()

```
virtual const char* IErrorNetwork::what ( ) const [pure virtual], [noexcept]
```

Get the error message.

Returns

const char* Error message.

Implemented in [AError](#), [AError](#), [AErrorNetwork](#), [AError](#), [AError](#), and [AError](#).

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

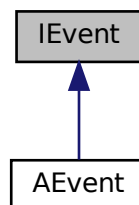
- [/home/runner/work/R-Type/R-Type/Network/Errors/IError.hpp](#)

6.92 IEvent Class Reference

Interface for an event.

```
#include <IEvent.hpp>
```

Inheritance diagram for IEvent:



Public Member Functions

- virtual [~IEvent](#) ()=default
Destroy the [IEvent](#) object.
- virtual std::string [getEventType](#) () const =0
Get the type of the event.
- virtual void [setEventType](#) (std::string type)=0
Set the type of the event.
- virtual std::vector< std::any > [getValues](#) () const =0
Get the values of the event.
- virtual void [setValues](#) (std::vector< std::any > values)=0
Set the values of the event.
- virtual void [addValue](#) (std::any value)=0
Add a value to the event.

6.92.1 Detailed Description

Interface for an event.

6.92.2 Constructor & Destructor Documentation

6.92.2.1 ~IEvent()

```
virtual IEvent::~~IEvent ( ) [virtual], [default]
```

Destroy the [IEvent](#) object.

6.92.3 Member Function Documentation

6.92.3.1 addValue()

```
virtual void IEvent::addValue (
    std::any value ) [pure virtual]
```

Add a value to the event.

Parameters

<i>value</i>	Value to add

Implemented in [AEvent](#).

6.92.3.2 getEventType()

```
virtual std::string IEvent::getEventType ( ) const [pure virtual]
```

Get the type of the event.

Returns

std::string The type of the event

Implemented in [AEvent](#).

6.92.3.3 `getValues()`

```
virtual std::vector<std::any> IEvent::getValues ( ) const [pure virtual]
```

Get the values of the event.

Returns

`std::vector<std::any>` The values of the event

Implemented in [AEvent](#).

6.92.3.4 `setEventType()`

```
virtual void IEvent::setEventType (
    std::string type ) [pure virtual]
```

Set the type of the event.

Parameters

<i>type</i>	Type of the event

Implemented in [AEvent](#).

6.92.3.5 `setValues()`

```
virtual void IEvent::setValues (
    std::vector< std::any > values ) [pure virtual]
```

Set the values of the event.

Parameters

<i>values</i>	The values of the event

Implemented in [AEvent](#).

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

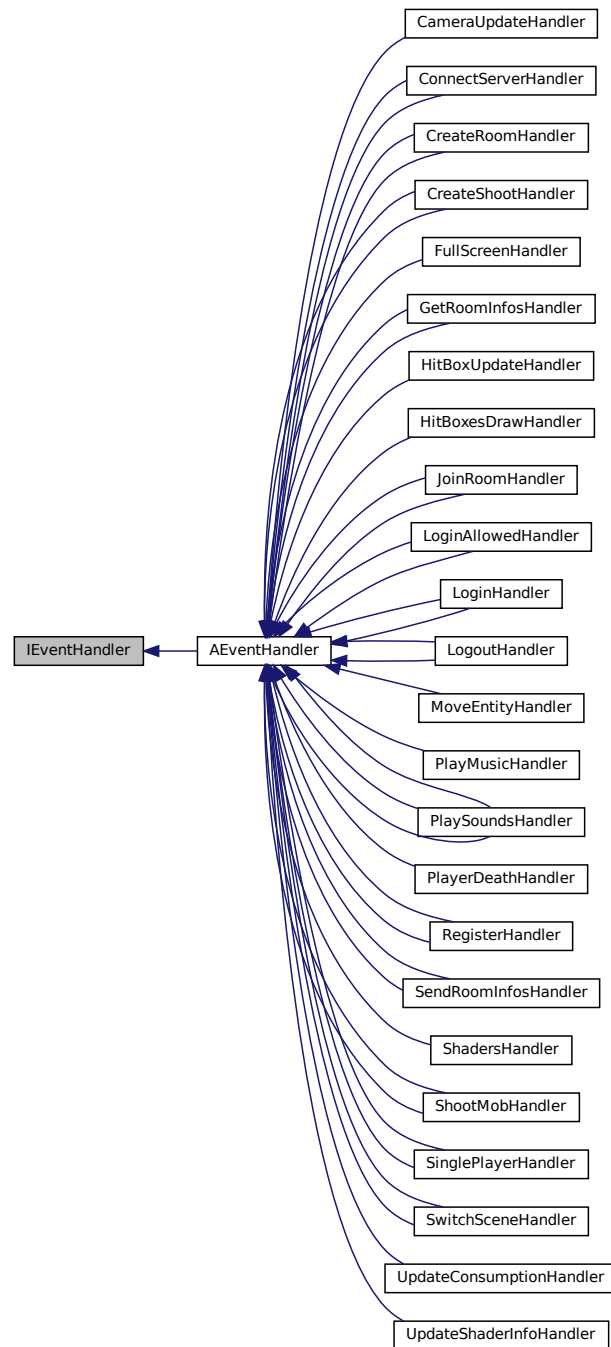
- `/home/runner/work/R-Type/R-Type/Engine/Ecs/Src/Events/IEvent.hpp`

6.93 IEventHandler Class Reference

Interface for the event handler.


```
#include <IEventHandler.hpp>
```

Inheritance diagram for IEventHandler:



Public Member Functions

- virtual [~IEventHandler](#) ()=default
Destroy the [IEventHandler](#) object.
- virtual std::string [getEventType](#) ()=0

Get the event type that the handler can process.

- virtual bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicalLibrary)=0

Process the event.

6.93.1 Detailed Description

Interface for the event handler.

6.93.2 Constructor & Destructor Documentation

6.93.2.1 ~IEventHandler()

```
virtual IEventHandler::~~IEventHandler ( ) [virtual], [default]
```

Destroy the [IEventHandler](#) object.

6.93.3 Member Function Documentation

6.93.3.1 getEventType()

```
virtual std::string IEventHandler::getEventType ( ) [pure virtual]
```

Get the event type that the handler can process.

Returns

Event type.

Note

The event type should be the same as the event type that the handler can process.

Implemented in [AEventHandler](#).

6.93.3.2 processEvent()

```
virtual bool IEventHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicalLibrary ) [pure virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process.
<i>sceneManager</i>	Scene manager to use.
<i>networkUnit</i>	Network unit to use.
<i>graphicalLibrary</i>	Graphical library to use.

Returns

true if the event has been processed, false otherwise.

Note

If the event is processed by the server, the graphicalLibrary will be nullptr.

Implemented in [AEventHandler](#), [SwitchSceneHandler](#), [SinglePlayerHandler](#), [ShootMobHandler](#), [SendRoomInfosHandler](#), [RegisterHandler](#), [PlaySoundsHandler](#), [PlayerDeathHandler](#), [LogoutHandler](#), [LoginAllowedHandler](#), [LoginHandler](#), [JoinRoomHandler](#), [GetRoomInfosHandler](#), [CreateShootHandler](#), [CreateRoomHandler](#), [ConnectServerHandler](#), [SwitchSceneHandler](#), [SinglePlayerHandler](#), [ShootMobHandler](#), [SendRoomInfosHandler](#), [RegisterHandler](#), [PlaySoundsHandler](#), [LogoutHandler](#), [LoginAllowedHandler](#), [LoginHandler](#), [JoinRoomHandler](#), [GetRoomInfosHandler](#), [CreateShootHandler](#), [CreateRoomHandler](#), [ConnectServerHandler](#), [UpdateShaderInfoHandler](#), [HitBoxUpdateHandler](#), [UpdateConsumptionHandler](#), [CameraUpdateHandler](#), [ShadersHandler](#), [PlaySoundsHandler](#), [PlayMusicHandler](#), [MoveEntityHandler](#), [FullScreenHandler](#), and [HitBoxesDrawHandler](#).

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

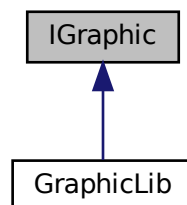
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/IEventHandler.hpp](#)

6.94 IGraphic Class Reference

Interface for the graphic module.

```
#include <IGraphic.hpp>
```

Inheritance diagram for IGraphic:



Public Types

- enum [MouseButton](#) { [MOUSE_LEFT](#) = 0 , [MOUSE_RIGHT](#) = 1 , [MOUSE_MIDDLE](#) = 2 }
- Enum for the Mouse button inputs.*

Public Member Functions

- virtual [~IGraphic](#) ()=default
Virtual destructor for IGraphic.
- virtual void [init](#) (const std::string &windowName)=0
Initialize the graphic module.
- virtual bool [windowsOpen](#) ()=0
check if the window is open/close.
- virtual void [clear](#) ()=0
Clear the window.
- virtual std::size_t [getKeyDownInput](#) ()=0
Get the Key Down Input object.
- virtual std::size_t [getKeyPressedInput](#) ()=0
Get the Key Pressed Input object.
- virtual void [drawOBJ](#) (std::string objPath, float posx, float posy, float posz, float scale)=0
Draw an OBJ model on the screen.
- virtual void [drawTexture](#) (std::string texturePath, float posx, float posy, float scale)=0
Draw a texture on the screen.
- virtual void [drawTextureRect](#) (std::string texturePath, float posx, float posy, float left, float top, float width, float height, float scale, unsigned char r, unsigned char g, unsigned char b, unsigned char a)=0
Draw a texture rect on the screen.
- virtual void [drawText](#) (std::string text, float posx, float posy, int fontSize, std::string fontPath, unsigned char r=0, unsigned char g=0, unsigned char b=0, unsigned char a=255)=0
Draw a text on the screen.
- virtual void [drawHitBoxes](#) (std::vector< [HitBox](#) > hitBoxes, unsigned char r=0, unsigned char g=0, unsigned char b=0, unsigned char a=255)=0
Draw HitBoxes on the screen.
- virtual void [initShaderWithMap](#) (std::unordered_map< std::string, std::string > shaders)=0
Initialize shaders with a map of shader names and paths.
- virtual void [initCurrentShader](#) (std::string name)=0
Initialize the current shader by name.
- virtual void [initShaderIntensity](#) (float intensity)=0
Initialize the intensity of the shader.
- virtual void [changeCurrentShader](#) (std::string name)=0
Change the current shader by name.
- virtual void [nextCurrentShader](#) ()=0
Switch to the next shader in the list.
- virtual void [previousCurrentShader](#) ()=0
Switch to the previous shader in the list.
- virtual std::string [getCurrentShader](#) ()=0
Get the name of the current shader.
- virtual float [getCurrentShaderIntensity](#) ()=0
Get the intensity of the current shader.
- virtual void [changeShaderIntensity](#) (float intensity)=0
Change the intensity of the current shader.
- virtual void [nextShaderIntensity](#) ()=0

- Increase the intensity of the current shader.*
- virtual void [previousShaderIntensity](#) ()=0
- Decrease the intensity of the current shader.*
- virtual void [resetShader](#) ()=0
- Reset the current shader to its default state.*
- virtual void [startDraw](#) ()=0
- Start to draw on the window. Must be call at the begin of the Game loop.*
- virtual void [endDraw](#) ()=0
- End to draw on the window. Must be call at the end of the Game loop.*
- virtual std::pair< int, int > [getWindowSize](#) ()=0
- Get the Window Size object.*
- virtual std::pair< int, int > [getMousePosition](#) ()=0
- Get the Mouse Position object.*
- virtual bool [isMouseButtonPressed](#) (MouseButtons button)=0
- Checks if the mouse button is pressed.*
- virtual bool [isMouseButtonDown](#) (MouseButtons button)=0
- Checks if the mouse button is down.*
- virtual void [setResolutionList](#) (std::vector< std::pair< int, int >> resolutions)=0
- Set the list of available resolutions.*
- virtual void [setResolution](#) (int width, int height)=0
- Set the resolution of the window.*
- virtual void [setFullscreen](#) ()=0
- Set the window to fullscreen or windowed mode.*
- virtual void [changeResolution](#) (int width, int height)=0
- Change the resolution of the window.*
- virtual void [changeFullscreen](#) ()=0
- Toggle the fullscreen mode of the window.*
- virtual std::pair< float, float > [getSizeWithWindow](#) (float width, float height)=0
- Get the size of an object with the window size.*
- virtual float [getScaleWithWindow](#) (float scale)=0
- Get the scale of an object with the window size.*
- virtual bool [closeWindow](#) ()=0
- Close the window.*
- virtual void [playMusic](#) (std::string path)=0
- Play music from the specified file path.*
- virtual void [updateMusic](#) ()=0
- Update the music.*
- virtual void [playSound](#) (std::string path)=0
- Play a sound.*
- virtual void [setCameraSettings](#) (float posX, float posY, float posZ, float targetX, float targetY, float targetZ, float upX, float upY, float upZ, float fovY)=0
- Set the camera settings.*
- virtual void [setCameraPosition](#) (float posX, float posY, float posZ)=0
- Set the camera position.*
- virtual void [setCameraTarget](#) (float targetX, float targetY, float targetZ)=0
- Set the camera target.*
- virtual void [setCameraUp](#) (float upX, float upY, float upZ)=0
- Set the camera up.*
- virtual void [setCameraFovY](#) (float fovY)=0
- Set the camera field of view.*
- virtual std::vector< [HitBox](#) > [getHitBoxesFromModel](#) (std::string modelPath, float posX, float posY, float posZ, float scale)=0
- Get the camera position.*

6.94.1 Detailed Description

Interface for the graphic module.

All graphic modules must implement this interface. The graphic module is responsible for rendering the game. It must be able to initialize, update, and destroy itself. The graphic module must be able to render the game.

6.94.2 Member Enumeration Documentation

6.94.2.1 MouseButton

enum [IGraphic::MouseButton](#)

Enum for the Mouse button inputs.

Enumerator

MOUSE_LEFT	
MOUSE_RIGHT	
MOUSE_MIDDLE	

6.94.3 Constructor & Destructor Documentation

6.94.3.1 ~IGraphic()

virtual [IGraphic::~IGraphic](#) () [virtual], [default]

Virtual destructor for [IGraphic](#).

6.94.4 Member Function Documentation

6.94.4.1 changeCurrentShader()

virtual void [IGraphic::changeCurrentShader](#) (
std::string *name*) [pure virtual]

Change the current shader by name.

Parameters

<i>name</i>	The name of the shader to change to.

Implemented in [GraphicLib](#).

6.94.4.2 changeFullscreen()

```
virtual void IGraphic::changeFullscreen ( ) [pure virtual]
```

Toggle the fullscreen mode of the window.

Implemented in [GraphicLib](#).

6.94.4.3 changeResolution()

```
virtual void IGraphic::changeResolution (
    int width,
    int height ) [pure virtual]
```

Change the resolution of the window.

Parameters

<i>width</i>	The width of the window.
<i>height</i>	The height of the window.

Implemented in [GraphicLib](#).

6.94.4.4 changeShaderIntensity()

```
virtual void IGraphic::changeShaderIntensity (
    float intensity ) [pure virtual]
```

Change the intensity of the current shader.

Parameters

<i>intensity</i>	The new intensity value for the shader.

Implemented in [GraphicLib](#).

6.94.4.5 clear()

```
virtual void IGraphic::clear ( ) [pure virtual]
```

Clear the window.

Implemented in [GraphicLib](#).

6.94.4.6 closeWindow()

```
virtual bool IGraphic::closeWindow ( ) [pure virtual]
```

Close the window.

Returns

true Window closed.

false Window open.

Implemented in [GraphicLib](#).

6.94.4.7 drawHitBoxes()

```
virtual void IGraphic::drawHitBoxes (
    std::vector< HitBox > hitBoxes,
    unsigned char r = 0,
    unsigned char g = 0,
    unsigned char b = 0,
    unsigned char a = 255 ) [pure virtual]
```

Draw HitBoxes on the screen.

Parameters

<i>hitBoxes</i>	A vector of HitBox objects.
<i>r</i>	Color value r.
<i>g</i>	Color value g.
<i>b</i>	Color value b.
<i>a</i>	Color value a.

Implemented in [GraphicLib](#).

6.94.4.8 drawOBJ()

```
virtual void IGraphic::drawOBJ (
```



```

        std::string objPath,
        float posX,
        float posY,
        float posz,
        float scale ) [pure virtual]

```

Draw an OBJ model on the screen.

Parameters

<i>objPath</i>	Path to the OBJ Model to draw.

Draw an OBJ model on the screen.

Parameters

<i>objPath</i>	Path to the OBJ Model to draw.
<i>posx</i>	Position x
<i>posy</i>	Position y
<i>posz</i>	Position z
<i>scale</i>	Scale.

Implemented in [GraphicLib](#).

6.94.4.9 drawText()

```

virtual void IGraphic::drawText (
    std::string text,
    float posX,
    float posY,
    int fontSize,
    std::string fontPath,
    unsigned char r = 0,
    unsigned char g = 0,
    unsigned char b = 0,
    unsigned char a = 255 ) [pure virtual]

```

Draw a text on the screen.

Parameters

<i>text</i>	Text to draw.
<i>posx</i>	Position x.
<i>posy</i>	Position y.
<i>fontSize</i>	Font size.
<i>fontPath</i>	Font path.
<i>r</i>	Color value r.
<i>g</i>	Color value g.
<i>b</i>	Color value b.
<i>a</i>	Color value a.

Implemented in [GraphicLib](#).

6.94.4.10 drawTexture()

```
virtual void IGraphic::drawTexture (
    std::string texturePath,
    float posX,
    float posY,
    float scale ) [pure virtual]
```

Draw a texture on the screen.

Parameters

<i>texturePath</i>	Path to the Texture to draw.*
<i>posx</i>	Position x
<i>posy</i>	Position y
<i>scale</i>	Scale.

Implemented in [GraphicLib](#).

6.94.4.11 drawTextureRect()

```
virtual void IGraphic::drawTextureRect (
    std::string texturePath,
    float posX,
    float posY,
    float left,
    float top,
    float width,
    float height,
    float scale,
    unsigned char r,
    unsigned char g,
    unsigned char b,
    unsigned char a ) [pure virtual]
```

Draw a texture rect on the screen.

Parameters

<i>texturePath</i>	Path to the Texture to draw.*
<i>posx</i>	Position x.
<i>posy</i>	Position y.
<i>left</i>	Left coordinate of the rectangle.
<i>top</i>	Top coordinate of the rectangle.
<i>width</i>	Width of the rectangle.
<i>height</i>	Height of the rectangle.

Parameters

<i>scale</i>	Scale.
<i>r</i>	Color value r.
<i>g</i>	Color value g.
<i>b</i>	Color value b.
<i>a</i>	Color value a.

Implemented in [GraphicLib](#).

6.94.4.12 endDraw()

```
virtual void IGraphic::endDraw ( ) [pure virtual]
```

End to draw on the window. Must be call at the end of the Game loop.

Implemented in [GraphicLib](#).

6.94.4.13 getCurrentShader()

```
virtual std::string IGraphic::getCurrentShader ( ) [pure virtual]
```

Get the name of the current shader.

Returns

std::string The name of the current shader.

Implemented in [GraphicLib](#).

6.94.4.14 getCurrentShaderIntensity()

```
virtual float IGraphic::getCurrentShaderIntensity ( ) [pure virtual]
```

Get the intensity of the current shader.

Returns

float The intensity of the current shader.

Implemented in [GraphicLib](#).

6.94.4.15 getHitBoxesFromModel()

```
virtual std::vector<HitBox> IGraphic::getHitBoxesFromModel (
    std::string modelPath,
    float posX,
    float posY,
    float posZ,
    float scale ) [pure virtual]
```

Get the camera position.

Parameters

<i>objPath</i>	Path to the OBJ Model to get the HitBoxes from.
<i>posX</i>	Position x of the model.
<i>posY</i>	Position y of the model.
<i>posZ</i>	Position z of the model.
<i>scale</i>	Scale of the model.

Returns

`std::vector<HitBox>` A vector of [HitBox](#) objects.

Implemented in [GraphicLib](#).

6.94.4.16 getKeyDownInput()

```
virtual std::size_t IGraphic::getKeyDownInput ( ) [pure virtual]
```

Get the Key Down Input object.

Returns

`std::size_t` The key down.

Implemented in [GraphicLib](#).

6.94.4.17 getKeyPressedInput()

```
virtual std::size_t IGraphic::getKeyPressedInput ( ) [pure virtual]
```

Get the Key Pressed Input object.

Returns

`std::size_t` The key pressed.

Implemented in [GraphicLib](#).

6.94.4.18 getMousePosition()

```
virtual std::pair<int, int> IGraphic::getMousePosition ( ) [pure virtual]
```

Get the Mouse Position object.

Returns

`std::pair<int, int>` Mouse position.

Implemented in [GraphicLib](#).

6.94.4.19 getScaleWithWindow()

```
virtual float IGraphic::getScaleWithWindow (
    float scale ) [pure virtual]
```

Get the scale of an object with the window size.

Parameters

<i>scale</i>	Scale of the object.

Returns

new scale of the object.

Implemented in [GraphicLib](#).

6.94.4.20 getSizeWithWindow()

```
virtual std::pair<float, float> IGraphic::getSizeWithWindow (  
    float width,  
    float height ) [pure virtual]
```

Get the size of an object with the window size.

Parameters

<i>width</i>	Width of the object.
<i>height</i>	Height of the object.

Returns

new size of the object.

Implemented in [GraphicLib](#).

6.94.4.21 getWindowSize()

```
virtual std::pair<int, int> IGraphic::getWindowSize ( ) [pure virtual]
```

Get the Window Size object.

Returns

std::pair<int, int> Width and Height.

Implemented in [GraphicLib](#).

6.94.4.22 init()

```
virtual void IGraphic::init (
    const std::string & windowName ) [pure virtual]
```

Initialize the graphic module.

Implemented in [GraphicLib](#).

6.94.4.23 initCurrentShader()

```
virtual void IGraphic::initCurrentShader (
    std::string name ) [pure virtual]
```

Initialize the current shader by name.

Parameters

<i>name</i>	The name of the shader to initialize.

Implemented in [GraphicLib](#).

6.94.4.24 initShaderIntensity()

```
virtual void IGraphic::initShaderIntensity (
    float intensity ) [pure virtual]
```

Initialize the intensity of the shader.

Parameters

<i>intensity</i>	The intensity value to set for the shader.

Implemented in [GraphicLib](#).

6.94.4.25 initShaderWithMap()

```
virtual void IGraphic::initShaderWithMap (
    std::unordered_map< std::string, std::string > shaders ) [pure virtual]
```

Initialize shaders with a map of shader names and paths.

Parameters

<i>shaders</i>	A map where the key is the shader name and the value is the shader path.

Implemented in [GraphicLib](#).

6.94.4.26 isMouseButtonDown()

```
virtual bool IGraphic::isMouseButtonDown (
    MouseButton button ) [pure virtual]
```

Checks if the mouse button is down.

Parameters

<i>button</i>	MouseButtons that you want to check.

Returns

true Mouse button is down.
false Mouse button is not down.

Implemented in [GraphicLib](#).

6.94.4.27 isMouseButtonPressed()

```
virtual bool IGraphic::isMouseButtonPressed (
    MouseButton button ) [pure virtual]
```

Checks if the mouse button is pressed.

Parameters

<i>button</i>	MouseButtons that you want to check.

Returns

true Mouse button is pressed.
false Mouse button is not pressed.

Implemented in [GraphicLib](#).

6.94.4.28 nextCurrentShader()

```
virtual void IGraphic::nextCurrentShader ( ) [pure virtual]
```

Switch to the next shader in the list.

Implemented in [GraphicLib](#).

6.94.4.29 nextShaderIntensity()

```
virtual void IGraphic::nextShaderIntensity ( ) [pure virtual]
```

Increase the intensity of the current shader.

Implemented in [GraphicLib](#).

6.94.4.30 playMusic()

```
virtual void IGraphic::playMusic (
    std::string path ) [pure virtual]
```

Play music from the specified file path.

Parameters

<i>path</i>	Path to the music file to play.

Implemented in [GraphicLib](#).

6.94.4.31 playSound()

```
virtual void IGraphic::playSound (
    std::string path ) [pure virtual]
```

Play a sound.

Parameters

<i>path</i>	Path to the sound file to play.

Implemented in [GraphicLib](#).

6.94.4.32 previousCurrentShader()

```
virtual void IGraphic::previousCurrentShader ( ) [pure virtual]
```

Switch to the previous shader in the list.

Implemented in [GraphicLib](#).

6.94.4.33 previousShaderIntensity()

```
virtual void IGraphic::previousShaderIntensity ( ) [pure virtual]
```

Decrease the intensity of the current shader.

Implemented in [GraphicLib](#).

6.94.4.34 resetShader()

```
virtual void IGraphic::resetShader ( ) [pure virtual]
```

Reset the current shader to its default state.

Implemented in [GraphicLib](#).

6.94.4.35 setCameraFovY()

```
virtual void IGraphic::setCameraFovY (
    float fovY ) [pure virtual]
```

Set the camera field of view.

Parameters

<i>fovY</i>	Field of view y.

Implemented in [GraphicLib](#).

6.94.4.36 setCameraPosition()

```
virtual void IGraphic::setCameraPosition (
    float posX,
```

```
float posY,  
float posZ ) [pure virtual]
```

Set the camera position.

Parameters

<i>posX</i>	Position x.
<i>posY</i>	Position y.
<i>posZ</i>	Position z.

Implemented in [GraphicLib](#).

6.94.4.37 setCameraSettings()

```
virtual void IGraphic::setCameraSettings (  
    float posX,  
    float posY,  
    float posZ,  
    float targetX,  
    float targetY,  
    float targetZ,  
    float upX,  
    float upY,  
    float upZ,  
    float fovY ) [pure virtual]
```

Set the camera settings.

Parameters

<i>posX</i>	Position x.
<i>posY</i>	Position y.
<i>posZ</i>	Position z.
<i>targetX</i>	Target x.
<i>targetY</i>	Target y.
<i>targetZ</i>	Target z.
<i>upX</i>	Up x.
<i>upY</i>	Up y.
<i>upZ</i>	Up z.
<i>fovY</i>	Field of view y.

Implemented in [GraphicLib](#).

6.94.4.38 setCameraTarget()

```
virtual void IGraphic::setCameraTarget (  
    float targetX,
```

```
float targetY,  
float targetZ ) [pure virtual]
```

Set the camera target.

Parameters

<i>targetX</i>	Target x.
<i>targetY</i>	Target y.
<i>targetZ</i>	Target z.

Implemented in [GraphicLib](#).

6.94.4.39 setCameraUp()

```
virtual void IGraphic::setCameraUp (  
    float upX,  
    float upY,  
    float upZ ) [pure virtual]
```

Set the camera up.

Parameters

<i>upX</i>	Up x.
<i>upY</i>	Up y.
<i>upZ</i>	Up z.

Implemented in [GraphicLib](#).

6.94.4.40 setFullscreen()

```
virtual void IGraphic::setFullscreen ( ) [pure virtual]
```

Set the window to fullscreen or windowed mode.

Implemented in [GraphicLib](#).

6.94.4.41 setResolution()

```
virtual void IGraphic::setResolution (  
    int width,  
    int height ) [pure virtual]
```

Set the resolution of the window.

Parameters

<i>width</i>	The width of the window.
<i>height</i>	The height of the window.

Implemented in [GraphicLib](#).

6.94.4.42 setResolutionList()

```
virtual void IGraphic::setResolutionList (
    std::vector< std::pair< int, int >> resolutions ) [pure virtual]
```

Set the list of available resolutions.

Parameters

<i>resolutions</i>	A vector of pairs where each pair contains the width and height of a resolution.

Implemented in [GraphicLib](#).

6.94.4.43 startDraw()

```
virtual void IGraphic::startDraw ( ) [pure virtual]
```

Start to draw on the window. Must be call at the begin of the Game loop.

Implemented in [GraphicLib](#).

6.94.4.44 updateMusic()

```
virtual void IGraphic::updateMusic ( ) [pure virtual]
```

Update the music.

Implemented in [GraphicLib](#).

6.94.4.45 windowIsOpen()

```
virtual bool IGraphic::windowIsOpen ( ) [pure virtual]
```

check if the window is open/close.

Returns

true Window open.
false Window closed.

Implemented in [GraphicLib](#).

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

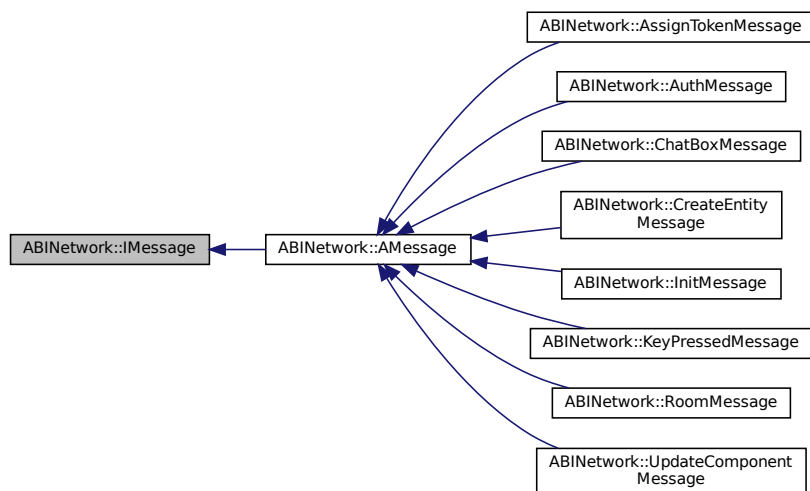
- [/home/runner/work/R-Type/R-Type/Engine/Client/Src/GetGraphicalLibrary/IGraphic.hpp](#)

6.95 ABINetwork::IMessage Class Reference

Interface for messages that can be sent over a network.

```
#include <IMessage.hpp>
```

Inheritance diagram for ABINetwork::IMessage:



Public Types

- enum class [MessageType](#) : uint8_t {
[LOGIN](#) = 0x00 , [REGISTER](#) = 0x01 , [LOGOUT](#) = 0x02 , [CHAT_BOX_MESSAGE](#) = 0x03 ,
[CREATE_ENTITY](#) = 0x04 , [UPDATE_COMPONENT](#) = 0x05 , [DELETE_ENTITY](#) = 0x06 , [CREATE_ROOM](#) = 0x07 ,
[DELETE_ROOM](#) = 0x08 , [JOIN_ROOM](#) = 0x09 , [GET_ROOM](#) = 0x0A , [LEAVE_ROOM](#) = 0x0B ,
[KEY](#) = 0x0C , [WRONG_ROOM_PASSWORD](#) = 0x0D , [FULL_ROOM](#) = 0x0E , [INIT](#) = 0x0F ,
[ASSIGNTOKEN](#) = 0x10 }

Enum for message Type. The message type will be sent in the payload.

Public Member Functions

- virtual `~IMessage()`=default
Virtual destructor.
- virtual `std::vector< uint8_t > _createPacket` (uint8_t messageType, const std::vector< uint8_t > &payload, uint32_t &messageId, uint32_t token)=0
Create a packet for a message.

6.95.1 Detailed Description

Interface for messages that can be sent over a network.

This class defines the structure for network messages and requires derived classes to implement the method to retrieve the message in packet format.

6.95.2 Member Enumeration Documentation

6.95.2.1 MessageType

```
enum ABINetwork::IMessage::MessageType : uint8_t [strong]
```

Enum for message Type. The message type will be sent in the payload.

Enumerator

LOGIN	
REGISTER	
LOGOUT	
CHAT_BOX_MESSAGE	
CREATE_ENTITY	
UPDATE_COMPONENT	
DELETE_ENTITY	
CREATE_ROOM	
DELETE_ROOM	
JOIN_ROOM	
GET_ROOM	
LEAVE_ROOM	
KEY	
WRONG_ROOM_PASSWORD	
FULL_ROOM	
INIT	
ASSIGNTOKEN	

6.95.3 Constructor & Destructor Documentation

6.95.3.1 ~IMessage()

```
virtual ABINetwork::IMessage::~IMessage ( ) [virtual], [default]
```

Virtual destructor.

Ensures that derived classes are properly cleaned up when an object of this interface is deleted.

6.95.4 Member Function Documentation

6.95.4.1 _createPacket()

```
virtual std::vector<uint8_t> ABINetwork::IMessage::_createPacket (
    uint8_t messageType,
    const std::vector< uint8_t > & payload,
    uint32_t & messageId,
    uint32_t token ) [pure virtual]
```

Create a packet for a message.

Parameters

<i>messageType</i>	Type of the message using the enum MessageType
<i>payload</i>	Payload related to the Message type.
<i>messageId</i>	Id of Message.
<i>token</i>	Token's User who send the message to.

Returns

std::vector<uint8_t> Packet to send.

Implemented in [ABINetwork::AMessage](#).

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

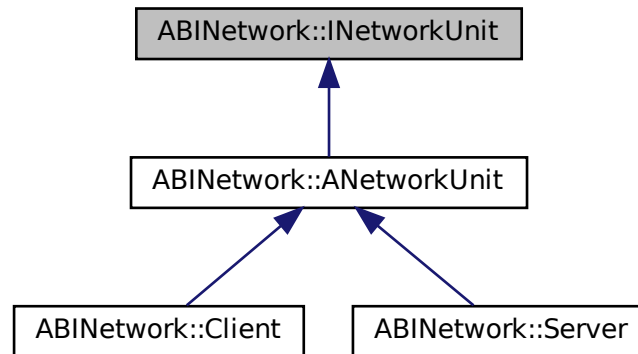
- [/home/runner/work/R-Type/R-Type/Network/Messages/IMessage.hpp](#)

6.96 ABINetwork::INetworkUnit Class Reference

Interface representing a network unit.

```
#include <INetworkUnit.hpp>
```

Inheritance diagram for ABINetwork::INetworkUnit:



Public Types

- enum [LoginState](#) { NONE = 0 , LOGIN , JUST_FAILED }
- enum [GetRoomState](#) { NOT_SENT = 0 , SENT , RECEIVED }
- enum [TypeOfNetwork](#) { TYPE_UNKNOWN = 0 , TYPE_SERVER , TYPE_CLIENT }

Public Member Functions

- virtual [~INetworkUnit](#) ()=default
Virtual destructor.
- virtual std::list< std::pair< std::vector< uint8_t > , uint32_t > > & [getMessageToSendQueue](#) ()=0
Pure virtual function to get the message queue to send.
- virtual void [setMessageToSendQueue](#) (std::vector< uint8_t > message, uint32_t tokenPlayer)=0
Pure virtual function to set a message in the queue.
- virtual std::pair< std::vector< uint8_t > , uint32_t > [getMessageInQueue](#) ()=0
Get the Message In Queue object.
- virtual std::vector< [UDPPacket](#) > [getReceivedMessages](#) ()=0
Get the Received Messages.
- virtual uint32_t [getToken](#) ()=0
Get the Token object.
- virtual void [setToken](#) (uint32_t token)=0
Set the Token object.
- virtual uint32_t & [getIdMessage](#) ()=0
Get the Id Message object.
- virtual void [sendMessage](#) (std::vector< uint8_t > message, uint32_t token)=0
Send a message of the queue.
- virtual std::mutex & [getMutex](#) ()=0
Get the Mutex object.
- virtual int [getNumberClient](#) ()=0

Get the Number *Client* connected.

- virtual std::pair< int, int > [getPorts](#) ()=0

Get tcp and udp port of a server. For a client, it return the tcp and udp port of the server to which it is connected.

- virtual [TypeOfNetwork](#) [getTypeOfNetwork](#) ()=0

Get the *Type Of Network* object.

6.96.1 Detailed Description

Interface representing a network unit.

This interface serves as the base for network entities such as clients and servers. It provides a common structure for handling network-related functionality.

6.96.2 Member Enumeration Documentation

6.96.2.1 GetRoomState

```
enum ABINetwork::INetworkUnit::GetRoomState
```

Enumerator

NOT_SENT	
SENT	
RECEIVED	

6.96.2.2 LoginState

```
enum ABINetwork::INetworkUnit::LoginState
```

Enumerator

NONE	
LOGIN	
JUST_FAILED	

6.96.2.3 TypeOfNetwork

```
enum ABINetwork::INetworkUnit::TypeOfNetwork
```

Enumerator

TYPE_UNKNOWN	
TYPE_SERVER	
TYPE_CLIENT	

6.96.3 Constructor & Destructor Documentation

6.96.3.1 ~INetworkUnit()

```
virtual ABINetwork::INetworkUnit::~~INetworkUnit ( ) [virtual], [default]
```

Virtual destructor.

Ensures that derived classes are properly cleaned up when an object of this interface is deleted.

6.96.4 Member Function Documentation

6.96.4.1 getIdMessage()

```
virtual uint32_t& ABINetwork::INetworkUnit::getIdMessage ( ) [pure virtual]
```

Get the Id Message object.

Returns

uint32_t

Implemented in [ABINetwork::ANetworkUnit](#).

6.96.4.2 getMessageInQueue()

```
virtual std::pair< std::vector<uint8_t>, uint32_t> ABINetwork::INetworkUnit::getMessageInQueue ( ) [pure virtual]
```

Get the Message In Queue object.

Returns

std::pair< std::vector<uint8_t>, uint32_t> Message.

Implemented in [ABINetwork::ANetworkUnit](#).

6.96.4.3 getMessageToSendQueue()

```
virtual std::list<std::pair<std::vector<uint8_t>, uint32_t> >& ABINetwork::INetworkUnit↵
::getMessageToSendQueue ( ) [pure virtual]
```

Pure virtual function to get the message queue to send.

This function must be overridden by derived classes to provide the actual implementation for fetching the message queue.

Returns

A list of message vectors to be sent.

Implemented in [ABINetwork::ANetworkUnit](#).

6.96.4.4 getMutex()

```
virtual std::mutex& ABINetwork::INetworkUnit::getMutex ( ) [pure virtual]
```

Get the Mutex object.

Returns

std::mutex Mutex to lock inter thread datas.

Implemented in [ABINetwork::ANetworkUnit](#).

6.96.4.5 getNumberClient()

```
virtual int ABINetwork::INetworkUnit::getNumberClient ( ) [pure virtual]
```

Get the Number [Client](#) connected.

Returns

int Number of client connected.

Exceptions

<i>Error</i>	if getNumberClient of a Client Unit.

Implemented in [ABINetwork::ANetworkUnit](#), [ABINetwork::Server](#), and [ABINetwork::Client](#).

6.96.4.6 getPorts()

```
virtual std::pair<int, int> ABINetwork::INetworkUnit::getPorts ( ) [pure virtual]
```

Get tcp and udp port of a server. For a client, it return the tcp and udp port of the server to which it is connected.

Returns

std::pair<int, int> Tcp and udp ports.

Implemented in [ABINetwork::ANetworkUnit](#), [ABINetwork::Server](#), and [ABINetwork::Client](#).

6.96.4.7 getReceivedMessages()

```
virtual std::vector<UDPPacket> ABINetwork::INetworkUnit::getReceivedMessages ( ) [pure virtual]
```

Get the Received Messages.

Returns

std::vector<UDPPacket> List of messages Received.

Implemented in [ABINetwork::ANetworkUnit](#).

6.96.4.8 getToken()

```
virtual uint32_t ABINetwork::INetworkUnit::getToken ( ) [pure virtual]
```

Get the Token object.

Returns

uint32_t

Implemented in [ABINetwork::ANetworkUnit](#).

6.96.4.9 getTypeOfNetwork()

```
virtual TypeOfNetwork ABINetwork::INetworkUnit::getTypeOfNetwork ( ) [pure virtual]
```

Get the Type Of Network object.

Returns

int Type of Network.

Implemented in [ABINetwork::ANetworkUnit](#).

6.96.4.10 sendMessage()

```
virtual void ABINetwork::INetworkUnit::sendMessage (
    std::vector< uint8_t > message,
    uint32_t token ) [pure virtual]
```

Send a message of the queue.

Parameters

<i>message</i>	Message to send

Implemented in [ABINetwork::ANetworkUnit](#), [ABINetwork::Server](#), and [ABINetwork::Client](#).

6.96.4.11 setMessageToSendQueue()

```
virtual void ABINetwork::INetworkUnit::setMessageToSendQueue (
    std::vector< uint8_t > message,
    uint32_t tokenPlayer ) [pure virtual]
```

Pure virtual function to set a message in the queue.

Parameters

<i>message</i>	Message to send.

Implemented in [ABINetwork::ANetworkUnit](#).

6.96.4.12 setToken()

```
virtual void ABINetwork::INetworkUnit::setToken (
    uint32_t token ) [pure virtual]
```

Set the Token object.

Parameters

<i>token</i>	Token to set.

Implemented in [ABINetwork::ANetworkUnit](#).

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

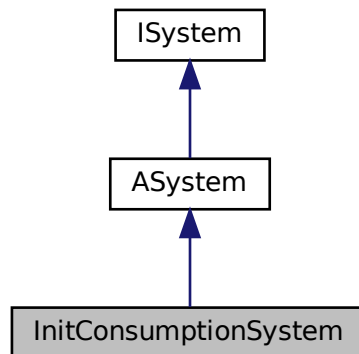
- [/home/runner/work/R-Type/R-Type/Network/Units/INetworkUnit.hpp](#)

6.97 InitConsumptionSystem Class Reference

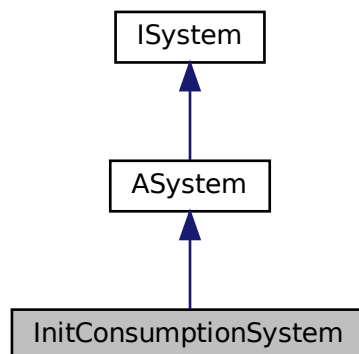
System to handle mouse events.

```
#include <InitConsumptionSystem.hpp>
```

Inheritance diagram for InitConsumptionSystem:



Collaboration diagram for InitConsumptionSystem:



Public Member Functions

- [InitConsumptionSystem](#) ()
Construct a new PlaySounds System object.
- [~InitConsumptionSystem](#) ()=default
Destroy the PlaySounds System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.

Private Member Functions

- `void` [_handlePlaySounds](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.97.1 Detailed Description

System to handle mouse events.

6.97.2 Constructor & Destructor Documentation

6.97.2.1 InitConsumptionSystem()

```
InitConsumptionSystem::InitConsumptionSystem ( )
```

Construct a new PlaySounds System object.

6.97.2.2 ~InitConsumptionSystem()

```
InitConsumptionSystem::~~InitConsumptionSystem ( ) [default]
```

Destroy the PlaySounds System object.

6.97.3 Member Function Documentation

6.97.3.1 _handlePlaySounds()

```
void InitConsumptionSystem::_handlePlaySounds (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.97.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> InitConsumptionSystem::get↵
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

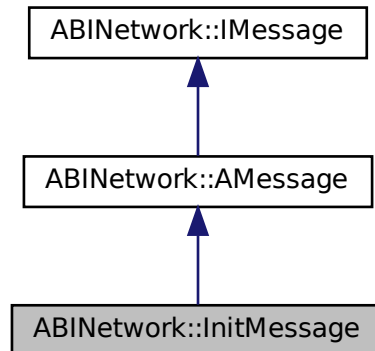
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayConsumption/InitConsumptionSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayConsumption/InitConsumptionSystem.cpp](#)

6.98 ABINetwork::InitMessage Class Reference

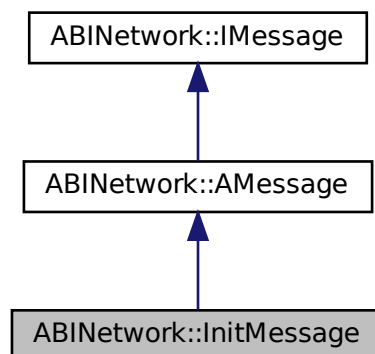
Messages that can be sent at the connection with server.

```
#include <InitMessage.hpp>
```

Inheritance diagram for ABINetwork::InitMessage:



Collaboration diagram for ABINetwork::InitMessage:



Public Member Functions

- [InitMessage](#) ()=default
Construct a new Init Message object.
- [~InitMessage](#) ()=default

- Destroy the Init Message object.*
- [Payload](#) & [createInitPayload](#) ()
Create a Key Payload object.
- int [getInitInfoFromPacket](#) ([UDPPacket](#) packet)
Get the Key Info From Packet object.

Private Attributes

- [Payload](#) [_payload](#)

Additional Inherited Members

6.98.1 Detailed Description

Messages that can be sent at the connection with server.

6.98.2 Constructor & Destructor Documentation

6.98.2.1 InitMessage()

```
ABINetwork::InitMessage::InitMessage ( ) [default]
```

Construct a new Init Message object.

6.98.2.2 ~InitMessage()

```
ABINetwork::InitMessage::~~InitMessage ( ) [default]
```

Destroy the Init Message object.

6.98.3 Member Function Documentation

6.98.3.1 createInitPayload()

```
Payload & ABINetwork::InitMessage::createInitPayload ( )
```

Create a Key Payload object.

Returns

Payload for key.

6.98.3.2 getInitInfoFromPacket()

```
int ABINetwork::InitMessage::getInitInfoFromPacket (
    UDPacket packet )
```

Get the Key Info From Packet object.

Returns

int Key pressed.

6.98.4 Member Data Documentation

6.98.4.1 _payload

```
Payload ABINetwork::InitMessage::_payload [private]
```

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

- [/home/runner/work/R-Type/R-Type/Network/Messages/InitMessage/InitMessage.hpp](#)
- [/home/runner/work/R-Type/R-Type/Network/Messages/InitMessage/InitMessage.cpp](#)

6.99 InitShader Class Reference

System to draw a Shader.

```
#include <InitShader.hpp>
```

Classes

- class [JsonError](#)
Exception class for JSON-related errors.

Public Member Functions

- [InitShader](#) (std::shared_ptr< [IGraphic](#) > graphicLib, std::string settingsPath="./Config/Settings.json")
Construct a new Draw Shader System object.
- [~InitShader](#) ()=default
Destroy the Draw Shader System object.

6.99.1 Detailed Description

System to draw a Shader.

The Shader is a program that runs on the GPU. It link with a .fs file. In our game one example of shader is the system to adapt color for the colorblind.

6.99.2 Constructor & Destructor Documentation

6.99.2.1 InitShader()

```
InitShader::InitShader (
    std::shared_ptr< IGraphic > graphicLib,
    std::string settingsPath = "../Config/Settings.json" )
```

Construct a new Draw Shader System object.

6.99.2.2 ~InitShader()

```
InitShader::~InitShader ( ) [default]
```

Destroy the Draw Shader System object.

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

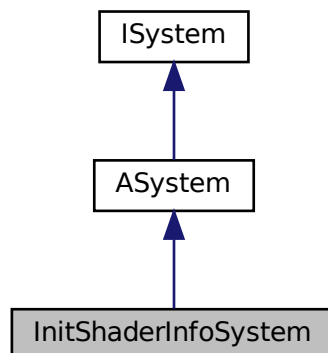
- /home/runner/work/R-Type/R-Type/Engine/Client/Src/InitShader/[InitShader.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Client/Src/InitShader/[InitShader.cpp](#)

6.100 InitShaderInfoSystem Class Reference

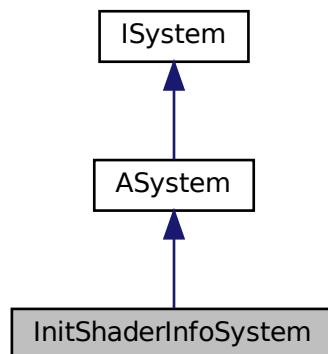
System to handle mouse events.

```
#include <InitShaderInfoSystem.hpp>
```

Inheritance diagram for InitShaderInfoSystem:



Collaboration diagram for InitShaderInfoSystem:



Public Member Functions

- [InitShaderInfoSystem \(\)](#)
Construct a new PlaySounds System object.
- [~InitShaderInfoSystem \(\)](#)=default
Destroy the PlaySounds System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void` [_handleShaderInfo](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.100.1 Detailed Description

System to handle mouse events.

6.100.2 Constructor & Destructor Documentation

6.100.2.1 InitShaderInfoSystem()

```
InitShaderInfoSystem::InitShaderInfoSystem ( )
```

Construct a new PlaySounds System object.

6.100.2.2 ~InitShaderInfoSystem()

```
InitShaderInfoSystem::~~InitShaderInfoSystem ( ) [default]
```

Destroy the PlaySounds System object.

6.100.3 Member Function Documentation

6.100.3.1 _handleShaderInfo()

```
void InitShaderInfoSystem::_handleShaderInfo (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.100.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> InitShaderInfoSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayShaderInfo/InitShaderInfoSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayShaderInfo/InitShaderInfoSystem.cpp](#)

6.101 InitWindow Class Reference

System to initialize the window.

```
#include <InitWindow.hpp>
```

Classes

- class [JsonError](#)
Exception class for JSON-related errors.

Public Member Functions

- [InitWindow](#) (std::shared_ptr< [IGraphic](#) > graphicLib, std::string settingsPath="./Config/Settings.json")
Construct a new [InitWindow](#) object.
- [~InitWindow](#) ()=default
Destroy the [InitWindow](#) object.

6.101.1 Detailed Description

System to initialize the window.

This system is used to initialize the window of the game. It reads the settings from a JSON file and sets the window accordingly.

6.101.2 Constructor & Destructor Documentation

6.101.2.1 InitWindow()

```
InitWindow::InitWindow (
    std::shared_ptr< IGraphic > graphicLib,
    std::string settingsPath = "./Config/Settings.json" )
```

Construct a new [InitWindow](#) object.

Parameters

<i>graphicLib</i>	A shared pointer to an IGraphic object.
<i>settingsPath</i>	The path to the settings JSON file. Defaults to "./Config/Settings.json".

6.101.2.2 ~InitWindow()

```
InitWindow::~InitWindow ( ) [default]
```

Destroy the [InitWindow](#) object.

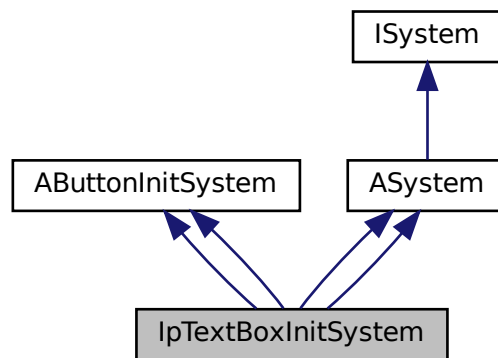
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/Engine/Client/Src/InitWindow/[InitWindow.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Client/Src/InitWindow/[InitWindow.cpp](#)

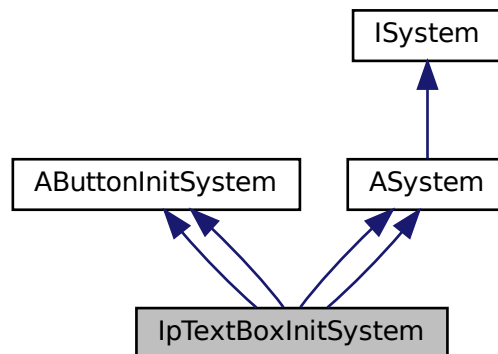
6.102 IpTextBoxInitSystem Class Reference

```
#include <IpTextBoxInitSystem.hpp>
```

Inheritance diagram for IpTextBoxInitSystem:



Collaboration diagram for IpTextBoxInitSystem:



Public Member Functions

- [IpTextBoxInitSystem \(\)](#)
Construct a new [IpTextBoxInitSystem](#) object.
- [~IpTextBoxInitSystem \(\)](#)=default
Destroy the [IpTextBoxInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction \(\)`

Get the Function object.

- [IpTextBoxInitSystem](#) ()

Construct a new [IpTextBoxInitSystem](#) object.

- [~IpTextBoxInitSystem](#) ()=default

Destroy the [IpTextBoxInitSystem](#) object.

- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()

Get the Function object.

Private Member Functions

- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`
- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.102.1 Constructor & Destructor Documentation

6.102.1.1 [IpTextBoxInitSystem](#)() [1/2]

```
IpTextBoxInitSystem::IpTextBoxInitSystem ( )
```

Construct a new [IpTextBoxInitSystem](#) object.

6.102.1.2 [~IpTextBoxInitSystem](#)() [1/2]

```
IpTextBoxInitSystem::~~IpTextBoxInitSystem ( ) [default]
```

Destroy the [IpTextBoxInitSystem](#) object.

6.102.1.3 [IpTextBoxInitSystem](#)() [2/2]

```
IpTextBoxInitSystem::IpTextBoxInitSystem ( )
```

Construct a new [IpTextBoxInitSystem](#) object.

6.102.1.4 [~IpTextBoxInitSystem](#)() [2/2]

```
IpTextBoxInitSystem::~~IpTextBoxInitSystem ( ) [default]
```

Destroy the [IpTextBoxInitSystem](#) object.

6.102.2 Member Function Documentation

6.102.2.1 `_initButton()` [1/2]

```
void IpTextBoxInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.102.2.2 `_initButton()` [2/2]

```
void IpTextBoxInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.102.2.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> IpTextBoxInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.102.2.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> IpTextBoxInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

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

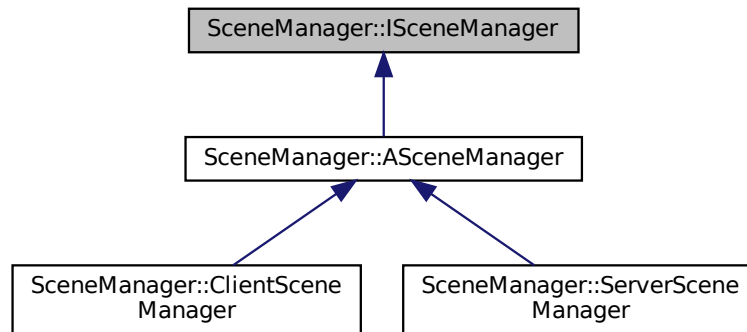
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/IpTextBox/IpTextBoxInitSystem.hpp`
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/IpTextBox/IpTextBoxInitSystem.cpp`

6.103 SceneManager::ISceneManager Class Reference

Interface for the scene manager.

```
#include <ISceneManager.hpp>
```

Inheritance diagram for SceneManager::ISceneManager:



Public Member Functions

- virtual [~ISceneManager](#) ()=default
Destroy the [ISceneManager](#) object.
- virtual bool [processInput](#) ([KEY_MAP](#) key, int idxPacketEntities)=0
Process the input of the scene.
- virtual bool [processUpdate](#) (std::string componentType, [ABINetwork::UDPPacket](#) packet)=0
Process the Update network.
- virtual void [changeScene](#) (std::pair< std::size_t, std::string > scene)=0
Change the current scene.
- virtual std::shared_ptr< [ECS::Registry](#) > [getRegistry](#) ()=0
Get the registry.
- virtual std::unordered_map< [KEY_MAP](#), std::string > [getSoundMap](#) ()=0
Get the unordered map of sounds.
- virtual void [setIndexPlayer](#) (int indexPlayer)=0
Set the Index Player object.
- virtual int [getIndexPlayer](#) ()=0
Get the Index Player object.
- virtual [ConsumptionCompute](#) [GetConsumptionCompute](#) ()=0
Get the [ConsumptionCompute](#) object.

6.103.1 Detailed Description

Interface for the scene manager.

6.103.2 Constructor & Destructor Documentation

6.103.2.1 ~ISceneManager()

```
virtual SceneManager::ISceneManager::~ISceneManager ( ) [virtual], [default]
```

Destroy the [ISceneManager](#) object.

6.103.3 Member Function Documentation

6.103.3.1 changeScene()

```
virtual void SceneManager::ISceneManager::changeScene (
    std::pair< std::size_t, std::string > scene ) [pure virtual]
```

Change the current scene.

Parameters

<i>scene</i>	Scene to load.

Implemented in [SceneManager::ASceneManager](#).

6.103.3.2 GetConsumptionCompute()

```
virtual ConsumptionCompute SceneManager::ISceneManager::GetConsumptionCompute ( ) [pure virtual]
```

Get the [ConsumptionCompute](#) object.

Returns

The [ConsumptionCompute](#) object.

Implemented in [SceneManager::ClientSceneManager](#), and [SceneManager::ASceneManager](#).

6.103.3.3 getIndexPlayer()

```
virtual int SceneManager::ISceneManager::getIndexPlayer ( ) [pure virtual]
```

Get the Index Player object.

Returns

int Index of the player.

Implemented in [SceneManager::ASceneManager](#).

6.103.3.4 getRegistry()

```
virtual std::shared_ptr<ECS::Registry> SceneManager::ISceneManager::getRegistry ( ) [pure virtual]
```

Get the registry.

Returns

[ECS::Registry](#)& The registry.

Implemented in [SceneManager::ASceneManager](#).

6.103.3.5 getSoundMap()

```
virtual std::unordered_map<KEY_MAP, std::string> SceneManager::ISceneManager::getSoundMap ( ) [pure virtual]
```

Get the unordered map of sounds.

Implemented in [SceneManager::ClientSceneManager](#), and [SceneManager::ASceneManager](#).

6.103.3.6 processInput()

```
virtual bool SceneManager::ISceneManager::processInput (
    KEY_MAP key,
    int idxPacketEntities ) [pure virtual]
```

Process the input of the scene.

Parameters

<i>key</i>	Key to process.

Returns

true if the input has been processed, false otherwise.

Implemented in [SceneManager::ClientSceneManager](#), and [SceneManager::ASceneManager](#).

6.103.3.7 processUpdate()

```
virtual bool SceneManager::ISceneManager::processUpdate (
    std::string componentType,
    ABINetwork::UDPPacket packet ) [pure virtual]
```

Process the Update network.

Parameters

<i>packet</i>	Packet receive by the network.

Returns

true if the packet has been processed, false otherwise.

Implemented in [SceneManager::ASceneManager](#).

6.103.3.8 setIndexPlayer()

```
virtual void SceneManager::ISceneManager::setIndexPlayer (
    int indexPlayer ) [pure virtual]
```

Set the Index Player object.

Parameters

<i>indexPlayer</i>	Index to set.

Implemented in [SceneManager::ASceneManager](#).

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

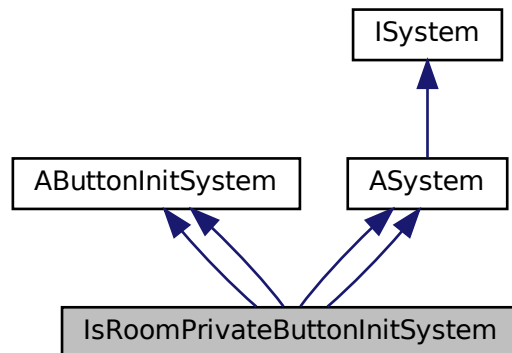
- [/home/runner/work/R-Type/R-Type/Engine/Shared/SceneManager/ISceneManager.hpp](#)

6.104 IsRoomPrivateButtonInitSystem Class Reference

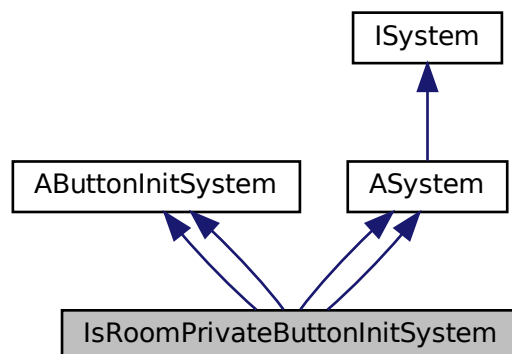
[IsRoomPrivateButtonInitSystem](#) class.

```
#include <IsRoomPrivateButtonInitSystem.hpp>
```

Inheritance diagram for IsRoomPrivateButtonInitSystem:



Collaboration diagram for IsRoomPrivateButtonInitSystem:



Public Member Functions

- [IsRoomPrivateButtonInitSystem](#) ()
Construct a new [IsRoomPrivateButtonInitSystem](#) object.
- [~IsRoomPrivateButtonInitSystem](#) ()=default

- Destroy the [IsRoomPrivateButtonInitSystem](#) object.*
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.
- `IsRoomPrivateButtonInitSystem ()`
Construct a new [IsRoomPrivateButtonInitSystem](#) object.
- `~IsRoomPrivateButtonInitSystem ()=default`
Destroy the [IsRoomPrivateButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.

Private Member Functions

- `void \_initButton (ECS::Registry &reg, int idxPacketEntities)`
- `void \_initButton (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.104.1 Detailed Description

[IsRoomPrivateButtonInitSystem](#) class.

6.104.2 Constructor & Destructor Documentation

6.104.2.1 [IsRoomPrivateButtonInitSystem](#)() [1/2]

```
IsRoomPrivateButtonInitSystem::IsRoomPrivateButtonInitSystem ( )
```

Construct a new [IsRoomPrivateButtonInitSystem](#) object.

6.104.2.2 [~IsRoomPrivateButtonInitSystem](#)() [1/2]

```
IsRoomPrivateButtonInitSystem::~IsRoomPrivateButtonInitSystem ( ) [default]
```

Destroy the [IsRoomPrivateButtonInitSystem](#) object.

6.104.2.3 [IsRoomPrivateButtonInitSystem](#)() [2/2]

```
IsRoomPrivateButtonInitSystem::IsRoomPrivateButtonInitSystem ( )
```

Construct a new [IsRoomPrivateButtonInitSystem](#) object.

6.104.2.4 `~IsRoomPrivateButtonInitSystem()` [2/2]

`IsRoomPrivateButtonInitSystem::~~IsRoomPrivateButtonInitSystem ( ) [default]`

Destroy the [IsRoomPrivateButtonInitSystem](#) object.

6.104.3 Member Function Documentation

6.104.3.1 `_initButton()` [1/2]

```
void IsRoomPrivateButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.104.3.2 `_initButton()` [2/2]

```
void IsRoomPrivateButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.104.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> IsRoomPrivateButtonInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.104.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> IsRoomPrivateButtonInitSystem↵  
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

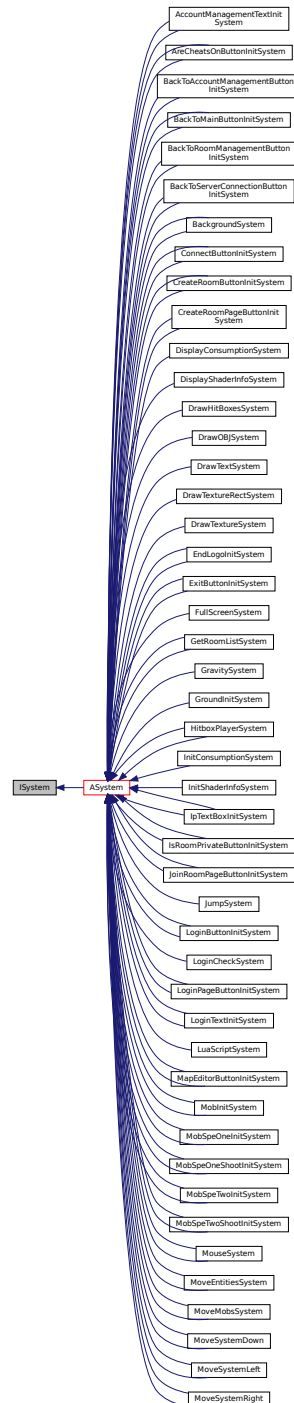
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/IsRoomPrivate↵
Button/[IsRoomPrivateButtonInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/IsRoomPrivate↵
Button/[IsRoomPrivateButtonInitSystem.cpp](#)

6.105 ISystem Class Reference

Interface class for [ECS](#) systems.

```
#include <ISystem.hpp>
```

Inheritance diagram for ISystem:



Public Member Functions

- virtual `~ISystem()`=default
Destroy the `ISystem` object.
- virtual const std::string & `getType()`=0
Get the Type object.
- virtual std::function< void(`ECS::Registry` &reg, int idxPacketEntities)> `getFunction()`=0
Get the Function of the System.

6.105.1 Detailed Description

Interface class for [ECS](#) systems.

6.105.2 Constructor & Destructor Documentation

6.105.2.1 ~ISystem()

```
virtual ISystem::~ISystem ( ) [virtual], [default]
```

Destroy the [ISystem](#) object.

6.105.3 Member Function Documentation

6.105.3.1 getFunction()

```
virtual std::function<void(ECS::Registry& reg, int idxPacketEntities)> ISystem::getFunction (
) [pure virtual]
```

Get the Function of the System.

Returns

std::function<void(Registry& reg)> System's function.

Implemented in [ASystem](#), [ShootSystem](#), [ShootInitSystem](#), [MobSpeTwoShootInitSystem](#), [MobSpeOneShootInitSystem](#), [ShootSystem](#), [ShootInitSystem](#), [ShootDestroySystem](#), [ShootDamageSystem](#), [PlaySoundsSystem](#), [PlayerInitSystem](#), [PlayerDeathSystem](#), [MoveMobsSystem](#), [MoveSystemUp](#), [MoveSystemRight](#), [MoveSystemLeft](#), [MoveSystemDown](#), [MobSpeTwoInitSystem](#), [MobSpeOneInitSystem](#), [MobInitSystem](#), [ServerConnectionTextInitSystem](#), [RoomManagementTextInitSystem](#), [RoomJoiningTextInitSystem](#), [RoomCreationTextInitSystem](#), [RegisterTextInitSystem](#), [LoginTextInitSystem](#), [AccountManagementTextInitSystem](#), [RoomListInitSystem](#), [GetRoomListSystem](#), [LoginCheckSystem](#), [UsernameTextBoxInitSystem](#), [SingleplayerButtonInitSystem](#), [RoomPlayerNumberTextBoxInitSystem](#), [RoomPasswordTextBoxInitSystem](#), [RoomNameTextBoxInitSystem](#), [RegisterPageButtonInitSystem](#), [RegisterButtonInitSystem](#), [PortTextBoxInitSystem](#), [PasswordTextBoxInitSystem](#), [MultiplayerButtonInitSystem](#), [MapEditorButtonInitSystem](#), [LoginPageButtonInitSystem](#), [LoginButtonInitSystem](#), [JoinRoomPageButtonInitSystem](#), [IsRoomPrivateButtonInitSystem](#), [IpTextBoxInitSystem](#), [ExitButtonInitSystem](#), [CreateRoomPageButtonInitSystem](#), [CreateRoomButtonInitSystem](#), [ConnectButtonInitSystem](#), [BackToServerConnectionButtonInitSystem](#), [BackToRoomManagementButtonInitSystem](#), [BackToMainButtonInitSystem](#), [BackToAccountManagementButtonInitSystem](#), [AreCheatsOnButtonInitSystem](#), [HitboxPlayerSystem](#), [PlanetRestartSystem](#), [PlanetInitSystem](#), [EndLogoInitSystem](#), [BackgroundSystem](#), [TypingSystem](#), [TreeInitSystem](#), [PlanetRestartSystem](#), [ShootSystem](#), [ShootInitSystem](#), [MobSpeTwoShootInitSystem](#), [MobSpeOneShootInitSystem](#), [ShootSystem](#), [ShootInitSystem](#), [ShootDestroySystem](#), [ShootDamageSystem](#), [TreeInitSystem](#), [PlaySoundsSystem](#), [PlayerInitSystem](#), [MoveMobsSystem](#), [MoveSystemUp](#), [MoveSystemRight](#), [MoveSystemLeft](#), [MoveSystemDown](#), [MoveEntitiesSystem](#), [JumpSystem](#), [MouseSystem](#), [MobSpeTwoInitSystem](#), [MobSpeOneInitSystem](#), [MobInitSystem](#), [ServerConnectionTextInitSystem](#), [RoomManagementTextInitSystem](#), [RoomJoiningTextInitSystem](#), [RoomCreationTextInitSystem](#), [RegisterTextInitSystem](#), [LoginTextInitSystem](#), [AccountManagementTextInitSystem](#), [RoomListInitSystem](#), [GetRoomListSystem](#), [UsernameTextBoxInitSystem](#), [SingleplayerButtonInitSystem](#), [RoomPlayerNumberTextBoxInitSystem](#), [RoomPasswordTextBoxInitSystem](#),

[RoomNameTextBoxInitSystem](#), [RegisterPageButtonInitSystem](#), [RegisterButtonInitSystem](#), [PortTextBoxInitSystem](#), [PasswordTextBoxInitSystem](#), [MultiplayerButtonInitSystem](#), [MapEditorButtonInitSystem](#), [LoginPageButtonInitSystem](#), [LoginButtonInitSystem](#), [JoinRoomPageButtonInitSystem](#), [IsRoomPrivateButtonInitSystem](#), [IpTextBoxInitSystem](#), [ExitButtonInitSystem](#), [CreateRoomPageButtonInitSystem](#), [CreateRoomButtonInitSystem](#), [ConnectButtonInitSystem](#), [BackToServerConnectionButtonInitSystem](#), [BackToRoomManagementButtonInitSystem](#), [BackToMainButtonInitSystem](#), [BackToAccountManagementButtonInitSystem](#), [AreCheatsOnButtonInitSystem](#), [HitboxPlayerSystem](#), [GroundInitSystem](#), [PlanetRestartSystem](#), [PlanetInitSystem](#), [EndLogonInitSystem](#), [BackgroundSystem](#), [TypingSystem](#), [ShaderSystem](#), [MoveEntitiesSystem](#), [MouseSystem](#), [LuaScriptSystem](#), [GravitySystem](#), [FullscreenSystem](#), [UpdateShaderInfoSystem](#), [InitShaderInfoSystem](#), [DisplayShaderInfoSystem](#), [UpdateConsumptionSystem](#), [InitConsumptionSystem](#), [DisplayConsumptionSystem](#), [SpriteSheetAnimationSystem](#), [DrawTextureRectSystem](#), [DrawTextureSystem](#), [DrawTextSystem](#), [DrawOBJSystem](#), and [DrawHitBoxesSystem](#).

6.105.3.2 `getType()`

```
virtual const std::string& ISystem::getType ( ) [pure virtual]
```

Get the Type object.

Returns

`const std::string&`

Implemented in [ASystem](#).

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

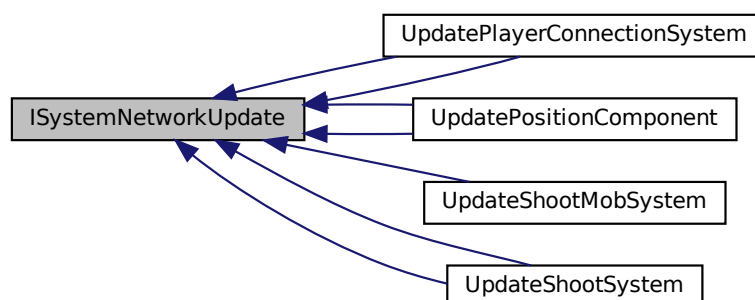
- `/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/ISystem.hpp`

6.106 `ISystemNetworkUpdate` Class Reference

Interface class for network update systems.

```
#include <ISystemNetworkUpdate.hpp>
```

Inheritance diagram for `ISystemNetworkUpdate`:



Public Member Functions

- virtual [~ISystemNetworkUpdate](#) ()=default
Destroy the [ISystemNetworkUpdate](#) object.
- virtual std::function< void([ABINetwork::UDPPacket](#) packet, [ECS::Registry](#) &reg)> [getFunction](#) ()=0
Get the Function object.

6.106.1 Detailed Description

Interface class for network update systems.

6.106.2 Constructor & Destructor Documentation

6.106.2.1 ~ISystemNetworkUpdate()

```
virtual ISystemNetworkUpdate::~~ISystemNetworkUpdate ( ) [virtual], [default]
```

Destroy the [ISystemNetworkUpdate](#) object.

6.106.3 Member Function Documentation

6.106.3.1 getFunction()

```
virtual std::function<void(ABINetwork::UDPPacket packet, ECS::Registry& reg)> ISystemNetwork↔  
Update::getFunction ( ) [pure virtual]
```

Get the Function object.

Returns

std::function<void([ABINetwork::UDPPacket](#) packet, [ECS::Registry](#)& reg)>

Implemented in [UpdateShootSystem](#), [UpdateShootMobSystem](#), [UpdatePositionComponent](#), [UpdatePlayerConnectionSystem](#), [UpdateShootSystem](#), [UpdatePositionComponent](#), and [UpdatePlayerConnectionSystem](#).

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

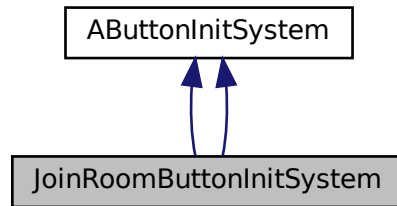
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/ISystemNetworkUpdate.hpp](#)

6.107 JoinRoomButtonInitSystem Class Reference

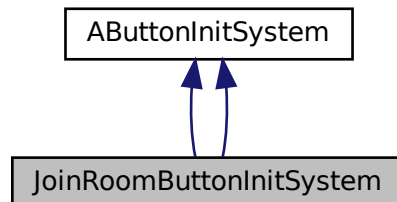
[JoinRoomButtonInitSystem](#) class.

```
#include <JoinRoomButtonInitSystem.hpp>
```

Inheritance diagram for JoinRoomButtonInitSystem:



Collaboration diagram for JoinRoomButtonInitSystem:



Public Member Functions

- [JoinRoomButtonInitSystem](#) ([ECS::Registry](#) &reg, int idxPacketEntities, std::size_t roomId)
Construct a new [JoinRoomButtonInitSystem](#) object.
- [~JoinRoomButtonInitSystem](#) ()=default
Destroy the [JoinRoomButtonInitSystem](#) object.
- [JoinRoomButtonInitSystem](#) ([ECS::Registry](#) &reg, int idxPacketEntities, std::size_t roomId)
Construct a new [JoinRoomButtonInitSystem](#) object.
- [~JoinRoomButtonInitSystem](#) ()=default
Destroy the [JoinRoomButtonInitSystem](#) object.

Additional Inherited Members

6.107.1 Detailed Description

[JoinRoomButtonInitSystem](#) class.

6.107.2 Constructor & Destructor Documentation

6.107.2.1 JoinRoomButtonInitSystem() [1/2]

```
JoinRoomButtonInitSystem::JoinRoomButtonInitSystem (
    ECS::Registry & reg,
    int idxPacketEntities,
    std::size_t roomId )
```

Construct a new [JoinRoomButtonInitSystem](#) object.

Parameters

<i>reg</i>	The entity-component-system registry
<i>idxPacketEntities</i>	The index of the packet entities
<i>roomId</i>	The id of the room

6.107.2.2 ~JoinRoomButtonInitSystem() [1/2]

```
JoinRoomButtonInitSystem::~JoinRoomButtonInitSystem ( ) [default]
```

Destroy the [JoinRoomButtonInitSystem](#) object.

6.107.2.3 JoinRoomButtonInitSystem() [2/2]

```
JoinRoomButtonInitSystem::JoinRoomButtonInitSystem (
    ECS::Registry & reg,
    int idxPacketEntities,
    std::size_t roomId )
```

Construct a new [JoinRoomButtonInitSystem](#) object.

Parameters

<i>reg</i>	The entity-component-system registry
<i>idxPacketEntities</i>	The index of the packet entities
<i>roomId</i>	The id of the room

6.107.2.4 ~JoinRoomButtonInitSystem() [2/2]

```
JoinRoomButtonInitSystem::~~JoinRoomButtonInitSystem ( ) [default]
```

Destroy the [JoinRoomButtonInitSystem](#) object.

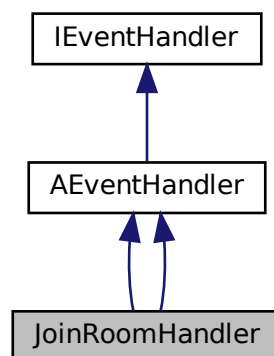
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/JoinRoomButton/[JoinRoomButtonInitSystem.cpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/JoinRoomButton/[JoinRoomButtonInitSystem.h](#)

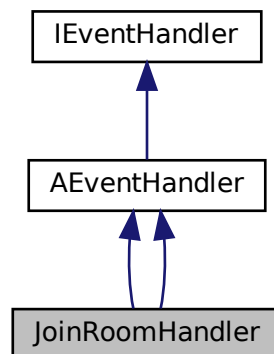
6.108 JoinRoomHandler Class Reference

```
#include <JoinRoomHandler.hpp>
```

Inheritance diagram for JoinRoomHandler:



Collaboration diagram for JoinRoomHandler:



Public Member Functions

- [JoinRoomHandler](#) (std::string eventType="")
Construct a new [JoinRoomHandler](#) object.
- [~JoinRoomHandler](#) ()=default
Destroy the [JoinRoomHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.
- [JoinRoomHandler](#) (std::string eventType="")
Construct a new [JoinRoomHandler](#) object.
- [~JoinRoomHandler](#) ()=default
Destroy the [JoinRoomHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.108.1 Constructor & Destructor Documentation

6.108.1.1 JoinRoomHandler() [1/2]

```
JoinRoomHandler::JoinRoomHandler (
    std::string eventType = "" )
```

Construct a new [JoinRoomHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.108.1.2 `~JoinRoomHandler()` [1/2]

```
JoinRoomHandler::~~JoinRoomHandler ( ) [default]
```

Destroy the [JoinRoomHandler](#) object.

6.108.1.3 `JoinRoomHandler()` [2/2]

```
JoinRoomHandler::JoinRoomHandler (
    std::string eventType = "" )
```

Construct a new [JoinRoomHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.108.1.4 `~JoinRoomHandler()` [2/2]

```
JoinRoomHandler::~~JoinRoomHandler ( ) [default]
```

Destroy the [JoinRoomHandler](#) object.

6.108.2 Member Function Documentation**6.108.2.1** `processEvent()` [1/2]

```
bool JoinRoomHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

6.108.2.2 processEvent() [2/2]

```
bool JoinRoomHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

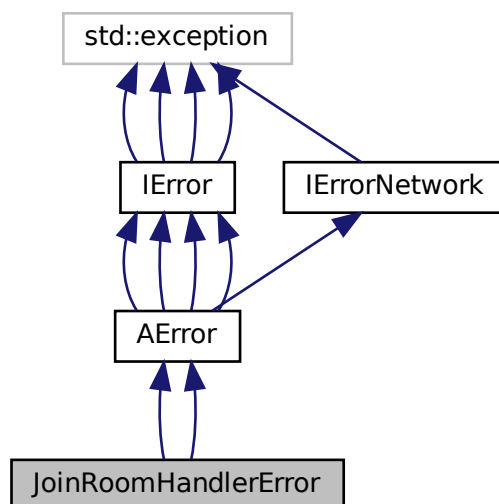
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/JoinRoom/[JoinRoomHandler.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/JoinRoom/[JoinRoomHandler.cpp](#)

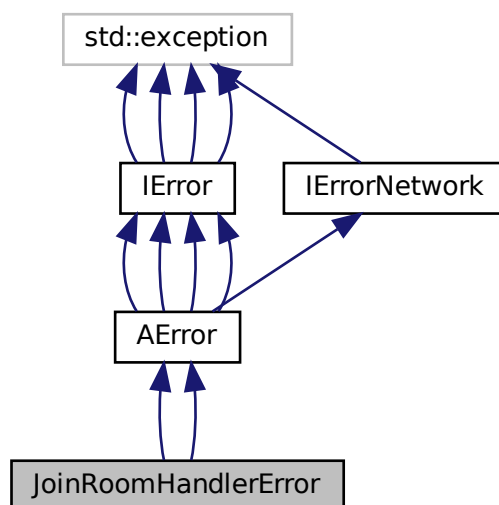
6.109 JoinRoomHandlerError Class Reference

```
#include <JoinRoomHandler.hpp>
```

Inheritance diagram for JoinRoomHandlerError:



Collaboration diagram for JoinRoomHandlerError:



Public Member Functions

- [JoinRoomHandlerError](#) (std::string message)
Construct a new [JoinRoomHandlerError](#) object.
- [JoinRoomHandlerError](#) (std::string message)
Construct a new [JoinRoomHandlerError](#) object.

6.109.1 Constructor & Destructor Documentation

6.109.1.1 JoinRoomHandlerError() [1/2]

```
JoinRoomHandlerError::JoinRoomHandlerError (
    std::string message ) [inline]
```

Construct a new [JoinRoomHandlerError](#) object.

Parameters

<i>message</i>	Message

6.109.1.2 JoinRoomHandlerError() [2/2]

```
JoinRoomHandlerError::JoinRoomHandlerError (
    std::string message ) [inline]
```

Construct a new [JoinRoomHandlerError](#) object.

Parameters

<i>message</i>	Message

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

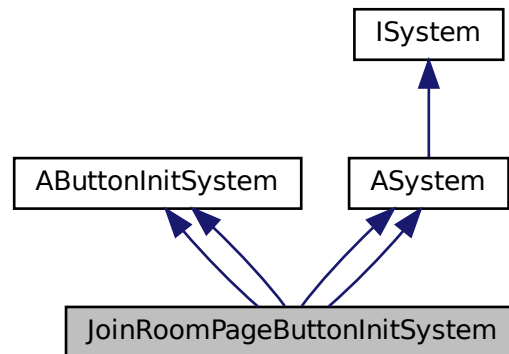
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/JoinRoom/[JoinRoomHandler.hpp](#)

6.110 JoinRoomPageButtonInitSystem Class Reference

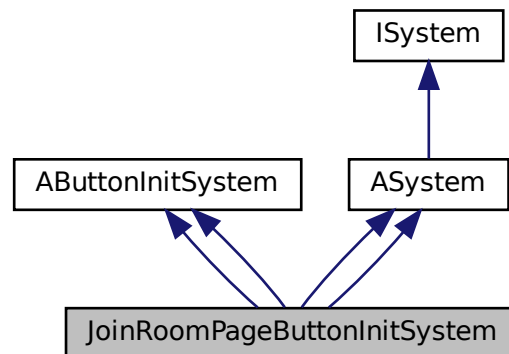
[JoinRoomPageButtonInitSystem](#) class.

```
#include <JoinRoomPageButtonInitSystem.hpp>
```

Inheritance diagram for JoinRoomPageButtonInitSystem:



Collaboration diagram for JoinRoomPageButtonInitSystem:



Public Member Functions

- [JoinRoomPageButtonInitSystem \(\)](#)
Construct a new [JoinRoomPageButtonInitSystem](#) object.
- [~JoinRoomPageButtonInitSystem \(\)=default](#)
Destroy the [JoinRoomPageButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [JoinRoomPageButtonInitSystem \(\)](#)
Construct a new [JoinRoomPageButtonInitSystem](#) object.
- [~JoinRoomPageButtonInitSystem \(\)=default](#)
Destroy the [JoinRoomPageButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

Additional Inherited Members

6.110.1 Detailed Description

[JoinRoomPageButtonInitSystem](#) class.

6.110.2 Constructor & Destructor Documentation

6.110.2.1 [JoinRoomPageButtonInitSystem\(\)](#) [1/2]

```
JoinRoomPageButtonInitSystem::JoinRoomPageButtonInitSystem ( )
```

Construct a new [JoinRoomPageButtonInitSystem](#) object.

6.110.2.2 [~JoinRoomPageButtonInitSystem\(\)](#) [1/2]

```
JoinRoomPageButtonInitSystem::~~JoinRoomPageButtonInitSystem ( ) [default]
```

Destroy the [JoinRoomPageButtonInitSystem](#) object.

6.110.2.3 [JoinRoomPageButtonInitSystem\(\)](#) [2/2]

```
JoinRoomPageButtonInitSystem::JoinRoomPageButtonInitSystem ( )
```

Construct a new [JoinRoomPageButtonInitSystem](#) object.

6.110.2.4 [~JoinRoomPageButtonInitSystem\(\)](#) [2/2]

```
JoinRoomPageButtonInitSystem::~~JoinRoomPageButtonInitSystem ( ) [default]
```

Destroy the [JoinRoomPageButtonInitSystem](#) object.

6.110.3 Member Function Documentation

6.110.3.1 `_initButton()` [1/2]

```
void JoinRoomPageButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.110.3.2 `_initButton()` [2/2]

```
void JoinRoomPageButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.110.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> JoinRoomPageButtonInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.110.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> JoinRoomPageButtonInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

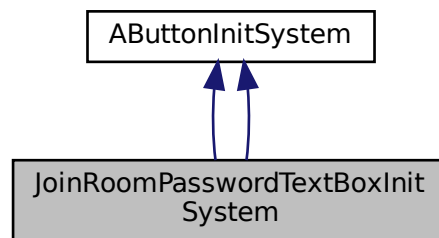
The documentation for this class was generated from the following files:

- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/JoinRoomPage↔
Button/JoinRoomPageButtonInitSystem.hpp`
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/JoinRoomPage↔
Button/JoinRoomPageButtonInitSystem.cpp`

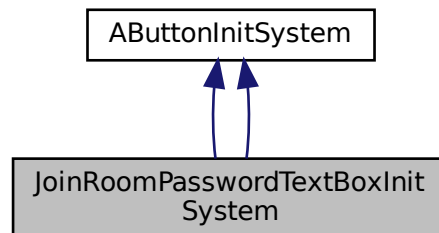
6.111 JoinRoomPasswordTextBoxInitSystem Class Reference

```
#include <JoinRoomPasswordTextBoxInitSystem.hpp>
```

Inheritance diagram for JoinRoomPasswordTextBoxInitSystem:



Collaboration diagram for JoinRoomPasswordTextBoxInitSystem:



Public Member Functions

- `JoinRoomPasswordTextBoxInitSystem (ECS::Registry &reg, int idxPacketEntities, std::size_t roomId)`
Construct a new `JoinRoomPasswordTextBoxInitSystem` object.
- `~JoinRoomPasswordTextBoxInitSystem ()=default`
Destroy the `JoinRoomPasswordTextBoxInitSystem` object.
- `JoinRoomPasswordTextBoxInitSystem (ECS::Registry &reg, int idxPacketEntities, std::size_t roomId)`
Construct a new `JoinRoomPasswordTextBoxInitSystem` object.
- `~JoinRoomPasswordTextBoxInitSystem ()=default`
Destroy the `JoinRoomPasswordTextBoxInitSystem` object.

Additional Inherited Members

6.111.1 Constructor & Destructor Documentation

6.111.1.1 JoinRoomPasswordTextBoxInitSystem() [1/2]

```
JoinRoomPasswordTextBoxInitSystem::JoinRoomPasswordTextBoxInitSystem (
    ECS::Registry & reg,
    int idxPacketEntities,
    std::size_t roomId )
```

Construct a new [JoinRoomPasswordTextBoxInitSystem](#) object.

Parameters

<i>reg</i>	The entity-component-system registry
<i>idxPacketEntities</i>	The index of the packet entities
<i>roomId</i>	The id of the room

6.111.1.2 ~JoinRoomPasswordTextBoxInitSystem() [1/2]

```
JoinRoomPasswordTextBoxInitSystem::~~JoinRoomPasswordTextBoxInitSystem ( ) [default]
```

Destroy the [JoinRoomPasswordTextBoxInitSystem](#) object.

6.111.1.3 JoinRoomPasswordTextBoxInitSystem() [2/2]

```
JoinRoomPasswordTextBoxInitSystem::JoinRoomPasswordTextBoxInitSystem (
    ECS::Registry & reg,
    int idxPacketEntities,
    std::size_t roomId )
```

Construct a new [JoinRoomPasswordTextBoxInitSystem](#) object.

Parameters

<i>reg</i>	The entity-component-system registry
<i>idxPacketEntities</i>	The index of the packet entities
<i>roomId</i>	The id of the room

6.111.1.4 ~JoinRoomPasswordTextBoxInitSystem() [2/2]

```
JoinRoomPasswordTextBoxInitSystem::~JoinRoomPasswordTextBoxInitSystem ( ) [default]
```

Destroy the [JoinRoomPasswordTextBoxInitSystem](#) object.

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

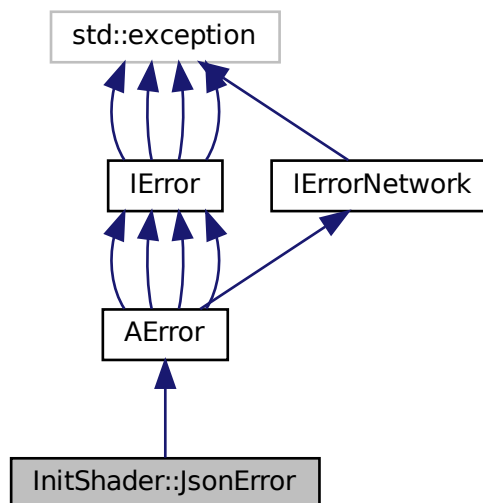
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/JoinRoomPasswordTextBox/JoinRoomPasswordTextBoxInitSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/JoinRoomPasswordTextBox/JoinRoomPasswordTextBoxInitSystem.cpp](#)

6.112 InitShader::JsonError Class Reference

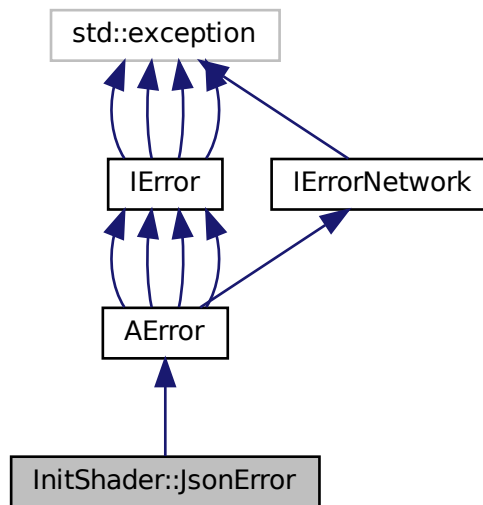
Exception class for JSON-related errors.

```
#include <InitShader.hpp>
```

Inheritance diagram for InitShader::JsonError:



Collaboration diagram for InitShader::JsonError:



Public Member Functions

- [JsonError](#) (const std::string &message)
Construct a new [JsonError](#) object.

6.112.1 Detailed Description

Exception class for JSON-related errors.

This class inherits from the [AError](#) class and is used to handle errors related to JSON operations within the [InitShader](#) system.

6.112.2 Constructor & Destructor Documentation

6.112.2.1 JsonError()

```
InitShader::JsonError::JsonError (
    const std::string & message ) [inline]
```

Construct a new [JsonError](#) object.

Parameters

<i>message</i>	The error message to be associated with this exception.

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

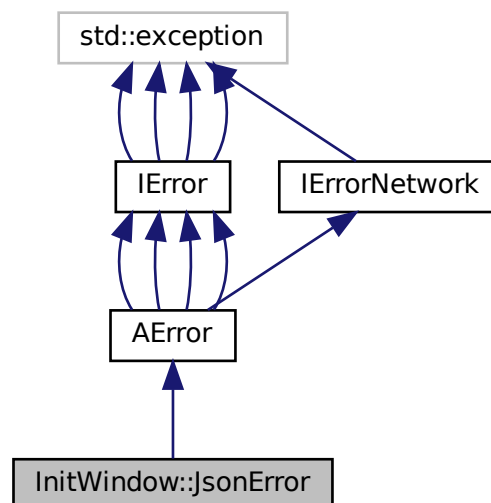
- </home/runner/work/R-Type/R-Type/Engine/Client/Src/InitShader/InitShader.hpp>

6.113 InitWindow::JsonError Class Reference

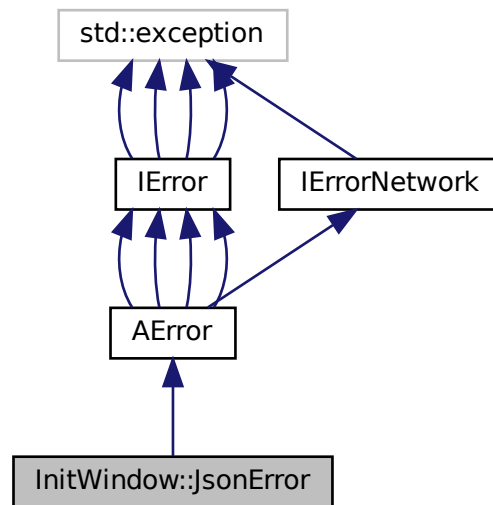
Exception class for JSON-related errors.

```
#include <InitWindow.hpp>
```

Inheritance diagram for InitWindow::JsonError:



Collaboration diagram for InitWindow::JsonError:



Public Member Functions

- [JsonError](#) (const std::string &message)
Construct a new [JsonError](#) object.

6.113.1 Detailed Description

Exception class for JSON-related errors.

This class inherits from the [AError](#) class and is used to handle errors related to JSON operations within the [InitShader](#) system.

6.113.2 Constructor & Destructor Documentation

6.113.2.1 JsonError()

```
InitWindow::JsonError::JsonError (
    const std::string & message ) [inline]
```

Construct a new [JsonError](#) object.

Parameters

<i>message</i>	The error message to be associated with this exception.

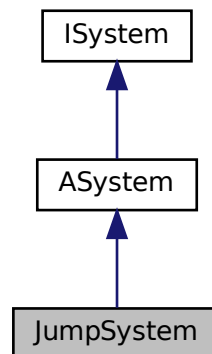
The documentation for this class was generated from the following file:

- /home/runner/work/R-Type/R-Type/Engine/Client/Src/InitWindow/[InitWindow.hpp](#)

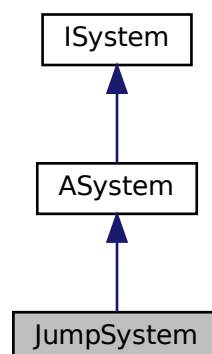
6.114 JumpSystem Class Reference

```
#include <JumpSystem.hpp>
```

Inheritance diagram for JumpSystem:



Collaboration diagram for JumpSystem:



Public Member Functions

- [JumpSystem](#) ()
Construct a new Move System Up object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the function system.
- `void` [updatePosition](#) ([ECS::Registry](#) &entityManager, int idxPacketEntities)
Function who gonna to update the position at up.

6.114.1 Constructor & Destructor Documentation

6.114.1.1 JumpSystem()

`JumpSystem::JumpSystem ( )`

Construct a new Move System Up object.

6.114.2 Member Function Documentation

6.114.2.1 getFunction()

`std::function< void(ECS::Registry &reg, int idxEntity)>` `JumpSystem::getFunction ( )` [virtual]

Get the function system.

Returns

`std::function<void(ECS::Registry& reg)>` the function.

Implements [ASystem](#).

6.114.2.2 updatePosition()

```
void JumpSystem::updatePosition (
    ECS::Registry & entityManager,
    int idxPacketEntities )
```

Function who gonna to update the position at up.

Parameters

<i>entityManager</i>	Class with all entities and component.

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

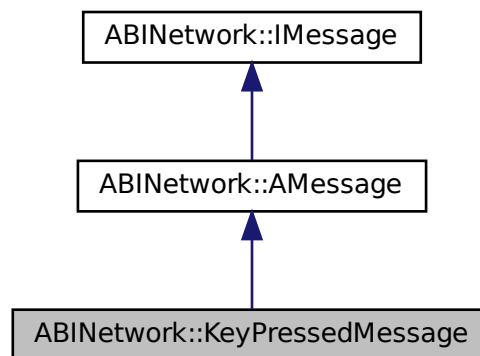
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/JumpSystem/JumpSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/JumpSystem/JumpSystem.cpp](#)

6.115 ABINetwork::KeyPressedMessage Class Reference

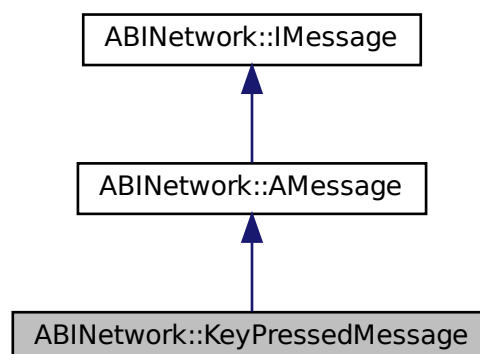
Messages that can be sent over a network for keys pressed.

```
#include <KeyPressed.hpp>
```

Inheritance diagram for ABINetwork::KeyPressedMessage:



Collaboration diagram for ABINetwork::KeyPressedMessage:



Public Member Functions

- [KeyPressedMessage](#) ()=default
Construct a new KeyPressed Message object.
- [~KeyPressedMessage](#) ()=default
Destroy the KeyPressed Message object.
- [Payload](#) & [createKeyPressedPayload](#) (int key)
Create a Key Payload object.
- int [getKeyPressedInfoFromPacket](#) ([UDPPacket](#) packet)
Get the Key Info From Packet object.

Private Attributes

- [Payload](#) _payload

Additional Inherited Members

6.115.1 Detailed Description

Messages that can be sent over a network for keys pressed.

6.115.2 Constructor & Destructor Documentation

6.115.2.1 KeyPressedMessage()

```
ABINetwork::KeyPressedMessage::KeyPressedMessage ( ) [default]
```

Construct a new KeyPressed Message object.

6.115.2.2 ~KeyPressedMessage()

```
ABINetwork::KeyPressedMessage::~~KeyPressedMessage ( ) [default]
```

Destroy the KeyPressed Message object.

6.115.3 Member Function Documentation

6.115.3.1 createKeyPressedPayload()

```
Payload & ABINetwork::KeyPressedMessage::createKeyPressedPayload (
    int key )
```

Create a Key Payload object.

Parameters

<i>key</i>	Client's key pressed.

Returns

Payload for key.

6.115.3.2 getKeyPressedInfoFromPacket()

```
int ABINetwork::KeyPressedMessage::getKeyPressedInfoFromPacket (
    UDPacket packet )
```

Get the Key Info From Packet object.

Returns

int Key pressed.

6.115.4 Member Data Documentation

6.115.4.1 _payload

```
Payload ABINetwork::KeyPressedMessage::_payload [private]
```

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

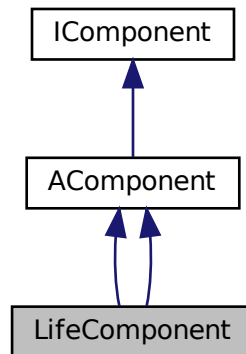
- /home/runner/work/R-Type/R-Type/Network/Messages/KeyPressed/[KeyPressed.hpp](#)
- /home/runner/work/R-Type/R-Type/Network/Messages/KeyPressed/[KeyPressed.cpp](#)

6.116 LifeComponent Class Reference

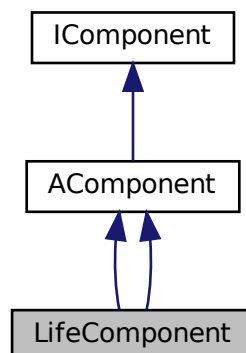
Component Life for R-Type Game.

```
#include <LifeComponent.hpp>
```

Inheritance diagram for LifeComponent:



Collaboration diagram for LifeComponent:



Public Member Functions

- [LifeComponent](#) (std::size_t [life](#)=100)
Construct a new Life Component object.
- [LifeComponent](#) (std::size_t [life](#)=100)
Construct a new Life Component object.

Public Attributes

- `std::size_t` [life](#)

6.116.1 Detailed Description

Component Life for R-Type Game.

6.116.2 Constructor & Destructor Documentation

6.116.2.1 LifeComponent() [1/2]

```
LifeComponent::LifeComponent (
    std::size_t life = 100 )
```

Construct a new Life Component object.

Parameters

<i>life</i>	Life.

6.116.2.2 LifeComponent() [2/2]

```
LifeComponent::LifeComponent (
    std::size_t life = 100 )
```

Construct a new Life Component object.

Parameters

<i>life</i>	Life.

6.116.3 Member Data Documentation

6.116.3.1 life

```
std::size_t LifeComponent::life
```

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

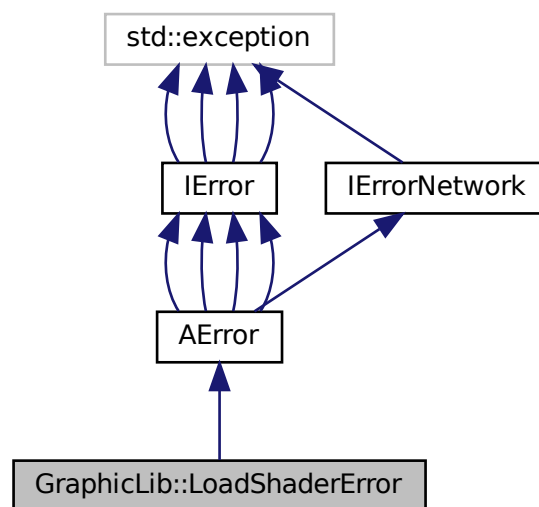
- </home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/Life/LifeComponent.hpp>
- </home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/Life/LifeComponent.cpp>

6.117 GraphicLib::LoadShaderError Class Reference

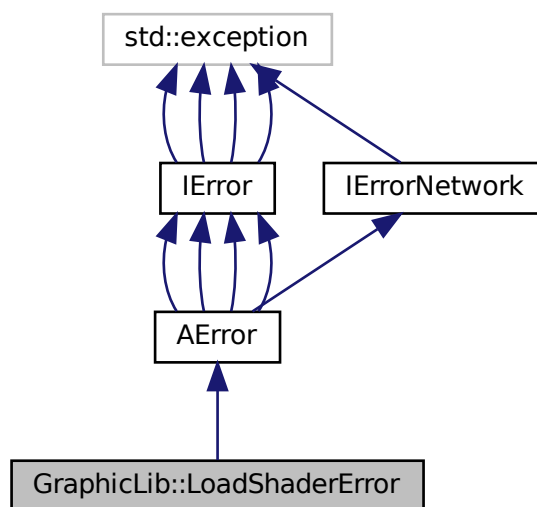
Exception class for handling errors related to loading shaders.

```
#include <GraphicLib.hpp>
```

Inheritance diagram for GraphicLib::LoadShaderError:



Collaboration diagram for GraphicLib::LoadShaderError:



Public Member Functions

- [LoadShaderError](#) (const std::string &message)
Construct a new [LoadShaderError](#) exception.

6.117.1 Detailed Description

Exception class for handling errors related to loading shaders.

6.117.2 Constructor & Destructor Documentation

6.117.2.1 LoadShaderError()

```
GraphicLib::LoadShaderError::LoadShaderError (
    const std::string & message ) [inline]
```

Construct a new [LoadShaderError](#) exception.

Parameters

<i>message</i>	The error message.

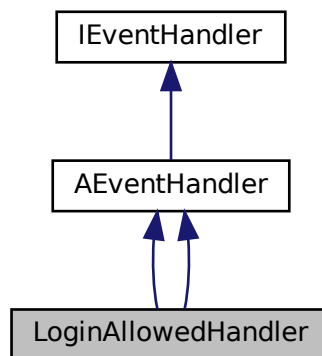
The documentation for this class was generated from the following file:

- [/home/runner/work/R-Type/R-Type/GraphicLibrary/Src/GraphicLib.hpp](#)

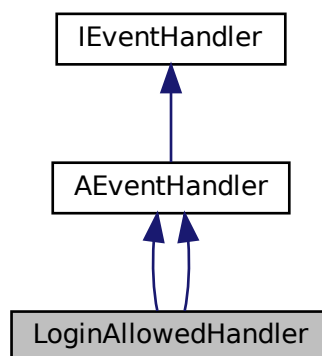
6.118 LoginAllowedHandler Class Reference

```
#include <LoginAllowedHandler.hpp>
```

Inheritance diagram for LoginAllowedHandler:



Collaboration diagram for LoginAllowedHandler:



Public Member Functions

- [LoginAllowedHandler](#) (std::string eventType="")
Construct a new [LoginAllowedHandler](#) object.
- [~LoginAllowedHandler](#) ()=default
Destroy the [LoginAllowedHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.
- [LoginAllowedHandler](#) (std::string eventType="")
Construct a new [LoginAllowedHandler](#) object.
- [~LoginAllowedHandler](#) ()=default
Destroy the [LoginAllowedHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.118.1 Constructor & Destructor Documentation

6.118.1.1 LoginAllowedHandler() [1/2]

```
LoginAllowedHandler::LoginAllowedHandler (
    std::string eventType = "" )
```

Construct a new [LoginAllowedHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.118.1.2 ~LoginAllowedHandler() [1/2]

```
LoginAllowedHandler::~~LoginAllowedHandler ( ) [default]
```

Destroy the [LoginAllowedHandler](#) object.

6.118.1.3 LoginAllowedHandler() [2/2]

```
LoginAllowedHandler::LoginAllowedHandler (  
    std::string eventType = "" )
```

Construct a new [LoginAllowedHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.118.1.4 ~LoginAllowedHandler() [2/2]

LoginAllowedHandler::~~LoginAllowedHandler () [default]

Destroy the [LoginAllowedHandler](#) object.

6.118.2 Member Function Documentation**6.118.2.1 processEvent()** [1/2]

```
bool LoginAllowedHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

 true if the event has been processed
 false if the event has not been processed

Implements [AEventHandler](#).

6.118.2.2 processEvent() [2/2]

```
bool LoginAllowedHandler::processEvent (
    std::shared_ptr< IEvent > event,
```

```
std::shared_ptr< SceneManager::ISceneManager > sceneManager,  
std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,  
std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

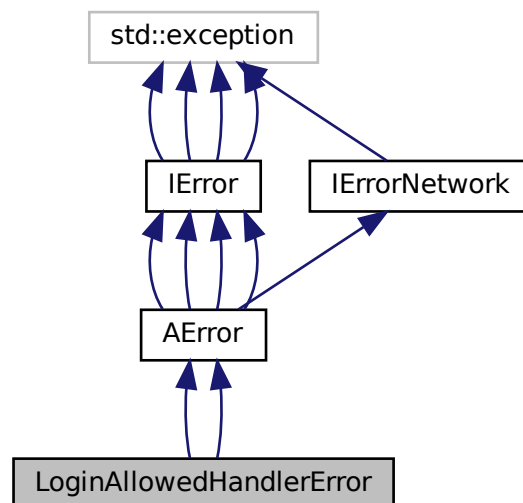
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/LoginAllowed/[LoginAllowedHandler.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/LoginAllowed/[LoginAllowedHandler.cpp](#)

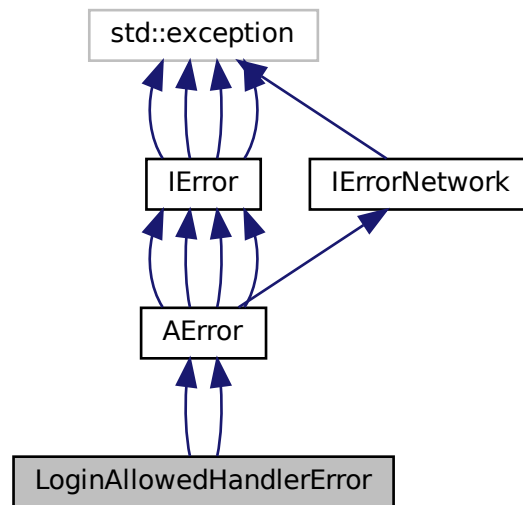
6.119 LoginAllowedHandlerError Class Reference

```
#include <LoginAllowedHandler.hpp>
```

Inheritance diagram for LoginAllowedHandlerError:



Collaboration diagram for LoginAllowedHandlerError:



Public Member Functions

- [LoginAllowedHandlerError](#) (std::string message)
Construct a new [LoginAllowedHandlerError](#) object.
- [LoginAllowedHandlerError](#) (std::string message)
Construct a new [LoginAllowedHandlerError](#) object.

6.119.1 Constructor & Destructor Documentation

6.119.1.1 LoginAllowedHandlerError() [1/2]

```

LoginAllowedHandlerError::LoginAllowedHandlerError (
    std::string message ) [inline]

```

Construct a new [LoginAllowedHandlerError](#) object.

Parameters

<i>message</i>	Message

6.119.1.2 LoginAllowedHandlerError() [2/2]

```
LoginAllowedHandlerError::LoginAllowedHandlerError (
    std::string message ) [inline]
```

Construct a new [LoginAllowedHandlerError](#) object.

Parameters

<i>message</i>	Message

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

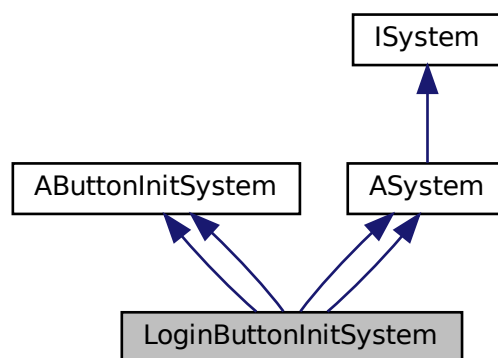
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/LoginAllowed/LoginAllowedHandler.hpp](#)

6.120 LoginButtonInitSystem Class Reference

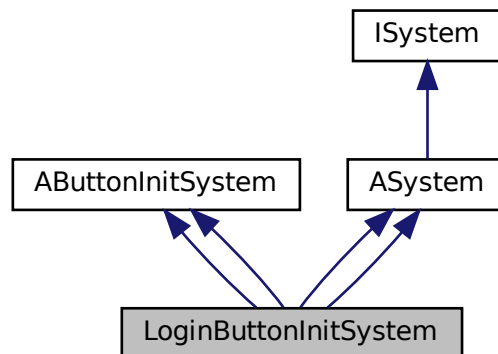
[LoginButtonInitSystem](#) class.

```
#include <LoginButtonInitSystem.hpp>
```

Inheritance diagram for LoginButtonInitSystem:



Collaboration diagram for LoginButtonInitSystem:



Public Member Functions

- [LoginButtonInitSystem \(\)](#)
Construct a new [LoginButtonInitSystem](#) object.
- [~LoginButtonInitSystem \(\)](#)=default
Destroy the [LoginButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [LoginButtonInitSystem \(\)](#)
Construct a new [LoginButtonInitSystem](#) object.
- [~LoginButtonInitSystem \(\)](#)=default
Destroy the [LoginButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`
- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.120.1 Detailed Description

[LoginButtonInitSystem](#) class.

6.120.2 Constructor & Destructor Documentation

6.120.2.1 LoginButtonInitSystem() [1/2]

```
LoginButtonInitSystem::LoginButtonInitSystem ( )
```

Construct a new [LoginButtonInitSystem](#) object.

6.120.2.2 ~LoginButtonInitSystem() [1/2]

```
LoginButtonInitSystem::~~LoginButtonInitSystem ( ) [default]
```

Destroy the [LoginButtonInitSystem](#) object.

6.120.2.3 LoginButtonInitSystem() [2/2]

```
LoginButtonInitSystem::LoginButtonInitSystem ( )
```

Construct a new [LoginButtonInitSystem](#) object.

6.120.2.4 ~LoginButtonInitSystem() [2/2]

```
LoginButtonInitSystem::~~LoginButtonInitSystem ( ) [default]
```

Destroy the [LoginButtonInitSystem](#) object.

6.120.3 Member Function Documentation

6.120.3.1 _initButton() [1/2]

```
void LoginButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.120.3.2 _initButton() [2/2]

```
void LoginButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.120.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> LoginButtonInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.120.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> LoginButtonInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

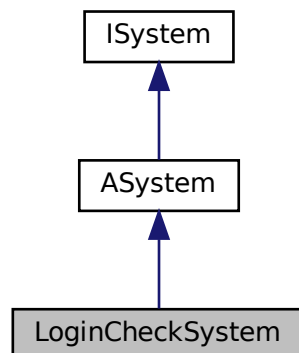
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/LoginButton/[LoginButtonInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/LoginButton/[LoginButtonInitSystem.cpp](#)

6.121 LoginCheckSystem Class Reference

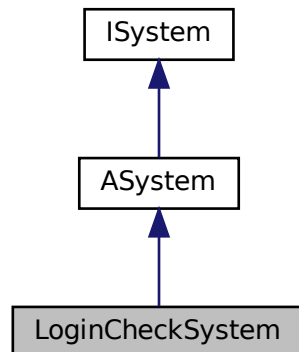
[LoginCheckSystem](#) class.

```
#include <LoginCheckSystem.hpp>
```

Inheritance diagram for LoginCheckSystem:



Collaboration diagram for LoginCheckSystem:



Public Member Functions

- [LoginCheckSystem \(\)](#)
Construct a new [LoginCheckSystem](#) object.
- [~LoginCheckSystem \(\)](#)=default
Destroy the [LoginCheckSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void` [_loginCheckSystem \(\[ECS::Registry\]\(#\) &reg, int idxPacketEntities\)](#)

6.121.1 Detailed Description

[LoginCheckSystem](#) class.

6.121.2 Constructor & Destructor Documentation

6.121.2.1 LoginCheckSystem()

```
LoginCheckSystem::LoginCheckSystem ( )
```

Construct a new [LoginCheckSystem](#) object.

6.121.2.2 ~LoginCheckSystem()

```
LoginCheckSystem::~~LoginCheckSystem ( ) [default]
```

Destroy the [LoginCheckSystem](#) object.

6.121.3 Member Function Documentation

6.121.3.1 _loginCheckSystem()

```
void LoginCheckSystem::_loginCheckSystem (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.121.3.2 getFunction()

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> LoginCheckSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

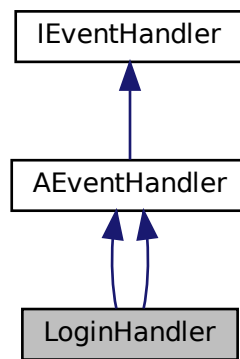
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Login/LoginCheckSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Login/LoginCheckSystem.cpp](#)

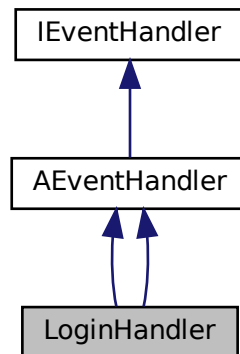
6.122 LoginHandler Class Reference

```
#include <LoginHandler.hpp>
```

Inheritance diagram for LoginHandler:



Collaboration diagram for LoginHandler:



Public Member Functions

- [LoginHandler](#) (std::string eventType="")
Construct a new [LoginHandler](#) object.
- [~LoginHandler](#) ()=default
Destroy the [LoginHandler](#) object.

- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.
- [LoginHandler](#) (std::string eventType="")
Construct a new [LoginHandler](#) object.
- [~LoginHandler](#) ()=default
Destroy the [LoginHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.122.1 Constructor & Destructor Documentation

6.122.1.1 LoginHandler() [1/2]

```
LoginHandler::LoginHandler (
    std::string eventType = "" )
```

Construct a new [LoginHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.122.1.2 ~LoginHandler() [1/2]

```
LoginHandler::~~LoginHandler ( ) [default]
```

Destroy the [LoginHandler](#) object.

6.122.1.3 LoginHandler() [2/2]

```
LoginHandler::LoginHandler (
    std::string eventType = "" )
```

Construct a new [LoginHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.122.1.4 `~LoginHandler()` [2/2]

`LoginHandler::~~LoginHandler ( ) [default]`

Destroy the [LoginHandler](#) object.

6.122.2 Member Function Documentation**6.122.2.1** `processEvent()` [1/2]

```
bool LoginHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

6.122.2.2 `processEvent()` [2/2]

```
bool LoginHandler::processEvent (
    std::shared_ptr< IEvent > event,
```

```
std::shared_ptr< SceneManager::ISceneManager > sceneManager,  
std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,  
std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

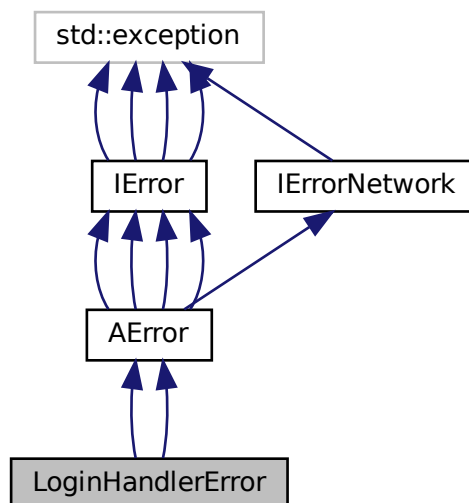
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/Login/LoginHandler.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/Login/LoginHandler.cpp](#)

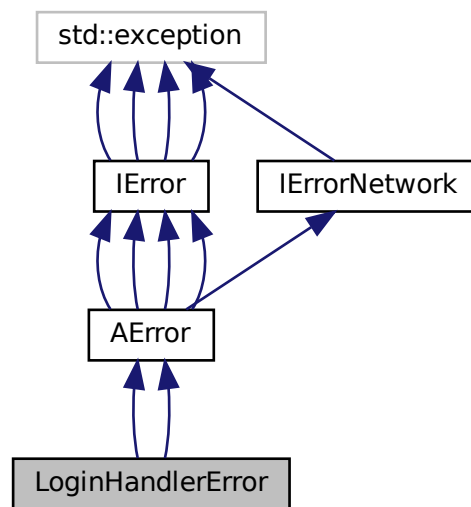
6.123 LoginHandlerError Class Reference

```
#include <LoginHandler.hpp>
```

Inheritance diagram for LoginHandlerError:



Collaboration diagram for LoginHandlerError:



Public Member Functions

- [LoginHandlerError](#) (std::string message)
Construct a new [LoginHandlerError](#) object.
- [LoginHandlerError](#) (std::string message)
Construct a new [LoginHandlerError](#) object.

6.123.1 Constructor & Destructor Documentation

6.123.1.1 LoginHandlerError() [1/2]

```

LoginHandlerError::LoginHandlerError (
    std::string message ) [inline]
  
```

Construct a new [LoginHandlerError](#) object.

Parameters

<i>message</i>	Message

6.123.1.2 LoginHandlerError() [2/2]

```
LoginHandlerError::LoginHandlerError (
    std::string message ) [inline]
```

Construct a new [LoginHandlerError](#) object.

Parameters

<i>message</i>	Message

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

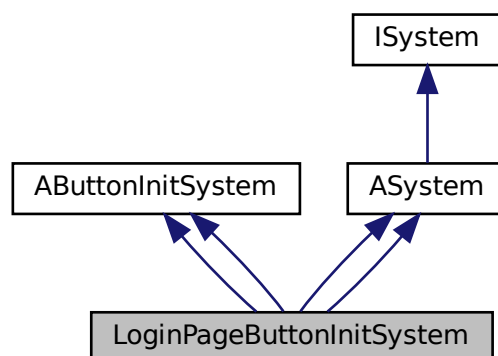
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/Login/LoginHandler.hpp](#)

6.124 LoginPageButtonInitSystem Class Reference

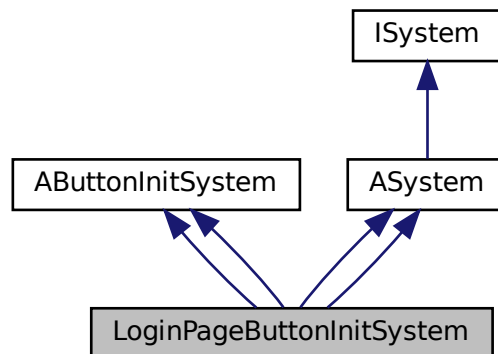
[LoginPageButtonInitSystem](#) class.

```
#include <LoginPageButtonInitSystem.hpp>
```

Inheritance diagram for LoginPageButtonInitSystem:



Collaboration diagram for LoginPageButtonInitSystem:



Public Member Functions

- [LoginPageButtonInitSystem \(\)](#)
Construct a new [LoginPageButtonInitSystem](#) object.
- [~LoginPageButtonInitSystem \(\)=default](#)
Destroy the [LoginPageButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [LoginPageButtonInitSystem \(\)](#)
Construct a new [LoginPageButtonInitSystem](#) object.
- [~LoginPageButtonInitSystem \(\)=default](#)
Destroy the [LoginPageButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void \_initButton (ECS::Registry &reg, int idxPacketEntities)`
- `void \_initButton (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.124.1 Detailed Description

[LoginPageButtonInitSystem](#) class.

6.124.2 Constructor & Destructor Documentation

6.124.2.1 LoginPageButtonInitSystem() [1/2]

```
LoginPageButtonInitSystem::LoginPageButtonInitSystem ( )
```

Construct a new [LoginPageButtonInitSystem](#) object.

6.124.2.2 ~LoginPageButtonInitSystem() [1/2]

```
LoginPageButtonInitSystem::~~LoginPageButtonInitSystem ( ) [default]
```

Destroy the [LoginPageButtonInitSystem](#) object.

6.124.2.3 LoginPageButtonInitSystem() [2/2]

```
LoginPageButtonInitSystem::LoginPageButtonInitSystem ( )
```

Construct a new [LoginPageButtonInitSystem](#) object.

6.124.2.4 ~LoginPageButtonInitSystem() [2/2]

```
LoginPageButtonInitSystem::~~LoginPageButtonInitSystem ( ) [default]
```

Destroy the [LoginPageButtonInitSystem](#) object.

6.124.3 Member Function Documentation

6.124.3.1 _initButton() [1/2]

```
void LoginPageButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.124.3.2 _initButton() [2/2]

```
void LoginPageButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.124.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> LoginPageButtonInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.124.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> LoginPageButtonInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

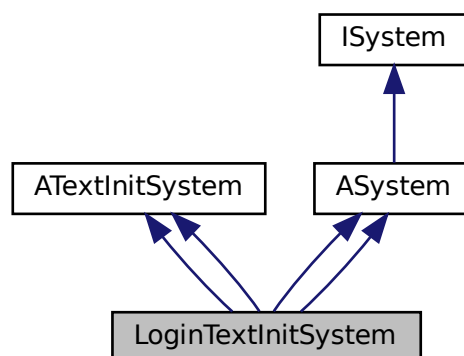
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/LoginPageButton/LoginPageButtonInitSystem.cpp`
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/LoginPageButton/LoginPageButtonInitSystem.h`

6.125 LoginTextInitSystem Class Reference

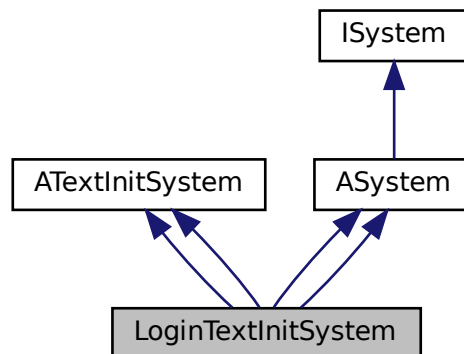
[LoginTextInitSystem](#) class.

```
#include <LoginTextInitSystem.hpp>
```

Inheritance diagram for LoginTextInitSystem:



Collaboration diagram for LoginTextInitSystem:



Public Member Functions

- [LoginTextInitSystem \(\)](#)
Construct a new [LoginTextInitSystem](#) object.
- [~LoginTextInitSystem \(\)](#)=default
Destroy the [LoginTextInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [LoginTextInitSystem \(\)](#)
Construct a new [LoginTextInitSystem](#) object.
- [~LoginTextInitSystem \(\)](#)=default
Destroy the [LoginTextInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initText (ECS::Registry &reg, int idxPacketEntities)`
- `void _initText (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.125.1 Detailed Description

[LoginTextInitSystem](#) class.

6.125.2 Constructor & Destructor Documentation

6.125.2.1 LoginTextInitSystem() [1/2]

```
LoginTextInitSystem::LoginTextInitSystem ( )
```

Construct a new [LoginTextInitSystem](#) object.

6.125.2.2 ~LoginTextInitSystem() [1/2]

```
LoginTextInitSystem::~~LoginTextInitSystem ( ) [default]
```

Destroy the [LoginTextInitSystem](#) object.

6.125.2.3 LoginTextInitSystem() [2/2]

```
LoginTextInitSystem::LoginTextInitSystem ( )
```

Construct a new [LoginTextInitSystem](#) object.

6.125.2.4 ~LoginTextInitSystem() [2/2]

```
LoginTextInitSystem::~~LoginTextInitSystem ( ) [default]
```

Destroy the [LoginTextInitSystem](#) object.

6.125.3 Member Function Documentation

6.125.3.1 _initText() [1/2]

```
void LoginTextInitSystem::_initText (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.125.3.2 _initText() [2/2]

```
void LoginTextInitSystem::_initText (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```


6.125.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> LoginTextInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.125.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> LoginTextInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

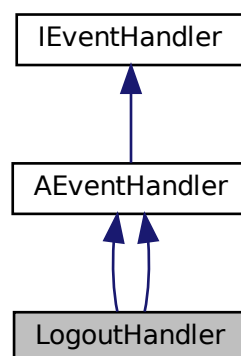
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/Login/LoginTextInitSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/Login/LoginTextInitSystem.cpp](#)

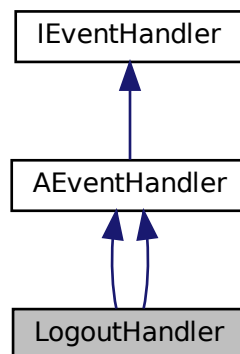
6.126 LogoutHandler Class Reference

```
#include <LogoutHandler.hpp>
```

Inheritance diagram for LogoutHandler:



Collaboration diagram for LogoutHandler:



Public Member Functions

- `LogoutHandler` (`std::string eventType=""`)
Construct a new `LogoutHandler` object.
- `~LogoutHandler` ()=default
Destroy the `LogoutHandler` object.
- `bool processEvent` (`std::shared_ptr< IEvent > event`, `std::shared_ptr< SceneManager::ISceneManager > sceneManager`, `std::shared_ptr< ABINetwork::INetworkUnit > networkUnit`, `std::shared_ptr< IGraphic > graphicLib`) override
Process the event.
- `LogoutHandler` (`std::string eventType=""`)
Construct a new `LogoutHandler` object.
- `~LogoutHandler` ()=default
Destroy the `LogoutHandler` object.
- `bool processEvent` (`std::shared_ptr< IEvent > event`, `std::shared_ptr< SceneManager::ISceneManager > sceneManager`, `std::shared_ptr< ABINetwork::INetworkUnit > networkUnit`, `std::shared_ptr< IGraphic > graphicLib`) override
Process the event.

Additional Inherited Members

6.126.1 Constructor & Destructor Documentation

6.126.1.1 LogoutHandler() [1/2]

```
LogoutHandler::LogoutHandler (
    std::string eventType = "" )
```

Construct a new `LogoutHandler` object.

Parameters

<i>eventType</i>	Event type

6.126.1.2 `~LogoutHandler()` [1/2]

```
LogoutHandler::~LogoutHandler ( ) [default]
```

Destroy the [LogoutHandler](#) object.

6.126.1.3 `LogoutHandler()` [2/2]

```
LogoutHandler::LogoutHandler (
    std::string eventType = "" )
```

Construct a new [LogoutHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.126.1.4 `~LogoutHandler()` [2/2]

```
LogoutHandler::~LogoutHandler ( ) [default]
```

Destroy the [LogoutHandler](#) object.

6.126.2 Member Function Documentation**6.126.2.1** `processEvent()` [1/2]

```
bool LogoutHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

6.126.2.2 processEvent() [2/2]

```
bool LogoutHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

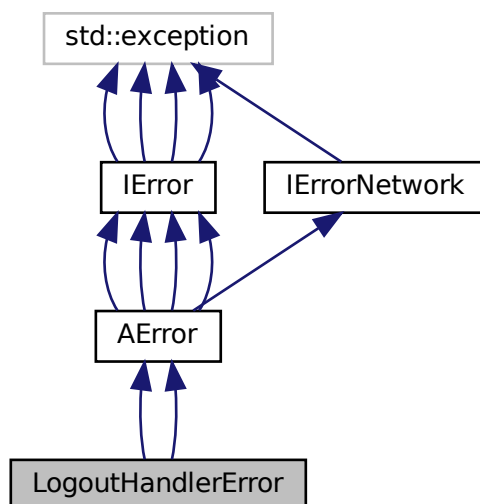
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/Logout/[LogoutHandler.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/Logout/[LogoutHandler.cpp](#)

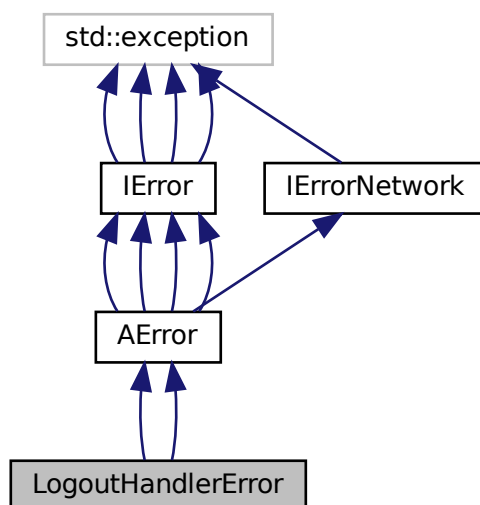
6.127 LogoutHandlerError Class Reference

```
#include <LogoutHandler.hpp>
```

Inheritance diagram for LogoutHandlerError:



Collaboration diagram for LogoutHandlerError:



Public Member Functions

- [LogoutHandlerError](#) (std::string message)
Construct a new [LogoutHandlerError](#) object.
- [LogoutHandlerError](#) (std::string message)
Construct a new [LogoutHandlerError](#) object.

6.127.1 Constructor & Destructor Documentation

6.127.1.1 LogoutHandlerError() [1/2]

```
LogoutHandlerError::LogoutHandlerError (
    std::string message ) [inline]
```

Construct a new [LogoutHandlerError](#) object.

Parameters

<i>message</i>	Message

6.127.1.2 LogoutHandlerError() [2/2]

```
LogoutHandlerError::LogoutHandlerError (
    std::string message ) [inline]
```

Construct a new [LogoutHandlerError](#) object.

Parameters

<i>message</i>	Message

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

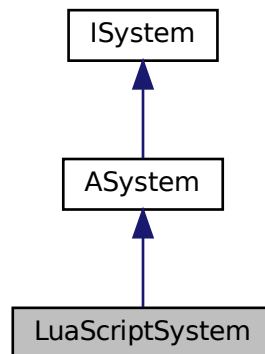
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/Logout/[LogoutHandler.hpp](#)

6.128 LuaScriptSystem Class Reference

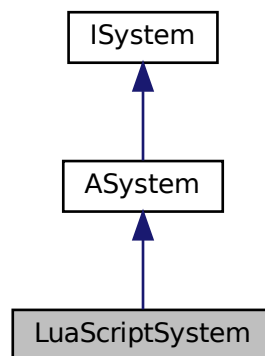
Run all lua scripts, giving them the ability to modify the game.

```
#include <LuaScriptSystem.hpp>
```

Inheritance diagram for LuaScriptSystem:



Collaboration diagram for LuaScriptSystem:



Public Member Functions

- [LuaScriptSystem \(\)](#)
Construct a new [LuaScriptSystem](#) System object.
- [~LuaScriptSystem \(\)](#)=default
Destroy the [LuaScriptSystem](#) System object.
- `std::function< void(ECS::Registry &reg, int idxPacketMobs)>` [getFunction \(\)](#)
Get the Function object.
- `template<typename T >`
`bool argSetter (ECS::Registry &reg, int entity, std::string componentName, std::string key, T value)`
Allows to set an arg for a component, with type x.

- `template<typename T >`
`std::optional< T > argGetter (ECS::Registry &reg, int entity, std::string componentName, std::string argKey)`
Allows to get a component's argument value by key, of type T.
- `template<typename T >`
`void registerGetter (ECS::Registry &reg, std::string type, sol::state &lua)`
Allows to register a getter for a type T as str name x.
- `template<typename T >`
`void registerSetter (ECS::Registry &reg, std::string type, sol::state &lua)`
Registers a setter for T type.

Private Member Functions

- `void \_runScripts (ECS::Registry &reg, int idxPacketMobs)`

6.128.1 Detailed Description

Run all lua scripts, giving them the ability to modify the game.

6.128.2 Constructor & Destructor Documentation

6.128.2.1 [LuaScriptSystem\(\)](#)

```
LuaScriptSystem::LuaScriptSystem ( )
```

Construct a new [LuaScriptSystem](#) System object.

6.128.2.2 [~LuaScriptSystem\(\)](#)

```
LuaScriptSystem::~~LuaScriptSystem ( ) [default]
```

Destroy the [LuaScriptSystem](#) System object.

6.128.3 Member Function Documentation

6.128.3.1 [_runScripts\(\)](#)

```
void LuaScriptSystem::_runScripts (
    ECS::Registry & reg,
    int idxPacketMobs ) [private]
```


6.128.3.2 argGetter()

```
template<typename T >
std::optional< T > LuaScriptSystem::argGetter (
    ECS::Registry & reg,
    int entity,
    std::string componentName,
    std::string argKey )
```

Allows to get a component's argument value by key, of type T.

Template Parameters

<i>T</i>	

Parameters

<i>reg</i>	
<i>entity</i>	
<i>componentName</i>	
<i>argKey</i>	

Returns

T

6.128.3.3 argSetter()

```
template<typename T >
bool LuaScriptSystem::argSetter (
    ECS::Registry & reg,
    int entity,
    std::string componentName,
    std::string key,
    T value )
```

Allows to set an arg for a component, with type x.

Template Parameters

<i>T</i>	

Parameters

<i>reg</i>	
<i>entity</i>	
<i>componentName</i>	
<i>key</i>	

Parameters

<i>value</i>	

Returns

true
false

6.128.3.4 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketMobs)> LuaScriptSystem::getFunction ( )
[inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketMobs)>

Implements [ASystem](#).

6.128.3.5 registerGetter()

```
template<typename T >
void LuaScriptSystem::registerGetter (
    ECS::Registry & reg,
    std::string type,
    sol::state & lua )
```

Allows to register a getter for a type T as str name x.

Template Parameters

<i>T</i>	

Parameters

<i>reg</i>	
<i>type</i>	
<i>lua</i>	

6.128.3.6 registerSetter()

```
template<typename T >
void LuaScriptSystem::registerSetter (
    ECS::Registry & reg,
    std::string type,
    sol::state & lua )
```

Registers a setter for T type.

Template Parameters

<i>T</i>	

Parameters

<i>reg</i>	
<i>type</i>	
<i>lua</i>	

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

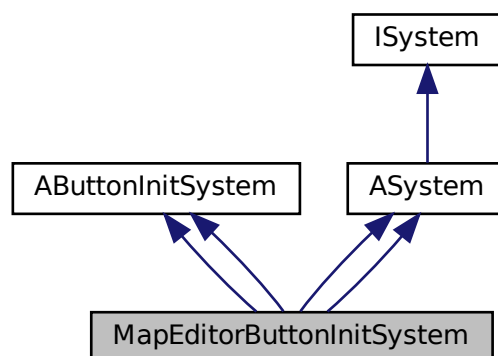
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/LuaScript/LuaScriptSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/LuaScript/LuaScriptSystem.cpp](#)

6.129 MapEditorButtonInitSystem Class Reference

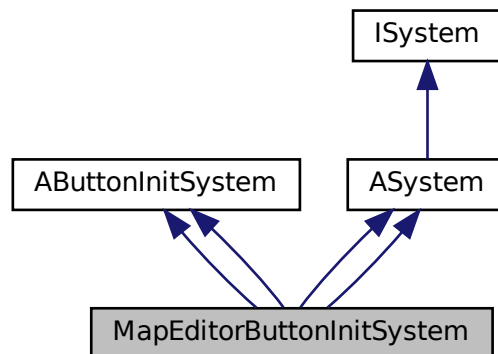
[MapEditorButtonInitSystem](#) class.

```
#include <MapEditorButtonInitSystem.hpp>
```

Inheritance diagram for MapEditorButtonInitSystem:



Collaboration diagram for MapEditorButtonInitSystem:



Public Member Functions

- [MapEditorButtonInitSystem \(\)](#)
Construct a new [MapEditorButtonInitSystem](#) object.
- [~MapEditorButtonInitSystem \(\)=default](#)
Destroy the [MapEditorButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [MapEditorButtonInitSystem \(\)](#)
Construct a new [MapEditorButtonInitSystem](#) object.
- [~MapEditorButtonInitSystem \(\)=default](#)
Destroy the [MapEditorButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`
- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.129.1 Detailed Description

[MapEditorButtonInitSystem](#) class.

6.129.2 Constructor & Destructor Documentation

6.129.2.1 MapEditorButtonInitSystem() [1/2]

```
MapEditorButtonInitSystem::MapEditorButtonInitSystem ( )
```

Construct a new [MapEditorButtonInitSystem](#) object.

6.129.2.2 ~MapEditorButtonInitSystem() [1/2]

```
MapEditorButtonInitSystem::~~MapEditorButtonInitSystem ( ) [default]
```

Destroy the [MapEditorButtonInitSystem](#) object.

6.129.2.3 MapEditorButtonInitSystem() [2/2]

```
MapEditorButtonInitSystem::MapEditorButtonInitSystem ( )
```

Construct a new [MapEditorButtonInitSystem](#) object.

6.129.2.4 ~MapEditorButtonInitSystem() [2/2]

```
MapEditorButtonInitSystem::~~MapEditorButtonInitSystem ( ) [default]
```

Destroy the [MapEditorButtonInitSystem](#) object.

6.129.3 Member Function Documentation

6.129.3.1 _initButton() [1/2]

```
void MapEditorButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.129.3.2 _initButton() [2/2]

```
void MapEditorButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.129.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> MapEditorButtonInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.129.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> MapEditorButtonInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

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

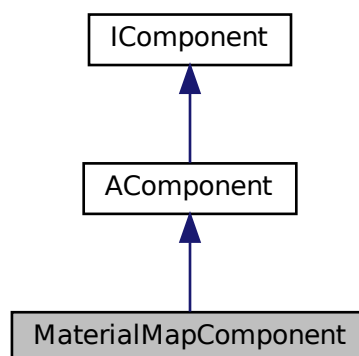
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/MapEditorButton/MapEditorButtonInitSy`
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/MapEditorButton/MapEditorButtonInitSy`

6.130 MaterialMapComponent Class Reference

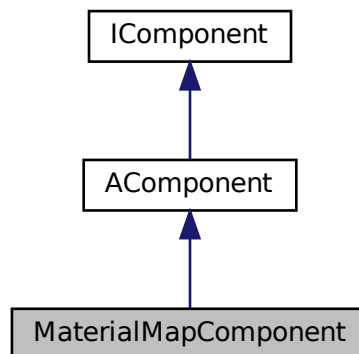
Component for handling different types of material maps within the graphical engine.

```
#include <MaterialMapComponent.hpp>
```

Inheritance diagram for MaterialMapComponent:



Collaboration diagram for MaterialMapComponent:



Public Types

- enum [MaterialType](#) {
[MATERIAL_MAP_ALBEDO](#) , [MATERIAL_MAP_METALNESS](#) , [MATERIAL_MAP_NORMAL](#) , [MATERIAL_MAP_ROUGHNESS](#)
 ,
[MATERIAL_MAP_OCCLUSION](#) , [MATERIAL_MAP_EMISSION](#) , [MATERIAL_MAP_HEIGHT](#) , [MATERIAL_MAP_CUBEMAP](#)
 ,
[MATERIAL_MAP_IRRADIANCE](#) , [MATERIAL_MAP_PREFILTER](#) , [MATERIAL_MAP_BRDF](#) }
Enum representing different types of material maps.

Public Member Functions

- [MaterialMapComponent](#) (std::vector< std::string > paths={}, std::vector< size_t > indexes={}, std::vector< [MaterialType](#) > types={})
Construct a new [MaterialMapComponent](#) object.

Public Attributes

- std::vector< std::string > [materialPaths](#)
Paths to the material maps.
- std::vector< size_t > [materialIndexes](#)
Indexes of the material maps.
- std::vector< [MaterialType](#) > [materialTypes](#)
Types of the material maps.

6.130.1 Detailed Description

Component for handling different types of material maps within the graphical engine.

This component is used to store and manage paths, indexes, and types of material maps.

6.130.2 Member Enumeration Documentation

6.130.2.1 MaterialType

enum `MaterialMapComponent::MaterialType`

Enum representing different types of material maps.

All those type will be attributed to an 3D object to define its material.

Enumerator

<code>MATERIAL_MAP_ALBEDO</code>	Albedo map.
<code>MATERIAL_MAP_METALNESS</code>	Metalness map.
<code>MATERIAL_MAP_NORMAL</code>	Normal map.
<code>MATERIAL_MAP_ROUGHNESS</code>	Roughness map.
<code>MATERIAL_MAP_OCCLUSION</code>	Occlusion map.
<code>MATERIAL_MAP_EMISSION</code>	Emission map.
<code>MATERIAL_MAP_HEIGHT</code>	Height map.
<code>MATERIAL_MAP_CUBEMAP</code>	Cubemap.
<code>MATERIAL_MAP_IRRADIANCE</code>	Irradiance map.
<code>MATERIAL_MAP_PREFILTER</code>	Prefilter map.
<code>MATERIAL_MAP_BRDF</code>	BRDF map.

6.130.3 Constructor & Destructor Documentation

6.130.3.1 MaterialMapComponent()

```
MaterialMapComponent::MaterialMapComponent (
    std::vector< std::string > paths = {},
    std::vector< size_t > indexes = {},
    std::vector< MaterialType > types = {} )
```

Construct a new `MaterialMapComponent` object.

Parameters

<i>paths</i>	Vector of paths to the material maps (default is empty).
<i>indexes</i>	Vector of indexes of the material maps (default is empty).
<i>types</i>	Vector of types of the material maps (default is empty).

6.130.4 Member Data Documentation

6.130.4.1 materialIndexes

```
std::vector<size_t> MaterialMapComponent::materialIndexes
```

Indexes of the material maps.

6.130.4.2 materialPaths

```
std::vector<std::string> MaterialMapComponent::materialPaths
```

Paths to the material maps.

6.130.4.3 materialTypes

```
std::vector<MaterialType> MaterialMapComponent::materialTypes
```

Types of the material maps.

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

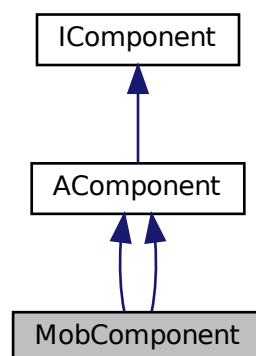
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/MaterialMap/MaterialMapComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/MaterialMap/MaterialMapComponent.cpp](#)

6.131 MobComponent Class Reference

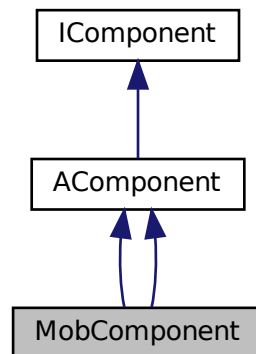
Component Mob for R-Type Game.

```
#include <MobComponent.hpp>
```

Inheritance diagram for MobComponent:



Collaboration diagram for MobComponent:



Public Member Functions

- **MobComponent** (float `shootSpeed`, int `xStartOscillate`, float `oscillateSpeed`, int `minY`, int `maxY`)
Construct a new Mob Component object.
- **MobComponent** (float `shootSpeed`, int `xStartOscillate`, float `oscillateSpeed`, int `minY`, int `maxY`)
Construct a new Mob Component object.

Public Attributes

- `std::chrono::high_resolution_clock::time_point clock = std::chrono::high_resolution_clock::now()`
- float `shootSpeed` = 1
- int `xStartOscillate` = 1600
- float `oscillateSpeed` = 3
- int `minY` = -50
- int `maxY` = 850

6.131.1 Detailed Description

Component Mob for R-Type Game.

6.131.2 Constructor & Destructor Documentation

6.131.2.1 MobComponent() [1/2]

```
MobComponent::MobComponent (
    float shootSpeed,
    int xStartOscillate,
    float oscillateSpeed,
    int minY,
    int maxY )
```

Construct a new Mob Component object.

6.131.2.2 MobComponent() [2/2]

```
MobComponent::MobComponent (
    float shootSpeed,
    int xStartOscillate,
    float oscillateSpeed,
    int minY,
    int maxY )
```

Construct a new Mob Component object.

6.131.3 Member Data Documentation

6.131.3.1 clock

```
std::chrono::high_resolution_clock::time_point MobComponent::clock = std::chrono::high_↵
resolution_clock::now()
```

6.131.3.2 maxY

```
int MobComponent::maxY = 850
```

6.131.3.3 minY

```
int MobComponent::minY = -50
```

6.131.3.4 oscillateSpeed

```
float MobComponent::oscillateSpeed = 3
```

6.131.3.5 shootSpeed

```
float MobComponent::shootSpeed = 1
```

6.131.3.6 xStartOscillate

```
int MobComponent::xStartOscillate = 1600
```

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

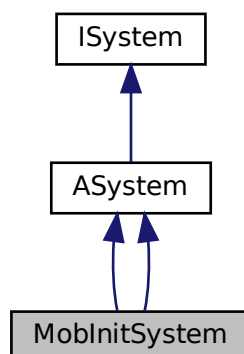
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/Mob/MobComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/Mob/MobComponent.cpp](#)

6.132 MobInitSystem Class Reference

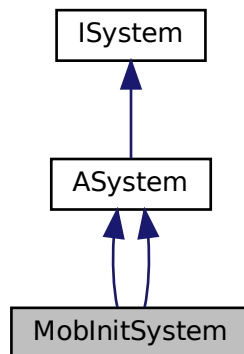
Initialize a mob entity.

```
#include <MobInitSystem.hpp>
```

Inheritance diagram for MobInitSystem:



Collaboration diagram for MobInitSystem:



Public Member Functions

- [MobInitSystem](#) ()
Construct a new Mob Init System object.
- [~MobInitSystem](#) ()=default
Destroy the Mob Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.
- [MobInitSystem](#) ()
Construct a new Mob Init System object.
- [~MobInitSystem](#) ()=default
Destroy the Mob Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.

Private Member Functions

- `void _initMob (ECS::Registry &reg, int idxPacketEntities)`
- `void _initMob (ECS::Registry &reg, int idxPacketEntities)`

6.132.1 Detailed Description

Initialize a mob entity.

6.132.2 Constructor & Destructor Documentation

6.132.2.1 MobInitSystem() [1/2]

```
MobInitSystem::MobInitSystem ( )
```

Construct a new Mob Init System object.

6.132.2.2 ~MobInitSystem() [1/2]

```
MobInitSystem::~~MobInitSystem ( ) [default]
```

Destroy the Mob Init System object.

6.132.2.3 MobInitSystem() [2/2]

```
MobInitSystem::MobInitSystem ( )
```

Construct a new Mob Init System object.

6.132.2.4 ~MobInitSystem() [2/2]

```
MobInitSystem::~~MobInitSystem ( ) [default]
```

Destroy the Mob Init System object.

6.132.3 Member Function Documentation

6.132.3.1 _initMob() [1/2]

```
void MobInitSystem::_initMob (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.132.3.2 _initMob() [2/2]

```
void MobInitSystem::_initMob (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.132.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MobInitSystem::getFunction ( )
[inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.132.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MobInitSystem::getFunction ( )
[inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

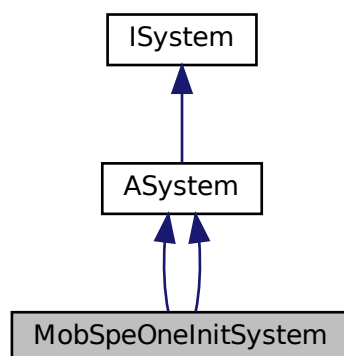
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Mob/[MobInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Mob/[MobInitSystem.cpp](#)

6.133 MobSpeOneInitSystem Class Reference

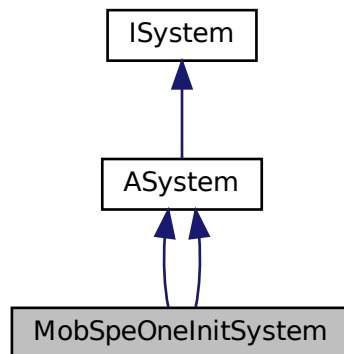
Initialize a mob entity.

```
#include <MobSpeOneInitSystem.hpp>
```

Inheritance diagram for MobSpeOneInitSystem:



Collaboration diagram for MobSpeOneInitSystem:



Public Member Functions

- [MobSpeOneInitSystem \(\)](#)
Construct a new Mob Init System object.
- [~MobSpeOneInitSystem \(\)=default](#)
Destroy the Mob Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [MobSpeOneInitSystem \(\)](#)
Construct a new Mob Init System object.
- [~MobSpeOneInitSystem \(\)=default](#)
Destroy the Mob Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initMob (ECS::Registry &reg, int idxPacketEntities)`
- `void _initMob (ECS::Registry &reg, int idxPacketEntities)`

6.133.1 Detailed Description

Initialize a mob entity.

6.133.2 Constructor & Destructor Documentation

6.133.2.1 MobSpeOneInitSystem() [1/2]

```
MobSpeOneInitSystem::MobSpeOneInitSystem ( )
```

Construct a new Mob Init System object.

6.133.2.2 ~MobSpeOneInitSystem() [1/2]

```
MobSpeOneInitSystem::~~MobSpeOneInitSystem ( ) [default]
```

Destroy the Mob Init System object.

6.133.2.3 MobSpeOneInitSystem() [2/2]

```
MobSpeOneInitSystem::MobSpeOneInitSystem ( )
```

Construct a new Mob Init System object.

6.133.2.4 ~MobSpeOneInitSystem() [2/2]

```
MobSpeOneInitSystem::~~MobSpeOneInitSystem ( ) [default]
```

Destroy the Mob Init System object.

6.133.3 Member Function Documentation

6.133.3.1 _initMob() [1/2]

```
void MobSpeOneInitSystem::_initMob (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.133.3.2 _initMob() [2/2]

```
void MobSpeOneInitSystem::_initMob (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.133.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MobSpeOneInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.133.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MobSpeOneInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

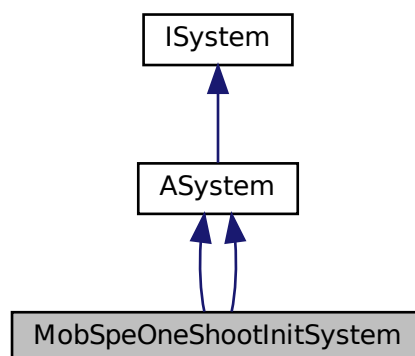
- </home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Mob/MobSpeOneInitSystem.hpp>
- </home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Mob/MobSpeOneInitSystem.cpp>

6.134 MobSpeOneShootInitSystem Class Reference

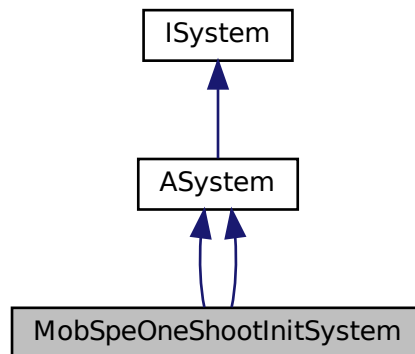
Initialize a shoot entity.

```
#include <MobSpeOneShootInitSystem.hpp>
```

Inheritance diagram for MobSpeOneShootInitSystem:



Collaboration diagram for MobSpeOneShootInitSystem:



Public Member Functions

- [MobSpeOneShootInitSystem \(\)](#)
Construct a new Shoot Init System object.
- [~MobSpeOneShootInitSystem \(\)=default](#)
Destroy the Shoot Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [MobSpeOneShootInitSystem \(\)](#)
Construct a new Shoot Init System object.
- [~MobSpeOneShootInitSystem \(\)=default](#)
Destroy the Shoot Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initShoot (ECS::Registry &reg, int idxPacketEntities)`
- `void _initShoot (ECS::Registry &reg, int idxPacketEntities)`

6.134.1 Detailed Description

Initialize a shoot entity.

6.134.2 Constructor & Destructor Documentation

6.134.2.1 MobSpeOneShootInitSystem() [1/2]

```
MobSpeOneShootInitSystem::MobSpeOneShootInitSystem ( )
```

Construct a new Shoot Init System object.

6.134.2.2 ~MobSpeOneShootInitSystem() [1/2]

```
MobSpeOneShootInitSystem::~~MobSpeOneShootInitSystem ( ) [default]
```

Destroy the Shoot Init System object.

6.134.2.3 MobSpeOneShootInitSystem() [2/2]

```
MobSpeOneShootInitSystem::MobSpeOneShootInitSystem ( )
```

Construct a new Shoot Init System object.

6.134.2.4 ~MobSpeOneShootInitSystem() [2/2]

```
MobSpeOneShootInitSystem::~~MobSpeOneShootInitSystem ( ) [default]
```

Destroy the Shoot Init System object.

6.134.3 Member Function Documentation

6.134.3.1 _initShoot() [1/2]

```
void MobSpeOneShootInitSystem::_initShoot (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.134.3.2 _initShoot() [2/2]

```
void MobSpeOneShootInitSystem::_initShoot (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.134.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MobSpeOneShootInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.134.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MobSpeOneShootInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

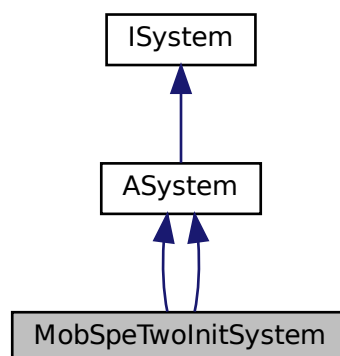
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/ShootMob/MobSpeOneShootInitSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/ShootMob/MobSpeOneShootInitSystem.cpp](#)

6.135 MobSpeTwoInitSystem Class Reference

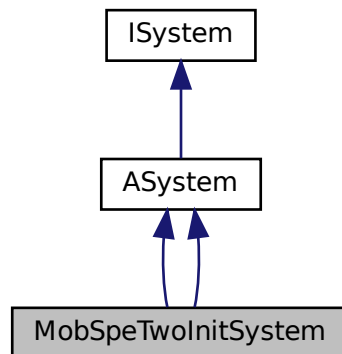
Initialize a mob entity.

```
#include <MobSpeTwoInitSystem.hpp>
```

Inheritance diagram for MobSpeTwoInitSystem:



Collaboration diagram for MobSpeTwoInitSystem:



Public Member Functions

- [MobSpeTwoInitSystem \(\)](#)
Construct a new Mob Init System object.
- [~MobSpeTwoInitSystem \(\)=default](#)
Destroy the Mob Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [MobSpeTwoInitSystem \(\)](#)
Construct a new Mob Init System object.
- [~MobSpeTwoInitSystem \(\)=default](#)
Destroy the Mob Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initMob (ECS::Registry &reg, int idxPacketEntities)`
- `void _initMob (ECS::Registry &reg, int idxPacketEntities)`

6.135.1 Detailed Description

Initialize a mob entity.

6.135.2 Constructor & Destructor Documentation

6.135.2.1 MobSpeTwoInitSystem() [1/2]

```
MobSpeTwoInitSystem::MobSpeTwoInitSystem ( )
```

Construct a new Mob Init System object.

6.135.2.2 ~MobSpeTwoInitSystem() [1/2]

```
MobSpeTwoInitSystem::~~MobSpeTwoInitSystem ( ) [default]
```

Destroy the Mob Init System object.

6.135.2.3 MobSpeTwoInitSystem() [2/2]

```
MobSpeTwoInitSystem::MobSpeTwoInitSystem ( )
```

Construct a new Mob Init System object.

6.135.2.4 ~MobSpeTwoInitSystem() [2/2]

```
MobSpeTwoInitSystem::~~MobSpeTwoInitSystem ( ) [default]
```

Destroy the Mob Init System object.

6.135.3 Member Function Documentation

6.135.3.1 _initMob() [1/2]

```
void MobSpeTwoInitSystem::_initMob (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.135.3.2 _initMob() [2/2]

```
void MobSpeTwoInitSystem::_initMob (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.135.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MobSpeTwoInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.135.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MobSpeTwoInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

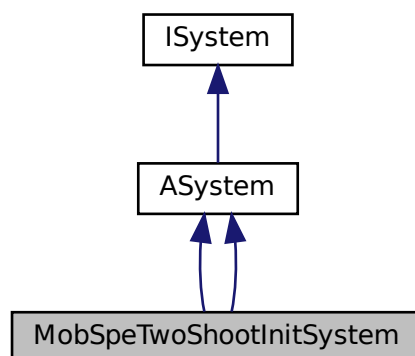
- </home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Mob/MobSpeTwoInitSystem.hpp>
- </home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Mob/MobSpeTwoInitSystem.cpp>

6.136 MobSpeTwoShootInitSystem Class Reference

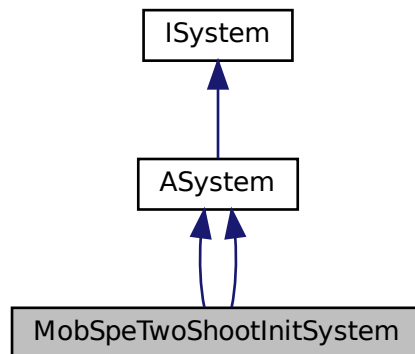
Initialize a shoot entity.

```
#include <MobSpeTwoShootInitSystem.hpp>
```

Inheritance diagram for MobSpeTwoShootInitSystem:



Collaboration diagram for MobSpeTwoShootInitSystem:



Public Member Functions

- [MobSpeTwoShootInitSystem \(\)](#)
Construct a new Shoot Init System object.
- [~MobSpeTwoShootInitSystem \(\)=default](#)
Destroy the Shoot Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [MobSpeTwoShootInitSystem \(\)](#)
Construct a new Shoot Init System object.
- [~MobSpeTwoShootInitSystem \(\)=default](#)
Destroy the Shoot Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initShoot (ECS::Registry &reg, int idxPacketEntities)`
- `void _initShoot (ECS::Registry &reg, int idxPacketEntities)`

6.136.1 Detailed Description

Initialize a shoot entity.

6.136.2 Constructor & Destructor Documentation

6.136.2.1 MobSpeTwoShootInitSystem() [1/2]

```
MobSpeTwoShootInitSystem::MobSpeTwoShootInitSystem ( )
```

Construct a new Shoot Init System object.

6.136.2.2 ~MobSpeTwoShootInitSystem() [1/2]

```
MobSpeTwoShootInitSystem::~~MobSpeTwoShootInitSystem ( ) [default]
```

Destroy the Shoot Init System object.

6.136.2.3 MobSpeTwoShootInitSystem() [2/2]

```
MobSpeTwoShootInitSystem::MobSpeTwoShootInitSystem ( )
```

Construct a new Shoot Init System object.

6.136.2.4 ~MobSpeTwoShootInitSystem() [2/2]

```
MobSpeTwoShootInitSystem::~~MobSpeTwoShootInitSystem ( ) [default]
```

Destroy the Shoot Init System object.

6.136.3 Member Function Documentation**6.136.3.1 _initShoot() [1/2]**

```
void MobSpeTwoShootInitSystem::_initShoot (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.136.3.2 _initShoot() [2/2]

```
void MobSpeTwoShootInitSystem::_initShoot (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.136.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MobSpeTwoShootInitSystem::get↵  
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.136.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MobSpeTwoShootInitSystem::get↵  
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

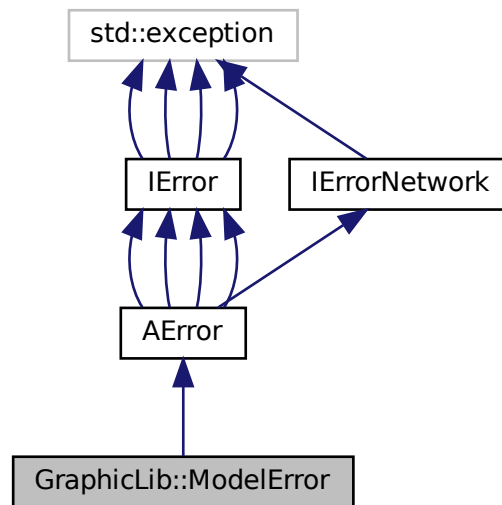
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/ShootMob/[MobSpeTwoShootInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/ShootMob/[MobSpeTwoShootInitSystem.cpp](#)

6.137 GraphicLib::ModelError Class Reference

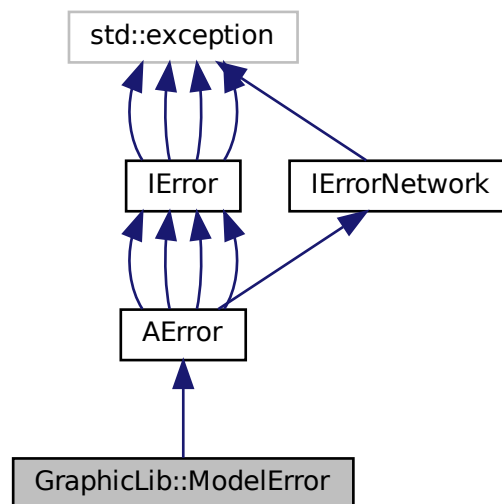
Exception class for handling errors related to the model.

```
#include <GraphicLib.hpp>
```

Inheritance diagram for GraphicLib::ModelError:



Collaboration diagram for GraphicLib::ModelError:



Public Member Functions

- [ModelError](#) (const std::string &message)
Construct a new [ModelError](#) exception.

6.137.1 Detailed Description

Exception class for handling errors related to the model.

6.137.2 Constructor & Destructor Documentation

6.137.2.1 ModelError()

```
GraphicLib::ModelError::ModelError (
    const std::string & message ) [inline]
```

Construct a new [ModelError](#) exception.

Parameters

<i>message</i>	The error message.

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

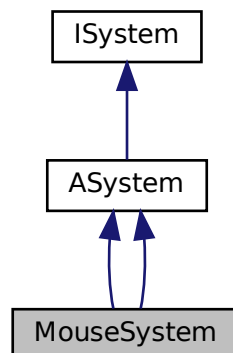
- [/home/runner/work/R-Type/R-Type/GraphicLibrary/Src/GraphicLib.hpp](#)

6.138 MouseSystem Class Reference

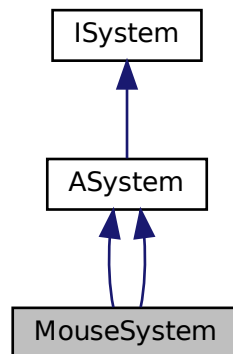
System to handle mouse events.

```
#include <MouseSystem.hpp>
```

Inheritance diagram for MouseSystem:



Collaboration diagram for MouseSystem:



Public Member Functions

- [MouseSystem](#) ()
Construct a new Mouse System object.
- [~MouseSystem](#) ()=default
Destroy the Mouse System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.
- [MouseSystem](#) ()
Construct a new Mouse System object.
- [~MouseSystem](#) ()=default
Destroy the Mouse System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.

Private Member Functions

- `void` [_handleMouse](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- `void` [_handleMouse](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.138.1 Detailed Description

System to handle mouse events.

6.138.2 Constructor & Destructor Documentation

6.138.2.1 MouseSystem() [1/2]

```
MouseSystem::MouseSystem ( )
```

Construct a new Mouse System object.

6.138.2.2 ~MouseSystem() [1/2]

```
MouseSystem::~~MouseSystem ( ) [default]
```

Destroy the Mouse System object.

6.138.2.3 MouseSystem() [2/2]

```
MouseSystem::MouseSystem ( )
```

Construct a new Mouse System object.

6.138.2.4 ~MouseSystem() [2/2]

```
MouseSystem::~~MouseSystem ( ) [default]
```

Destroy the Mouse System object.

6.138.3 Member Function Documentation

6.138.3.1 _handleMouse() [1/2]

```
void MouseSystem::_handleMouse (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.138.3.2 _handleMouse() [2/2]

```
void MouseSystem::_handleMouse (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.138.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MouseSystem::getFunction ( )  
[inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.138.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MouseSystem::getFunction ( )  
[inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

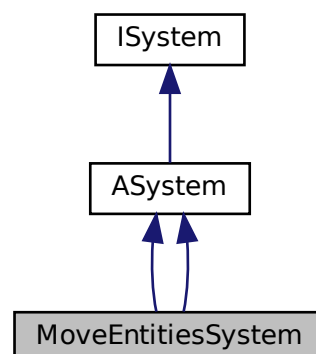
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/Mouse/[MouseSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/Mouse/[MouseSystem.cpp](#)

6.139 MoveEntitiesSystem Class Reference

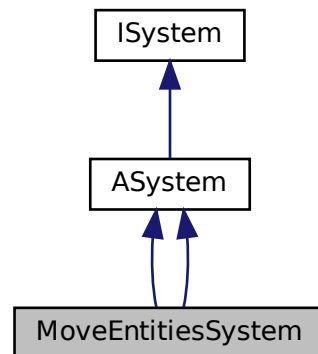
Move all entities based on their positions and velocity.

```
#include <MoveEntitiesSystem.hpp>
```

Inheritance diagram for MoveEntitiesSystem:



Collaboration diagram for MoveEntitiesSystem:



Public Member Functions

- [MoveEntitiesSystem](#) ()
Construct a new MoveEntities System object.
- [~MoveEntitiesSystem](#) ()=default
Destroy the MoveEntities System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.
- [MoveEntitiesSystem](#) ()
Construct a new MoveEntities System object.
- [~MoveEntitiesSystem](#) ()=default
Destroy the MoveEntities System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.

Private Member Functions

- `void` [_moveEntities](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- `void` [_moveEntities](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.139.1 Detailed Description

Move all entities based on their positions and velocity.

6.139.2 Constructor & Destructor Documentation

6.139.2.1 MoveEntitiesSystem() [1/2]

```
MoveEntitiesSystem::MoveEntitiesSystem ( )
```

Construct a new MoveEntities System object.

6.139.2.2 ~MoveEntitiesSystem() [1/2]

```
MoveEntitiesSystem::~~MoveEntitiesSystem ( ) [default]
```

Destroy the MoveEntities System object.

6.139.2.3 MoveEntitiesSystem() [2/2]

```
MoveEntitiesSystem::MoveEntitiesSystem ( )
```

Construct a new MoveEntities System object.

6.139.2.4 ~MoveEntitiesSystem() [2/2]

```
MoveEntitiesSystem::~~MoveEntitiesSystem ( ) [default]
```

Destroy the MoveEntities System object.

6.139.3 Member Function Documentation

6.139.3.1 _moveEntities() [1/2]

```
void MoveEntitiesSystem::_moveEntities (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.139.3.2 _moveEntities() [2/2]

```
void MoveEntitiesSystem::_moveEntities (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.139.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MoveEntitiesSystem::getFunction  
( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.139.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MoveEntitiesSystem::getFunction  
( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

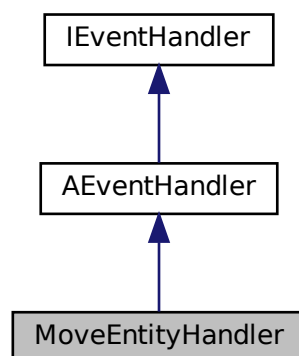
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/MoveEntities/MoveEntitiesSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/MoveEntities/MoveEntitiesSystem.cpp](#)

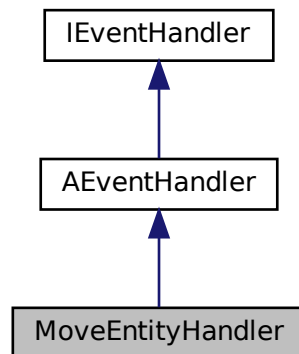
6.140 MoveEntityHandler Class Reference

```
#include <MoveEntityHandler.hpp>
```

Inheritance diagram for MoveEntityHandler:



Collaboration diagram for MoveEntityHandler:



Public Member Functions

- [MoveEntityHandler](#) (std::string eventType="")
Construct a new [MoveEntityHandler](#) object.
- [~MoveEntityHandler](#) ()=default
Destroy the [MoveEntityHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.140.1 Constructor & Destructor Documentation

6.140.1.1 MoveEntityHandler()

```
MoveEntityHandler::MoveEntityHandler (
    std::string eventType = "" )
```

Construct a new [MoveEntityHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.140.1.2 ~MoveEntityHandler()

```
MoveEntityHandler::~MoveEntityHandler ( ) [default]
```

Destroy the [MoveEntityHandler](#) object.

6.140.2 Member Function Documentation

6.140.2.1 processEvent()

```
bool MoveEntityHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

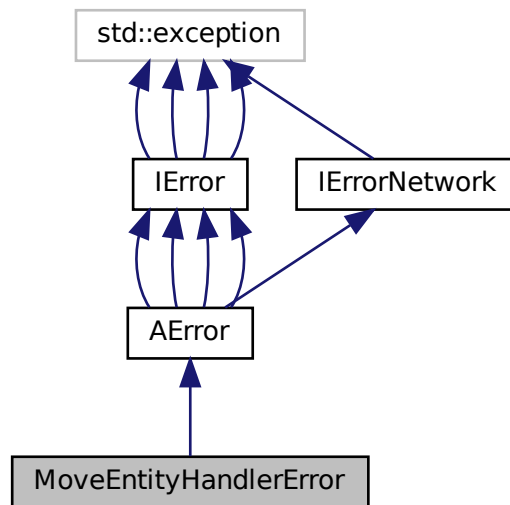
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/MoveEntity/MoveEntityHandler.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/MoveEntity/MoveEntityHandler.cpp](#)

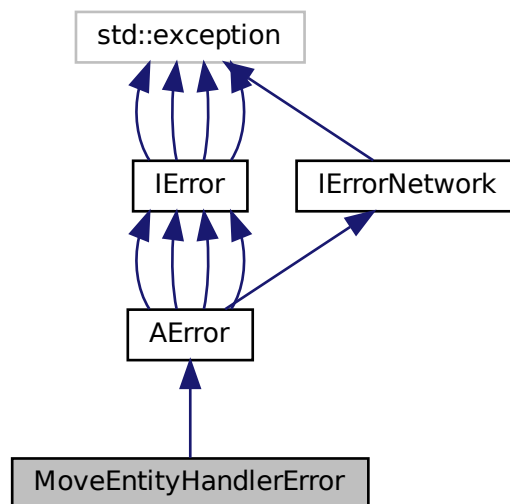
6.141 MoveEntityHandlerError Class Reference

```
#include <MoveEntityHandler.hpp>
```

Inheritance diagram for MoveEntityHandlerError:



Collaboration diagram for MoveEntityHandlerError:



Public Member Functions

- [MoveEntityHandlerError](#) (std::string message)
Construct a new [MoveEntityHandlerError](#) object.

6.141.1 Constructor & Destructor Documentation

6.141.1.1 MoveEntityHandlerError()

```
MoveEntityHandlerError::MoveEntityHandlerError (
    std::string message ) [inline]
```

Construct a new [MoveEntityHandlerError](#) object.

Parameters

<i>message</i>	Message

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

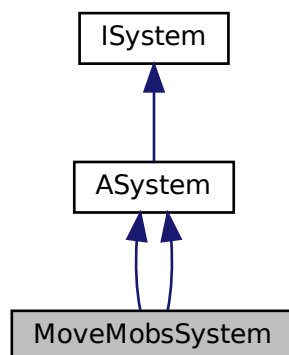
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/MoveEntity/MoveEntityHandler.hpp](#)

6.142 MoveMobsSystem Class Reference

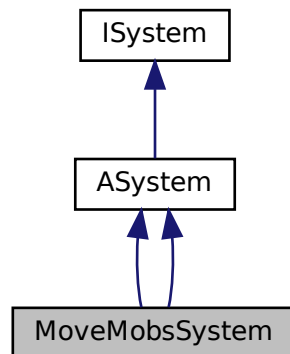
Move all mobs based on their positions and velocity.

```
#include <MoveMobsSystem.hpp>
```

Inheritance diagram for MoveMobsSystem:



Collaboration diagram for MoveMobsSystem:



Public Member Functions

- [MoveMobsSystem \(\)](#)
Construct a new MoveMobs System object.
- [~MoveMobsSystem \(\)=default](#)
Destroy the MoveMobs System object.
- `std::function< void(ECS::Registry &reg, int idxPacketMobs)> getFunction \(\)`
Get the Function object.
- [MoveMobsSystem \(\)](#)
Construct a new MoveMobs System object.
- [~MoveMobsSystem \(\)=default](#)
Destroy the MoveMobs System object.
- `std::function< void(ECS::Registry &reg, int idxPacketMobs)> getFunction \(\)`
Get the Function object.

Private Member Functions

- `void \_moveMobs (ECS::Registry &reg, int idxPacketMobs)`
- `void \_moveMobs (ECS::Registry &reg, int idxPacketMobs)`

6.142.1 Detailed Description

Move all mobs based on their positions and velocity.

6.142.2 Constructor & Destructor Documentation

6.142.2.1 MoveMobsSystem() [1/2]

```
MoveMobsSystem::MoveMobsSystem ( )
```

Construct a new MoveMobs System object.

6.142.2.2 ~MoveMobsSystem() [1/2]

```
MoveMobsSystem::~MoveMobsSystem ( ) [default]
```

Destroy the MoveMobs System object.

6.142.2.3 MoveMobsSystem() [2/2]

```
MoveMobsSystem::MoveMobsSystem ( )
```

Construct a new MoveMobs System object.

6.142.2.4 ~MoveMobsSystem() [2/2]

```
MoveMobsSystem::~MoveMobsSystem ( ) [default]
```

Destroy the MoveMobs System object.

6.142.3 Member Function Documentation

6.142.3.1 _moveMobs() [1/2]

```
void MoveMobsSystem::_moveMobs (
    ECS::Registry & reg,
    int idxPacketMobs ) [private]
```

6.142.3.2 _moveMobs() [2/2]

```
void MoveMobsSystem::_moveMobs (
    ECS::Registry & reg,
    int idxPacketMobs ) [private]
```

6.142.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketMobs)> MoveMobsSystem::getFunction ( )  
[inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketMobs)>`

Implements [ASystem](#).

6.142.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketMobs)> MoveMobsSystem::getFunction ( )  
[inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketMobs)>`

Implements [ASystem](#).

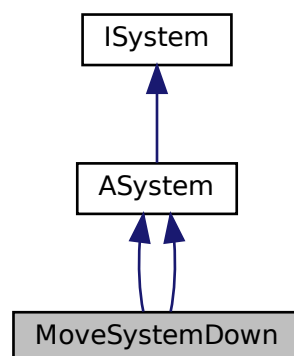
The documentation for this class was generated from the following files:

- </home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/MoveSystem/MoveMobs/MoveMobsSystem.hpp>
- </home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/MoveSystem/MoveMobs/MoveMobsSystem.cpp>

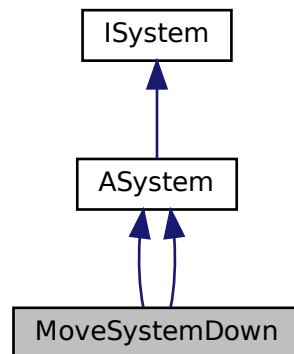
6.143 MoveSystemDown Class Reference

```
#include <MoveSystemDown.hpp>
```

Inheritance diagram for MoveSystemDown:



Collaboration diagram for MoveSystemDown:



Public Member Functions

- [MoveSystemDown \(\)](#)
Construct a new Move System Down object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the function system.
- `void` [updateDownPosition](#) ([ECS::Registry](#) &entityManager, int idxPacketEntities)
Function who gonna to update the position at down.
- [MoveSystemDown \(\)](#)
Construct a new Move System Down object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the function system.
- `void` [updateDownPosition](#) ([ECS::Registry](#) &entityManager, int idxPacketEntities)
Function who gonna to update the position at down.

6.143.1 Constructor & Destructor Documentation

6.143.1.1 MoveSystemDown() [1/2]

```
MoveSystemDown::MoveSystemDown ( )
```

Construct a new Move System Down object.

6.143.1.2 MoveSystemDown() [2/2]

```
MoveSystemDown::MoveSystemDown ( )
```

Construct a new Move System Down object.

6.143.2 Member Function Documentation

6.143.2.1 getFunction() [1/2]

```
std::function< void(ECS::Registry &reg, int idxPacketEntities)> MoveSystemDown::getFunction ( ) [virtual]
```

Get the function system.

Returns

std::function<void(ECS::Registry& reg)> the function.

Implements [ASystem](#).

6.143.2.2 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MoveSystemDown::getFunction ( ) [virtual]
```

Get the function system.

Returns

std::function<void(ECS::Registry& reg)> the function.

Implements [ASystem](#).

6.143.2.3 updateDownPosition() [1/2]

```
void MoveSystemDown::updateDownPosition (
    ECS::Registry & entityManager,
    int idxPacketEntities )
```

Function who gonna to update the position at down.

Parameters

<i>entityManager</i>	Class with all entities and component.

6.143.2.4 updateDownPosition() [2/2]

```
void MoveSystemDown::updateDownPosition (
    ECS::Registry & entityManager,
    int idxPacketEntities )
```

Function who gonna to update the position at down.

Parameters

<i>entityManager</i>	Class with all entities and component.

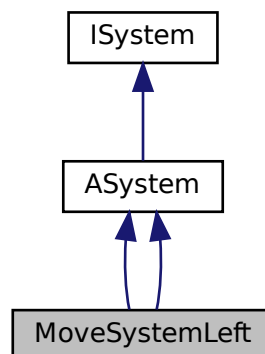
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/MoveSystemDown/[MoveSystemDown.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/MoveSystemDown/[MoveSystemDown.cpp](#)

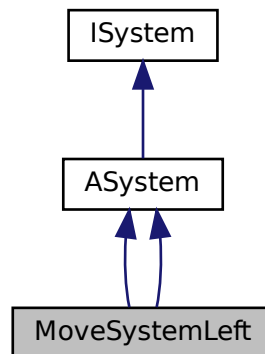
6.144 MoveSystemLeft Class Reference

```
#include <MoveSystemLeft.hpp>
```

Inheritance diagram for MoveSystemLeft:



Collaboration diagram for MoveSystemLeft:



Public Member Functions

- [MoveSystemLeft](#) ()
Construct a new Move System Left object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the function system.
- `void` [updateLeftPosition](#) ([ECS::Registry](#) &entityManager, int idxPacketEntities)
Function who gonna to update the position at left.
- [MoveSystemLeft](#) ()
Construct a new Move System Left object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the function system.
- `void` [updateLeftPosition](#) ([ECS::Registry](#) &entityManager, int idxPacketEntities)
Function who gonna to update the position at left.

6.144.1 Constructor & Destructor Documentation

6.144.1.1 MoveSystemLeft() [1/2]

```
MoveSystemLeft::MoveSystemLeft ( )
```

Construct a new Move System Left object.

6.144.1.2 MoveSystemLeft() [2/2]

```
MoveSystemLeft::MoveSystemLeft ( )
```

Construct a new Move System Left object.

6.144.2 Member Function Documentation

6.144.2.1 getFunction() [1/2]

```
std::function< void(ECS::Registry &reg, int idxPacketEntities)> MoveSystemLeft::getFunction ( )  
[virtual]
```

Get the function system.

Returns

std::function<void(ECS::Registry& reg)> the function.

Implements [ASystem](#).

6.144.2.2 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MoveSystemLeft::getFunction ( )  
[virtual]
```

Get the function system.

Returns

std::function<void(ECS::Registry& reg)> the function.

Implements [ASystem](#).

6.144.2.3 updateLeftPosition() [1/2]

```
void MoveSystemLeft::updateLeftPosition (   
    ECS::Registry & entityManager,  
    int idxPacketEntities )
```

Function who gonna to update the position at left.

Parameters

<i>entityManager</i>	Class with all entities and component.

6.144.2.4 updateLeftPosition() [2/2]

```
void MoveSystemLeft::updateLeftPosition (
    ECS::Registry & entityManager,
    int idxPacketEntities )
```

Function who gonna to update the position at left.

Parameters

<i>entityManager</i>	Class with all entities and component.

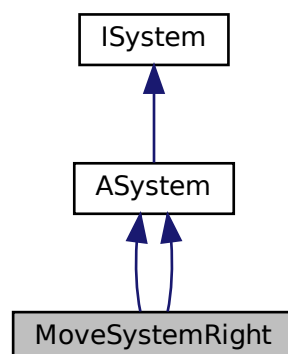
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/MoveSystemLeft/MoveSystemLeft.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/MoveSystemLeft/MoveSystemLeft.cpp](#)

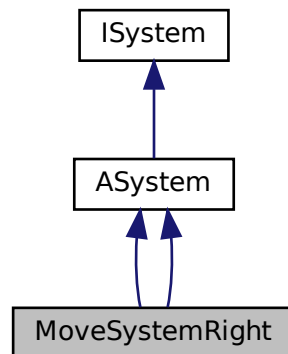
6.145 MoveSystemRight Class Reference

```
#include <MoveSystemRight.hpp>
```

Inheritance diagram for MoveSystemRight:



Collaboration diagram for MoveSystemRight:



Public Member Functions

- [MoveSystemRight](#) ()
Construct a new Move System Right object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the function system.
- `void` [updateRightPosition](#) ([ECS::Registry](#) &entityManager, int idxPacketEntities)
Function who gonna to update the position at right.
- [MoveSystemRight](#) ()
Construct a new Move System Right object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the function system.
- `void` [updateRightPosition](#) ([ECS::Registry](#) &entityManager, int idxPacketEntities)
Function who gonna to update the position at right.

6.145.1 Constructor & Destructor Documentation

6.145.1.1 MoveSystemRight() [1/2]

```
MoveSystemRight::MoveSystemRight ( )
```

Construct a new Move System Right object.

6.145.1.2 MoveSystemRight() [2/2]

```
MoveSystemRight::MoveSystemRight ( )
```

Construct a new Move System Right object.

6.145.2 Member Function Documentation

6.145.2.1 getFunction() [1/2]

```
std::function< void(ECS::Registry &reg, int idxPacketEntities)> MoveSystemRight::getFunction (
) [virtual]
```

Get the function system.

Returns

std::function<void(ECS::Registry& reg)> the function.

Implements [ASystem](#).

6.145.2.2 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MoveSystemRight::getFunction (
) [virtual]
```

Get the function system.

Returns

std::function<void(ECS::Registry& reg)> the function.

Implements [ASystem](#).

6.145.2.3 updateRightPosition() [1/2]

```
void MoveSystemRight::updateRightPosition (
    ECS::Registry & entityManager,
    int idxPacketEntities )
```

Function who gonna to update the position at right.

Parameters

<i>entityManager</i>	Class with all entities and component.

6.145.2.4 updateRightPosition() [2/2]

```
void MoveSystemRight::updateRightPosition (
    ECS::Registry & entityManager,
    int idxPacketEntities )
```

Function who gonna to update the position at right.

Parameters

<i>entityManager</i>	Class with all entities and component.

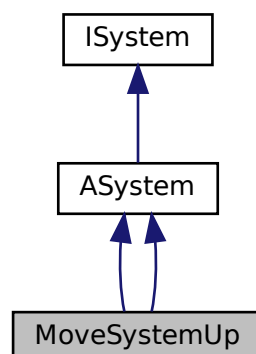
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/MoveSystemRight/MoveSystemRight.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/MoveSystemRight/MoveSystemRight.cpp](#)

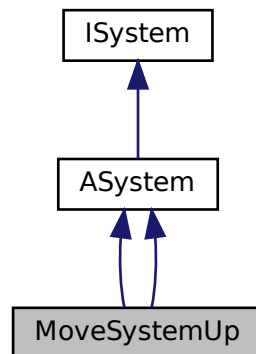
6.146 MoveSystemUp Class Reference

```
#include <MoveSystemUp.hpp>
```

Inheritance diagram for MoveSystemUp:



Collaboration diagram for MoveSystemUp:



Public Member Functions

- [MoveSystemUp\(\)](#)
Construct a new Move System Up object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction\(\)](#)
Get the function system.
- `void updateUpPosition (ECS::Registry &entityManager, int idxPacketEntities)`
Function who gonna to update the position at up.
- [MoveSystemUp\(\)](#)
Construct a new Move System Up object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction\(\)](#)
Get the function system.
- `void updateUpPosition (ECS::Registry &entityManager, int idxPacketEntities)`
Function who gonna to update the position at up.

6.146.1 Constructor & Destructor Documentation

6.146.1.1 MoveSystemUp() [1/2]

```
MoveSystemUp::MoveSystemUp ( )
```

Construct a new Move System Up object.

6.146.1.2 MoveSystemUp() [2/2]

```
MoveSystemUp::MoveSystemUp ( )
```

Construct a new Move System Up object.

6.146.2 Member Function Documentation

6.146.2.1 getFunction() [1/2]

```
std::function< void(ECS::Registry &reg, int idxPacketEntities)> MoveSystemUp::getFunction ( )  
[virtual]
```

Get the function system.

Returns

std::function<void(ECS::Registry& reg)> the function.

Implements [ASystem](#).

6.146.2.2 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> MoveSystemUp::getFunction ( )  
[virtual]
```

Get the function system.

Returns

std::function<void(ECS::Registry& reg)> the function.

Implements [ASystem](#).

6.146.2.3 updateUpPosition() [1/2]

```
void MoveSystemUp::updateUpPosition (   
    ECS::Registry & entityManager,   
    int idxPacketEntities )
```

Function who gonna to update the position at up.

Parameters

<i>entityManager</i>	Class with all entities and component.

6.146.2.4 updateUpPosition() [2/2]

```
void MoveSystemUp::updateUpPosition (
    ECS::Registry & entityManager,
    int idxPacketEntities )
```

Function who gonna to update the position at up.

Parameters

<i>entityManager</i>	Class with all entities and component.

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

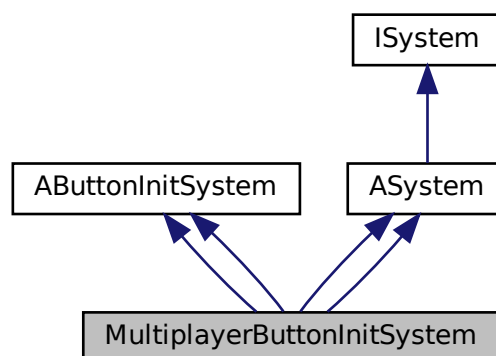
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/MoveSystemUp/[MoveSystemUp.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/MoveSystemUp/[MoveSystemUp.cpp](#)

6.147 MultiplayerButtonInitSystem Class Reference

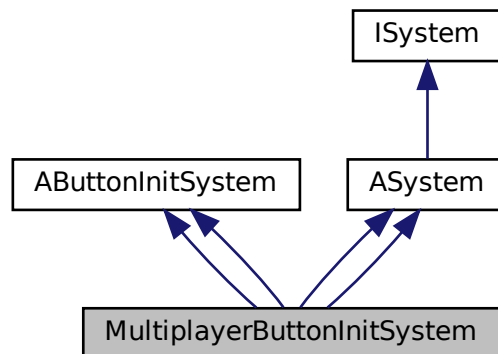
[MultiplayerButtonInitSystem](#) class.

```
#include <MultiplayerButtonInitSystem.hpp>
```

Inheritance diagram for MultiplayerButtonInitSystem:



Collaboration diagram for MultiplayerButtonInitSystem:



Public Member Functions

- [MultiplayerButtonInitSystem \(\)](#)
Construct a new [MultiplayerButtonInitSystem](#) object.
- [~MultiplayerButtonInitSystem \(\)=default](#)
Destroy the [MultiplayerButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [MultiplayerButtonInitSystem \(\)](#)
Construct a new [MultiplayerButtonInitSystem](#) object.
- [~MultiplayerButtonInitSystem \(\)=default](#)
Destroy the [MultiplayerButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`
- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.147.1 Detailed Description

[MultiplayerButtonInitSystem](#) class.

6.147.2 Constructor & Destructor Documentation

6.147.2.1 MultiplayerButtonInitSystem() [1/2]

```
MultiplayerButtonInitSystem::MultiplayerButtonInitSystem ( )
```

Construct a new [MultiplayerButtonInitSystem](#) object.

6.147.2.2 ~MultiplayerButtonInitSystem() [1/2]

```
MultiplayerButtonInitSystem::~~MultiplayerButtonInitSystem ( ) [default]
```

Destroy the [MultiplayerButtonInitSystem](#) object.

6.147.2.3 MultiplayerButtonInitSystem() [2/2]

```
MultiplayerButtonInitSystem::MultiplayerButtonInitSystem ( )
```

Construct a new [MultiplayerButtonInitSystem](#) object.

6.147.2.4 ~MultiplayerButtonInitSystem() [2/2]

```
MultiplayerButtonInitSystem::~~MultiplayerButtonInitSystem ( ) [default]
```

Destroy the [MultiplayerButtonInitSystem](#) object.

6.147.3 Member Function Documentation

6.147.3.1 _initButton() [1/2]

```
void MultiplayerButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.147.3.2 _initButton() [2/2]

```
void MultiplayerButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```


6.147.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> MultiplayerButtonInitSystem←
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.147.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> MultiplayerButtonInitSystem←
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

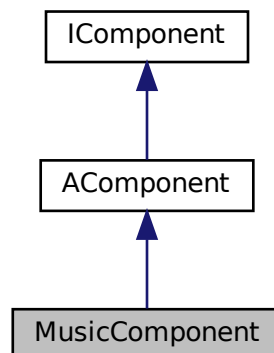
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/MultiplayerButton/MultiplayerButtonInitS`
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/MultiplayerButton/MultiplayerButtonInitS`

6.148 MusicComponent Class Reference

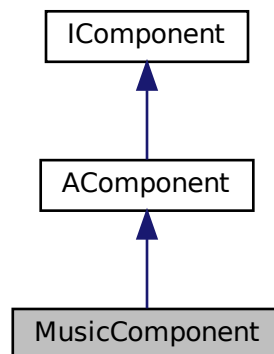
A component that handles music properties.

```
#include <MusicComponent.hpp>
```

Inheritance diagram for MusicComponent:



Collaboration diagram for MusicComponent:



Public Member Functions

- [MusicComponent](#) (float Volume=0.5f, float Pitch=1.0f, std::string Path="")
Constructor for [MusicComponent](#).

Public Attributes

- float [volume](#)
Volume of the music.
- float [pitch](#)
Pitch of the music.
- std::string [path](#)
File path to the music.

6.148.1 Detailed Description

A component that handles music properties.

6.148.2 Constructor & Destructor Documentation

6.148.2.1 MusicComponent()

```
MusicComponent::MusicComponent (
    float Volume = 0.5f,
    float Pitch = 1.0f,
    std::string Path = "" )
```

Constructor for [MusicComponent](#).

Parameters

<i>Volume</i>	Initial volume of the music, default is 0.5f.

6.148.3 Member Data Documentation

6.148.3.1 path

```
std::string MusicComponent::path
```

File path to the music.

6.148.3.2 pitch

```
float MusicComponent::pitch
```

Pitch of the music.

6.148.3.3 volume

```
float MusicComponent::volume
```

Volume of the music.

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

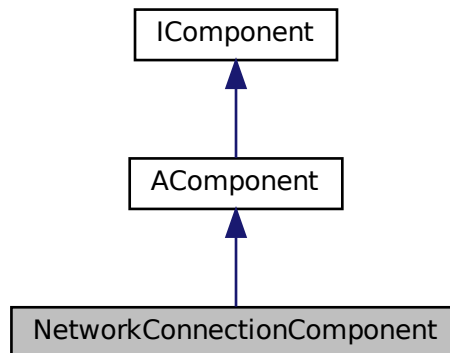
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Music/[MusicComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Music/[MusicComponent.cpp](#)

6.149 NetworkConnectionComponent Class Reference

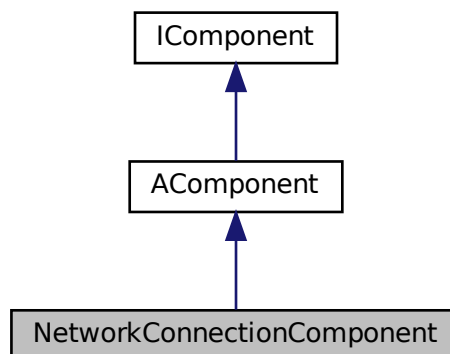
Component for handling the connection to the server.

```
#include <NetworkConnectionComponent.hpp>
```

Inheritance diagram for NetworkConnectionComponent:



Collaboration diagram for NetworkConnectionComponent:



Public Member Functions

- [NetworkConnectionComponent](#) (bool [connect](#)=false, std::string [serverIp](#)="", std::string [serverPort](#)="")
Construct a new [NetworkConnectionComponent](#) object.

Public Attributes

- bool [connect](#)
- std::string [serverIp](#)
- std::string [serverPort](#)

6.149.1 Detailed Description

Component for handling the connection to the server.

6.149.2 Constructor & Destructor Documentation

6.149.2.1 NetworkConnectionComponent()

```
NetworkConnectionComponent::NetworkConnectionComponent (
    bool connect = false,
    std::string serverIp = "",
    std::string serverPort = "" )
```

Construct a new [NetworkConnectionComponent](#) object.

Parameters

<i>press</i>	Initial status of button.

6.149.3 Member Data Documentation

6.149.3.1 connect

```
bool NetworkConnectionComponent::connect
```

6.149.3.2 serverIp

```
std::string NetworkConnectionComponent::serverIp
```

6.149.3.3 serverPort

```
std::string NetworkConnectionComponent::serverPort
```

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

- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/NetworkConnection/[NetworkConnectionComponent.hp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/NetworkConnection/[NetworkConnectionComponent.cp](#)

6.150 networkInstance_s Struct Reference

```
#include <Application.hpp>
```

Public Attributes

- int [tcpPort](#) = 0
- int [udpPort](#) = 0
- std::string [password](#) = ""

6.150.1 Member Data Documentation

6.150.1.1 password

```
std::string networkInstance_s::password = ""
```

6.150.1.2 tcpPort

```
int networkInstance_s::tcpPort = 0
```

6.150.1.3 udpPort

```
int networkInstance_s::udpPort = 0
```

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

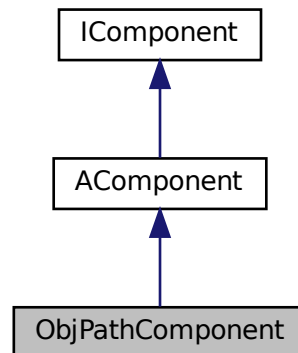
- /home/runner/work/R-Type/R-Type/Engine/Client/Src/Application/[Application.hpp](#)

6.151 ObjPathComponent Class Reference

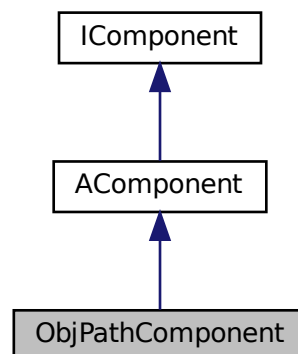
Component for handling paths in the graphical engine.

```
#include <ObjPathComponent.hpp>
```

Inheritance diagram for ObjPathComponent:



Collaboration diagram for ObjPathComponent:



Public Member Functions

- [ObjPathComponent](#) (std::string Path="")
Construct a new [ObjPathComponent](#) object.

Public Attributes

- `std::string` [path](#)

6.151.1 Detailed Description

Component for handling paths in the graphical engine.

This component is used to store and manage one obj path for the graphical engine.

6.151.2 Constructor & Destructor Documentation

6.151.2.1 `ObjPathComponent()`

```
ObjPathComponent::ObjPathComponent (
    std::string Path = "" )
```

Construct a new [ObjPathComponent](#) object.

Parameters

<i>Path</i>	Initial path to the font file (default is an empty string).

6.151.3 Member Data Documentation

6.151.3.1 `path`

```
std::string ObjPathComponent::path
```

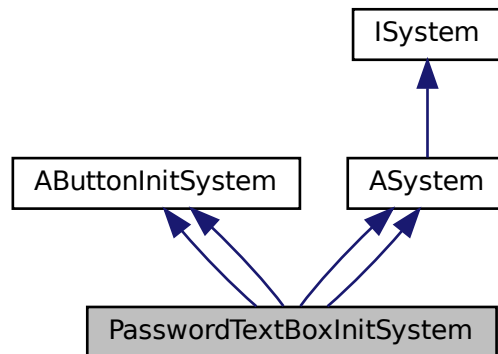
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ObjPath/ObjPathComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ObjPath/ObjPathComponent.cpp](#)

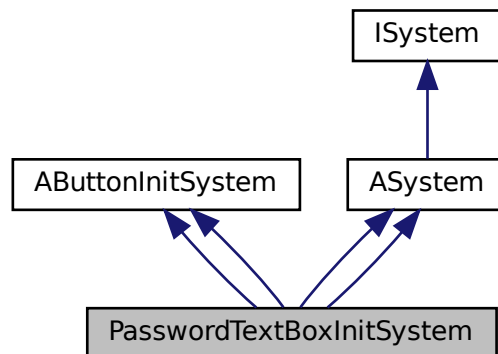
6.152 PasswordTextBoxInitSystem Class Reference

```
#include <PasswordTextBoxInitSystem.hpp>
```


Inheritance diagram for PasswordTextBoxInitSystem:



Collaboration diagram for PasswordTextBoxInitSystem:



Public Member Functions

- [PasswordTextBoxInitSystem \(\)](#)
Construct a new [PasswordTextBoxInitSystem](#) object.
- [~PasswordTextBoxInitSystem \(\)=default](#)
Destroy the [PasswordTextBoxInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [PasswordTextBoxInitSystem \(\)](#)
Construct a new [PasswordTextBoxInitSystem](#) object.
- [~PasswordTextBoxInitSystem \(\)=default](#)
Destroy the [PasswordTextBoxInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

Additional Inherited Members

6.152.1 Constructor & Destructor Documentation

6.152.1.1 PasswordTextBoxInitSystem() [1/2]

`PasswordTextBoxInitSystem::PasswordTextBoxInitSystem ( )`

Construct a new [PasswordTextBoxInitSystem](#) object.

6.152.1.2 ~PasswordTextBoxInitSystem() [1/2]

`PasswordTextBoxInitSystem::~~PasswordTextBoxInitSystem ( )` [default]

Destroy the [PasswordTextBoxInitSystem](#) object.

6.152.1.3 PasswordTextBoxInitSystem() [2/2]

`PasswordTextBoxInitSystem::PasswordTextBoxInitSystem ( )`

Construct a new [PasswordTextBoxInitSystem](#) object.

6.152.1.4 ~PasswordTextBoxInitSystem() [2/2]

`PasswordTextBoxInitSystem::~~PasswordTextBoxInitSystem ( )` [default]

Destroy the [PasswordTextBoxInitSystem](#) object.

6.152.2 Member Function Documentation

6.152.2.1 `_initButton()` [1/2]

```
void PasswordTextBoxInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.152.2.2 `_initButton()` [2/2]

```
void PasswordTextBoxInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.152.2.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> PasswordTextBoxInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.152.2.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> PasswordTextBoxInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

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

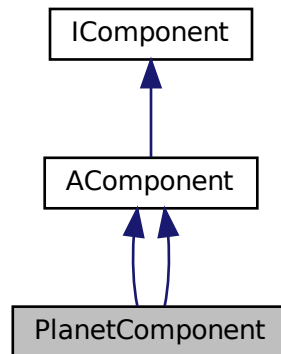
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/PasswordText↔Box/PasswordTextBoxInitSystem.hpp`
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/PasswordText↔Box/PasswordTextBoxInitSystem.cpp`

6.153 PlanetComponent Class Reference

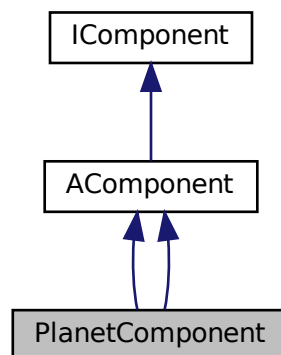
Component Planet for R-Type Game.

```
#include <PlanetComponent.hpp>
```

Inheritance diagram for PlanetComponent:



Collaboration diagram for PlanetComponent:



Public Member Functions

- [PlanetComponent](#) ()
Construct a new Planet Component object.
- [PlanetComponent](#) ()
Construct a new Planet Component object.

6.153.1 Detailed Description

Component Planet for R-Type Game.

6.153.2 Constructor & Destructor Documentation

6.153.2.1 PlanetComponent() [1/2]

```
PlanetComponent::PlanetComponent ( )
```

Construct a new Planet Component object.

6.153.2.2 PlanetComponent() [2/2]

```
PlanetComponent::PlanetComponent ( )
```

Construct a new Planet Component object.

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

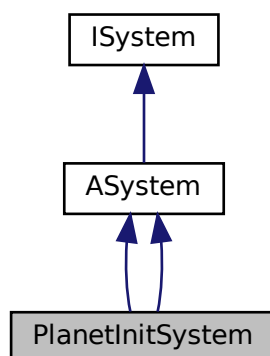
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/Planet/[PlanetComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/Planet/[PlanetComponent.cpp](#)

6.154 PlanetInitSystem Class Reference

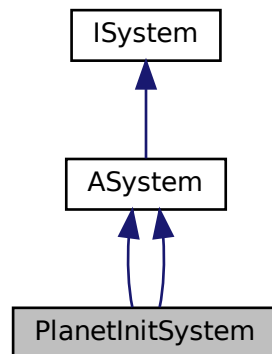
Initialize a planet entity.

```
#include <PlanetInitSystem.hpp>
```

Inheritance diagram for PlanetInitSystem:



Collaboration diagram for PlanetInitSystem:



Public Member Functions

- [PlanetInitSystem \(\)](#)
Construct a new planet Init System object.
- [~PlanetInitSystem \(\)=default](#)
Destroy the planet Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [PlanetInitSystem \(\)](#)
Construct a new planet Init System object.
- [~PlanetInitSystem \(\)=default](#)
Destroy the planet Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initPlanet (ECS::Registry &reg, int idxPacketEntities)`
- `void _initPlanet (ECS::Registry &reg, int idxPacketEntities)`

Private Attributes

- `std::unordered_map< int, std::string >` [_jsonFiles](#)

6.154.1 Detailed Description

Initialize a planet entity.

6.154.2 Constructor & Destructor Documentation

6.154.2.1 PlanetInitSystem() [1/2]

```
PlanetInitSystem::PlanetInitSystem ( )
```

Construct a new planet Init System object.

6.154.2.2 ~PlanetInitSystem() [1/2]

```
PlanetInitSystem::~~PlanetInitSystem ( ) [default]
```

Destroy the planet Init System object.

6.154.2.3 PlanetInitSystem() [2/2]

```
PlanetInitSystem::PlanetInitSystem ( )
```

Construct a new planet Init System object.

6.154.2.4 ~PlanetInitSystem() [2/2]

```
PlanetInitSystem::~~PlanetInitSystem ( ) [default]
```

Destroy the planet Init System object.

6.154.3 Member Function Documentation

6.154.3.1 _initPlanet() [1/2]

```
void PlanetInitSystem::_initPlanet (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.154.3.2 _initPlanet() [2/2]

```
void PlanetInitSystem::_initPlanet (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.154.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> PlanetInitSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.154.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> PlanetInitSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.154.4 Member Data Documentation**6.154.4.1 _jsonFiles**

```
std::unordered_map< int, std::string > PlanetInitSystem::_jsonFiles [private]
```

Initial value:

```
= {
    {0, PATH_JSON_PLANET},
    {1, PATH_JSON_PLANET_SMALL},
    {2, PATH_JSON_ASTEROID_1},
    {3, PATH_JSON_ASTEROID_2},
}
```

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

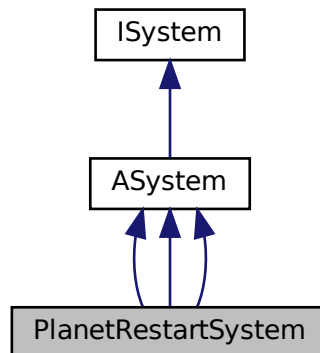
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Background/[PlanetInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Background/[PlanetInitSystem.cpp](#)

6.155 PlanetRestartSystem Class Reference

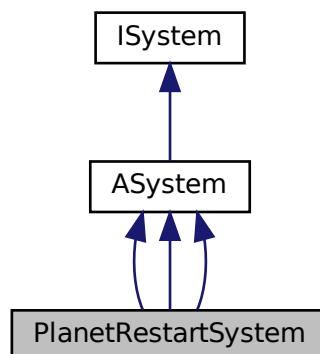
Restart a planet if it leave the screen.

```
#include <PlanetRestartSystem.hpp>
```

Inheritance diagram for PlanetRestartSystem:



Collaboration diagram for PlanetRestartSystem:



Public Member Functions

- [PlanetRestartSystem](#) ()
Construct a new PlanetRestart System object.
- [~PlanetRestartSystem](#) ()=default

- Destroy the PlanetRestart System object.*
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.
- `PlanetRestartSystem ()`
Construct a new PlanetRestart System object.
- `~PlanetRestartSystem ()=default`
Destroy the PlanetRestart System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.
- `PlanetRestartSystem ()`
Construct a new PlanetRestart System object.
- `~PlanetRestartSystem ()=default`
Destroy the PlanetRestart System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.

Private Member Functions

- `void _restartPlanet (ECS::Registry &reg, int idxPacketEntities)`
- `void _restartPlanet (ECS::Registry &reg, int idxPacketEntities)`
- `void _restartPlanet (ECS::Registry &reg, int idxPacketEntities)`

6.155.1 Detailed Description

Restart a planet if it leave the screen.

6.155.2 Constructor & Destructor Documentation

6.155.2.1 PlanetRestartSystem() [1/3]

```
PlanetRestartSystem::PlanetRestartSystem ( )
```

Construct a new PlanetRestart System object.

6.155.2.2 ~PlanetRestartSystem() [1/3]

```
PlanetRestartSystem::~~PlanetRestartSystem ( ) [default]
```

Destroy the PlanetRestart System object.

6.155.2.3 PlanetRestartSystem() [2/3]

```
PlanetRestartSystem::PlanetRestartSystem ( )
```

Construct a new PlanetRestart System object.

6.155.2.4 ~PlanetRestartSystem() [2/3]

```
PlanetRestartSystem::~~PlanetRestartSystem ( ) [default]
```

Destroy the PlanetRestart System object.

6.155.2.5 PlanetRestartSystem() [3/3]

```
PlanetRestartSystem::PlanetRestartSystem ( )
```

Construct a new PlanetRestart System object.

6.155.2.6 ~PlanetRestartSystem() [3/3]

```
PlanetRestartSystem::~~PlanetRestartSystem ( ) [default]
```

Destroy the PlanetRestart System object.

6.155.3 Member Function Documentation

6.155.3.1 _restartPlanet() [1/3]

```
void PlanetRestartSystem::_restartPlanet (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.155.3.2 _restartPlanet() [2/3]

```
void PlanetRestartSystem::_restartPlanet (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.155.3.3 _restartPlanet() [3/3]

```
void PlanetRestartSystem::_restartPlanet (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.155.3.4 getFunction() [1/3]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> PlanetRestartSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.155.3.5 getFunction() [2/3]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> PlanetRestartSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.155.3.6 getFunction() [3/3]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> PlanetRestartSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

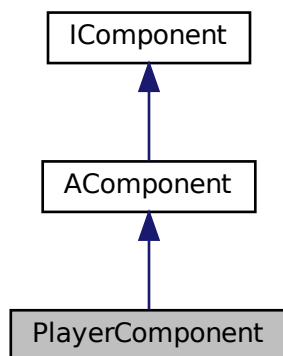
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Background/[PlanetRestartSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Trees/[TreeRestartSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Background/[PlanetRestartSystem.cpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Trees/[TreeRestartSystem.cpp](#)

6.156 PlayerComponent Class Reference

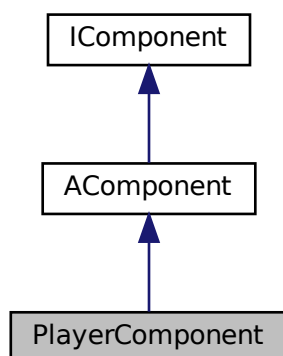
Component [PlayerComponent](#) for R-Type Game.

```
#include <PlayerComponent.hpp>
```

Inheritance diagram for PlayerComponent:



Collaboration diagram for PlayerComponent:



Public Member Functions

- [PlayerComponent](#) (uint32_t [token](#)=0x00000000, bool [isAlive](#)=true)
Construct a new [PlayerComponent](#) Component object.

Public Attributes

- uint32_t [token](#)
- bool [isAlive](#)

6.156.1 Detailed Description

Component [PlayerComponent](#) for R-Type Game.

6.156.2 Constructor & Destructor Documentation

6.156.2.1 PlayerComponent()

```
PlayerComponent::PlayerComponent (
    uint32_t token = 0x00000000,
    bool isAlive = true )
```

Construct a new [PlayerComponent](#) Component object.

Parameters

<i>token</i>	of player.
<i>isAlive</i>	of player.

6.156.3 Member Data Documentation

6.156.3.1 isAlive

```
bool PlayerComponent::isAlive
```

6.156.3.2 token

```
uint32_t PlayerComponent::token
```

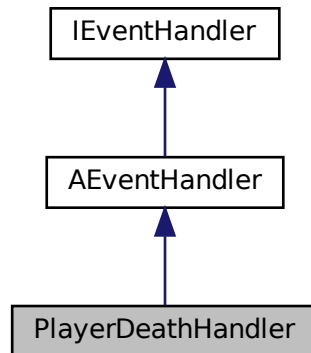
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Player/[PlayerComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Player/[PlayerComponent.cpp](#)

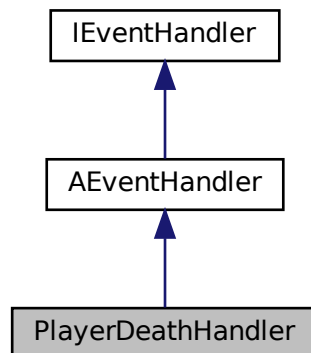
6.157 PlayerDeathHandler Class Reference

```
#include <PlayerDeathHandler.hpp>
```

Inheritance diagram for PlayerDeathHandler:



Collaboration diagram for PlayerDeathHandler:



Public Member Functions

- [PlayerDeathHandler](#) (std::string eventType="")
Construct a new [PlayerDeathHandler](#) object.
- [~PlayerDeathHandler](#) ()=default
Destroy the [PlayerDeathHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.157.1 Constructor & Destructor Documentation

6.157.1.1 PlayerDeathHandler()

```
PlayerDeathHandler::PlayerDeathHandler (
    std::string eventType = "" )
```

Construct a new [PlayerDeathHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.157.1.2 ~PlayerDeathHandler()

```
PlayerDeathHandler::~~PlayerDeathHandler ( ) [default]
```

Destroy the [PlayerDeathHandler](#) object.

6.157.2 Member Function Documentation

6.157.2.1 processEvent()

```
bool PlayerDeathHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

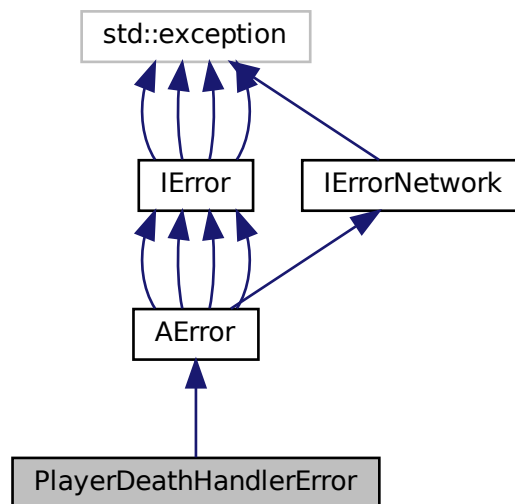
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/PlayerDeath/[PlayerDeathHandler.hpp](#)
- /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/PlayerDeath/[PlayerDeathHandler.cpp](#)

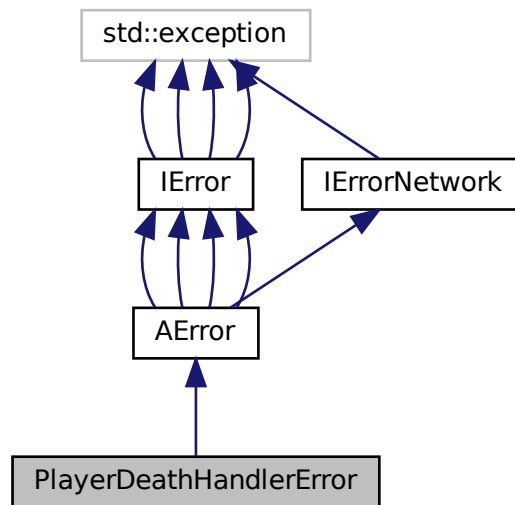
6.158 PlayerDeathHandlerError Class Reference

```
#include <PlayerDeathHandler.hpp>
```

Inheritance diagram for PlayerDeathHandlerError:



Collaboration diagram for PlayerDeathHandlerError:



Public Member Functions

- [PlayerDeathHandlerError](#) (std::string message)
Construct a new [PlayerDeathHandlerError](#) object.

6.158.1 Constructor & Destructor Documentation

6.158.1.1 PlayerDeathHandlerError()

```
PlayerDeathHandlerError::PlayerDeathHandlerError (
    std::string message ) [inline]
```

Construct a new [PlayerDeathHandlerError](#) object.

Parameters

<i>message</i>	Message

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

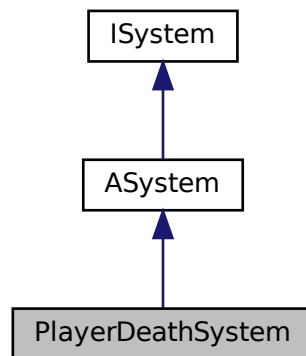
- /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/PlayerDeath/[PlayerDeathHandler.hpp](#)

6.159 PlayerDeathSystem Class Reference

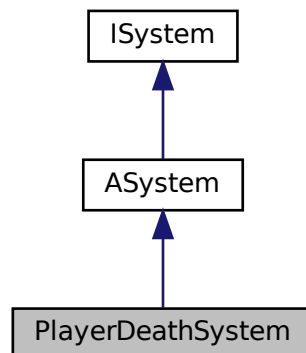
[PlayerDeathSystem](#) class.

```
#include <PlayerDeathSystem.hpp>
```

Inheritance diagram for PlayerDeathSystem:



Collaboration diagram for PlayerDeathSystem:



Public Member Functions

- [PlayerDeathSystem](#) ()
Construct a new [PlayerDeathSystem](#) object.
- [~PlayerDeathSystem](#) ()=default
Destroy the [PlayerDeathSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.

Private Member Functions

- void `_playerDeathSystem` (`ECS::Registry` &reg, int idxPacketEntities)

6.159.1 Detailed Description

`PlayerDeathSystem` class.

6.159.2 Constructor & Destructor Documentation

6.159.2.1 `PlayerDeathSystem()`

```
PlayerDeathSystem::PlayerDeathSystem ( )
```

Construct a new `PlayerDeathSystem` object.

6.159.2.2 `~PlayerDeathSystem()`

```
PlayerDeathSystem::~~PlayerDeathSystem ( ) [default]
```

Destroy the `PlayerDeathSystem` object.

6.159.3 Member Function Documentation

6.159.3.1 `_playerDeathSystem()`

```
void PlayerDeathSystem::_playerDeathSystem (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.159.3.2 getFunction()

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> PlayerDeathSystem::getFunction  
( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

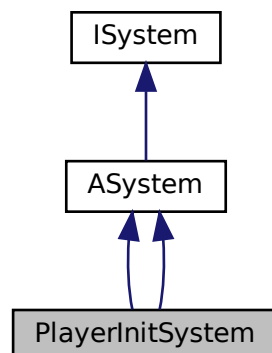
- /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Players/Death/[PlayerDeathSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Players/Death/[PlayerDeathSystem.cpp](#)

6.160 PlayerInitSystem Class Reference

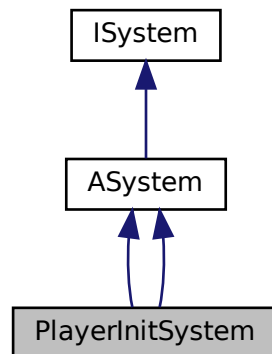
Initialize a player entity. Set life, position and asset path.

```
#include <PlayerInitSystem.hpp>
```

Inheritance diagram for PlayerInitSystem:



Collaboration diagram for PlayerInitSystem:



Public Member Functions

- [PlayerInitSystem \(\)](#)
Construct a new Player Init System object.
- [~PlayerInitSystem \(\)](#)=default
Destroy the Player Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [PlayerInitSystem \(\)](#)
Construct a new Player Init System object.
- [~PlayerInitSystem \(\)](#)=default
Destroy the Player Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void` [_initPlayer](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- `void` [_initPlayer](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.160.1 Detailed Description

Initialize a player entity. Set life, position and asset path.

6.160.2 Constructor & Destructor Documentation

6.160.2.1 PlayerInitSystem() [1/2]

```
PlayerInitSystem::PlayerInitSystem ( )
```

Construct a new Player Init System object.

6.160.2.2 ~PlayerInitSystem() [1/2]

```
PlayerInitSystem::~~PlayerInitSystem ( ) [default]
```

Destroy the Player Init System object.

6.160.2.3 PlayerInitSystem() [2/2]

```
PlayerInitSystem::PlayerInitSystem ( )
```

Construct a new Player Init System object.

6.160.2.4 ~PlayerInitSystem() [2/2]

```
PlayerInitSystem::~~PlayerInitSystem ( ) [default]
```

Destroy the Player Init System object.

6.160.3 Member Function Documentation

6.160.3.1 _initPlayer() [1/2]

```
void PlayerInitSystem::_initPlayer (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.160.3.2 _initPlayer() [2/2]

```
void PlayerInitSystem::_initPlayer (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.160.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> PlayerInitSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.160.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> PlayerInitSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

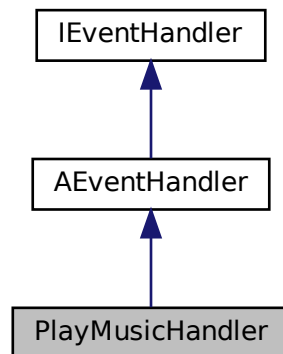
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Players/PlayerInitSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Players/PlayerInitFourSystem.cpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Players/PlayerInitOneSystem.cpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Players/PlayerInitThreeSystem.cpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Players/PlayerInitTwoSystem.cpp](#)

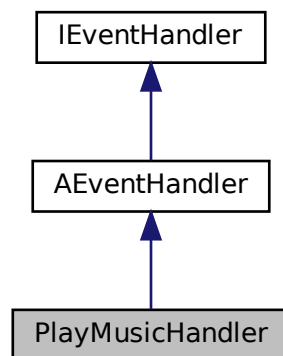
6.161 PlayMusicHandler Class Reference

```
#include <PlayMusicHandler.hpp>
```


Inheritance diagram for PlayMusicHandler:



Collaboration diagram for PlayMusicHandler:



Public Member Functions

- [PlayMusicHandler](#) (std::string eventType="")
Construct a new [PlayMusicHandler](#) object.
- [~PlayMusicHandler](#) ()=default
Destroy the [PlayMusicHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.161.1 Constructor & Destructor Documentation

6.161.1.1 PlayMusicHandler()

```
PlayMusicHandler::PlayMusicHandler (
    std::string eventType = "" )
```

Construct a new [PlayMusicHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.161.1.2 ~PlayMusicHandler()

```
PlayMusicHandler::~~PlayMusicHandler ( ) [default]
```

Destroy the [PlayMusicHandler](#) object.

6.161.2 Member Function Documentation

6.161.2.1 processEvent()

```
bool PlayMusicHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

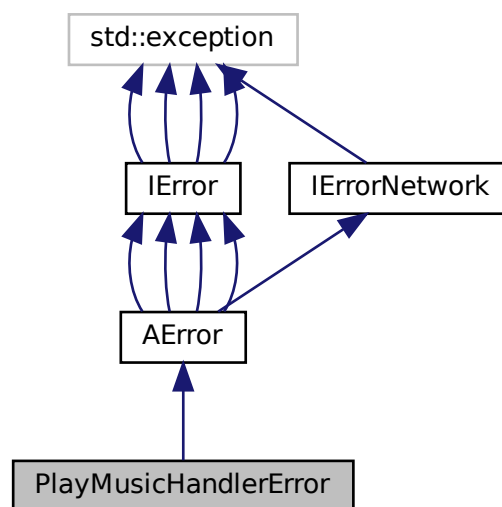
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/PlayMusic/[PlayMusicHandler.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/PlayMusic/[PlayMusicHandler.cpp](#)

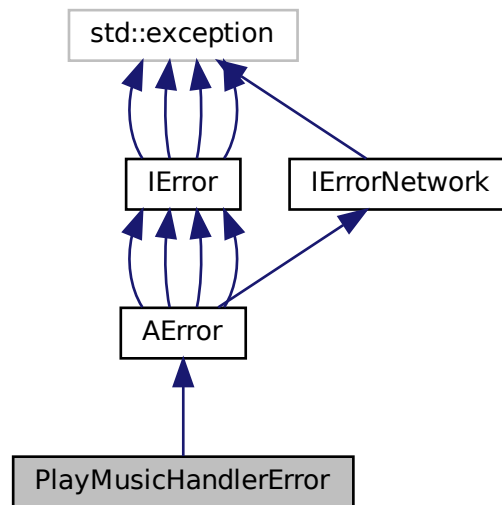
6.162 PlayMusicHandlerError Class Reference

```
#include <PlayMusicHandler.hpp>
```

Inheritance diagram for PlayMusicHandlerError:



Collaboration diagram for `PlayMusicHandlerError`:



Public Member Functions

- [PlayMusicHandlerError](#) (`std::string message`)
Construct a new [PlayMusicHandlerError](#) object.

6.162.1 Constructor & Destructor Documentation

6.162.1.1 PlayMusicHandlerError()

```
PlayMusicHandlerError::PlayMusicHandlerError (
    std::string message ) [inline]
```

Construct a new [PlayMusicHandlerError](#) object.

Parameters

<i>message</i>	Message

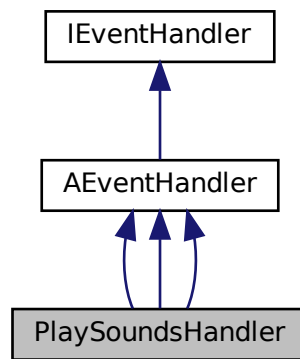
The documentation for this class was generated from the following file:

- `/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/PlayMusic/PlayMusicHandler.hpp`

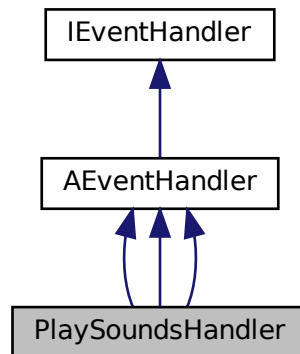
6.163 PlaySoundsHandler Class Reference

```
#include <PlaySoundsHandler.hpp>
```

Inheritance diagram for PlaySoundsHandler:



Collaboration diagram for PlaySoundsHandler:



Public Member Functions

- [PlaySoundsHandler](#) (std::string eventType="")
Construct a new [PlaySoundsHandler](#) object.
- [~PlaySoundsHandler](#) ()=default
Destroy the [PlaySoundsHandler](#) object.

- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.
- [PlaySoundsHandler](#) (std::string eventType="")
Construct a new [PlaySoundsHandler](#) object.
- [~PlaySoundsHandler](#) ()=default
Destroy the [PlaySoundsHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.
- [PlaySoundsHandler](#) (std::string eventType="")
Construct a new [PlaySoundsHandler](#) object.
- [~PlaySoundsHandler](#) ()=default
Destroy the [PlaySoundsHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.163.1 Constructor & Destructor Documentation

6.163.1.1 [PlaySoundsHandler](#)() [1/3]

```
PlaySoundsHandler::PlaySoundsHandler (
    std::string eventType = "" )
```

Construct a new [PlaySoundsHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.163.1.2 [~PlaySoundsHandler](#)() [1/3]

```
PlaySoundsHandler::~~PlaySoundsHandler ( ) [default]
```

Destroy the [PlaySoundsHandler](#) object.

6.163.1.3 PlaySoundsHandler() [2/3]

```
PlaySoundsHandler::PlaySoundsHandler (
    std::string eventType = "" )
```

Construct a new [PlaySoundsHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.163.1.4 ~PlaySoundsHandler() [2/3]

```
PlaySoundsHandler::~PlaySoundsHandler ( ) [default]
```

Destroy the [PlaySoundsHandler](#) object.

6.163.1.5 PlaySoundsHandler() [3/3]

```
PlaySoundsHandler::PlaySoundsHandler (
    std::string eventType = "" )
```

Construct a new [PlaySoundsHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.163.1.6 ~PlaySoundsHandler() [3/3]

```
PlaySoundsHandler::~PlaySoundsHandler ( ) [default]
```

Destroy the [PlaySoundsHandler](#) object.

6.163.2 Member Function Documentation

6.163.2.1 processEvent() [1/3]

```
bool PlaySoundsHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

6.163.2.2 processEvent() [2/3]

```
bool PlaySoundsHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

6.163.2.3 processEvent() [3/3]

```
bool PlaySoundsHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

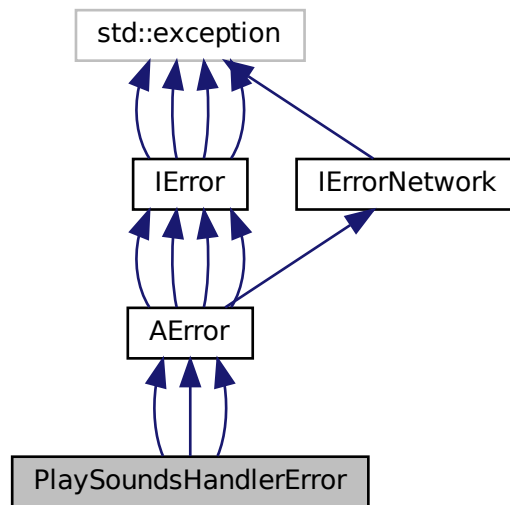
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/PlaySounds/PlaySoundsHandler.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/PlaySounds/PlaySoundsHandler.cpp](#)

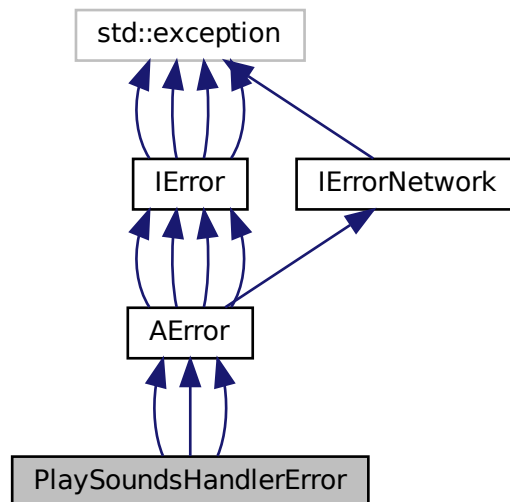
6.164 PlaySoundsHandlerError Class Reference

```
#include <PlaySoundsHandler.hpp>
```

Inheritance diagram for PlaySoundsHandlerError:



Collaboration diagram for PlaySoundsHandlerError:



Public Member Functions

- [PlaySoundsHandlerError](#) (std::string message)

Construct a new [PlaySoundsHandlerError](#) object.

- [PlaySoundsHandlerError](#) (std::string message)

Construct a new [PlaySoundsHandlerError](#) object.

- [PlaySoundsHandlerError](#) (std::string message)

Construct a new [PlaySoundsHandlerError](#) object.

6.164.1 Constructor & Destructor Documentation

6.164.1.1 PlaySoundsHandlerError() [1/3]

```
PlaySoundsHandlerError::PlaySoundsHandlerError (
    std::string message ) [inline]
```

Construct a new [PlaySoundsHandlerError](#) object.

Parameters

<i>message</i>	Message

6.164.1.2 PlaySoundsHandlerError() [2/3]

```
PlaySoundsHandlerError::PlaySoundsHandlerError (
    std::string message ) [inline]
```

Construct a new [PlaySoundsHandlerError](#) object.

Parameters

<i>message</i>	Message

6.164.1.3 PlaySoundsHandlerError() [3/3]

```
PlaySoundsHandlerError::PlaySoundsHandlerError (
    std::string message ) [inline]
```

Construct a new [PlaySoundsHandlerError](#) object.

Parameters

<i>message</i>	Message

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

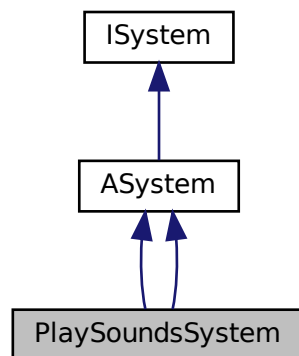
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/PlaySounds/PlaySoundsHandler.hpp](#)

6.165 PlaySoundsSystem Class Reference

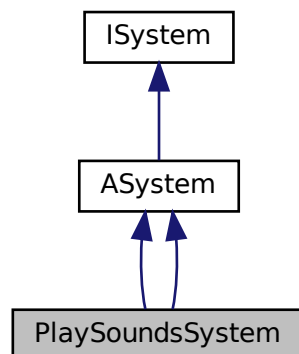
System to handle mouse events.

```
#include <PlaySoundsSystem.hpp>
```

Inheritance diagram for PlaySoundsSystem:



Collaboration diagram for PlaySoundsSystem:



Public Member Functions

- [PlaySoundsSystem](#) ()
Construct a new PlaySounds System object.
- [~PlaySoundsSystem](#) ()=default
Destroy the PlaySounds System object.
- std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [getFunction](#) ()
Get the Function object.
- [PlaySoundsSystem](#) ()
Construct a new PlaySounds System object.
- [~PlaySoundsSystem](#) ()=default
Destroy the PlaySounds System object.
- std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [getFunction](#) ()
Get the Function object.

Private Member Functions

- void [_handlePlaySounds](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- void [_handlePlaySounds](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.165.1 Detailed Description

System to handle mouse events.

6.165.2 Constructor & Destructor Documentation

6.165.2.1 PlaySoundsSystem() [1/2]

```
PlaySoundsSystem::PlaySoundsSystem ( )
```

Construct a new PlaySounds System object.

6.165.2.2 ~PlaySoundsSystem() [1/2]

```
PlaySoundsSystem::~~PlaySoundsSystem ( ) [default]
```

Destroy the PlaySounds System object.

6.165.2.3 PlaySoundsSystem() [2/2]

```
PlaySoundsSystem::PlaySoundsSystem ( )
```

Construct a new PlaySounds System object.

6.165.2.4 ~PlaySoundsSystem() [2/2]

```
PlaySoundsSystem::~~PlaySoundsSystem ( ) [default]
```

Destroy the PlaySounds System object.

6.165.3 Member Function Documentation

6.165.3.1 _handlePlaySounds() [1/2]

```
void PlaySoundsSystem::_handlePlaySounds (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.165.3.2 _handlePlaySounds() [2/2]

```
void PlaySoundsSystem::_handlePlaySounds (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.165.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> PlaySoundsSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.165.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> PlaySoundsSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

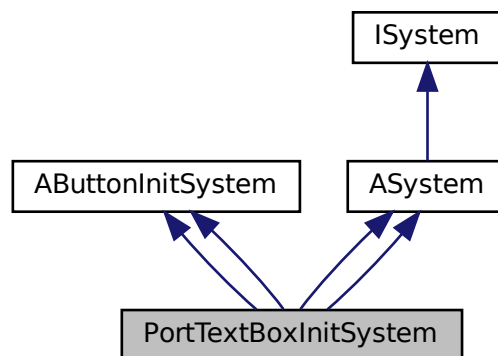
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/PlaySounds/PlaySoundsSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/PlaySounds/PlaySoundsSystem.cpp](#)

6.166 PortTextBoxInitSystem Class Reference

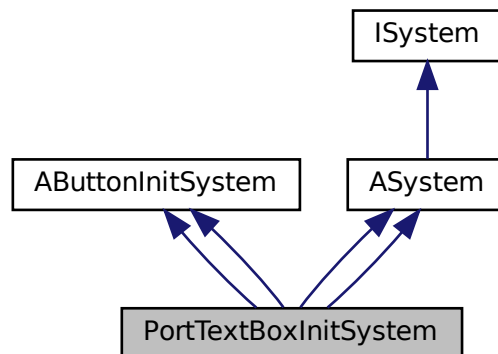
[PortTextBoxInitSystem](#) class.

```
#include <PortTextBoxInitSystem.hpp>
```

Inheritance diagram for PortTextBoxInitSystem:



Collaboration diagram for PortTextBoxInitSystem:



Public Member Functions

- [PortTextBoxInitSystem \(\)](#)
Construct a new [PortTextBoxInitSystem](#) object.
- [~PortTextBoxInitSystem \(\)=default](#)
Destroy the [PortTextBoxInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [PortTextBoxInitSystem \(\)](#)
Construct a new [PortTextBoxInitSystem](#) object.
- [~PortTextBoxInitSystem \(\)=default](#)
Destroy the [PortTextBoxInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`
- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.166.1 Detailed Description

[PortTextBoxInitSystem](#) class.

6.166.2 Constructor & Destructor Documentation

6.166.2.1 PortTextBoxInitSystem() [1/2]

```
PortTextBoxInitSystem::PortTextBoxInitSystem ( )
```

Construct a new [PortTextBoxInitSystem](#) object.

6.166.2.2 ~PortTextBoxInitSystem() [1/2]

```
PortTextBoxInitSystem::~~PortTextBoxInitSystem ( ) [default]
```

Destroy the [PortTextBoxInitSystem](#) object.

6.166.2.3 PortTextBoxInitSystem() [2/2]

```
PortTextBoxInitSystem::PortTextBoxInitSystem ( )
```

Construct a new [PortTextBoxInitSystem](#) object.

6.166.2.4 ~PortTextBoxInitSystem() [2/2]

```
PortTextBoxInitSystem::~~PortTextBoxInitSystem ( ) [default]
```

Destroy the [PortTextBoxInitSystem](#) object.

6.166.3 Member Function Documentation

6.166.3.1 _initButton() [1/2]

```
void PortTextBoxInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.166.3.2 _initButton() [2/2]

```
void PortTextBoxInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.166.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> PortTextBoxInitSystem::get↔  
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.166.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> PortTextBoxInitSystem::get↔  
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

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

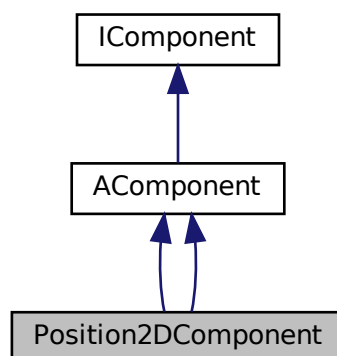
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/PortTextBox/PortTextBoxInitSystem.hpp`
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/PortTextBox/PortTextBoxInitSystem.cpp`

6.167 Position2DComponent Class Reference

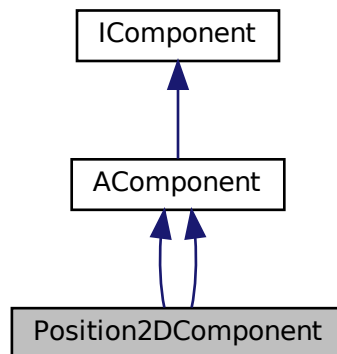
Component Position 2D for the graphical engine. (inherits [IComponent](#))

```
#include <Position2DComponent.hpp>
```

Inheritance diagram for Position2DComponent:



Collaboration diagram for Position2DComponent:



Public Member Functions

- [Position2DComponent](#) (float `x`=0, float `y`=0)
Construct a new Position 2D Component object.
- `std::any` [getArg](#) (std::string key) override
Get the Arg object(mainly for lua api).
- `bool` [setArg](#) (std::string key, std::any value) override
Set the Arg object (mainly for lua api).

Public Attributes

- float `x`
- float `y`

6.167.1 Detailed Description

Component Position 2D for the graphical engine. (inherits [IComponent](#))

We use this component to store the position of an entity in 2D. for example, the position of a sprite or a text on the window.

6.167.2 Constructor & Destructor Documentation

6.167.2.1 Position2DComponent()

```

Position2DComponent::Position2DComponent (
    float x = 0,
    float y = 0 )
  
```

Construct a new Position 2D Component object.

Parameters

<i>x</i>	Initial x position (default is 0).
<i>y</i>	Initial y position (default is 0).

6.167.3 Member Function Documentation**6.167.3.1 getArg()**

```
std::any Position2DComponent::getArg (
    std::string key ) [inline], [override], [virtual]
```

Get the Arg object(mainly for lua api).

Returns

std::any

Reimplemented from [AComponent](#).

6.167.3.2 setArg()

```
bool Position2DComponent::setArg (
    std::string key,
    std::any value ) [inline], [override], [virtual]
```

Set the Arg object (mainly for lua api).

Returns

bool

Reimplemented from [AComponent](#).

6.167.4 Member Data Documentation**6.167.4.1 x**

```
float Position2DComponent::x
```

6.167.4.2 y

```
float Position2DComponent::y
```

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

- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Position2D/Position2DComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Position2D/Position2DComponent.cpp](#)

6.168 Position3D Struct Reference

```
#include <IGraphic.hpp>
```

Public Attributes

- float [x](#)
- float [y](#)
- float [z](#)

6.168.1 Member Data Documentation

6.168.1.1 x

```
float Position3D::x
```

6.168.1.2 y

```
float Position3D::y
```

6.168.1.3 z

```
float Position3D::z
```

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

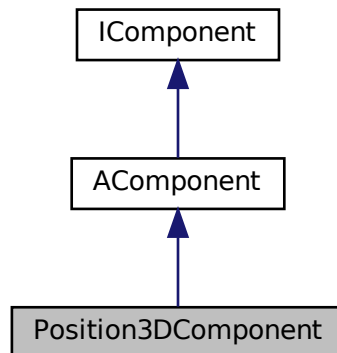
- [/home/runner/work/R-Type/R-Type/Engine/Client/Src/GetGraphicalLibrary/IGraphic.hpp](#)

6.169 Position3DComponent Class Reference

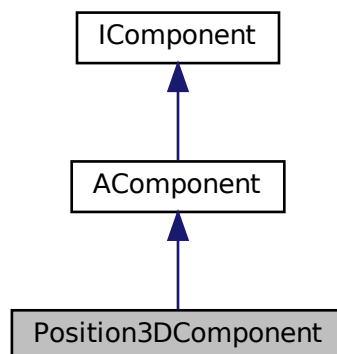
Component for handling 3D positions within the graphical engine.

```
#include <Position3DComponent.hpp>
```

Inheritance diagram for Position3DComponent:



Collaboration diagram for Position3DComponent:



Public Member Functions

- [Position3DComponent](#) (float *x*=0, float *y*=0, float *z*=0)
Construct a new [Position3DComponent](#) object.

Public Attributes

- float [x](#)
- float [y](#)
- float [z](#)

6.169.1 Detailed Description

Component for handling 3D positions within the graphical engine.

This component is used to store and manage the 3D position of entities.

6.169.2 Constructor & Destructor Documentation

6.169.2.1 Position3DComponent()

```
Position3DComponent::Position3DComponent (
    float x = 0,
    float y = 0,
    float z = 0 )
```

Construct a new [Position3DComponent](#) object.

Parameters

<i>x</i>	Initial x position (default is 0).
<i>y</i>	Initial y position (default is 0).
<i>z</i>	Initial z position (default is 0).

6.169.3 Member Data Documentation

6.169.3.1 [x](#)

```
float Position3DComponent::x
```

6.169.3.2 [y](#)

```
float Position3DComponent::y
```

6.169.3.3 z

```
float Position3DComponent::z
```

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

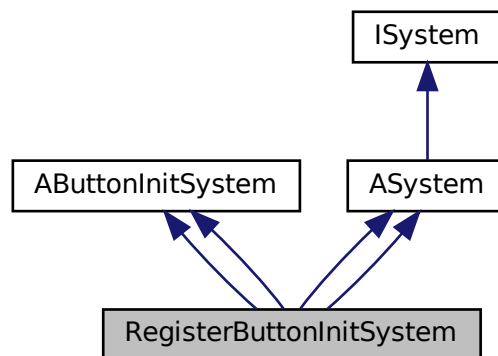
- </home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Position3D/Position3DComponent.hpp>
- </home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Position3D/Position3DComponent.cpp>

6.170 RegisterButtonInitSystem Class Reference

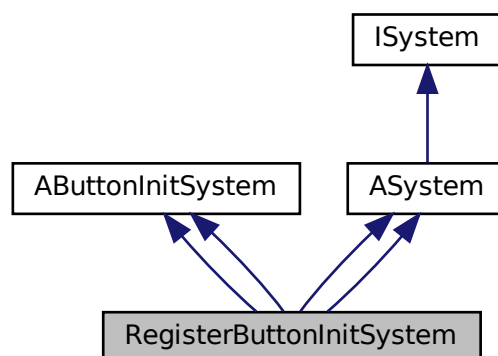
[RegisterButtonInitSystem](#) class.

```
#include <RegisterButtonInitSystem.hpp>
```

Inheritance diagram for RegisterButtonInitSystem:



Collaboration diagram for RegisterButtonInitSystem:



Public Member Functions

- [RegisterButtonInitSystem](#) ()
Construct a new [RegisterButtonInitSystem](#) object.
- [~RegisterButtonInitSystem](#) ()=default
Destroy the [RegisterButtonInitSystem](#) object.
- std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [getFunction](#) ()
Get the Function object.
- [RegisterButtonInitSystem](#) ()
Construct a new [RegisterButtonInitSystem](#) object.
- [~RegisterButtonInitSystem](#) ()=default
Destroy the [RegisterButtonInitSystem](#) object.
- std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [getFunction](#) ()
Get the Function object.

Private Member Functions

- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

Additional Inherited Members

6.170.1 Detailed Description

[RegisterButtonInitSystem](#) class.

6.170.2 Constructor & Destructor Documentation

6.170.2.1 RegisterButtonInitSystem() [1/2]

```
RegisterButtonInitSystem::RegisterButtonInitSystem ( )
```

Construct a new [RegisterButtonInitSystem](#) object.

6.170.2.2 ~RegisterButtonInitSystem() [1/2]

```
RegisterButtonInitSystem::~~RegisterButtonInitSystem ( ) [default]
```

Destroy the [RegisterButtonInitSystem](#) object.

6.170.2.3 RegisterButtonInitSystem() [2/2]

```
RegisterButtonInitSystem::RegisterButtonInitSystem ( )
```

Construct a new [RegisterButtonInitSystem](#) object.

6.170.2.4 ~RegisterButtonInitSystem() [2/2]

```
RegisterButtonInitSystem::~~RegisterButtonInitSystem ( ) [default]
```

Destroy the [RegisterButtonInitSystem](#) object.

6.170.3 Member Function Documentation

6.170.3.1 _initButton() [1/2]

```
void RegisterButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.170.3.2 _initButton() [2/2]

```
void RegisterButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.170.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RegisterButtonInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.170.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RegisterButtonInitSystem::get↔  
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

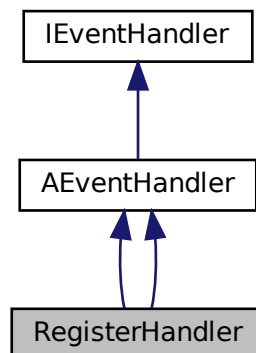
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RegisterButton/[RegisterButtonInitSystem](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RegisterButton/[RegisterButtonInitSystem](#)

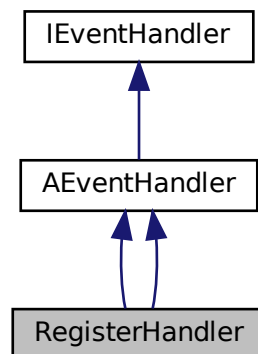
6.171 RegisterHandler Class Reference

```
#include <RegisterHandler.hpp>
```

Inheritance diagram for RegisterHandler:



Collaboration diagram for RegisterHandler:



Public Member Functions

- [RegisterHandler](#) (std::string eventType="")
Construct a new [RegisterHandler](#) object.
- [~RegisterHandler](#) ()=default
Destroy the [RegisterHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.
- [RegisterHandler](#) (std::string eventType="")
Construct a new [RegisterHandler](#) object.
- [~RegisterHandler](#) ()=default
Destroy the [RegisterHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.171.1 Constructor & Destructor Documentation

6.171.1.1 RegisterHandler() [1/2]

```
RegisterHandler::RegisterHandler (
    std::string eventType = "" )
```

Construct a new [RegisterHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.171.1.2 `~RegisterHandler()` [1/2]

```
RegisterHandler::~RegisterHandler ( ) [default]
```

Destroy the [RegisterHandler](#) object.

6.171.1.3 `RegisterHandler()` [2/2]

```
RegisterHandler::RegisterHandler (
    std::string eventType = "" )
```

Construct a new [RegisterHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.171.1.4 `~RegisterHandler()` [2/2]

```
RegisterHandler::~RegisterHandler ( ) [default]
```

Destroy the [RegisterHandler](#) object.

6.171.2 Member Function Documentation**6.171.2.1** `processEvent()` [1/2]

```
bool RegisterHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

6.171.2.2 processEvent() [2/2]

```
bool RegisterHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

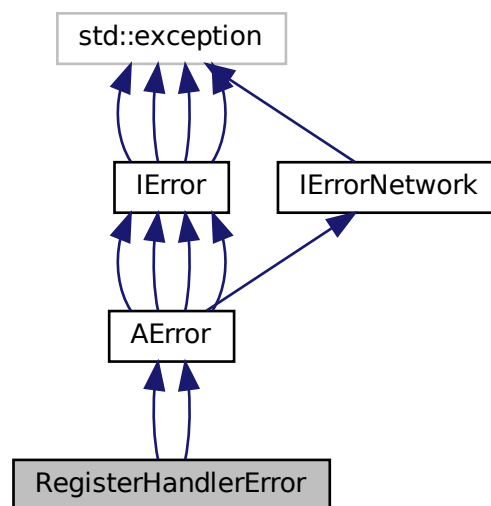
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/Register/[RegisterHandler.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/Register/[RegisterHandler.cpp](#)

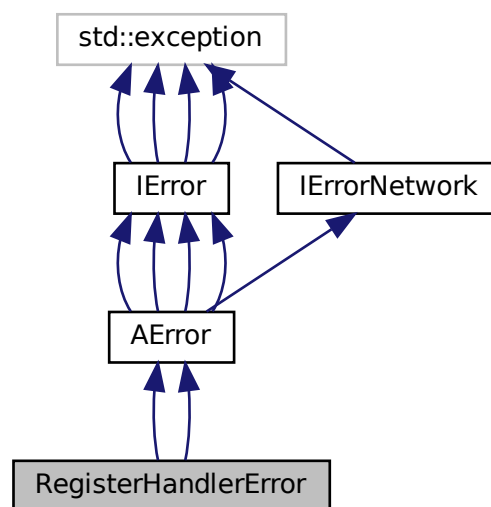
6.172 RegisterHandlerError Class Reference

```
#include <RegisterHandler.hpp>
```

Inheritance diagram for RegisterHandlerError:



Collaboration diagram for RegisterHandlerError:



Public Member Functions

- [RegisterHandlerError](#) (std::string message)
Construct a new [RegisterHandlerError](#) object.
- [RegisterHandlerError](#) (std::string message)
Construct a new [RegisterHandlerError](#) object.

6.172.1 Constructor & Destructor Documentation

6.172.1.1 RegisterHandlerError() [1/2]

```
RegisterHandlerError::RegisterHandlerError (
    std::string message ) [inline]
```

Construct a new [RegisterHandlerError](#) object.

Parameters

<i>message</i>	Message

6.172.1.2 RegisterHandlerError() [2/2]

```
RegisterHandlerError::RegisterHandlerError (
    std::string message ) [inline]
```

Construct a new [RegisterHandlerError](#) object.

Parameters

<i>message</i>	Message

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

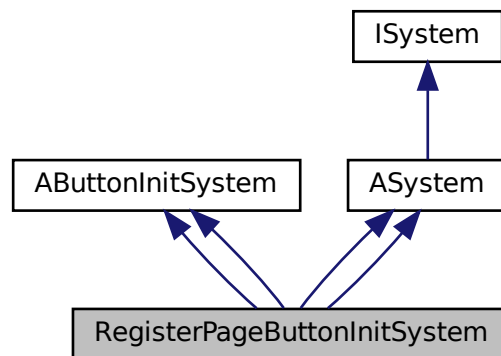
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/Register/[RegisterHandler.hpp](#)

6.173 RegisterPageButtonInitSystem Class Reference

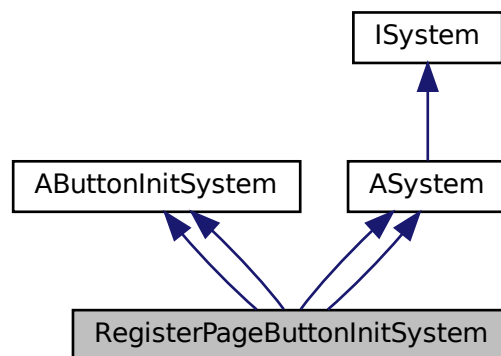
[RegisterPageButtonInitSystem](#) class.

```
#include <RegisterPageButtonInitSystem.hpp>
```


Inheritance diagram for RegisterPageButtonInitSystem:



Collaboration diagram for RegisterPageButtonInitSystem:



Public Member Functions

- [RegisterPageButtonInitSystem \(\)](#)
Construct a new [RegisterPageButtonInitSystem](#) object.
- [~RegisterPageButtonInitSystem \(\)=default](#)
Destroy the [RegisterPageButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [RegisterPageButtonInitSystem \(\)](#)
Construct a new [RegisterPageButtonInitSystem](#) object.
- [~RegisterPageButtonInitSystem \(\)=default](#)
Destroy the [RegisterPageButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

Additional Inherited Members

6.173.1 Detailed Description

[RegisterPageButtonInitSystem](#) class.

6.173.2 Constructor & Destructor Documentation

6.173.2.1 [RegisterPageButtonInitSystem](#)() [1/2]

```
RegisterPageButtonInitSystem::RegisterPageButtonInitSystem ( )
```

Construct a new [RegisterPageButtonInitSystem](#) object.

6.173.2.2 [~RegisterPageButtonInitSystem](#)() [1/2]

```
RegisterPageButtonInitSystem::~~RegisterPageButtonInitSystem ( ) [default]
```

Destroy the [RegisterPageButtonInitSystem](#) object.

6.173.2.3 [RegisterPageButtonInitSystem](#)() [2/2]

```
RegisterPageButtonInitSystem::RegisterPageButtonInitSystem ( )
```

Construct a new [RegisterPageButtonInitSystem](#) object.

6.173.2.4 [~RegisterPageButtonInitSystem](#)() [2/2]

```
RegisterPageButtonInitSystem::~~RegisterPageButtonInitSystem ( ) [default]
```

Destroy the [RegisterPageButtonInitSystem](#) object.

6.173.3 Member Function Documentation

6.173.3.1 _initButton() [1/2]

```
void RegisterPageButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.173.3.2 _initButton() [2/2]

```
void RegisterPageButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.173.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RegisterPageButtonInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.173.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RegisterPageButtonInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

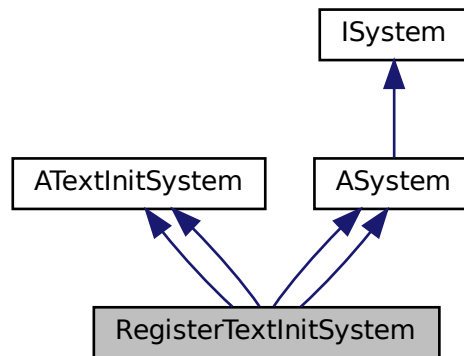
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RegisterPage↔
Button/[RegisterPageButtonInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RegisterPage↔
Button/[RegisterPageButtonInitSystem.cpp](#)

6.174 RegisterTextInitSystem Class Reference

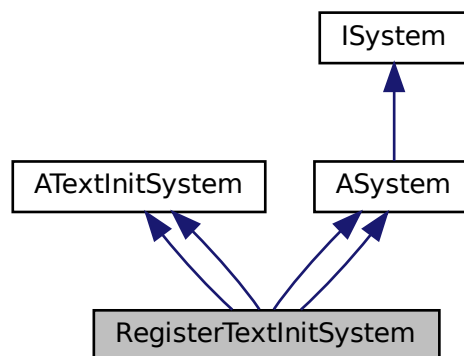
[RegisterTextInitSystem](#) class.

```
#include <RegisterTextInitSystem.hpp>
```

Inheritance diagram for RegisterTextInitSystem:



Collaboration diagram for RegisterTextInitSystem:



Public Member Functions

- [RegisterTextInitSystem](#) ()
Construct a new [RegisterTextInitSystem](#) object.
- [~RegisterTextInitSystem](#) ()=default

- Destroy the [RegisterTextInitSystem](#) object.*
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.
- [RegisterTextInitSystem](#) ()
Construct a new [RegisterTextInitSystem](#) object.
- `~RegisterTextInitSystem ()=default`
Destroy the [RegisterTextInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.

Private Member Functions

- `void \_initText (ECS::Registry &reg, int idxPacketEntities)`
- `void \_initText (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.174.1 Detailed Description

[RegisterTextInitSystem](#) class.

6.174.2 Constructor & Destructor Documentation

6.174.2.1 [RegisterTextInitSystem](#)() [1/2]

```
RegisterTextInitSystem::RegisterTextInitSystem ( )
```

Construct a new [RegisterTextInitSystem](#) object.

6.174.2.2 `~RegisterTextInitSystem()` [1/2]

```
RegisterTextInitSystem::~~RegisterTextInitSystem ( ) [default]
```

Destroy the [RegisterTextInitSystem](#) object.

6.174.2.3 [RegisterTextInitSystem](#)() [2/2]

```
RegisterTextInitSystem::RegisterTextInitSystem ( )
```

Construct a new [RegisterTextInitSystem](#) object.

6.174.2.4 ~RegisterTextInitSystem() [2/2]

RegisterTextInitSystem::~~RegisterTextInitSystem () [default]

Destroy the [RegisterTextInitSystem](#) object.

6.174.3 Member Function Documentation

6.174.3.1 _initText() [1/2]

```
void RegisterTextInitSystem::_initText (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.174.3.2 _initText() [2/2]

```
void RegisterTextInitSystem::_initText (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.174.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RegisterTextInitSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.174.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RegisterTextInitSystem::get←  
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/Register/[RegisterTextInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/Register/[RegisterTextInitSystem.cpp](#)

6.175 ECS::Registry Class Reference

[Registry](#) class, main class of an [ECS](#). You can add component, entities and systems to a registry.

```
#include <Registry.hpp>
```

Public Types

- enum class [Identity](#) { [Serveur](#) , [Client](#) }
- using [remove_func_t](#) = std::function< void([Registry](#) &, [entity_t](#) const &)>

Public Member Functions

- template<class Component >
[SparseArray](#)< Component > & [register_component](#) (std::string typeldx)
Register a component in the registry.
- template<class Component >
[SparseArray](#)< Component > & [get_components](#) (std::string typeldx)
Get a components by its type. This function throw an error if the component isn't registered.
- template<class Component >
[SparseArray](#)< Component > const & [get_components](#) (std::string typeldx) const
Get a components by its type. This function throw an error if the component isn't registered.
- [entity_t](#) [spawnEntityIdx](#) (std::size_t idx)
Add an Entity with specifique idx in the register.
- [entity_t](#) [spawn_entity](#) ()
Add an Entity in the register.
- std::vector< [entity_t](#) > [getEntities](#) ()
Get Entity vector.
- [entity_t](#) [entity_from_index](#) (std::size_t idx)
Get entity from index. This function throw an error if Entity index out of bounds.
- void [kill_entity](#) ([entity_t](#) const &entity)

- Kill an entity of the register. The index is placed in the dead entities list.*

 - `template<typename Component >`
`SparseArray< Component >::reference_type set_component (entity_t const &entity, std::shared_ptr< Component > component, std::string typeldx)`

Set a component to an Entity.
- `template<typename Component >`
`void remove_component (entity_t const &from, std::string typeldx)`

Remove a component from an Entity.
- `template<typename Function >`
`void add_system (Function const &function)`

Add a system to the registry.
- `void run_systems (int idxPacketEntities)`

Run all registry's systems.
- `void cloneComponentsArray (Registry &registry)`

Clone the components array of a registry.
- `void setComponentsArrays (std::unordered_map< std::string, std::any > componentsArrays, std::unordered_map< std::string, remove_func_t > removeFunctions)`

Set the components arrays.
- `void clearComponentsArray ()`

Clear all components arrays.
- `void clearSystems ()`

Clear all systems.
- `void clearEntities ()`

Clear all entities.
- `void addEvent (std::shared_ptr< IEvent > event)`

Add an event to the event queue.
- `void popEvent ()`

Pop the first event of the event queue.
- `std::queue< std::shared_ptr< IEvent > > getEventQueue ()`

Get the event queue.

Public Attributes

- `uint8_t messageType = 0x00`
- `std::vector< uint8_t > payload`
- `std::vector< std::vector< uint8_t > > _queue_payload`
- `std::vector< uint8_t > _queue_messageType`
- `std::mutex _myBeautifulMutex`
- `Identity identity`

Private Attributes

- `std::unordered_map< std::string, std::any > _components_arrays`
- `std::unordered_map< std::string, remove_func_t > _remove_functions`
- `std::vector< entity_t > _entities`
- `std::vector< entity_t > _dead_entities`
- `entity_t _next_entity = 0`
- `std::vector< std::function< void(Registry &, int)> > _systems`
- `std::queue< std::shared_ptr< IEvent > > _eventQueue`

6.175.1 Detailed Description

[Registry](#) class, main class of an [ECS](#). You can add component, entities and systems to a registry.

6.175.2 Member Typedef Documentation

6.175.2.1 remove_func_t

```
using ECS::Registry::remove_func_t = std::function<void(Registry&, entity_t const&)>
```

6.175.3 Member Enumeration Documentation

6.175.3.1 Identity

```
enum ECS::Registry::Identity [strong]
```

Enumerator

Serveur	
Client	

6.175.4 Member Function Documentation

6.175.4.1 add_system()

```
template<typename Function >  
void ECS::Registry::add_system (  
    Function const & function ) [inline]
```

Add a system to the registry.

Template Parameters

<i>Components</i>	Type of components used in the registry.
<i>Function</i>	Type of the function system.

Parameters

<i>function</i>	of the system to add.

6.175.4.2 addEvent()

```
void ECS::Registry::addEvent (
    std::shared_ptr< IEvent > event )
```

Add an event to the event queue.

Parameters

<i>event</i>	Event to add.

6.175.4.3 clearComponentsArray()

```
void ECS::Registry::clearComponentsArray ( )
```

Clear all components arrays.

6.175.4.4 clearEntities()

```
void ECS::Registry::clearEntities ( )
```

Clear all entities.

6.175.4.5 clearSystems()

```
void ECS::Registry::clearSystems ( )
```

Clear all systems.

6.175.4.6 cloneComponentsArray()

```
void ECS::Registry::cloneComponentsArray (
    ECS::Registry & registry )
```

Clone the components array of a registry.

Parameters

<i>registry</i>	Registry to clone.

6.175.4.7 entity_from_index()

```
entity_t ECS::Registry::entity_from_index (
    std::size_t idx )
```

Get entity from index. This function throw an error if Entity index out of bounds.

Parameters

<i>idx</i>	Index of the index.

Returns

entity_t Entity get by index.

6.175.4.8 get_components() [1/2]

```
template<class Component >
SparseArray<Component>& ECS::Registry::get_components (
    std::string typeIdx ) [inline]
```

Get a components by its type. This function throw an error if the component isn't registered.

Template Parameters

<i>Component</i>	type to get.

Returns

SparseArray<Component>& Component get.

6.175.4.9 get_components() [2/2]

```
template<class Component >
SparseArray<Component> const& ECS::Registry::get_components (
    std::string typeIdx ) const [inline]
```

Get a components by its type. This function throw an error if the component isn't registered.

Template Parameters

<i>Component</i>	type to get.

Returns

`SparseArray<Component> const& Component get.`

6.175.4.10 `getEntities()`

```
std::vector< entity_t > ECS::Registry::getEntities ( )
```

Get Entity vector.

6.175.4.11 `getEventQueue()`

```
std::queue< std::shared_ptr< IEvent > > ECS::Registry::getEventQueue ( )
```

Get the event queue.

Returns

`std::queue<IEvent> Event queue.`

6.175.4.12 `kill_entity()`

```
void ECS::Registry::kill_entity (
    entity_t const & entity )
```

Kill an entity of the register. The index is placed in the dead entities list.

Parameters

<i>entity</i>	Entity to kill.

6.175.4.13 `popEvent()`

```
void ECS::Registry::popEvent ( )
```

Pop the first event of the event queue.

6.175.4.14 register_component()

```
template<class Component >
SparseArray<Component>& ECS::Registry::register_component (
    std::string typeIdx ) [inline]
```

Register a component in the registry.

Template Parameters

<i>Component</i>	to register.

Returns

SparseArray<Component>&

6.175.4.15 remove_component()

```
template<typename Component >
void ECS::Registry::remove_component (
    entity_t const & from,
    std::string typeIdx ) [inline]
```

Remove a component from an Entity.

Template Parameters

<i>Component</i>	type to remove.

Parameters

<i>from</i>	Entity.

6.175.4.16 run_systems()

```
void ECS::Registry::run_systems (
    int idxPacketEntities )
```

Run all registry's systems.

6.175.4.17 set_component()

```
template<typename Component >
SparseArray<Component>::reference_type ECS::Registry::set_component (
    entity_t const & entity,
    std::shared_ptr< Component > component,
    std::string typeIdx ) [inline]
```

Set a component to an Entity.

Template Parameters

<i>Component</i>	type to set.

Parameters

<i>entity</i>	Entity.
<i>component</i>	Component to set.
<i>typeIdx</i>	Type index of the component.

Returns

[SparseArray<Component>::reference_type](#) Reference of the component.

6.175.4.18 setComponentsArrays()

```
void ECS::Registry::setComponentsArrays (
    std::unordered_map< std::string, std::any > componentsArrays,
    std::unordered_map< std::string, remove_func_t > removeFunctions )
```

Set the components arrays.

Parameters

<i>componentsArrays</i>	Components arrays to set.
<i>removeFunctions</i>	Remove functions to set.

6.175.4.19 spawn_entity()

```
entity_t ECS::Registry::spawn_entity ( )
```

Add an Entity in the register.

Returns

entity_t Index of the entity created.

6.175.4.20 spawnEntityIdx()

```
entity_t ECS::Registry::spawnEntityIdx (
    std::size_t idx )
```

Add an Entity with specifiqu idx in the register.

Parameters

<i>idx</i>	Index

Returns

entity_t Index of the entity created.

6.175.5 Member Data Documentation**6.175.5.1 _components_arrays**

```
std::unordered_map<std::string, std::any> ECS::Registry::_components_arrays [private]
```

6.175.5.2 _dead_entities

```
std::vector<entity_t> ECS::Registry::_dead_entities [private]
```

6.175.5.3 _entities

```
std::vector<entity_t> ECS::Registry::_entities [private]
```

6.175.5.4 _eventQueue

```
std::queue<std::shared_ptr<IEvent> > ECS::Registry::_eventQueue [private]
```

6.175.5.5 _myBeautifulMutex

```
std::mutex ECS::Registry::_myBeautifulMutex
```

6.175.5.6 `_next_entity`

```
entity_t ECS::Registry::_next_entity = 0 [private]
```

6.175.5.7 `_queue_messageType`

```
std::vector<uint8_t> ECS::Registry::_queue_messageType
```

6.175.5.8 `_queue_payload`

```
std::vector<std::vector<uint8_t> > ECS::Registry::_queue_payload
```

6.175.5.9 `_remove_functions`

```
std::unordered_map<std::string, remove_func_t> ECS::Registry::_remove_functions [private]
```

6.175.5.10 `_systems`

```
std::vector<std::function<void(Registry&, int)> > ECS::Registry::_systems [private]
```

6.175.5.11 `identity`

```
Identity ECS::Registry::identity
```

6.175.5.12 `messageType`

```
uint8_t ECS::Registry::messageType = 0x00
```


6.175.5.13 payload

```
std::vector<uint8_t> ECS::Registry::payload
```

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

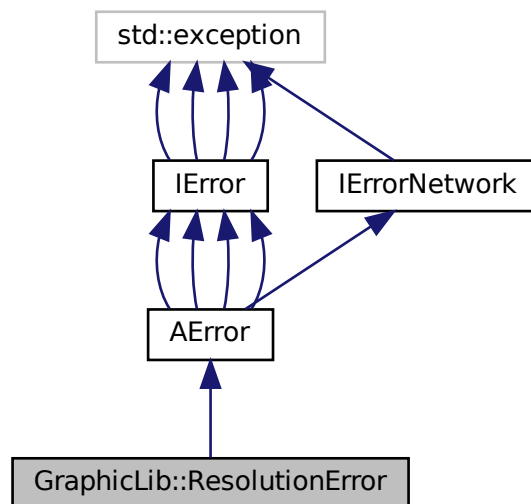
- /home/runner/work/R-Type/R-Type/Engine/Ecs/Src/[Registry.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Ecs/Src/[Registry.cpp](#)

6.176 GraphicLib::ResolutionError Class Reference

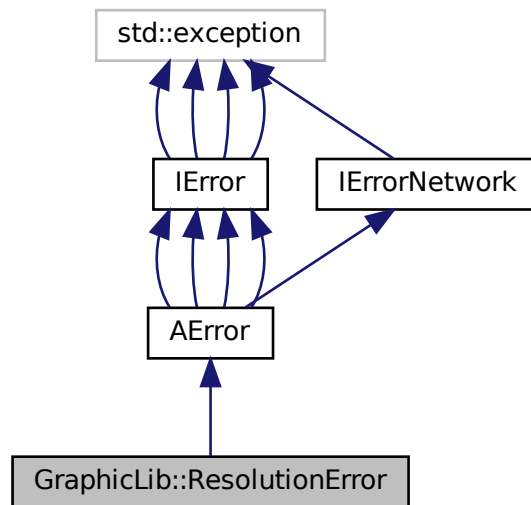
Exception class set a wrong resolution.

```
#include <GraphicLib.hpp>
```

Inheritance diagram for GraphicLib::ResolutionError:



Collaboration diagram for GraphicLib::ResolutionError:



Public Member Functions

- [ResolutionError](#) (const std::string &message)
Construct a new [ResolutionError](#) exception.

6.176.1 Detailed Description

Exception class set a wrong resolution.

6.176.2 Constructor & Destructor Documentation

6.176.2.1 ResolutionError()

```
GraphicLib::ResolutionError::ResolutionError (
    const std::string & message ) [inline]
```

Construct a new [ResolutionError](#) exception.

Parameters

<i>message</i>	The error message.

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

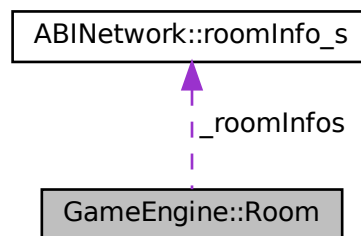
- [/home/runner/work/R-Type/R-Type/GraphicLibrary/Src/GraphicLib.hpp](#)

6.177 GameEngine::Room Class Reference

[Room](#) of the [GameEngine](#). It handle rooms in the server. Rooms run games.

```
#include <Room.hpp>
```

Collaboration diagram for GameEngine::Room:



Public Member Functions

- [Room](#) ([ABINetwork::roomInfo_t](#) roomInfo)
Construct a new [Room](#) object.
- [~Room](#) ()=default
Destroy the [Room](#) object.
- void [run](#) (std::mutex &mutex)
Run the room.
- const int [getNumberOfPlayers](#) ()
Get the Number Of Players in the room.
- const [ABINetwork::roomInfo_t](#) [getRoomInfo](#) ()
Get the [Room](#) Info object.

Private Member Functions

- void [_packetHandler](#) ()
Function who handle the packets received.
- void [_connectionHandler](#) ()
Function who handle the connection received.
- void [_handleKey](#) ([ABINetwork::UDPPacket](#) packet)
Handle the packet KEY.
- void [_handleInit](#) ([ABINetwork::UDPPacket](#) packet)

- *Handle the packet Init.*
- void [_handleLeaveRoom](#) ([ABINetwork::UDPPacket](#) packet)
- *Handle the packet LEAVE_ROOM.*
- void [_sendMessages](#) ()
- *Send messages in queue to client.*
- void [_runSystems](#) ()
- *Run all systems of the registry. This method is clocked to be frame rate dependent.*

Private Attributes

- [ABINetwork::roomInfo_t _roomInfos](#)
- bool [_isRoomOpen](#)
- int [_numberPlayers](#)
- std::shared_ptr< [ABINetwork::INetworkUnit](#) > [_roomServer](#)
- std::shared_ptr< [ECS::Registry](#) > [_registries](#)
- std::shared_ptr< [SceneManager::ServerSceneManager](#) > [_sceneManager](#)
- std::shared_ptr< [EventListener](#) > [_eventListener](#)
- std::vector< std::shared_ptr< std::thread > > [_threads](#)
- std::unordered_map< [ABINetwork::IMessage::MessageType](#), std::function< void([ABINetwork::UDPPacket](#))> > [_handlePacketsMap](#)

6.177.1 Detailed Description

[Room](#) of the [GameEngine](#). It handle rooms in the server. Rooms run games.

6.177.2 Constructor & Destructor Documentation

6.177.2.1 Room()

```
GameEngine::Room::Room (
    ABINetwork::roomInfo\_t roomInfo )
```

Construct a new [Room](#) object.

6.177.2.2 ~Room()

```
GameEngine::Room::~~Room ( ) [default]
```

Destroy the [Room](#) object.

6.177.3 Member Function Documentation

6.177.3.1 _connectionHandler()

```
void GameEngine::Room::_connectionHandler ( ) [private]
```

Function who handle the connection received.

6.177.3.2 _handleInit()

```
void GameEngine::Room::_handleInit (
    ABINetwork::UDPPacket packet ) [private]
```

Handle the packet Init.

Parameters

<i>packet</i>	Packet to handle.

6.177.3.3 _handleKey()

```
void GameEngine::Room::_handleKey (
    ABINetwork::UDPPacket packet ) [private]
```

Handle the packet KEY.

Parameters

<i>packet</i>	Packet to handle.

6.177.3.4 _handleLeaveRoom()

```
void GameEngine::Room::_handleLeaveRoom (
    ABINetwork::UDPPacket packet ) [private]
```

Handle the packet LEAVE_ROOM.

Parameters

<i>packet</i>	Packet to handle.

6.177.3.5 `_packetHandler()`

```
void GameEngine::Room::_packetHandler ( ) [private]
```

Function who handle the packets received.

6.177.3.6 `_runSystems()`

```
void GameEngine::Room::_runSystems ( ) [private]
```

Run all systems of the registry. This method is clocked to be frame rate dependent.

6.177.3.7 `_sendMessages()`

```
void GameEngine::Room::_sendMessages ( ) [private]
```

Send messages in queue to client.

6.177.3.8 `getNumberOfPlayers()`

```
const int GameEngine::Room::getNumberOfPlayers ( )
```

Get the Number Of Players in the room.

Returns

const int Number of players.

6.177.3.9 `getRoomInfo()`

```
const ABINetwork::roomInfo_t GameEngine::Room::getRoomInfo ( )
```

Get the [Room](#) Info object.

Returns

const [ABINetwork::roomInfo_t](#) Informations of the room.

6.177.3.10 run()

```
void GameEngine::Room::run (
    std::mutex & mutex )
```

Run the room.

6.177.4 Member Data Documentation

6.177.4.1 _eventListener

```
std::shared_ptr<EventListener> GameEngine::Room::_eventListener [private]
```

6.177.4.2 _handlePacketsMap

```
std::unordered_map<ABINetwork::IMessage::MessageType, std::function<void(ABINetwork::UDPPacket)> > GameEngine::Room::_handlePacketsMap [private]
```

Initial value:

```
= {
    {ABINetwork::IMessage::MessageType::INIT, [this](ABINetwork::UDPPacket packet) {
        this->_handleInit(packet); }},
    {ABINetwork::IMessage::MessageType::KEY, [this](ABINetwork::UDPPacket packet) {
        this->_handleKey(packet); }},
    {ABINetwork::IMessage::MessageType::LEAVE_ROOM, [this](ABINetwork::UDPPacket packet) {
        this->_handleLeaveRoom(packet); }}
}
```

6.177.4.3 _isRoomOpen

```
bool GameEngine::Room::_isRoomOpen [private]
```

6.177.4.4 _numberPlayers

```
int GameEngine::Room::_numberPlayers [private]
```

6.177.4.5 _registries

```
std::shared_ptr<ECS::Registry> GameEngine::Room::_registries [private]
```

6.177.4.6 `_roomInfos`

```
ABINetwork::roomInfo_t GameEngine::Room::_roomInfos [private]
```

6.177.4.7 `_roomServer`

```
std::shared_ptr<ABINetwork::INetworkUnit> GameEngine::Room::_roomServer [private]
```

6.177.4.8 `_sceneManager`

```
std::shared_ptr<SceneManager::ServerSceneManager> GameEngine::Room::_sceneManager [private]
```

6.177.4.9 `_threads`

```
std::vector<std::shared_ptr<std::thread> > GameEngine::Room::_threads [private]
```

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

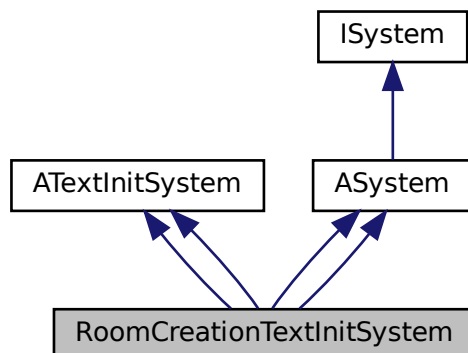
- [/home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/Room/Room.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/Room/Room.cpp](#)

6.178 RoomCreationTextInitSystem Class Reference

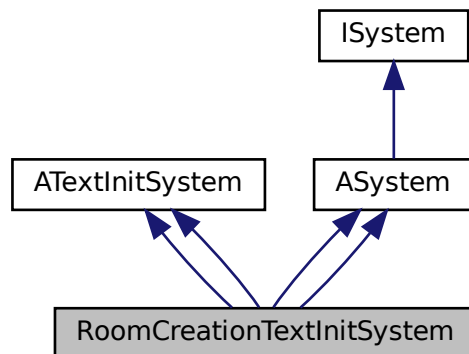
[RoomCreationTextInitSystem](#) class.

```
#include <RoomCreationTextInitSystem.hpp>
```

Inheritance diagram for RoomCreationTextInitSystem:



Collaboration diagram for RoomCreationTextInitSystem:



Public Member Functions

- [RoomCreationTextInitSystem \(\)](#)
Construct a new [RoomCreationTextInitSystem](#) object.
- [~RoomCreationTextInitSystem \(\)](#)=default
Destroy the [RoomCreationTextInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [RoomCreationTextInitSystem \(\)](#)
Construct a new [RoomCreationTextInitSystem](#) object.
- [~RoomCreationTextInitSystem \(\)](#)=default
Destroy the [RoomCreationTextInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initText (ECS::Registry &reg, int idxPacketEntities)`
- `void _initText (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.178.1 Detailed Description

[RoomCreationTextInitSystem](#) class.

6.178.2 Constructor & Destructor Documentation

6.178.2.1 RoomCreationTextInitSystem() [1/2]

```
RoomCreationTextInitSystem::RoomCreationTextInitSystem ( )
```

Construct a new [RoomCreationTextInitSystem](#) object.

6.178.2.2 ~RoomCreationTextInitSystem() [1/2]

```
RoomCreationTextInitSystem::~~RoomCreationTextInitSystem ( ) [default]
```

Destroy the [RoomCreationTextInitSystem](#) object.

6.178.2.3 RoomCreationTextInitSystem() [2/2]

```
RoomCreationTextInitSystem::RoomCreationTextInitSystem ( )
```

Construct a new [RoomCreationTextInitSystem](#) object.

6.178.2.4 ~RoomCreationTextInitSystem() [2/2]

```
RoomCreationTextInitSystem::~~RoomCreationTextInitSystem ( ) [default]
```

Destroy the [RoomCreationTextInitSystem](#) object.

6.178.3 Member Function Documentation**6.178.3.1 _initText() [1/2]**

```
void RoomCreationTextInitSystem::_initText (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.178.3.2 _initText() [2/2]

```
void RoomCreationTextInitSystem::_initText (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.178.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RoomCreationTextInitSystem↵
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.178.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RoomCreationTextInitSystem↵
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

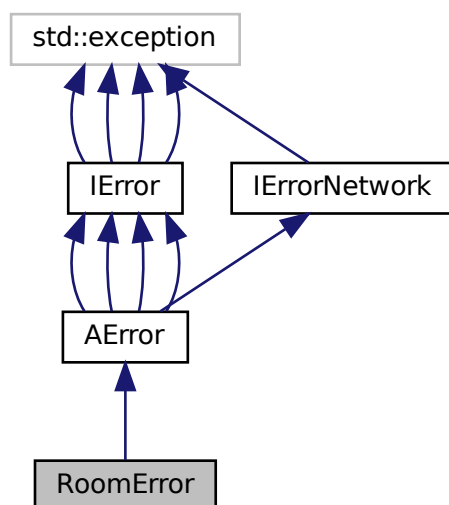
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/RoomCreation/RoomCreationTextInitSystem`
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/RoomCreation/RoomCreationTextInitSystem`

6.179 RoomError Class Reference

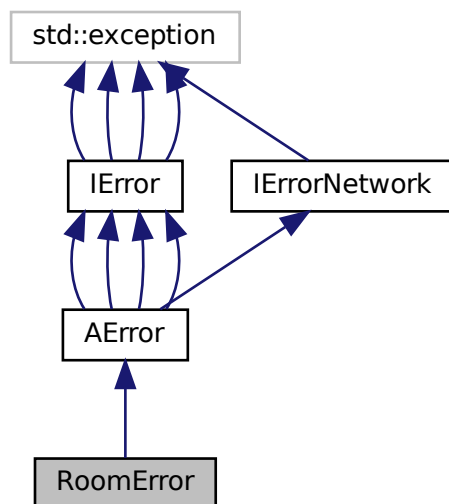
Abstract class for Rooms errors.

```
#include <ServerErrors.hpp>
```

Inheritance diagram for RoomError:



Collaboration diagram for RoomError:



Public Member Functions

- [RoomError](#) (const std::string &message)

Construct a new [RoomError](#) object.

- [~RoomError](#) ()=default

Destroy the [RoomError](#) object.

6.179.1 Detailed Description

Abstract class for Rooms errors.

6.179.2 Constructor & Destructor Documentation

6.179.2.1 RoomError()

```
RoomError::RoomError (
    const std::string & message ) [inline]
```

Construct a new [RoomError](#) object.

6.179.2.2 ~RoomError()

```
RoomError::~~RoomError ( ) [default]
```

Destroy the [RoomError](#) object.

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

- /home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/Errors/[ServerErrors.hpp](#)

6.180 ABINetwork::roomInfo_s Struct Reference

Contain the data of a Room.

```
#include <RoomMessage.hpp>
```

Public Attributes

- std::string [name](#) = ""
- bool [isPrivate](#) = false
- std::string [password](#) = ""
- bool [cheats](#) = false
- int [playerMax](#) = 0
- int [tcpPort](#) = 0
- int [udpPort](#) = 0
- int [nbPlayers](#) = 0

6.180.1 Detailed Description

Contain the data of a Room.

6.180.2 Member Data Documentation

6.180.2.1 cheats

```
bool ABINetwork::roomInfo_s::cheats = false
```

6.180.2.2 isPrivate

```
bool ABINetwork::roomInfo_s::isPrivate = false
```

6.180.2.3 name

```
std::string ABINetwork::roomInfo_s::name = ""
```

6.180.2.4 nbPlayers

```
int ABINetwork::roomInfo_s::nbPlayers = 0
```

6.180.2.5 password

```
std::string ABINetwork::roomInfo_s::password = ""
```

6.180.2.6 playerMax

```
int ABINetwork::roomInfo_s::playerMax = 0
```

6.180.2.7 tcpPort

```
int ABINetwork::roomInfo_s::tcpPort = 0
```

6.180.2.8 udpPort

```
int ABINetwork::roomInfo_s::udpPort = 0
```

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

- [/home/runner/work/R-Type/R-Type/Network/Messages/RoomMessage/RoomMessage.hpp](#)

6.181 RoomInfos Struct Reference

```
#include <SendRoomInfosHandler.hpp>
```

Public Attributes

- `std::string` [roomName](#)
- `int` [nbPlayers](#)
- `int` [maxPlayers](#)
- `std::string` [scene](#)
- `bool` [isPrivate](#)

6.181.1 Member Data Documentation

6.181.1.1 isPrivate

```
bool RoomInfos::isPrivate
```

6.181.1.2 maxPlayers

```
int RoomInfos::maxPlayers
```

6.181.1.3 nbPlayers

```
int RoomInfos::nbPlayers
```

6.181.1.4 roomName

```
std::string RoomInfos::roomName
```

6.181.1.5 scene

```
std::string RoomInfos::scene
```

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

- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/SendRoomInfos/SendRoomInfosHandler.hpp](#)

6.182 RoomInfoTextBoxInitSystem Class Reference

[RoomInfoTextBoxInitSystem](#) class.

```
#include <RoomInfoTextBoxInitSystem.hpp>
```

Public Member Functions

- [RoomInfoTextBoxInitSystem](#) ([ECS::Registry](#) &reg, int idxPacketEntities, const std::string &pathJson)
Construct a new [RoomInfoTextBoxInitSystem](#) object.
- [~RoomInfoTextBoxInitSystem](#) ()=default
Destroy the [RoomInfoTextBoxInitSystem](#) object.
- [RoomInfoTextBoxInitSystem](#) ([ECS::Registry](#) &reg, int idxPacketEntities, const std::string &pathJson)
Construct a new [RoomInfoTextBoxInitSystem](#) object.
- [~RoomInfoTextBoxInitSystem](#) ()=default
Destroy the [RoomInfoTextBoxInitSystem](#) object.

6.182.1 Detailed Description

[RoomInfoTextBoxInitSystem](#) class.

6.182.2 Constructor & Destructor Documentation

6.182.2.1 RoomInfoTextBoxInitSystem() [1/2]

```
RoomInfoTextBoxInitSystem::RoomInfoTextBoxInitSystem (
    ECS::Registry & reg,
    int idxPacketEntities,
    const std::string & pathJson )
```

Construct a new [RoomInfoTextBoxInitSystem](#) object.

Parameters

<i>reg</i>	The entity-component-system registry
<i>idxPacketEntities</i>	The index of the packet entities
<i>pathJson</i>	The path to the json file

6.182.2.2 `~RoomInfoTextBoxInitSystem()` [1/2]

```
RoomInfoTextBoxInitSystem::~~RoomInfoTextBoxInitSystem ( ) [default]
```

Destroy the [RoomInfoTextBoxInitSystem](#) object.

6.182.2.3 `RoomInfoTextBoxInitSystem()` [2/2]

```
RoomInfoTextBoxInitSystem::RoomInfoTextBoxInitSystem (
    ECS::Registry & reg,
    int idxPacketEntities,
    const std::string & pathJson )
```

Construct a new [RoomInfoTextBoxInitSystem](#) object.

Parameters

<i>reg</i>	The entity-component-system registry
<i>idxPacketEntities</i>	The index of the packet entities
<i>pathJson</i>	The path to the json file

6.182.2.4 `~RoomInfoTextBoxInitSystem()` [2/2]

```
RoomInfoTextBoxInitSystem::~~RoomInfoTextBoxInitSystem ( ) [default]
```

Destroy the [RoomInfoTextBoxInitSystem](#) object.

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

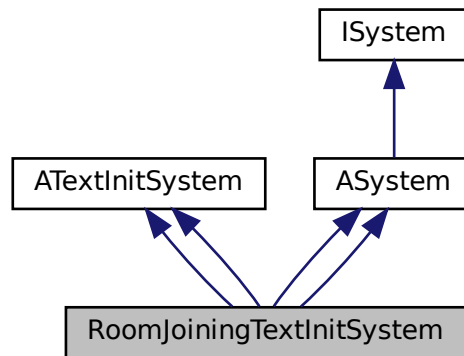
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RoomInfosText↵Box/RoomInfoTextBoxInitSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RoomInfosText↵Box/RoomInfoTextBoxInitSystem.cpp](#)

6.183 RoomJoiningTextInitSystem Class Reference

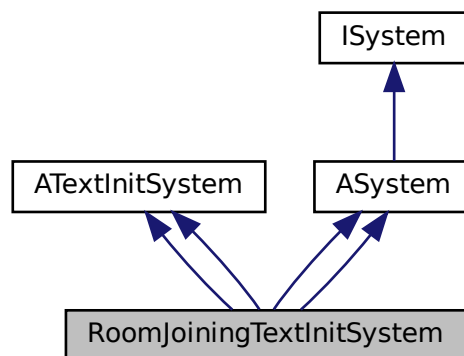
[RoomJoiningTextInitSystem](#) class.

```
#include <RoomJoiningTextInitSystem.hpp>
```

Inheritance diagram for RoomJoiningTextInitSystem:



Collaboration diagram for RoomJoiningTextInitSystem:



Public Member Functions

- [RoomJoiningTextInitSystem](#) ()
Construct a new [RoomJoiningTextInitSystem](#) object.
- [~RoomJoiningTextInitSystem](#) ()=default

- Destroy the [RoomJoiningTextInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.
- [RoomJoiningTextInitSystem](#) ()
Construct a new [RoomJoiningTextInitSystem](#) object.
- [~RoomJoiningTextInitSystem](#) ()=default
Destroy the [RoomJoiningTextInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.

Private Member Functions

- `void \_initText (ECS::Registry &reg, int idxPacketEntities)`
- `void \_initText (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.183.1 Detailed Description

[RoomJoiningTextInitSystem](#) class.

6.183.2 Constructor & Destructor Documentation

6.183.2.1 [RoomJoiningTextInitSystem](#)() [1/2]

```
RoomJoiningTextInitSystem::RoomJoiningTextInitSystem ( )
```

Construct a new [RoomJoiningTextInitSystem](#) object.

6.183.2.2 [~RoomJoiningTextInitSystem](#)() [1/2]

```
RoomJoiningTextInitSystem::~~RoomJoiningTextInitSystem ( ) [default]
```

Destroy the [RoomJoiningTextInitSystem](#) object.

6.183.2.3 [RoomJoiningTextInitSystem](#)() [2/2]

```
RoomJoiningTextInitSystem::RoomJoiningTextInitSystem ( )
```

Construct a new [RoomJoiningTextInitSystem](#) object.

6.183.2.4 ~RoomJoiningTextInitSystem() [2/2]

RoomJoiningTextInitSystem::~~RoomJoiningTextInitSystem () [default]

Destroy the [RoomJoiningTextInitSystem](#) object.

6.183.3 Member Function Documentation

6.183.3.1 _initText() [1/2]

```
void RoomJoiningTextInitSystem::_initText (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.183.3.2 _initText() [2/2]

```
void RoomJoiningTextInitSystem::_initText (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.183.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RoomJoiningTextInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.183.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RoomJoiningTextInitSystem↔  
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

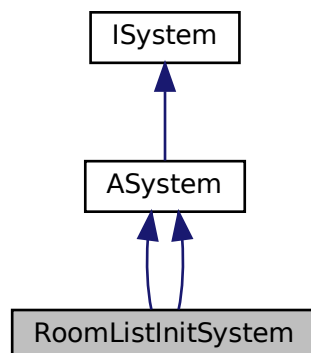
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/RoomJoining/[RoomJoiningTextInitSystem.](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/RoomJoining/[RoomJoiningTextInitSystem.](#)

6.184 RoomListInitSystem Class Reference

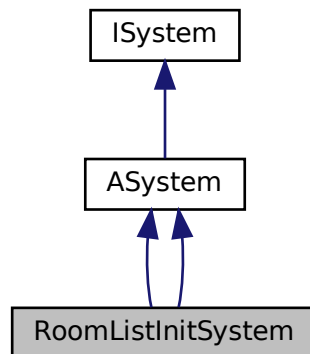
[RoomListInitSystem](#) class.

```
#include <RoomListInitSystem.hpp>
```

Inheritance diagram for RoomListInitSystem:



Collaboration diagram for RoomListInitSystem:



Public Member Functions

- [RoomListInitSystem \(\)](#)
Construct a new [RoomListInitSystem](#) object.
- [~RoomListInitSystem \(\)](#)=default
Destroy the [RoomListInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [RoomListInitSystem \(\)](#)
Construct a new [RoomListInitSystem](#) object.
- [~RoomListInitSystem \(\)](#)=default
Destroy the [RoomListInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initRoomList (ECS::Registry &reg, int idxPacketEntities)`
- `void _initRoomList (ECS::Registry &reg, int idxPacketEntities)`

6.184.1 Detailed Description

[RoomListInitSystem](#) class.

6.184.2 Constructor & Destructor Documentation

6.184.2.1 RoomListInitSystem() [1/2]

```
RoomListInitSystem::RoomListInitSystem ( )
```

Construct a new [RoomListInitSystem](#) object.

6.184.2.2 ~RoomListInitSystem() [1/2]

```
RoomListInitSystem::~~RoomListInitSystem ( ) [default]
```

Destroy the [RoomListInitSystem](#) object.

6.184.2.3 RoomListInitSystem() [2/2]

```
RoomListInitSystem::RoomListInitSystem ( )
```

Construct a new [RoomListInitSystem](#) object.

6.184.2.4 ~RoomListInitSystem() [2/2]

```
RoomListInitSystem::~~RoomListInitSystem ( ) [default]
```

Destroy the [RoomListInitSystem](#) object.

6.184.3 Member Function Documentation

6.184.3.1 _initRoomList() [1/2]

```
void RoomListInitSystem::_initRoomList (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.184.3.2 _initRoomList() [2/2]

```
void RoomListInitSystem::_initRoomList (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.184.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RoomListInitSystem::getFunction
( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.184.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RoomListInitSystem::getFunction
( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

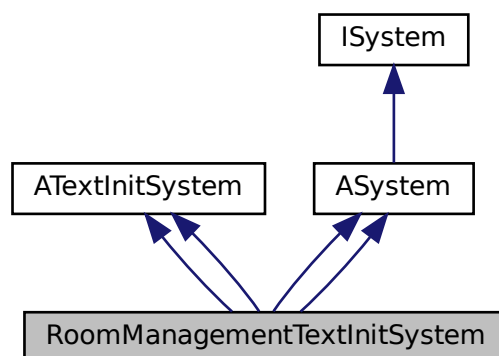
- </home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/RoomList/RoomListInitSystem.hpp>
- </home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/RoomList/RoomListInitSystem.cpp>

6.185 RoomManagementTextInitSystem Class Reference

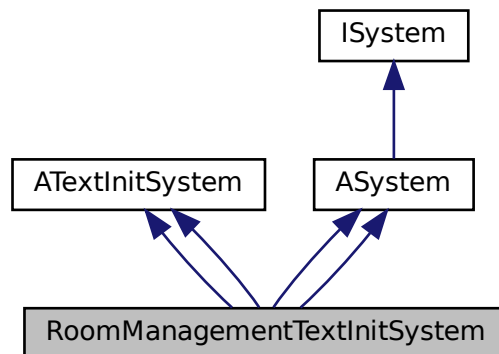
[RoomManagementTextInitSystem](#) class.

```
#include <RoomManagementTextInitSystem.hpp>
```

Inheritance diagram for RoomManagementTextInitSystem:



Collaboration diagram for RoomManagementTextInitSystem:



Public Member Functions

- [RoomManagementTextInitSystem \(\)](#)
Construct a new [RoomManagementTextInitSystem](#) object.
- [~RoomManagementTextInitSystem \(\)=default](#)
Destroy the [RoomManagementTextInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [RoomManagementTextInitSystem \(\)](#)
Construct a new [RoomManagementTextInitSystem](#) object.
- [~RoomManagementTextInitSystem \(\)=default](#)
Destroy the [RoomManagementTextInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initText (ECS::Registry &reg, int idxPacketEntities)`
- `void _initText (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.185.1 Detailed Description

[RoomManagementTextInitSystem](#) class.

6.185.2 Constructor & Destructor Documentation

6.185.2.1 RoomManagementTextInitSystem() [1/2]

```
RoomManagementTextInitSystem::RoomManagementTextInitSystem ( )
```

Construct a new [RoomManagementTextInitSystem](#) object.

6.185.2.2 ~RoomManagementTextInitSystem() [1/2]

```
RoomManagementTextInitSystem::~~RoomManagementTextInitSystem ( ) [default]
```

Destroy the [RoomManagementTextInitSystem](#) object.

6.185.2.3 RoomManagementTextInitSystem() [2/2]

```
RoomManagementTextInitSystem::RoomManagementTextInitSystem ( )
```

Construct a new [RoomManagementTextInitSystem](#) object.

6.185.2.4 ~RoomManagementTextInitSystem() [2/2]

```
RoomManagementTextInitSystem::~~RoomManagementTextInitSystem ( ) [default]
```

Destroy the [RoomManagementTextInitSystem](#) object.

6.185.3 Member Function Documentation**6.185.3.1 _initText() [1/2]**

```
void RoomManagementTextInitSystem::_initText (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.185.3.2 _initText() [2/2]

```
void RoomManagementTextInitSystem::_initText (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.185.3.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RoomManagementTextInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.185.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RoomManagementTextInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

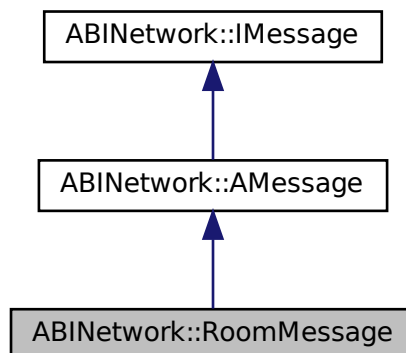
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/RoomManagement/[RoomManagementTextInitSystem.cpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/RoomManagement/[RoomManagementTextInitSystem.h](#)

6.186 ABINetwork::RoomMessage Class Reference

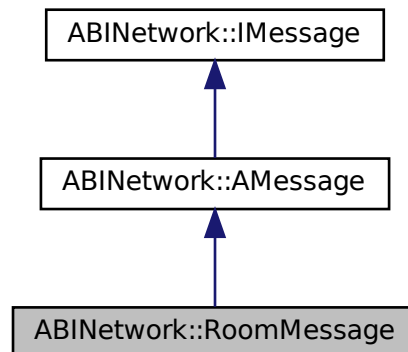
Messages that can be sent over a network for rooms.

```
#include <RoomMessage.hpp>
```

Inheritance diagram for ABINetwork::RoomMessage:



Collaboration diagram for ABINetwork::RoomMessage:



Public Member Functions

- [RoomMessage](#) ()=default
Construct a new Room Message object.
- [~RoomMessage](#) ()=default
Destroy the Room Message object.
- [Payload](#) & [createGetRoomPayload](#) ()
Create a getRoom Payload object.
- [Payload](#) & [createCreateRoomPayload](#) (std::string roomName, bool privateRoom, std::string roomPassword, bool cheatsRoom, int playerMaxRoom)
Create a Create Room Payload object.
- [roomInfo_t](#) [getCreateRoomInfoFromPacket](#) (UDPPacket packet)
Get the Create Room Info From Packet object.
- [Payload](#) & [createCreatedRoomPayload](#) (roomInfo_t infos)
Create a Create Room Payload object.
- [Payload](#) & [createJoinRoomPayload](#) (std::string roomName, std::string password)
Create a Join Room Payload object.
- [Payload](#) & [createLeaveRoomPayload](#) ()
Create a Leave Room Payload object.
- std::tuple< std::string, int, int > [getCreatedRoomInfoFromPacket](#) (UDPPacket packet)
Get the Created Room Info From Packet object.
- std::pair< std::string, std::string > [getJoinRoomInfoFromPacket](#) (UDPPacket packet)
Get the Join Room Info From Packet object.
- [Payload](#) & [createWrongRoomPasswordPayload](#) ()
Create a Wrong Room Password Payload object.
- [Payload](#) & [createFullRoomPayload](#) ()
Create a Full Room Payload object.
- [Payload](#) & [createAllowedToJoinRoomPayload](#) (int tcpPort)
Create a Allowed To Join Room Payload object.
- [Payload](#) & [createRoomsPayload](#) (std::vector< [ABINetwork::roomInfo_t](#) > rooms)
Create a Rooms Payload object.

- `std::vector< ABINetwork::roomInfo_t > getRoomsInfoFromPacket (UDPPacket packet)`
Get the Rooms Info From Packet object.
- `int getAllowedJoinRoomInfoFromPacket (UDPPacket packet)`
Get the Allowed Join Room Info From Packet object.

Private Attributes

- `Payload _payload`

Additional Inherited Members

6.186.1 Detailed Description

Messages that can be sent over a network for rooms.

6.186.2 Constructor & Destructor Documentation

6.186.2.1 RoomMessage()

```
ABINetwork::RoomMessage::RoomMessage ( ) [default]
```

Construct a new Room Message object.

6.186.2.2 ~RoomMessage()

```
ABINetwork::RoomMessage::~~RoomMessage ( ) [default]
```

Destroy the Room Message object.

6.186.3 Member Function Documentation

6.186.3.1 createAllowedToJoinRoomPayload()

```
Payload & ABINetwork::RoomMessage::createAllowedToJoinRoomPayload (
    int tcpPort )
```

Create a Allowed To Join Room Payload object.

Parameters

<i>tcpPort</i>	Port tcp of the room to join.

Returns

Payload& for authorization to join room.

6.186.3.2 createCreatedRoomPayload()

```
Payload & ABINetwork::RoomMessage::createCreatedRoomPayload (
    roomInfo_t infos )
```

Create a Create Room Payload object.

Parameters

<i>infos</i>	Infos about the room created.

Returns

Payload& for create room.

6.186.3.3 createCreateRoomPayload()

```
Payload & ABINetwork::RoomMessage::createCreateRoomPayload (
    std::string roomName,
    bool privateRoom,
    std::string roomPassword,
    bool cheatsRoom,
    int playerMaxRoom )
```

Create a Create Room Payload object.

Parameters

<i>roomName</i>	Name of the room.
<i>privateRoom</i>	True if the server is private.
<i>roomPassword</i>	Room password, empty if not private.
<i>cheatsRoom</i>	Allow or not cheats in the room.
<i>playerMaxRoom</i>	Set the number of player allowed in the room.

Returns

Payload& for get Room.

6.186.3.4 createFullRoomPayload()

```
Payload & ABINetwork::RoomMessage::createFullRoomPayload ( )
```

Create a Full Room Payload object.

Returns

Payload& for full room.

6.186.3.5 createGetRoomPayload()

```
Payload & ABINetwork::RoomMessage::createGetRoomPayload ( )
```

Create a getRoom Payload object.

Returns

Payload for getRoom.

6.186.3.6 createJoinRoomPayload()

```
Payload & ABINetwork::RoomMessage::createJoinRoomPayload (
    std::string roomName,
    std::string password )
```

Create a Join Room Payload object.

Parameters

<i>roomName</i>	Name of the room to join.
<i>password</i>	Password of the room, empty if no password needed.

Returns

Payload& for join room.

6.186.3.7 createLeaveRoomPayload()

```
Payload & ABINetwork::RoomMessage::createLeaveRoomPayload ( )
```

Create a Leave Room Payload object.

Returns

Payload& for leaving room.

6.186.3.8 createRoomsPayload()

```
Payload & ABINetwork::RoomMessage::createRoomsPayload (
    std::vector< ABINetwork::roomInfo_t > rooms )
```

Create a Rooms Payload object.

Parameters

<i>rooms</i>	Vector of rooms informations.

Returns

Payload& for all rooms informations.

6.186.3.9 createWrongRoomPasswordPayload()

```
Payload & ABINetwork::RoomMessage::createWrongRoomPasswordPayload ( )
```

Create a Wrong Room Password Payload object.

Returns

Payload& for wrong password.

6.186.3.10 getAllowedJoinRoomInfoFromPacket()

```
int ABINetwork::RoomMessage::getAllowedJoinRoomInfoFromPacket (
    UDPPacket packet )
```

Get the Allowed Join Room Info From Packet object.

Parameters

<i>packet</i>	Packet to get infos.

Returns

int Port tcp.

6.186.3.11 getCreatedRoomInfoFromPacket()

```
std::tuple< std::string, int, int > ABINetwork::RoomMessage::getCreatedRoomInfoFromPacket (
    UDPPacket packet )
```

Get the Created Room Info From Packet object.

Parameters

<i>packet</i>	Packet to get infos.

Returns

std::tuple<std::string, int, int> Infos of created room.

6.186.3.12 getCreateRoomInfoFromPacket()

```
roomInfo_t ABINetwork::RoomMessage::getCreateRoomInfoFromPacket (
    UDPPacket packet )
```

Get the Create Room Info From Packet object.

Parameters

<i>packet</i>	Packet to get infos.

Returns

roomInfo_t Structure of Create room infos.

6.186.3.13 getJoinRoomInfoFromPacket()

```
std::pair< std::string, std::string > ABINetwork::RoomMessage::getJoinRoomInfoFromPacket (
    UDPPacket packet )
```

Get the Join Room Info From Packet object.

Parameters

<i>packet</i>	Packet to get infos.

Returns

std::pair<std::string, std::string> With roomName and roomPassword.

6.186.3.14 getRoomsInfoFromPacket()

```
std::vector< ABINetwork::roomInfo_t > ABINetwork::RoomMessage::getRoomsInfoFromPacket (
    UDPPacket packet )
```

Get the Rooms Info From Packet object.

Parameters

<i>packet</i>	Packet to get infos.

Returns

std::vector<ABINetwork::roomInfo_t> List of room infos.

6.186.4 Member Data Documentation**6.186.4.1 _payload**

```
Payload ABINetwork::RoomMessage::_payload [private]
```

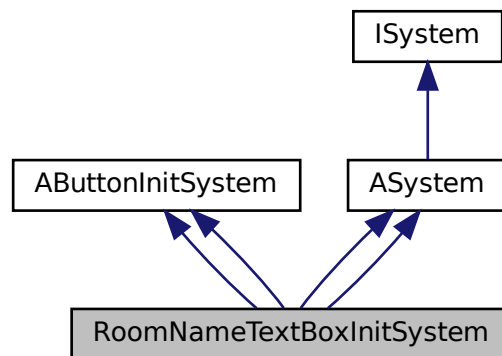
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/Network/Messages/RoomMessage/[RoomMessage.hpp](#)
- /home/runner/work/R-Type/R-Type/Network/Messages/RoomMessage/[RoomMessage.cpp](#)

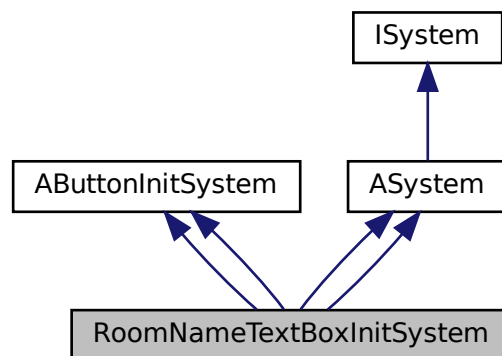
6.187 RoomNameTextBoxInitSystem Class Reference

```
#include <RoomNameTextBoxInitSystem.hpp>
```

Inheritance diagram for RoomNameTextBoxInitSystem:



Collaboration diagram for RoomNameTextBoxInitSystem:



Public Member Functions

- [RoomNameTextBoxInitSystem \(\)](#)
Construct a new [RoomNameTextBoxInitSystem](#) object.
- [~RoomNameTextBoxInitSystem \(\)=default](#)
Destroy the [RoomNameTextBoxInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [RoomNameTextBoxInitSystem \(\)](#)
Construct a new [RoomNameTextBoxInitSystem](#) object.
- [~RoomNameTextBoxInitSystem \(\)=default](#)
Destroy the [RoomNameTextBoxInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- void [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

Additional Inherited Members

6.187.1 Constructor & Destructor Documentation

6.187.1.1 RoomNameTextBoxInitSystem() [1/2]

`RoomNameTextBoxInitSystem::RoomNameTextBoxInitSystem ( )`

Construct a new [RoomNameTextBoxInitSystem](#) object.

6.187.1.2 ~RoomNameTextBoxInitSystem() [1/2]

`RoomNameTextBoxInitSystem::~~RoomNameTextBoxInitSystem ( )` [default]

Destroy the [RoomNameTextBoxInitSystem](#) object.

6.187.1.3 RoomNameTextBoxInitSystem() [2/2]

`RoomNameTextBoxInitSystem::RoomNameTextBoxInitSystem ( )`

Construct a new [RoomNameTextBoxInitSystem](#) object.

6.187.1.4 ~RoomNameTextBoxInitSystem() [2/2]

`RoomNameTextBoxInitSystem::~~RoomNameTextBoxInitSystem ( )` [default]

Destroy the [RoomNameTextBoxInitSystem](#) object.

6.187.2 Member Function Documentation

6.187.2.1 _initButton() [1/2]

```
void RoomNameTextBoxInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.187.2.2 _initButton() [2/2]

```
void RoomNameTextBoxInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.187.2.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RoomNameTextBoxInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.187.2.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RoomNameTextBoxInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

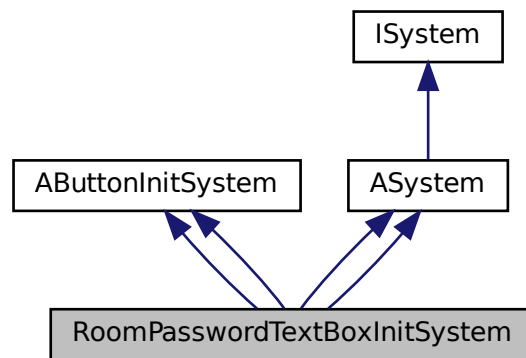
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RoomNameText↔Box/[RoomNameTextBoxInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RoomNameText↔Box/[RoomNameTextBoxInitSystem.cpp](#)

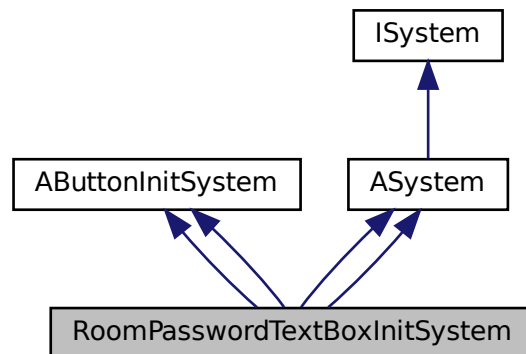
6.188 RoomPasswordTextBoxInitSystem Class Reference

```
#include <RoomPasswordTextBoxInitSystem.hpp>
```

Inheritance diagram for RoomPasswordTextBoxInitSystem:



Collaboration diagram for RoomPasswordTextBoxInitSystem:



Public Member Functions

- [RoomPasswordTextBoxInitSystem \(\)](#)
Construct a new [RoomPasswordTextBoxInitSystem](#) object.
- [~RoomPasswordTextBoxInitSystem \(\)=default](#)
Destroy the [RoomPasswordTextBoxInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction \(\)`

Get the Function object.

- [RoomPasswordTextBoxInitSystem](#) ()
Construct a new [RoomPasswordTextBoxInitSystem](#) object.
- [~RoomPasswordTextBoxInitSystem](#) ()=default
Destroy the [RoomPasswordTextBoxInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.

Private Member Functions

- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`
- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.188.1 Constructor & Destructor Documentation

6.188.1.1 [RoomPasswordTextBoxInitSystem](#)() [1/2]

`RoomPasswordTextBoxInitSystem::RoomPasswordTextBoxInitSystem ( )`

Construct a new [RoomPasswordTextBoxInitSystem](#) object.

6.188.1.2 [~RoomPasswordTextBoxInitSystem](#)() [1/2]

`RoomPasswordTextBoxInitSystem::~~RoomPasswordTextBoxInitSystem ( )` [default]

Destroy the [RoomPasswordTextBoxInitSystem](#) object.

6.188.1.3 [RoomPasswordTextBoxInitSystem](#)() [2/2]

`RoomPasswordTextBoxInitSystem::RoomPasswordTextBoxInitSystem ( )`

Construct a new [RoomPasswordTextBoxInitSystem](#) object.

6.188.1.4 [~RoomPasswordTextBoxInitSystem](#)() [2/2]

`RoomPasswordTextBoxInitSystem::~~RoomPasswordTextBoxInitSystem ( )` [default]

Destroy the [RoomPasswordTextBoxInitSystem](#) object.

6.188.2 Member Function Documentation

6.188.2.1 _initButton() [1/2]

```
void RoomPasswordTextBoxInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.188.2.2 _initButton() [2/2]

```
void RoomPasswordTextBoxInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.188.2.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RoomPasswordTextBoxInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.188.2.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RoomPasswordTextBoxInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

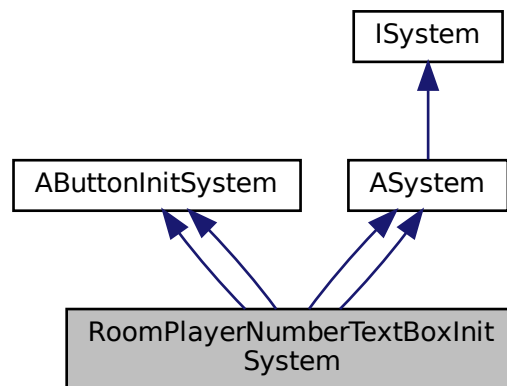
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RoomPasswordText↔
Box/[RoomPasswordTextBoxInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RoomPasswordText↔
Box/[RoomPasswordTextBoxInitSystem.cpp](#)

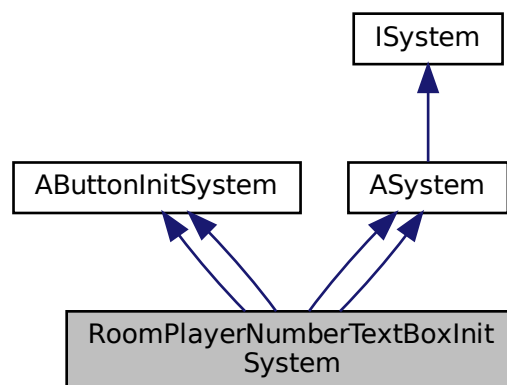
6.189 RoomPlayerNumberTextBoxInitSystem Class Reference

```
#include <RoomPlayerNumberTextBoxInitSystem.hpp>
```

Inheritance diagram for RoomPlayerNumberTextBoxInitSystem:



Collaboration diagram for RoomPlayerNumberTextBoxInitSystem:



Public Member Functions

- [RoomPlayerNumberTextBoxInitSystem](#) ()
Construct a new [RoomPlayerNumberTextBoxInitSystem](#) object.
- [~RoomPlayerNumberTextBoxInitSystem](#) ()=default

- Destroy the [RoomPlayerNumberTextBoxInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.
- [RoomPlayerNumberTextBoxInitSystem](#) ()
Construct a new [RoomPlayerNumberTextBoxInitSystem](#) object.
- `~RoomPlayerNumberTextBoxInitSystem ()=default`
Destroy the [RoomPlayerNumberTextBoxInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.

Private Member Functions

- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`
- `void _initButton (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.189.1 Constructor & Destructor Documentation

6.189.1.1 RoomPlayerNumberTextBoxInitSystem() [1/2]

`RoomPlayerNumberTextBoxInitSystem::RoomPlayerNumberTextBoxInitSystem ( )`

Construct a new [RoomPlayerNumberTextBoxInitSystem](#) object.

6.189.1.2 ~RoomPlayerNumberTextBoxInitSystem() [1/2]

`RoomPlayerNumberTextBoxInitSystem::~~RoomPlayerNumberTextBoxInitSystem ( ) [default]`

Destroy the [RoomPlayerNumberTextBoxInitSystem](#) object.

6.189.1.3 RoomPlayerNumberTextBoxInitSystem() [2/2]

`RoomPlayerNumberTextBoxInitSystem::RoomPlayerNumberTextBoxInitSystem ( )`

Construct a new [RoomPlayerNumberTextBoxInitSystem](#) object.

6.189.1.4 ~RoomPlayerNumberTextBoxInitSystem() [2/2]

```
RoomPlayerNumberTextBoxInitSystem::~~RoomPlayerNumberTextBoxInitSystem ( ) [default]
```

Destroy the [RoomPlayerNumberTextBoxInitSystem](#) object.

6.189.2 Member Function Documentation

6.189.2.1 _initButton() [1/2]

```
void RoomPlayerNumberTextBoxInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.189.2.2 _initButton() [2/2]

```
void RoomPlayerNumberTextBoxInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.189.2.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RoomPlayerNumberTextBoxInitSystem::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.189.2.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> RoomPlayerNumberTextBoxInit↔  
System::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

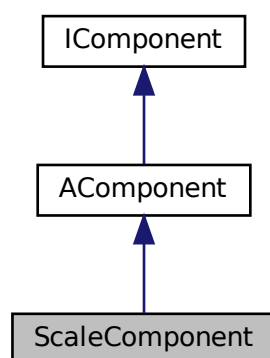
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RoomPlayerNumber↔
TextBox/[RoomPlayerNumberTextBoxInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RoomPlayerNumber↔
TextBox/[RoomPlayerNumberTextBoxInitSystem.cpp](#)

6.190 ScaleComponent Class Reference

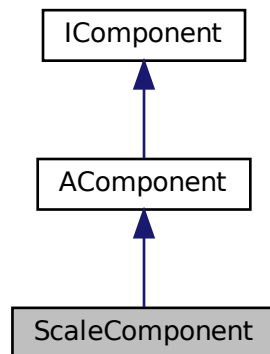
Component for handling scale within the graphical engine.

```
#include <ScaleComponent.hpp>
```

Inheritance diagram for ScaleComponent:



Collaboration diagram for ScaleComponent:



Public Member Functions

- [ScaleComponent](#) (float [scale](#)=1.0f)
Construct a new [ScaleComponent](#) object.

Public Attributes

- float [scale](#)

6.190.1 Detailed Description

Component for handling scale within the graphical engine.

This component is used to store and manage the scale of entities.

6.190.2 Constructor & Destructor Documentation

6.190.2.1 ScaleComponent()

```
ScaleComponent::ScaleComponent (  
    float scale = 1.0f )
```

Construct a new [ScaleComponent](#) object.

Parameters

<i>scale</i>	Initial scale factor of the entity (default is 1.0f).

6.190.3 Member Data Documentation

6.190.3.1 *scale*

```
float ScaleComponent::scale
```

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

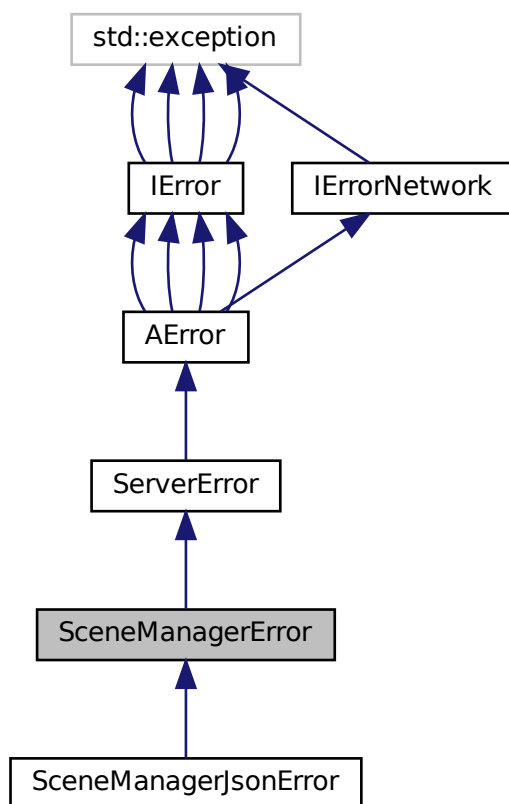
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Scale/[ScaleComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Scale/[ScaleComponent.cpp](#)

6.191 SceneManagerError Class Reference

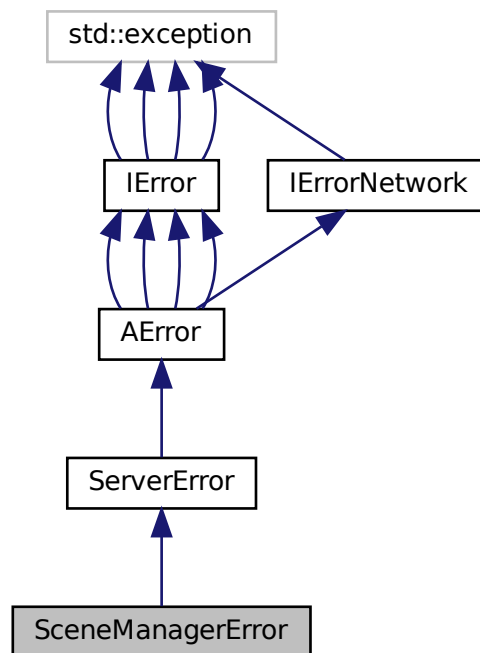
Class for ServerSceneManager errors.

```
#include <ServerErrors.hpp>
```

Inheritance diagram for SceneManagerError:



Collaboration diagram for SceneManagerError:



Public Member Functions

- [SceneManagerError](#) (const std::string &message)
Construct a new [SceneManagerError](#) object.
- [~SceneManagerError](#) ()=default
Destroy the [SceneManagerError](#) object.

6.191.1 Detailed Description

Class for ServerSceneManager errors.

6.191.2 Constructor & Destructor Documentation

6.191.2.1 SceneManagerError()

```
SceneManagerError::SceneManagerError (
    const std::string & message ) [inline]
```

Construct a new [SceneManagerError](#) object.

6.191.2.2 ~SceneManagerError()

SceneManagerError::~SceneManagerError () [default]

Destroy the SceneManagerError object.

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

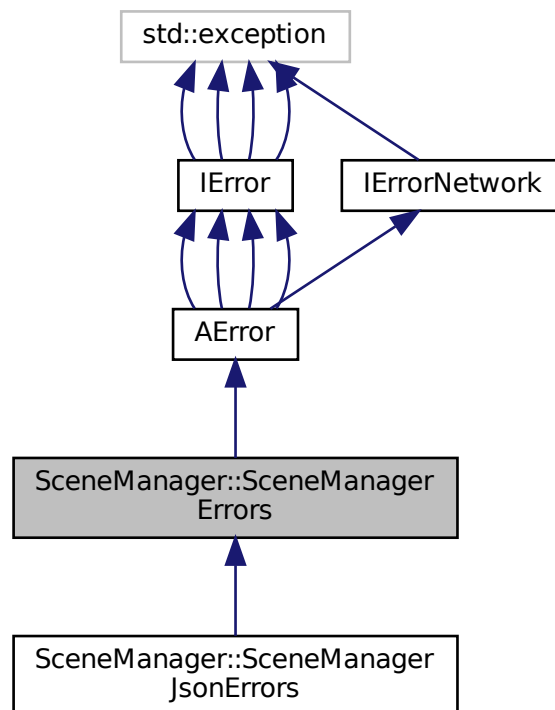
- /home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/Errors/ServerErrors.hpp

6.192 SceneManager::SceneManagerErrors Class Reference

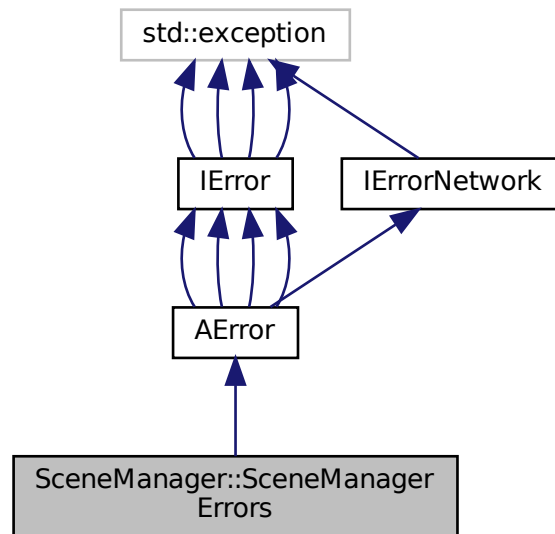
Class for the scene manager errors.

```
#include <ISceneManager.hpp>
```

Inheritance diagram for SceneManager::SceneManagerErrors:



Collaboration diagram for SceneManager::SceneManagerErrors:



Public Member Functions

- [SceneManagerErrors](#) (const std::string &message)
Construct a new [SceneManagerErrors](#) object.

6.192.1 Detailed Description

Class for the scene manager errors.

6.192.2 Constructor & Destructor Documentation

6.192.2.1 SceneManagerErrors()

```
SceneManager::SceneManagerErrors::SceneManagerErrors (
    const std::string & message ) [inline]
```

Construct a new [SceneManagerErrors](#) object.

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

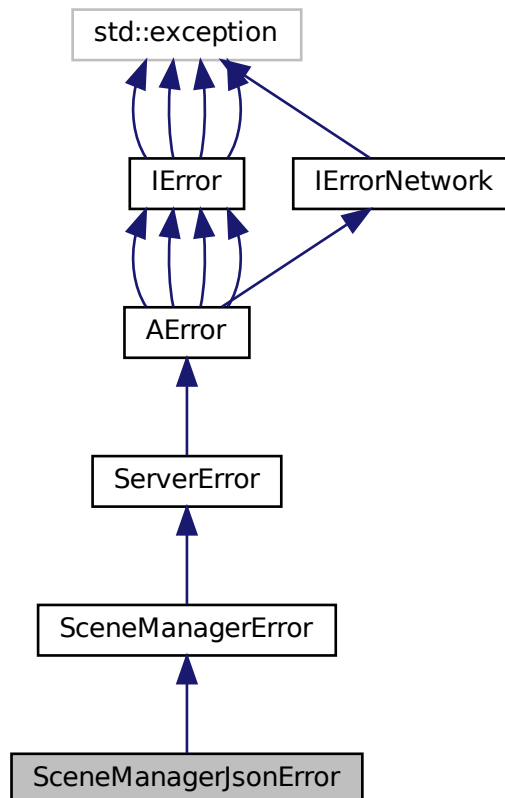
- /home/runner/work/R-Type/R-Type/Engine/Shared/SceneManager/[ISceneManager.hpp](#)

6.193 SceneManagerJsonError Class Reference

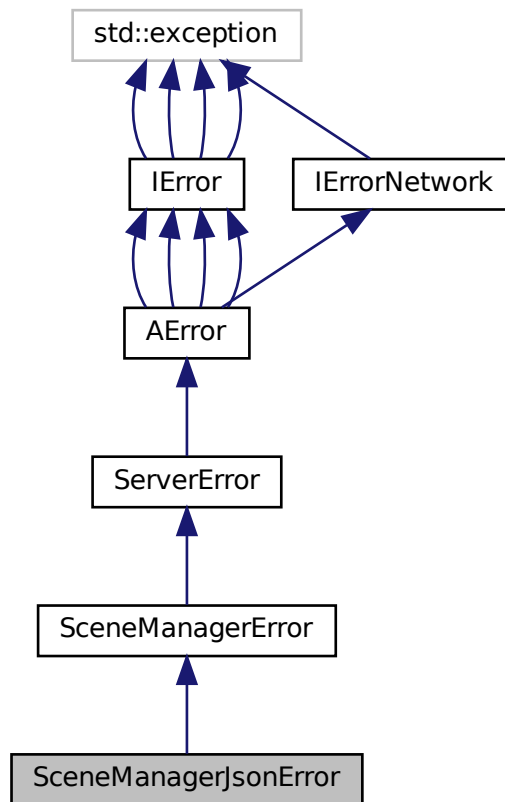
Class for the Server [SceneManager](#) json errors.

```
#include <ServerErrors.hpp>
```

Inheritance diagram for SceneManagerJsonError:



Collaboration diagram for SceneManagerJsonError:



Public Member Functions

- [SceneManagerJsonError](#) (const std::string &message)
Construct a new [SceneManagerJsonError](#) object.
- [~SceneManagerJsonError](#) ()=default
Destroy the [SceneManagerJsonError](#) object.

6.193.1 Detailed Description

Class for the Server [SceneManager](#) json errors.

6.193.2 Constructor & Destructor Documentation

6.193.2.1 SceneManagerJsonError()

```
SceneManagerJsonError::SceneManagerJsonError (
    const std::string & message ) [inline]
```

Construct a new [SceneManagerJsonError](#) object.

6.193.2.2 ~SceneManagerJsonError()

```
SceneManagerJsonError::~SceneManagerJsonError ( ) [default]
```

Destroy the [SceneManagerJsonError](#) object.

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

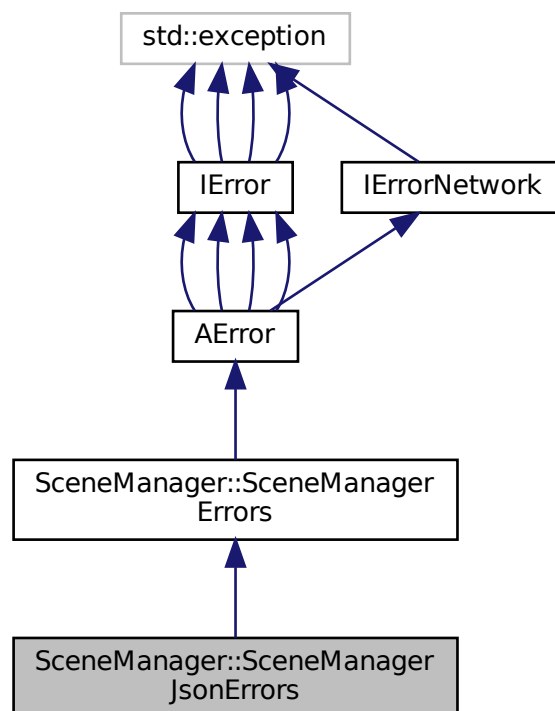
- /home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/Errors/[ServerErrors.hpp](#)

6.194 SceneManager::SceneManagerJsonErrors Class Reference

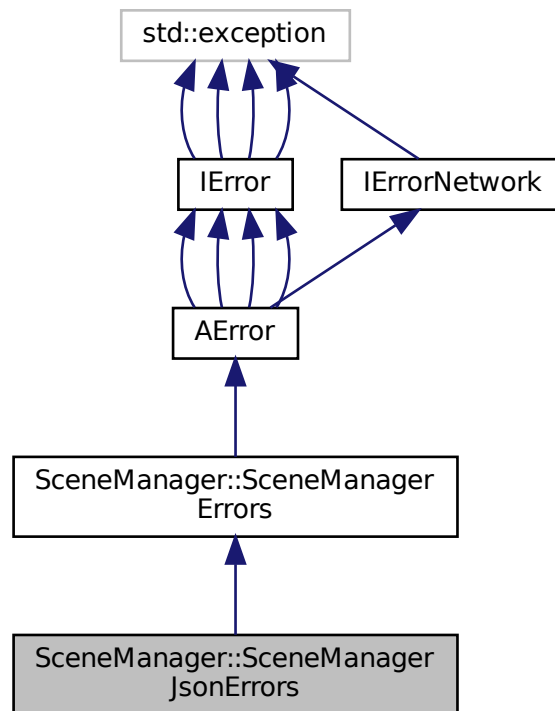
Class for the scene manager json errors.

```
#include <ISceneManager.hpp>
```

Inheritance diagram for SceneManager::SceneManagerJsonErrors:



Collaboration diagram for SceneManager::SceneManagerJsonErrors:



Public Member Functions

- [SceneManagerJsonErrors](#) (const std::string &message)
Construct a new [SceneManagerJsonErrors](#) object.

6.194.1 Detailed Description

Class for the scene manager json errors.

6.194.2 Constructor & Destructor Documentation

6.194.2.1 SceneManagerJsonErrors()

```
SceneManager::SceneManagerJsonErrors::SceneManagerJsonErrors (
    const std::string & message ) [inline]
```

Construct a new [SceneManagerJsonErrors](#) object.

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

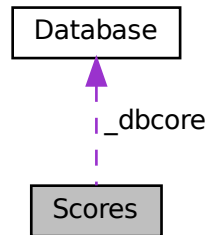
- /home/runner/work/R-Type/R-Type/Engine/Shared/SceneManager/[ISceneManager.hpp](#)

6.195 Scores Class Reference

[Scores](#) class.

```
#include <Scores.hpp>
```

Collaboration diagram for Scores:



Public Member Functions

- [Scores](#) ([Database](#) db)
Construct a new [Scores](#) object.
- [~Scores](#) ()=default
Destroy the [Scores](#) object.
- bool [createScoresTable](#) ()
Create the scores table.
- bool [addScore](#) (int id, int score)
Add a score to a user.
- int [getUserBestScore](#) (int id)
Get the score of a user.
- std::vector< std::pair< std::string, int > > [getLeaderboard](#) ([Users](#) users)
Get the leaderboard.

Private Attributes

- [Database](#) [_dbcore](#)
- std::shared_ptr< sqlite3 > [_db](#)
- std::shared_ptr< int > [_rc](#)

6.195.1 Detailed Description

[Scores](#) class.

6.195.2 Constructor & Destructor Documentation

6.195.2.1 Scores()

```
Scores::Scores (
    Database db )
```

Construct a new [Scores](#) object.

Parameters

<i>db</i>	

6.195.2.2 ~Scores()

```
Scores::~~Scores ( ) [default]
```

Destroy the [Scores](#) object.

6.195.3 Member Function Documentation

6.195.3.1 addScore()

```
bool Scores::addScore (
    int id,
    int score )
```

Add a score to a user.

Parameters

<i>id</i>	
<i>score</i>	

Returns

true

false

6.195.3.2 createScoresTable()

```
bool Scores::createScoresTable ( )
```

Create the scores table.

Returns

true
false

6.195.3.3 getLeaderboard()

```
std::vector< std::pair< std::string, int > > Scores::getLeaderboard (
    Users users )
```

Get the leaderboard.

Returns

std::vector<int>

6.195.3.4 getUserBestScore()

```
int Scores::getUserBestScore (
    int id )
```

Get the score of a user.

Parameters

<i>id</i>	

Returns

int

6.195.4 Member Data Documentation

6.195.4.1 _db

```
std::shared_ptr<sqlite3> Scores::_db [private]
```

6.195.4.2 `_dbcore`

```
Database Scores::_dbcore [private]
```

6.195.4.3 `_rc`

```
std::shared_ptr<int> Scores::_rc [private]
```

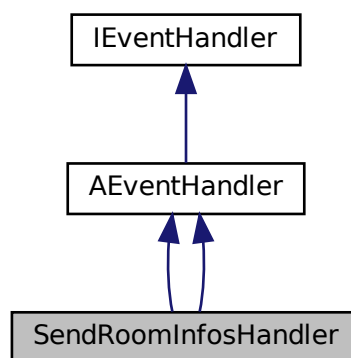
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/Network/Database/Models/Scores/Scores.hpp](#)
- [/home/runner/work/R-Type/R-Type/Network/Database/Models/Scores/Scores.cpp](#)

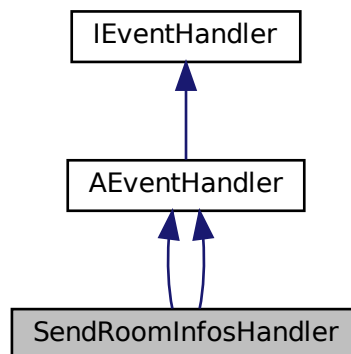
6.196 SendRoomInfosHandler Class Reference

```
#include <SendRoomInfosHandler.hpp>
```

Inheritance diagram for SendRoomInfosHandler:



Collaboration diagram for SendRoomInfosHandler:



Public Member Functions

- [SendRoomInfosHandler](#) (std::string eventType="")
Construct a new [SendRoomInfosHandler](#) object.
- [~SendRoomInfosHandler](#) ()=default
Destroy the [SendRoomInfosHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.
- [SendRoomInfosHandler](#) (std::string eventType="")
Construct a new [SendRoomInfosHandler](#) object.
- [~SendRoomInfosHandler](#) ()=default
Destroy the [SendRoomInfosHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.196.1 Constructor & Destructor Documentation

6.196.1.1 SendRoomInfosHandler() [1/2]

```
SendRoomInfosHandler::SendRoomInfosHandler (
    std::string eventType = "" )
```

Construct a new [SendRoomInfosHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.196.1.2 `~SendRoomInfosHandler()` [1/2]

```
SendRoomInfosHandler::~SendRoomInfosHandler ( ) [default]
```

Destroy the [SendRoomInfosHandler](#) object.

6.196.1.3 `SendRoomInfosHandler()` [2/2]

```
SendRoomInfosHandler::SendRoomInfosHandler (
    std::string eventType = "" )
```

Construct a new [SendRoomInfosHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.196.1.4 `~SendRoomInfosHandler()` [2/2]

```
SendRoomInfosHandler::~SendRoomInfosHandler ( ) [default]
```

Destroy the [SendRoomInfosHandler](#) object.

6.196.2 Member Function Documentation**6.196.2.1** `processEvent()` [1/2]

```
bool SendRoomInfosHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

6.196.2.2 processEvent() [2/2]

```
bool SendRoomInfosHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

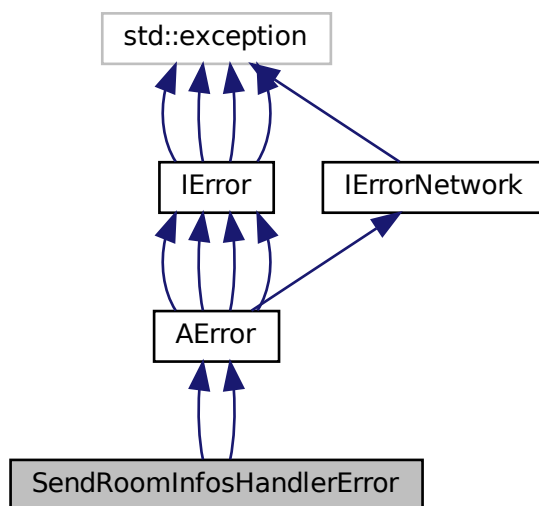
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/SendRoomInfos/[SendRoomInfosHandler.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/SendRoomInfos/[SendRoomInfosHandler.cpp](#)

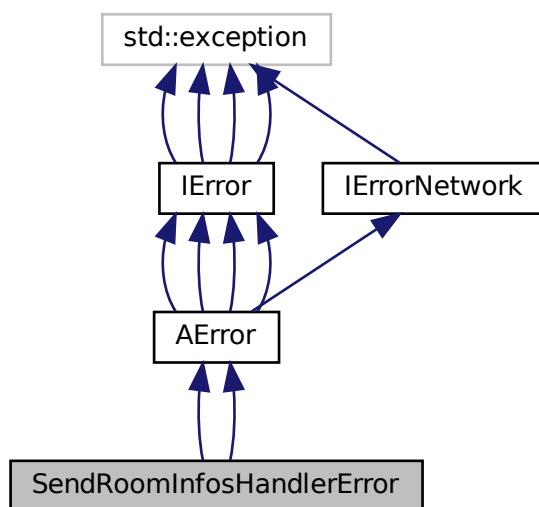
6.197 SendRoomInfosHandlerError Class Reference

```
#include <SendRoomInfosHandler.hpp>
```

Inheritance diagram for SendRoomInfosHandlerError:



Collaboration diagram for SendRoomInfosHandlerError:



Public Member Functions

- [SendRoomInfosHandlerError](#) (std::string message)
Construct a new [SendRoomInfosHandlerError](#) object.
- [SendRoomInfosHandlerError](#) (std::string message)
Construct a new [SendRoomInfosHandlerError](#) object.

6.197.1 Constructor & Destructor Documentation

6.197.1.1 SendRoomInfosHandlerError() [1/2]

```
SendRoomInfosHandlerError::SendRoomInfosHandlerError (
    std::string message ) [inline]
```

Construct a new [SendRoomInfosHandlerError](#) object.

Parameters

<i>message</i>	Message

6.197.1.2 SendRoomInfosHandlerError() [2/2]

```
SendRoomInfosHandlerError::SendRoomInfosHandlerError (
    std::string message ) [inline]
```

Construct a new [SendRoomInfosHandlerError](#) object.

Parameters

<i>message</i>	Message

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

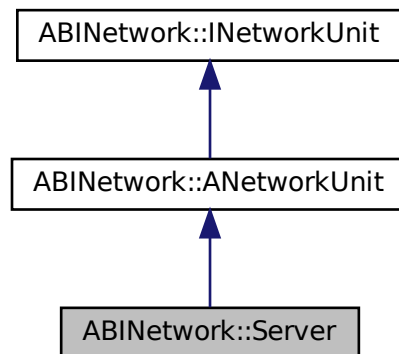
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/SendRoomInfos/[SendRoomInfosHandler.hpp](#)

6.198 ABINetwork::Server Class Reference

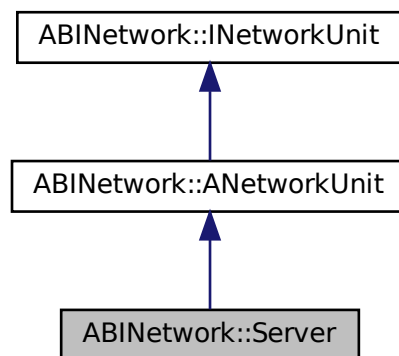
Represents a server in the network.

```
#include <Server.hpp>
```


Inheritance diagram for ABINetwork::Server:



Collaboration diagram for ABINetwork::Server:



Public Member Functions

- [Server](#) (std::size_t numberMaxPlayer)
Construct a new [Server](#) object.
- [~Server](#) ()=default
Destructor.
- void [start](#) (void)
Starts the server.
- std::unordered_map< uint32_t, asio::ip::udp::endpoint > & [getClientsList](#) ()
Send all client already connected.
- void [sendMessage](#) (std::vector< uint8_t > message, uint32_t token) override

- *Send all messages of the queue.*
- `std::vector< std::pair< uint32_t, bool > > & getqueueConnection ()`
Function to get the queue Connection.
- `int getNumberClient ()` override
Get the Number [Client](#) connected.
- `std::pair< int, int > getPorts ()` override
Get tcp and udp port of a server. For a client, it return the tcp and udp port of the server to which it is connected.

Private Member Functions

- `void \_startAccept (void)`
Starts accepting new TCP connections.
- `void \_startReadDisconnection (std::shared_ptr< asio::ip::tcp::socket > socket, uint32_t client_token)`
Handles reading from a TCP socket.
- `void \_startReceive (void)`
Starts receiving UDP messages.
- `uint32_t \_generateToken (void)`
Generate a token for the user connection.
- `void \_addPacketToQueueReceived (UDPPacket packet)`
Add a packet received to the queue.

Private Attributes

- `std::shared_ptr< asio::io_context > \_io\_context`
- `std::shared_ptr< asio::ip::tcp::acceptor > \_tcp\_acceptor`
- `std::shared_ptr< asio::ip::udp::socket > \_udp\_socket`
- `uint32_t \_messageId`
- `std::size_t \_numberMaxPlayer`
- `std::size_t \_currentNumberPlayer`
- `std::unordered_map< uint32_t, asio::ip::udp::endpoint > \_clients`
- `std::string \_readBufferTCP`
- `std::array< char, 1024 > \_recvBuffer`
- `asio::ip::udp::endpoint \_remoteEndpoint`
- `std::vector< std::pair< uint32_t, bool > > \_queueConnection`

Additional Inherited Members

6.198.1 Detailed Description

Represents a server in the network.

This class inherits from [ANetworkUnit](#) and represents a server in the network architecture.

6.198.2 Constructor & Destructor Documentation

6.198.2.1 Server()

```
ABINetwork::Server::Server (
    std::size_t numberMaxPlayer )
```

Construct a new [Server](#) object.

Parameters

<i>numberPlayer</i>	Number of player in a room of server.

6.198.2.2 ~Server()

```
ABINetwork::Server::~~Server ( ) [default]
```

Destructor.

Default destructor for [Server](#), which is automatically called when an object of this class is destroyed.

6.198.3 Member Function Documentation

6.198.3.1 _addPacketToQueueReceived()

```
void ABINetwork::Server::_addPacketToQueueReceived (
    UDPPacket packet ) [private]
```

Add a packet received to the queue.

Parameters

<i>packet</i>	Packet received.

6.198.3.2 _generateToken()

```
uint32_t ABINetwork::Server::_generateToken (
    void ) [private]
```

Generate a token for the user connection.

Returns

uint32_t Token generate.

6.198.3.3 `_startAccept()`

```
void ABINetwork::Server::_startAccept (
    void ) [private]
```

Starts accepting new TCP connections.

6.198.3.4 `_startReadDisconnection()`

```
void ABINetwork::Server::_startReadDisconnection (
    std::shared_ptr< asio::ip::tcp::socket > socket,
    uint32_t client_token ) [private]
```

Handles reading from a TCP socket.

Parameters

<i>socket</i>	A shared pointer to the TCP socket from which data is being read.
<i>client</i> <i>_id</i>	The ID of the client associated with the socket.

6.198.3.5 `_startReceive()`

```
void ABINetwork::Server::_startReceive (
    void ) [private]
```

Starts receiving UDP messages.

6.198.3.6 `getClientsList()`

```
std::unordered_map< uint32_t, asio::ip::udp::endpoint > & ABINetwork::Server::getClientsList (
)
```

Send all client already connected.

6.198.3.7 `getNumberClient()`

```
int ABINetwork::Server::getNumberClient ( ) [override], [virtual]
```

Get the Number [Client](#) connected.

Returns

int Number of client connected.

Exceptions

<i>Error</i>	if getNumberClient of a Client Unit.

Implements [ABINetwork::ANetworkUnit](#).

6.198.3.8 getPorts()

```
std::pair< int, int > ABINetwork::Server::getPorts ( ) [override], [virtual]
```

Get tcp and udp port of a server. For a client, it return the tcp and udp port of the server to which it is connected.

Returns

std::pair<int, int> Tcp and udp ports.

Implements [ABINetwork::ANetworkUnit](#).

6.198.3.9 getqueueConnection()

```
std::vector< std::pair< uint32_t, bool > > & ABINetwork::Server::getqueueConnection ( )
```

Function to get the queue Connection.

Returns

std::vector<uint32_t>& The COnnection Queue.

6.198.3.10 sendMessage()

```
void ABINetwork::Server::sendMessage (
    std::vector< uint8_t > message,
    uint32_t token ) [override], [virtual]
```

Send all messages of the queue.

Parameters

<i>message</i>	Message to send.

Implements [ABINetwork::ANetworkUnit](#).

6.198.3.11 start()

```
void ABINetwork::Server::start (  
    void )
```

Starts the server.

6.198.4 Member Data Documentation

6.198.4.1 _clients

```
std::unordered_map<uint32_t, asio::ip::udp::endpoint> ABINetwork::Server::_clients [private]
```

6.198.4.2 _currentNumberPlayer

```
std::size_t ABINetwork::Server::_currentNumberPlayer [private]
```

6.198.4.3 _io_context

```
std::shared_ptr<asio::io_context> ABINetwork::Server::_io_context [private]
```

6.198.4.4 _messageId

```
uint32_t ABINetwork::Server::_messageId [private]
```

6.198.4.5 _numberMaxPlayer

```
std::size_t ABINetwork::Server::_numberMaxPlayer [private]
```

6.198.4.6 _queueConnection

```
std::vector<std::pair<uint32_t, bool> > ABINetwork::Server::_queueConnection [private]
```

6.198.4.7 _readBufferTCP

```
std::string ABINetwork::Server::_readBufferTCP [private]
```

6.198.4.8 _recvBuffer

```
std::array<char, 1024> ABINetwork::Server::_recvBuffer [private]
```

6.198.4.9 _remoteEndpoint

```
asio::ip::udp::endpoint ABINetwork::Server::_remoteEndpoint [private]
```

6.198.4.10 _tcp_acceptor

```
std::shared_ptr<asio::ip::tcp::acceptor> ABINetwork::Server::_tcp_acceptor [private]
```

6.198.4.11 _udp_socket

```
std::shared_ptr<asio::ip::udp::socket> ABINetwork::Server::_udp_socket [private]
```

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

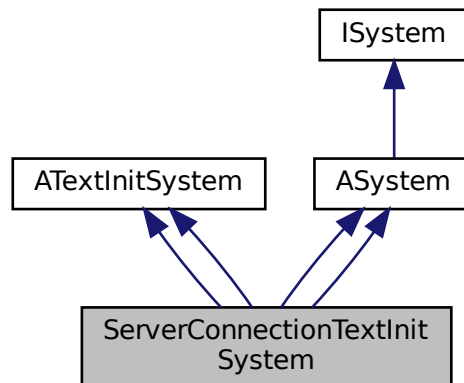
- /home/runner/work/R-Type/R-Type/Network/Units/Server/[Server.hpp](#)
- /home/runner/work/R-Type/R-Type/Network/Units/Server/[Server.cpp](#)

6.199 ServerConnectionTextInitSystem Class Reference

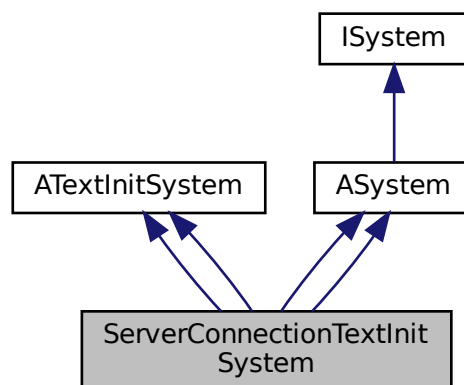
[ServerConnectionTextInitSystem](#) class.

```
#include <ServerConnectionTextInitSystem.hpp>
```

Inheritance diagram for [ServerConnectionTextInitSystem](#):



Collaboration diagram for [ServerConnectionTextInitSystem](#):



Public Member Functions

- [ServerConnectionTextInitSystem](#) ()
Construct a new [ServerConnectionTextInitSystem](#) object.

- [~ServerConnectionTextInitSystem \(\)](#)=default
Destroy the [ServerConnectionTextInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [ServerConnectionTextInitSystem \(\)](#)
Construct a new [ServerConnectionTextInitSystem](#) object.
- [~ServerConnectionTextInitSystem \(\)](#)=default
Destroy the [ServerConnectionTextInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void _initText (ECS::Registry &reg, int idxPacketEntities)`
- `void _initText (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.199.1 Detailed Description

[ServerConnectionTextInitSystem](#) class.

6.199.2 Constructor & Destructor Documentation

6.199.2.1 [ServerConnectionTextInitSystem\(\)](#) [1/2]

```
ServerConnectionTextInitSystem::ServerConnectionTextInitSystem ( )
```

Construct a new [ServerConnectionTextInitSystem](#) object.

6.199.2.2 [~ServerConnectionTextInitSystem\(\)](#) [1/2]

```
ServerConnectionTextInitSystem::~~ServerConnectionTextInitSystem ( ) [default]
```

Destroy the [ServerConnectionTextInitSystem](#) object.

6.199.2.3 [ServerConnectionTextInitSystem\(\)](#) [2/2]

```
ServerConnectionTextInitSystem::ServerConnectionTextInitSystem ( )
```

Construct a new [ServerConnectionTextInitSystem](#) object.

6.199.2.4 ~ServerConnectionTextInitSystem() [2/2]

```
ServerConnectionTextInitSystem::~~ServerConnectionTextInitSystem ( ) [default]
```

Destroy the [ServerConnectionTextInitSystem](#) object.

6.199.3 Member Function Documentation**6.199.3.1 _initText() [1/2]**

```
void ServerConnectionTextInitSystem::_initText (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.199.3.2 _initText() [2/2]

```
void ServerConnectionTextInitSystem::_initText (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.199.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> ServerConnectionTextInit↵
System::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.199.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> ServerConnectionTextInit↔
System::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

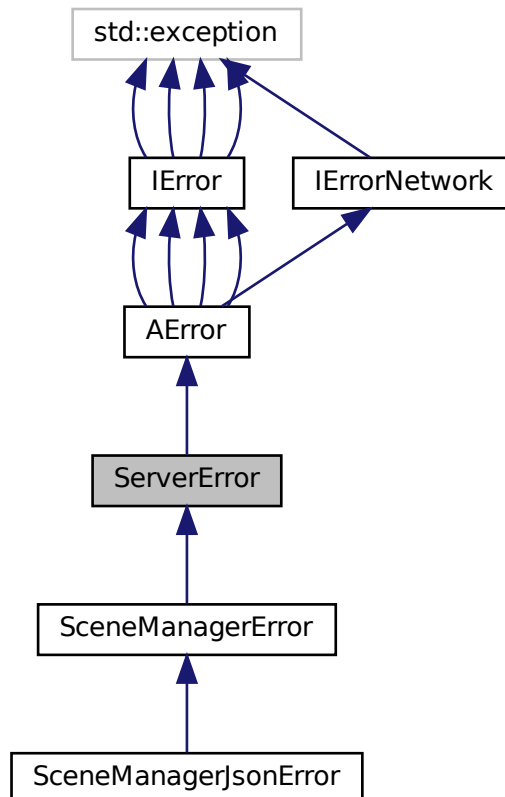
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/ServerConnection/[ServerConnectionTextInit](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/ServerConnection/[ServerConnectionTextInit](#)

6.200 ServerError Class Reference

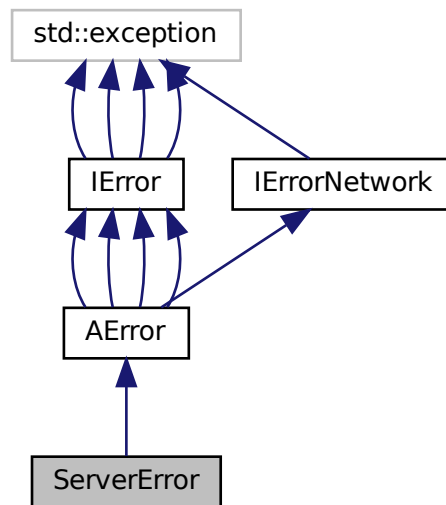
Abstract class for Server errors.

```
#include <ServerErrors.hpp>
```

Inheritance diagram for ServerError:



Collaboration diagram for `ServerError`:



Public Member Functions

- [ServerError](#) (const std::string &message)
Construct a new [ServerError](#) object.
- [~ServerError](#) ()=default
Destroy the [ServerError](#) object.

6.200.1 Detailed Description

Abstract class for Server errors.

6.200.2 Constructor & Destructor Documentation

6.200.2.1 ServerError()

```

ServerError::ServerError (
    const std::string & message ) [inline]

```

Construct a new [ServerError](#) object.

6.200.2.2 ~ServerError()

```
ServerError::~ServerError ( ) [default]
```

Destroy the [ServerError](#) object.

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

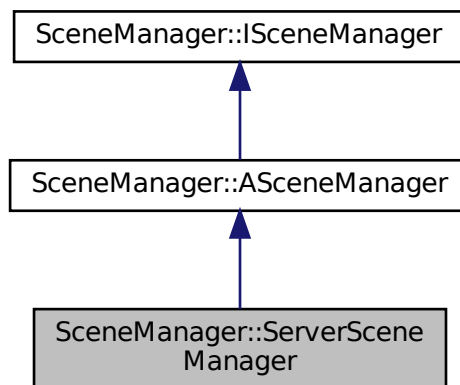
- [/home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/Errors/ServerErrors.hpp](#)

6.201 SceneManager::ServerSceneManager Class Reference

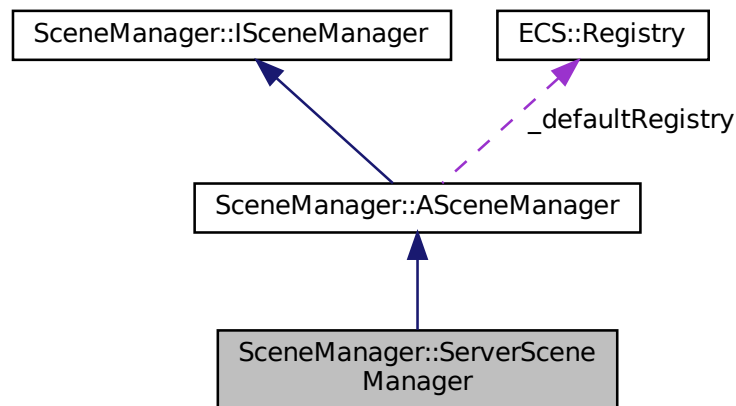
Server [ServerSceneManager](#) class. It manages the scenes of the game and the transitions between them.

```
#include <ServerSceneManager.hpp>
```

Inheritance diagram for SceneManager::ServerSceneManager:



Collaboration diagram for SceneManager::ServerSceneManager:



Public Member Functions

- [ServerSceneManager](#) (std::shared_ptr< [ECS::Registry](#) > registries, std::shared_ptr< [EventListener](#) > eventListener)
Construct a new [ServerSceneManager](#) object.
- [~ServerSceneManager](#) ()=default
Destroy the [ServerSceneManager](#) object.

Private Member Functions

- std::string [_GetComponentLibPath](#) () const override
Get the Component Lib Path.
- std::string [_getSystemLibPath](#) () const override
Get the System Lib Path.
- std::string [_getEventHandlerLibPath](#) () const override
Get the Event Handler Lib Path.
- std::string [_getScenesPath](#) () const override
Get the Scenes Path.
- void [_loadScene](#) (const std::string &path, std::size_t index) override
Load the scene.

Additional Inherited Members

6.201.1 Detailed Description

Server [ServerSceneManager](#) class. It manages the scenes of the game and the transitions between them.

6.201.2 Constructor & Destructor Documentation

6.201.2.1 ServerSceneManager()

```
SceneManager::ServerSceneManager::ServerSceneManager (
    std::shared_ptr< ECS::Registry > registries,
    std::shared_ptr< EventListener > eventListener )
```

Construct a new [ServerSceneManager](#) object.

Parameters

<i>registries</i>	Registries for each scene.

6.201.2.2 ~ServerSceneManager()

```
SceneManager::ServerSceneManager::~ServerSceneManager ( ) [default]
```

Destroy the [ServerSceneManager](#) object.

6.201.3 Member Function Documentation

6.201.3.1 _getComponentLibPath()

```
std::string SceneManager::ServerSceneManager::_getComponentLibPath ( ) const [override],
[private], [virtual]
```

Get the Component Lib Path.

Returns

The path to the component libraries.

Implements [SceneManager::ASceneManager](#).

6.201.3.2 `_getEventHandlerLibPath()`

```
std::string SceneManager::ServerSceneManager::_getEventHandlerLibPath ( ) const [override],  
[private], [virtual]
```

Get the Event Handler Lib Path.

Returns

The path to the event handler libraries.

Implements [SceneManager::ASceneManager](#).

6.201.3.3 `_getScenesPath()`

```
std::string SceneManager::ServerSceneManager::_getScenesPath ( ) const [override], [private],  
[virtual]
```

Get the Scenes Path.

Returns

The path to the scenes.

Implements [SceneManager::ASceneManager](#).

6.201.3.4 `_getSystemLibPath()`

```
std::string SceneManager::ServerSceneManager::_getSystemLibPath ( ) const [override], [private],  
[virtual]
```

Get the System Lib Path.

Returns

The path to the system libraries.

Implements [SceneManager::ASceneManager](#).

6.201.3.5 `_loadScene()`

```
void SceneManager::ServerSceneManager::_loadScene (  
    const std::string & path,  
    std::size_t index ) [override], [private], [virtual]
```

Load the scene.

Parameters

<i>path</i>	Path to the scene.
<i>index</i>	Index of the scene.

Implements [SceneManager::ASceneManager](#).

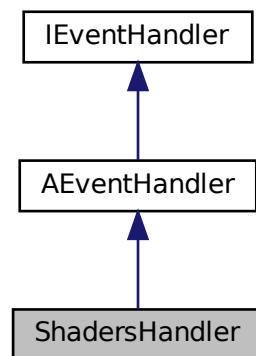
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/ServerSceneManager/ServerSceneManager.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/ServerSceneManager/ServerSceneManager.cpp](#)

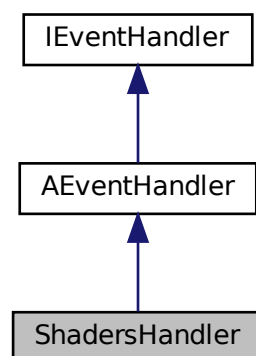
6.202 ShadersHandler Class Reference

```
#include <ShadersHandler.hpp>
```

Inheritance diagram for ShadersHandler:



Collaboration diagram for ShadersHandler:



Public Member Functions

- [ShadersHandler](#) (std::string eventType="")
Construct a new [ShadersHandler](#) object.
- [~ShadersHandler](#) ()=default
Destroy the [ShadersHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.202.1 Constructor & Destructor Documentation

6.202.1.1 ShadersHandler()

```
ShadersHandler::ShadersHandler (
    std::string eventType = "" )
```

Construct a new [ShadersHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.202.1.2 ~ShadersHandler()

```
ShadersHandler::~~ShadersHandler ( ) [default]
```

Destroy the [ShadersHandler](#) object.

6.202.2 Member Function Documentation

6.202.2.1 processEvent()

```
bool ShadersHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

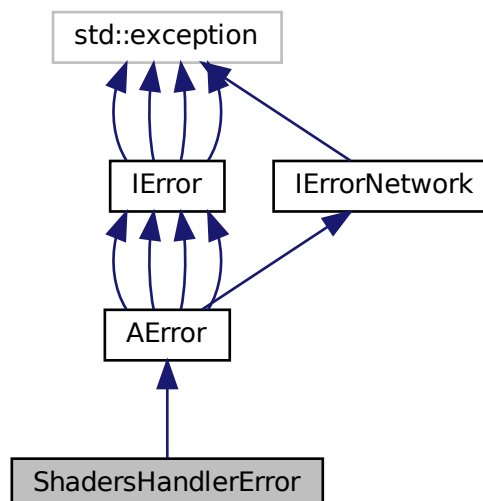
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/Shaders/ShadersHandler.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/Shaders/ShadersHandler.cpp](#)

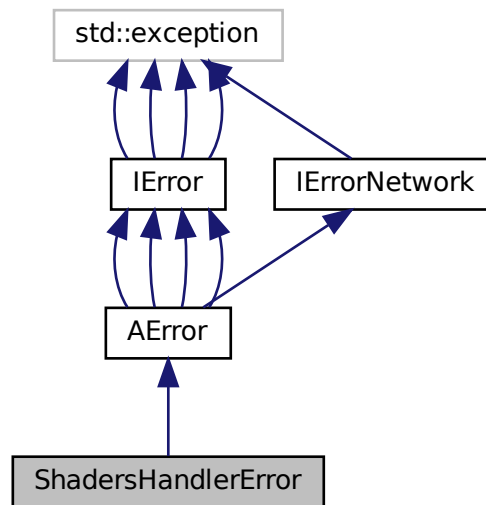
6.203 ShadersHandlerError Class Reference

```
#include <ShadersHandler.hpp>
```

Inheritance diagram for ShadersHandlerError:



Collaboration diagram for ShadersHandlerError:



Public Member Functions

- [ShadersHandlerError](#) (std::string message)
Construct a new [ShadersHandlerError](#) object.

6.203.1 Constructor & Destructor Documentation

6.203.1.1 ShadersHandlerError()

```
ShadersHandlerError::ShadersHandlerError (
    std::string message ) [inline]
```

Construct a new [ShadersHandlerError](#) object.

Parameters

<i>message</i>	Message

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

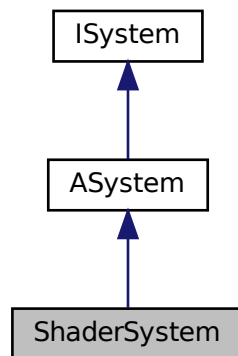
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/Shaders/[ShadersHandler.hpp](#)

6.204 ShaderSystem Class Reference

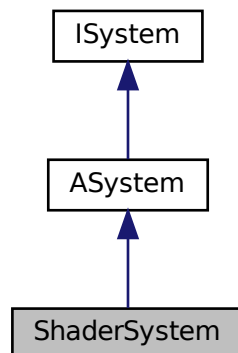
System to handle mouse events.

```
#include <ShaderSystem.hpp>
```

Inheritance diagram for ShaderSystem:



Collaboration diagram for ShaderSystem:



Public Member Functions

- [ShaderSystem](#) ()
Construct a new UpdateConsumption System object.
- [~ShaderSystem](#) ()=default
Destroy the UpdateConsumption System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.

Private Member Functions

- void `_handleShader` (`ECS::Registry` &reg, int idxPacketEntities)

6.204.1 Detailed Description

System to handle mouse events.

6.204.2 Constructor & Destructor Documentation

6.204.2.1 ShaderSystem()

```
ShaderSystem::ShaderSystem ( )
```

Construct a new UpdateConsumption System object.

6.204.2.2 ~ShaderSystem()

```
ShaderSystem::~~ShaderSystem ( ) [default]
```

Destroy the UpdateConsumption System object.

6.204.3 Member Function Documentation

6.204.3.1 _handleShader()

```
void ShaderSystem::_handleShader (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.204.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> ShaderSystem::getFunction ( )  
[inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

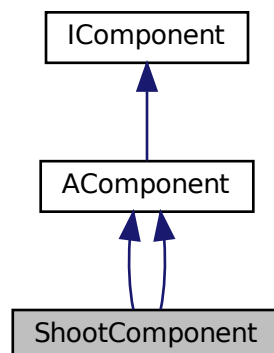
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/Shaders/[ShaderSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/Shaders/[ShaderSystem.cpp](#)

6.205 ShootComponent Class Reference

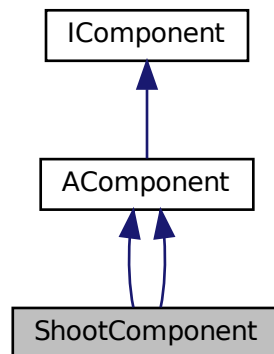
Component Shoot for R-Type Game.

```
#include <ShootComponent.hpp>
```

Inheritance diagram for ShootComponent:



Collaboration diagram for ShootComponent:



Public Types

- enum `ShootType` {
`PLAYER`, `ENEMY`, `BOSS`, `MOB`,
`NONE`, `PLAYER`, `ENEMY`, `BOSS`,
`MOB`, `NONE` }
- enum `ShootType` {
`PLAYER`, `ENEMY`, `BOSS`, `MOB`,
`NONE`, `PLAYER`, `ENEMY`, `BOSS`,
`MOB`, `NONE` }

Public Member Functions

- `ShootComponent` (int `damage`=20, bool `friendlyFire`=true, `ShootType` `type`=`ShootType::NONE`)
Construct a new Shoot Component object.
- `ShootComponent` (int `damage`=20, bool `friendlyFire`=true, `ShootType` `type`=`ShootType::NONE`)
Construct a new Shoot Component object.
- std::any `getArg` (std::string key) override
Get the Arg object(mainly for lua api).
- bool `setArg` (std::string key, std::any value) override
Set the Arg object (mainly for lua api).

Public Attributes

- int `damage`
- bool `friendlyFire`
- `ShootType` `type`

6.205.1 Detailed Description

Component Shoot for R-Type Game.

6.205.2 Member Enumeration Documentation

6.205.2.1 ShootType [1/2]

enum [ShootComponent::ShootType](#)

Enumerator

PLAYER	
ENEMY	
BOSS	
MOB	
NONE	
PLAYER	
ENEMY	
BOSS	
MOB	
NONE	

6.205.2.2 ShootType [2/2]

enum [ShootComponent::ShootType](#)

Enumerator

PLAYER	
ENEMY	
BOSS	
MOB	
NONE	
PLAYER	
ENEMY	
BOSS	
MOB	
NONE	

6.205.3 Constructor & Destructor Documentation

6.205.3.1 ShootComponent() [1/2]

```
ShootComponent::ShootComponent (  
    int damage = 20,
```

```
bool friendlyFire = true,  
ShootType type = ShootType::NONE )
```

Construct a new Shoot Component object.

Parameters

<i>damage</i>	Damage of one bullet.
<i>friendlyFire</i>	True if friendly bullet.

6.205.3.2 ShootComponent() [2/2]

```
ShootComponent::ShootComponent (  
    int damage = 20,  
    bool friendlyFire = true,  
    ShootType type = ShootType::NONE )
```

Construct a new Shoot Component object.

Parameters

<i>damage</i>	Damage of one bullet.
<i>friendlyFire</i>	True if friendly bullet.

6.205.4 Member Function Documentation

6.205.4.1 getArg()

```
std::any ShootComponent::getArg (  
    std::string key ) [inline], [override], [virtual]
```

Get the Arg object(mainly for lua api).

Returns

std::any

Reimplemented from [AComponent](#).

6.205.4.2 setArg()

```
bool ShootComponent::setArg (
    std::string key,
    std::any value ) [inline], [override], [virtual]
```

Set the Arg object (mainly for lua api).

Returns

bool

Reimplemented from [AComponent](#).

6.205.5 Member Data Documentation

6.205.5.1 damage

```
int ShootComponent::damage
```

6.205.5.2 friendlyFire

```
bool ShootComponent::friendlyFire
```

6.205.5.3 type

```
ShootType ShootComponent::type
```

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

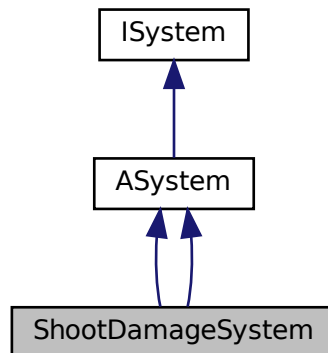
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/Shoot/[ShootComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/Shoot/[ShootComponent.cpp](#)

6.206 ShootDamageSystem Class Reference

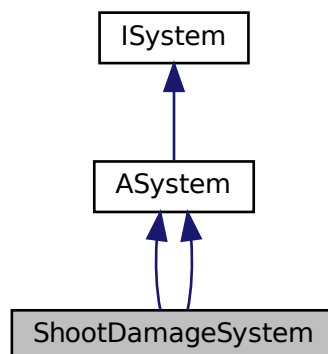
Destroy a shot if the bullet leave the screen.

```
#include <ShootDamageSystem.hpp>
```

Inheritance diagram for ShootDamageSystem:



Collaboration diagram for ShootDamageSystem:



Public Member Functions

- [ShootDamageSystem](#) ()
Construct a new ShootDestroy System object.
- [~ShootDamageSystem](#) ()=default

- Destroy the ShootDestroy System object.*
 - `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.
- `ShootDamageSystem ()`
Construct a new ShootDestroy System object.
- `~ShootDamageSystem ()=default`
Destroy the ShootDestroy System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.

Private Member Functions

- `void _shootDamage (ECS::Registry &reg, int idxPacketEntities)`
- `void _shootDamage (ECS::Registry &reg, int idxPacketEntities)`

6.206.1 Detailed Description

Destroy a shot if the bullet leave the screen.

6.206.2 Constructor & Destructor Documentation

6.206.2.1 ShootDamageSystem() [1/2]

```
ShootDamageSystem::ShootDamageSystem ( )
```

Construct a new ShootDestroy System object.

6.206.2.2 ~ShootDamageSystem() [1/2]

```
ShootDamageSystem::~ShootDamageSystem ( ) [default]
```

Destroy the ShootDestroy System object.

6.206.2.3 ShootDamageSystem() [2/2]

```
ShootDamageSystem::ShootDamageSystem ( )
```

Construct a new ShootDestroy System object.

6.206.2.4 ~ShootDamageSystem() [2/2]

```
ShootDamageSystem::~~ShootDamageSystem ( ) [default]
```

Destroy the ShootDestroy System object.

6.206.3 Member Function Documentation

6.206.3.1 _shootDamage() [1/2]

```
void ShootDamageSystem::_shootDamage (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.206.3.2 _shootDamage() [2/2]

```
void ShootDamageSystem::_shootDamage (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.206.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> ShootDamageSystem::getFunction
( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.206.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> ShootDamageSystem::getFunction  
( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

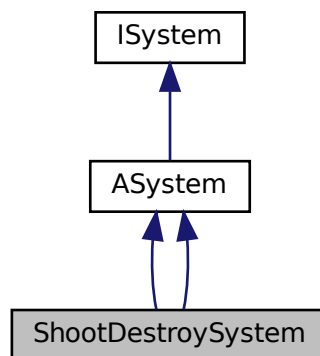
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Shoot/[ShootDamageSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Shoot/[ShootDamageSystem.cpp](#)

6.207 ShootDestroySystem Class Reference

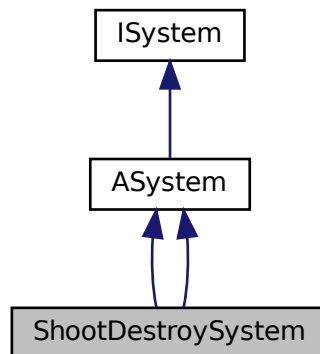
Destroy a shot if the bullet leave the screen.

```
#include <ShootDestroySystem.hpp>
```

Inheritance diagram for ShootDestroySystem:



Collaboration diagram for ShootDestroySystem:



Public Member Functions

- [ShootDestroySystem \(\)](#)
Construct a new ShootDestroy System object.
- [~ShootDestroySystem \(\)=default](#)
Destroy the ShootDestroy System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [ShootDestroySystem \(\)](#)
Construct a new ShootDestroy System object.
- [~ShootDestroySystem \(\)=default](#)
Destroy the ShootDestroy System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void` [_shootDestroy](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- `void` [_shootDestroy](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.207.1 Detailed Description

Destroy a shot if the bullet leave the screen.

6.207.2 Constructor & Destructor Documentation

6.207.2.1 ShootDestroySystem() [1/2]

```
ShootDestroySystem::ShootDestroySystem ( )
```

Construct a new ShootDestroy System object.

6.207.2.2 ~ShootDestroySystem() [1/2]

```
ShootDestroySystem::~~ShootDestroySystem ( ) [default]
```

Destroy the ShootDestroy System object.

6.207.2.3 ShootDestroySystem() [2/2]

```
ShootDestroySystem::ShootDestroySystem ( )
```

Construct a new ShootDestroy System object.

6.207.2.4 ~ShootDestroySystem() [2/2]

```
ShootDestroySystem::~~ShootDestroySystem ( ) [default]
```

Destroy the ShootDestroy System object.

6.207.3 Member Function Documentation

6.207.3.1 _shootDestroy() [1/2]

```
void ShootDestroySystem::_shootDestroy (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.207.3.2 _shootDestroy() [2/2]

```
void ShootDestroySystem::_shootDestroy (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.207.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> ShootDestroySystem::getFunction
( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

6.207.3.4 getFunction() [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> ShootDestroySystem::getFunction
( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

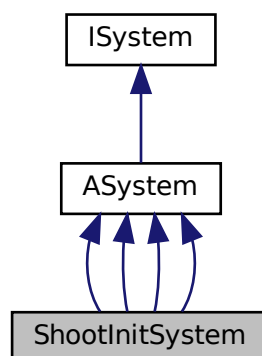
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Shoot/ShootDestroySystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Shoot/ShootDestroySystem.cpp](#)

6.208 ShootInitSystem Class Reference

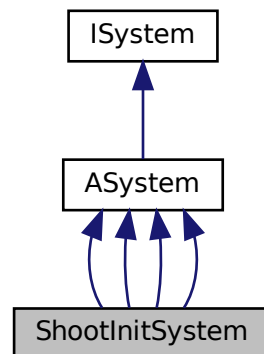
Initialize a shoot entity.

```
#include <ShootInitSystem.hpp>
```

Inheritance diagram for ShootInitSystem:



Collaboration diagram for ShootInitSystem:



Public Member Functions

- [ShootInitSystem \(\)](#)
Construct a new Shoot Init System object.
- [~ShootInitSystem \(\)](#)=default
Destroy the Shoot Init System object.
- std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [getFunction \(\)](#)
Get the Function object.
- [ShootInitSystem \(\)](#)
Construct a new Shoot Init System object.
- [~ShootInitSystem \(\)](#)=default
Destroy the Shoot Init System object.
- std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [getFunction \(\)](#)
Get the Function object.
- [ShootInitSystem \(\)](#)
Construct a new Shoot Init System object.
- [~ShootInitSystem \(\)](#)=default
Destroy the Shoot Init System object.
- std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [getFunction \(\)](#)
Get the Function object.
- [ShootInitSystem \(\)](#)
Construct a new Shoot Init System object.
- [~ShootInitSystem \(\)](#)=default
Destroy the Shoot Init System object.
- std::function< void([ECS::Registry](#) &reg, int idxPacketEntities)> [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- void [_initShoot](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- void [_initShoot](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- void [_initShoot](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- void [_initShoot](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.208.1 Detailed Description

Initialize a shoot entity.

6.208.2 Constructor & Destructor Documentation

6.208.2.1 ShootInitSystem() [1/4]

```
ShootInitSystem::ShootInitSystem ( )
```

Construct a new Shoot Init System object.

6.208.2.2 ~ShootInitSystem() [1/4]

```
ShootInitSystem::~~ShootInitSystem ( ) [default]
```

Destroy the Shoot Init System object.

6.208.2.3 ShootInitSystem() [2/4]

```
ShootInitSystem::ShootInitSystem ( )
```

Construct a new Shoot Init System object.

6.208.2.4 ~ShootInitSystem() [2/4]

```
ShootInitSystem::~~ShootInitSystem ( ) [default]
```

Destroy the Shoot Init System object.

6.208.2.5 ShootInitSystem() [3/4]

```
ShootInitSystem::ShootInitSystem ( )
```

Construct a new Shoot Init System object.

6.208.2.6 ~ShootInitSystem() [3/4]

```
ShootInitSystem::~ShootInitSystem ( ) [default]
```

Destroy the Shoot Init System object.

6.208.2.7 ShootInitSystem() [4/4]

```
ShootInitSystem::ShootInitSystem ( )
```

Construct a new Shoot Init System object.

6.208.2.8 ~ShootInitSystem() [4/4]

```
ShootInitSystem::~ShootInitSystem ( ) [default]
```

Destroy the Shoot Init System object.

6.208.3 Member Function Documentation**6.208.3.1 _initShoot()** [1/4]

```
void ShootInitSystem::_initShoot (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.208.3.2 _initShoot() [2/4]

```
void ShootInitSystem::_initShoot (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.208.3.3 _initShoot() [3/4]

```
void ShootInitSystem::_initShoot (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.208.3.4 `_initShoot()` [4/4]

```
void ShootInitSystem::_initShoot (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.208.3.5 `getFunction()` [1/4]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> ShootInitSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.208.3.6 `getFunction()` [2/4]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> ShootInitSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.208.3.7 `getFunction()` [3/4]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> ShootInitSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.208.3.8 getFunction() [4/4]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> ShootInitSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

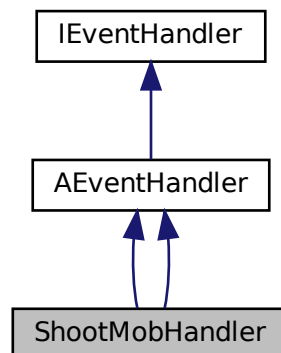
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Shoot/[ShootInitSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Shoot/[ShootInitSystem.cpp](#)

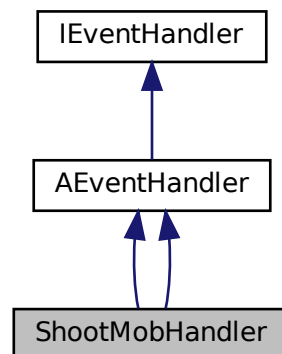
6.209 ShootMobHandler Class Reference

```
#include <ShootMobHandler.hpp>
```

Inheritance diagram for ShootMobHandler:



Collaboration diagram for ShootMobHandler:



Public Member Functions

- [ShootMobHandler](#) (std::string eventType="")
Construct a new [ShootMobHandler](#) object.
- [~ShootMobHandler](#) ()=default
Destroy the [ShootMobHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.
- [ShootMobHandler](#) (std::string eventType="")
Construct a new [ShootMobHandler](#) object.
- [~ShootMobHandler](#) ()=default
Destroy the [ShootMobHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.209.1 Constructor & Destructor Documentation

6.209.1.1 ShootMobHandler() [1/2]

```
ShootMobHandler::ShootMobHandler (
    std::string eventType = "" )
```

Construct a new [ShootMobHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.209.1.2 `~ShootMobHandler()` [1/2]

```
ShootMobHandler::~ShootMobHandler ( ) [default]
```

Destroy the [ShootMobHandler](#) object.

6.209.1.3 `ShootMobHandler()` [2/2]

```
ShootMobHandler::ShootMobHandler (
    std::string eventType = "" )
```

Construct a new [ShootMobHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.209.1.4 `~ShootMobHandler()` [2/2]

```
ShootMobHandler::~ShootMobHandler ( ) [default]
```

Destroy the [ShootMobHandler](#) object.

6.209.2 Member Function Documentation**6.209.2.1** `processEvent()` [1/2]

```
bool ShootMobHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

6.209.2.2 processEvent() [2/2]

```
bool ShootMobHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

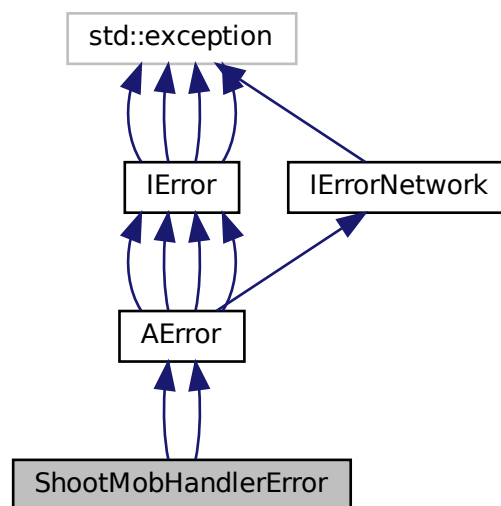
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/ShootMob/[ShootMobHandler.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/ShootMob/[ShootMobHandler.cpp](#)

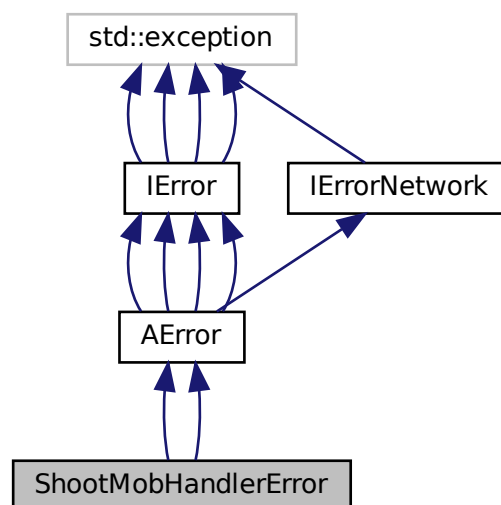
6.210 ShootMobHandlerError Class Reference

```
#include <ShootMobHandler.hpp>
```

Inheritance diagram for ShootMobHandlerError:



Collaboration diagram for ShootMobHandlerError:



Public Member Functions

- [ShootMobHandlerError](#) (std::string message)
Construct a new [ShootMobHandlerError](#) object.
- [ShootMobHandlerError](#) (std::string message)
Construct a new [ShootMobHandlerError](#) object.

6.210.1 Constructor & Destructor Documentation

6.210.1.1 ShootMobHandlerError() [1/2]

```
ShootMobHandlerError::ShootMobHandlerError (
    std::string message ) [inline]
```

Construct a new [ShootMobHandlerError](#) object.

Parameters

<i>message</i>	Message

6.210.1.2 ShootMobHandlerError() [2/2]

```
ShootMobHandlerError::ShootMobHandlerError (
    std::string message ) [inline]
```

Construct a new [ShootMobHandlerError](#) object.

Parameters

<i>message</i>	Message

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

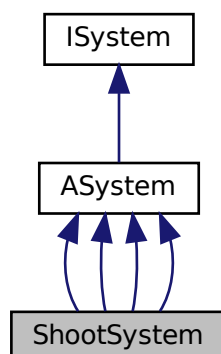
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/ShootMob/[ShootMobHandler.hpp](#)

6.211 ShootSystem Class Reference

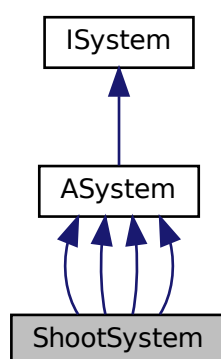
Shoot a bullet by a player.

```
#include <ShootSystem.hpp>
```

Inheritance diagram for ShootSystem:



Collaboration diagram for ShootSystem:



Public Member Functions

- [ShootSystem \(\)](#)
Construct a new Shoot System object.
- [~ShootSystem \(\)=default](#)
Destroy the Shoot System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.
- [ShootSystem \(\)](#)
Construct a new Shoot System object.
- [~ShootSystem \(\)=default](#)

- Destroy the Shoot System object.*
 - `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
 - Get the Function object.*
- `ShootSystem ()`
 - Construct a new Shoot System object.*
- `~ShootSystem ()=default`
 - Destroy the Shoot System object.*
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
 - Get the Function object.*
- `ShootSystem ()`
 - Construct a new Shoot System object.*
- `~ShootSystem ()=default`
 - Destroy the Shoot System object.*
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
 - Get the Function object.*

Private Member Functions

- `void _shoot (ECS::Registry &reg, int idxPacketEntities)`
- `void _shootIfNeeded (ECS::Registry &reg, int idxPacketEntities)`
- `void _shoot (ECS::Registry &reg, int idxPacketEntities)`
- `void _shootIfNeeded (ECS::Registry &reg, int idxPacketEntities)`

Private Attributes

- `std::chrono::steady_clock::time_point lastShootTime = std::chrono::steady_clock::now() - std::chrono::milliseconds(500)`

6.211.1 Detailed Description

Shoot a bullet by a player.

6.211.2 Constructor & Destructor Documentation

6.211.2.1 ShootSystem() [1/4]

```
ShootSystem::ShootSystem ( )
```

Construct a new Shoot System object.

6.211.2.2 ~ShootSystem() [1/4]

```
ShootSystem::~~ShootSystem ( ) [default]
```

Destroy the Shoot System object.

6.211.2.3 ShootSystem() [2/4]

```
ShootSystem::ShootSystem ( )
```

Construct a new Shoot System object.

6.211.2.4 ~ShootSystem() [2/4]

```
ShootSystem::~~ShootSystem ( ) [default]
```

Destroy the Shoot System object.

6.211.2.5 ShootSystem() [3/4]

```
ShootSystem::ShootSystem ( )
```

Construct a new Shoot System object.

6.211.2.6 ~ShootSystem() [3/4]

```
ShootSystem::~~ShootSystem ( ) [default]
```

Destroy the Shoot System object.

6.211.2.7 ShootSystem() [4/4]

```
ShootSystem::ShootSystem ( )
```

Construct a new Shoot System object.

6.211.2.8 ~ShootSystem() [4/4]

```
ShootSystem::~~ShootSystem ( ) [default]
```

Destroy the Shoot System object.

6.211.3 Member Function Documentation

6.211.3.1 _shoot() [1/2]

```
void ShootSystem::_shoot (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.211.3.2 _shoot() [2/2]

```
void ShootSystem::_shoot (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.211.3.3 _shootIfNeeded() [1/2]

```
void ShootSystem::_shootIfNeeded (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.211.3.4 _shootIfNeeded() [2/2]

```
void ShootSystem::_shootIfNeeded (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```


6.211.3.5 getFunction() [1/4]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> ShootSystem::getFunction ( )  
[inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.211.3.6 getFunction() [2/4]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> ShootSystem::getFunction ( )  
[inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.211.3.7 getFunction() [3/4]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> ShootSystem::getFunction ( )  
[inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.211.3.8 getFunction() [4/4]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> ShootSystem::getFunction ( )
[inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.211.4 Member Data Documentation

6.211.4.1 lastShootTime

```
std::chrono::steady_clock::time_point ShootSystem::lastShootTime = std::chrono::steady_clock←
::now() - std::chrono::milliseconds(500) [private]
```

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

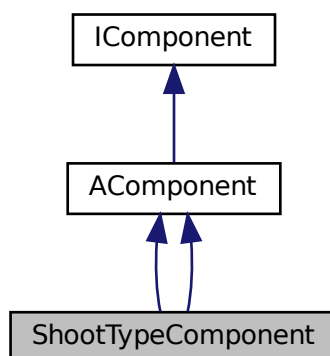
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Shoot/[ShootSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Shoot/[ShootSystem.cpp](#)

6.212 ShootTypeComponent Class Reference

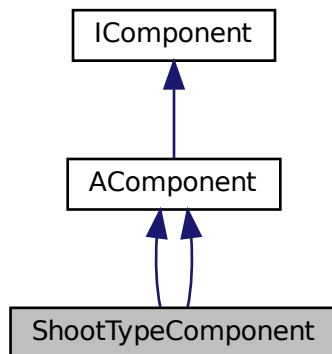
Component ShootType for R-Type Game.

```
#include <ShootTypeComponent.hpp>
```

Inheritance diagram for ShootTypeComponent:



Collaboration diagram for ShootTypeComponent:



Public Types

- enum `ShootType` {
`SINGLE` , `DOUBLE` , `TRIPLE` , `QUADRUPLE` ,
`QUINTUPLE` , `SEXTUPLE` , `NONE` , `SINGLE` ,
`DOUBLE` , `TRIPLE` , `QUADRUPLE` , `QUINTUPLE` ,
`SEXTUPLE` , `NONE` }
Enum of the shot state.
- enum `ShootType` {
`SINGLE` , `DOUBLE` , `TRIPLE` , `QUADRUPLE` ,
`QUINTUPLE` , `SEXTUPLE` , `NONE` , `SINGLE` ,
`DOUBLE` , `TRIPLE` , `QUADRUPLE` , `QUINTUPLE` ,
`SEXTUPLE` , `NONE` }
Enum of the shot state.

Public Member Functions

- `ShootTypeComponent` (`ShootType type=ShootType::NONE`)
Construct a new Button type Component object.
- `ShootTypeComponent` (`ShootType type=ShootType::NONE`)
Construct a new Button type Component object.

Static Public Member Functions

- static `ShootType getTypeFromString` (`std::string type`)
Get a state from a string.
- static `ShootType getTypeFromString` (`std::string type`)
Get a state from a string.

Public Attributes

- [ShootType](#) type

6.212.1 Detailed Description

Component ShootType for R-Type Game.

6.212.2 Member Enumeration Documentation

6.212.2.1 ShootType [1/2]

enum [ShootTypeComponent::ShootType](#)

Enum of the shot state.

Enumerator

SINGLE	
DOUBLE	
TRIPLE	
QUADRUPLE	
QUINTUPLE	
SEXTUPLE	
NONE	
SINGLE	
DOUBLE	
TRIPLE	
QUADRUPLE	
QUINTUPLE	
SEXTUPLE	
NONE	

6.212.2.2 ShootType [2/2]

enum [ShootTypeComponent::ShootType](#)

Enum of the shot state.

Enumerator

SINGLE	
DOUBLE	
TRIPLE	

Enumerator

QUADRUPLE	
QUINTUPLE	
SEXTUPLE	
NONE	
SINGLE	
DOUBLE	
TRIPLE	
QUADRUPLE	
QUINTUPLE	
SEXTUPLE	
NONE	

6.212.3 Constructor & Destructor Documentation

6.212.3.1 ShootTypeComponent() [1/2]

```
ShootTypeComponent::ShootTypeComponent (
    ShootType type = ShootType::NONE )
```

Construct a new Button type Component object.

Parameters

<i>state</i>	The state of the shot.

6.212.3.2 ShootTypeComponent() [2/2]

```
ShootTypeComponent::ShootTypeComponent (
    ShootType type = ShootType::NONE )
```

Construct a new Button type Component object.

Parameters

<i>state</i>	The state of the shot.

6.212.4 Member Function Documentation

6.212.4.1 `getTypeFromString()` [1/2]

```
ShootTypeComponent::ShootType ShootTypeComponent::getTypeFromString (
    std::string type ) [static]
```

Get a state from a string.

Parameters

<i>state</i>	The state in string.

Returns

ShootType The state in enum.

6.212.4.2 `getTypeFromString()` [2/2]

```
static ShootType ShootTypeComponent::getTypeFromString (
    std::string type ) [static]
```

Get a state from a string.

Parameters

<i>state</i>	The state in string.

Returns

ShootType The state in enum.

6.212.5 Member Data Documentation

6.212.5.1 `type`

```
ShootType ShootTypeComponent::type
```

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

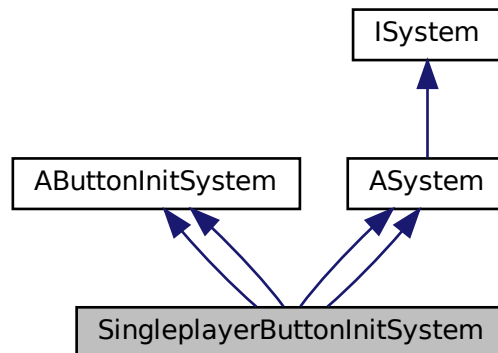
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/ShootType/ShootTypeComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/ShootType/ShootTypeComponent.cpp](#)

6.213 SingleplayerButtonInitSystem Class Reference

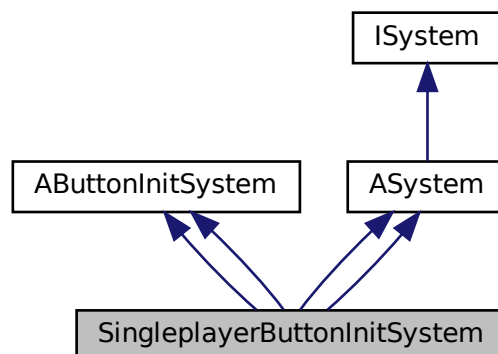
[SingleplayerButtonInitSystem](#) class.

```
#include <SingleplayerButtonInitSystem.hpp>
```

Inheritance diagram for SingleplayerButtonInitSystem:



Collaboration diagram for SingleplayerButtonInitSystem:



Public Member Functions

- [SingleplayerButtonInitSystem](#) ()
Construct a new [SingleplayerButtonInitSystem](#) object.
- [~SingleplayerButtonInitSystem](#) ()=default

- Destroy the [SingleplayerButtonInitSystem](#) object.*
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.
- `SingleplayerButtonInitSystem ()`
Construct a new [SingleplayerButtonInitSystem](#) object.
- `~SingleplayerButtonInitSystem ()=default`
Destroy the [SingleplayerButtonInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`
Get the Function object.

Private Member Functions

- `void \_initButton (ECS::Registry &reg, int idxPacketEntities)`
- `void \_initButton (ECS::Registry &reg, int idxPacketEntities)`

Additional Inherited Members

6.213.1 Detailed Description

[SingleplayerButtonInitSystem](#) class.

6.213.2 Constructor & Destructor Documentation

6.213.2.1 [SingleplayerButtonInitSystem](#)() [1/2]

```
SingleplayerButtonInitSystem::SingleplayerButtonInitSystem ( )
```

Construct a new [SingleplayerButtonInitSystem](#) object.

6.213.2.2 [~SingleplayerButtonInitSystem](#)() [1/2]

```
SingleplayerButtonInitSystem::~SingleplayerButtonInitSystem ( ) [default]
```

Destroy the [SingleplayerButtonInitSystem](#) object.

6.213.2.3 [SingleplayerButtonInitSystem](#)() [2/2]

```
SingleplayerButtonInitSystem::SingleplayerButtonInitSystem ( )
```

Construct a new [SingleplayerButtonInitSystem](#) object.

6.213.2.4 ~SingleplayerButtonInitSystem() [2/2]

```
SingleplayerButtonInitSystem::~SingleplayerButtonInitSystem ( ) [default]
```

Destroy the [SingleplayerButtonInitSystem](#) object.

6.213.3 Member Function Documentation

6.213.3.1 _initButton() [1/2]

```
void SingleplayerButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.213.3.2 _initButton() [2/2]

```
void SingleplayerButtonInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.213.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> SingleplayerButtonInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.213.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> SingleplayerButtonInitSystem↔  
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

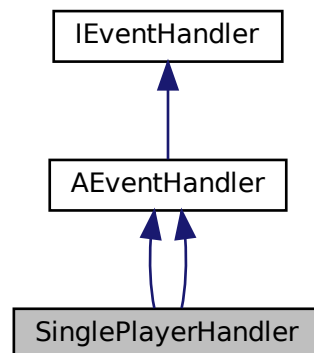
The documentation for this class was generated from the following files:

- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/SingleplayerButton/SingleplayerButtonInitSystem.cpp`
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/SingleplayerButton/SingleplayerButtonInitSystem.h`

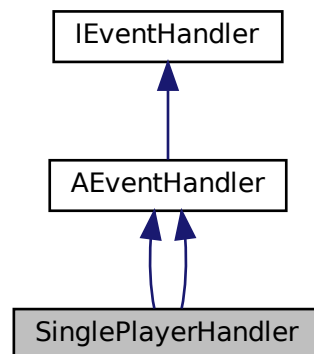
6.214 SinglePlayerHandler Class Reference

```
#include <SinglePlayerHandler.hpp>
```

Inheritance diagram for SinglePlayerHandler:



Collaboration diagram for SinglePlayerHandler:



Public Member Functions

- [SinglePlayerHandler](#) (std::string eventType="")
Construct a new [SinglePlayerHandler](#) object.
- [~SinglePlayerHandler](#) ()=default
Destroy the [SinglePlayerHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.
- [SinglePlayerHandler](#) (std::string eventType="")
Construct a new [SinglePlayerHandler](#) object.
- [~SinglePlayerHandler](#) ()=default
Destroy the [SinglePlayerHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.214.1 Constructor & Destructor Documentation

6.214.1.1 SinglePlayerHandler() [1/2]

```
SinglePlayerHandler::SinglePlayerHandler (
    std::string eventType = "" )
```

Construct a new [SinglePlayerHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.214.1.2 ~SinglePlayerHandler() [1/2]

`SinglePlayerHandler::~~SinglePlayerHandler ( )   [default]`

Destroy the [SinglePlayerHandler](#) object.

6.214.1.3 SinglePlayerHandler() [2/2]

```
SinglePlayerHandler::SinglePlayerHandler (
    std::string eventType = "" )
```

Construct a new [SinglePlayerHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.214.1.4 ~SinglePlayerHandler() [2/2]

`SinglePlayerHandler::~~SinglePlayerHandler ( )   [default]`

Destroy the [SinglePlayerHandler](#) object.

6.214.2 Member Function Documentation**6.214.2.1 processEvent()** [1/2]

```
bool SinglePlayerHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

6.214.2.2 processEvent() [2/2]

```
bool SinglePlayerHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

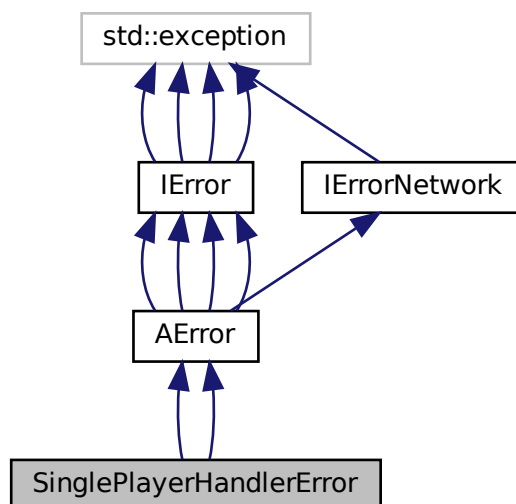
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/SinglePlayer/[SinglePlayerHandler.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/SinglePlayer/[SinglePlayerHandler.cpp](#)

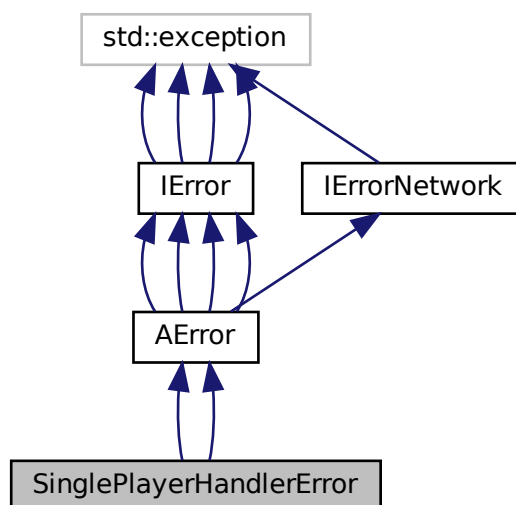
6.215 SinglePlayerHandlerError Class Reference

```
#include <SinglePlayerHandler.hpp>
```

Inheritance diagram for SinglePlayerHandlerError:



Collaboration diagram for SinglePlayerHandlerError:



Public Member Functions

- [SinglePlayerHandlerError](#) (std::string message)
Construct a new [SinglePlayerHandlerError](#) object.
- [SinglePlayerHandlerError](#) (std::string message)
Construct a new [SinglePlayerHandlerError](#) object.

6.215.1 Constructor & Destructor Documentation

6.215.1.1 SinglePlayerHandlerError() [1/2]

```
SinglePlayerHandlerError::SinglePlayerHandlerError (
    std::string message ) [inline]
```

Construct a new [SinglePlayerHandlerError](#) object.

Parameters

<i>message</i>	Message

6.215.1.2 SinglePlayerHandlerError() [2/2]

```
SinglePlayerHandlerError::SinglePlayerHandlerError (
    std::string message ) [inline]
```

Construct a new [SinglePlayerHandlerError](#) object.

Parameters

<i>message</i>	Message

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

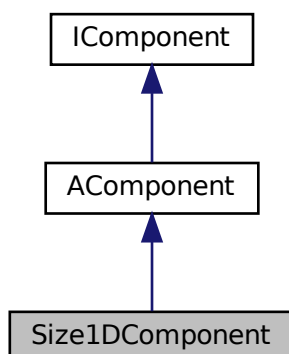
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/SinglePlayer/[SinglePlayerHandler.hpp](#)

6.216 Size1DComponent Class Reference

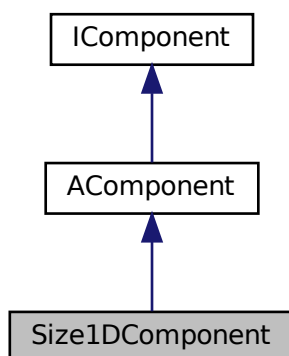
Component for handling size in one dimension within the graphical engine.

```
#include <Size1DComponent.hpp>
```

Inheritance diagram for Size1DComponent:



Collaboration diagram for Size1DComponent:



Public Member Functions

- [Size1DComponent](#) (size_t size=0)
Construct a new [Size1DComponent](#) object.

Public Attributes

- size_t [size](#)

6.216.1 Detailed Description

Component for handling size in one dimension within the graphical engine.

This component is used to store and manage the size of entities in one dimension. For example, the size in pixels of a text.

6.216.2 Constructor & Destructor Documentation

6.216.2.1 Size1DComponent()

```
Size1DComponent::Size1DComponent (
    size_t size = 0 )
```

Construct a new [Size1DComponent](#) object.

Parameters

<i>size</i>	Initial size of the entity (default is 0).

6.216.3 Member Data Documentation

6.216.3.1 size

```
size_t Size1DComponent::size
```

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

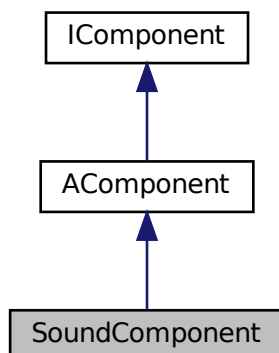
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Size1D/Size1DComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Size1D/Size1DComponent.cpp](#)

6.217 SoundComponent Class Reference

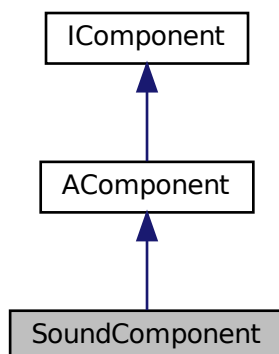
A component that handles sound properties.

```
#include <SoundComponent.hpp>
```

Inheritance diagram for SoundComponent:



Collaboration diagram for SoundComponent:



Public Member Functions

- [SoundComponent](#) (float Volume=0.5f, std::string Path="", float Pitch=1.0f)
Constructor for [SoundComponent](#).

Public Attributes

- float [volume](#)
Volume of the sound.
- std::string [path](#)
File path to the sound resource.
- float [pitch](#)
Pitch of the sound.

6.217.1 Detailed Description

A component that handles sound properties.

6.217.2 Constructor & Destructor Documentation

6.217.2.1 SoundComponent()

```
SoundComponent::SoundComponent (
    float Volume = 0.5f,
    std::string Path = "",
    float Pitch = 1.0f )
```

Constructor for [SoundComponent](#).

Parameters

<i>Volume</i>	Initial volume of the sound.
<i>Path</i>	File path to the sound resource.
<i>Pitch</i>	Initial pitch of the sound.

6.217.3 Member Data Documentation

6.217.3.1 path

```
std::string SoundComponent::path
```

File path to the sound resource.

6.217.3.2 pitch

```
float SoundComponent::pitch
```

Pitch of the sound.

6.217.3.3 volume

```
float SoundComponent::volume
```

Volume of the sound.

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

- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Sound/SoundComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Sound/SoundComponent.cpp](#)

6.218 ECS::SparseArray< Component > Class Template Reference

Container of components.

```
#include <SparseArray.hpp>
```

Public Types

- using [value_type](#) = std::shared_ptr< Component >
Type of a Component in the vector.
- using [reference_type](#) = [value_type](#) &
Type for the value reference.
- using [const_reference_type](#) = const [value_type](#) &
Type for the const value reference.
- using [container_t](#) = std::vector< [value_type](#) >
Type for the vector of components.
- using [size_type](#) = typename container_t::size_type
Type for the size of the vector.
- using [iterator](#) = typename container_t::iterator
Iterator type for the vector.
- using [const_iterator](#) = typename container_t::const_iterator
Const iterator type for the vector.

Public Member Functions

- [SparseArray](#) ()=default
Construct a new [SparseArray](#) object.
- [SparseArray](#) ([SparseArray](#) const &other)
Construct a new [SparseArray](#) object. It's a copy constructor.
- [SparseArray](#) ([SparseArray](#) &&other) noexcept
Construct a new [SparseArray](#) object. It's a move constructor.
- [~SparseArray](#) ()=default
Destroy the [SparseArray](#) object.
- [SparseArray](#) & operator= ([SparseArray](#) const &other)
Copy assignment operator.
- [SparseArray](#) & operator= ([SparseArray](#) &&other) noexcept
Move assignment operator.

- [reference_type operator\[\]](#) ([size_type](#) idx)
Get the reference of a value stored in the [SparseArray](#).
- [const_reference_type operator\[\]](#) ([size_type](#) idx) const
Get the const reference of a value stored in the [SparseArray](#).
- [iterator begin](#) ()
Returns a read/write iterator that points to the first element in the [sparseArray](#). Iteration is done in ordinary element order.
- [const_iterator begin](#) () const
Returns a read/write iterator that points to the first element in the [sparseArray](#). Iteration is done in ordinary element order.
- [const_iterator cbegin](#) () const
Returns a read-only (constant) iterator that points to the first element in the [sparseArray](#). Iteration is done in ordinary element order.
- [iterator end](#) ()
Returns a read/write iterator that points one past the last element in the [sparseArray](#). Iteration is done in ordinary element order.
- [const_iterator end](#) () const
Returns a read/write iterator that points one past the last element in the [sparseArray](#). Iteration is done in ordinary element order.
- [const_iterator cend](#) () const
Returns a read-only (constant) iterator that points one past the last element in the [sparseArray](#). Iteration is done in ordinary element order.
- [size_type size](#) () const
Returns the number of elements in the [sparseArray](#).
- [reference_type insert_at](#) ([size_type](#) pos, [value_type](#) component)
Inserts a [shared_ptr](#) to the component at the specified index.
- [template<class... Params>](#)
[reference_type emplace_at](#) ([size_type](#) pos, Params &&... params)
Emplaces a new component at the specified index.
- [void erase](#) ([size_type](#) pos)
Erases the element at the specified index.
- [size_type get_index](#) (const [value_type](#) &value) const
Finds the index of the given component.

Private Attributes

- [container_t_data](#)

6.218.1 Detailed Description

```
template<typename Component>
class ECS::SparseArray< Component >
```

Container of components.

Template Parameters

<i>Component</i>	Type of the component to store.

6.218.2 Member Typedef Documentation

6.218.2.1 const_iterator

```
template<typename Component >  
using ECS::SparseArray< Component >::const_iterator = typename container_t::const_iterator
```

Const iterator type for the vector.

6.218.2.2 const_reference_type

```
template<typename Component >  
using ECS::SparseArray< Component >::const_reference_type = const value_type&
```

Type for the const value reference.

6.218.2.3 container_t

```
template<typename Component >  
using ECS::SparseArray< Component >::container_t = std::vector<value_type>
```

Type for the vector of components.

6.218.2.4 iterator

```
template<typename Component >  
using ECS::SparseArray< Component >::iterator = typename container_t::iterator
```

Iterator type for the vector.

6.218.2.5 reference_type

```
template<typename Component >  
using ECS::SparseArray< Component >::reference_type = value_type&
```

Type for the value reference.

6.218.2.6 size_type

```
template<typename Component >
using ECS::SparseArray< Component >::size_type = typename container_t::size_type
```

Type for the size of the vector.

6.218.2.7 value_type

```
template<typename Component >
using ECS::SparseArray< Component >::value_type = std::shared_ptr<Component>
```

Type of a Component in the vector.

6.218.3 Constructor & Destructor Documentation

6.218.3.1 SparseArray() [1/3]

```
template<typename Component >
ECS::SparseArray< Component >::SparseArray ( ) [default]
```

Construct a new [SparseArray](#) object.

6.218.3.2 SparseArray() [2/3]

```
template<typename Component >
ECS::SparseArray< Component >::SparseArray (
    SparseArray< Component > const & other ) [inline]
```

Construct a new [SparseArray](#) object. It's a copy constructor.

Parameters

<i>other</i>	SparseArray to copy.

6.218.3.3 SparseArray() [3/3]

```
template<typename Component >
ECS::SparseArray< Component >::SparseArray (
    SparseArray< Component > && other ) [inline], [noexcept]
```

Construct a new [SparseArray](#) object. It's a move constructor.

Parameters

<i>other</i>	SparseArray to move.

6.218.3.4 ~SparseArray()

```
template<typename Component >
ECS::SparseArray< Component >::~~SparseArray ( ) [default]
```

Destroy the [SparseArray](#) object.

6.218.4 Member Function Documentation

6.218.4.1 begin() [1/2]

```
template<typename Component >
iterator ECS::SparseArray< Component >::begin ( ) [inline]
```

Returns a read/write iterator that points to the first element in the sparseArray. Iteration is done in ordinary element order.

Returns

iterator.

6.218.4.2 begin() [2/2]

```
template<typename Component >
const\_iterator ECS::SparseArray< Component >::begin ( ) const [inline]
```

Returns a read/write iterator that points to the first element in the sparseArray. Iteration is done in ordinary element order.

Returns

const_iterator.

6.218.4.3 cbegin()

```
template<typename Component >
const_iterator ECS::SparseArray< Component >::cbegin ( ) const [inline]
```

Returns a read-only (constant) iterator that points to the first element in the sparseArray. Iteration is done in ordinary element order.

Returns

const_iterator.

6.218.4.4 cend()

```
template<typename Component >
const_iterator ECS::SparseArray< Component >::cend ( ) const [inline]
```

Returns a read-only (constant) iterator that points one past the last element in the sparseArray. Iteration is done in ordinary element order.

Returns

const_iterator.

6.218.4.5 emplace_at()

```
template<typename Component >
template<class... Params>
reference_type ECS::SparseArray< Component >::emplace_at (
    size_type pos,
    Params &&... params ) [inline]
```

Emplaces a new component at the specified index.

Parameters

<i>pos</i>	Index to insert element.

Template Parameters

<i>Params</i>	Parameters to pass to the component's constructor.

Returns

reference_type Reference to the new component.

6.218.4.6 end() [1/2]

```
template<typename Component >
iterator ECS::SparseArray< Component >::end ( ) [inline]
```

Returns a read/write iterator that points one past the last element in the sparseArray. Iteration is done in ordinary element order.

Returns

iterator.

6.218.4.7 end() [2/2]

```
template<typename Component >
const_iterator ECS::SparseArray< Component >::end ( ) const [inline]
```

Returns a read/write iterator that points one past the last element in the sparseArray. Iteration is done in ordinary element order.

Returns

const_iterator.

6.218.4.8 erase()

```
template<typename Component >
void ECS::SparseArray< Component >::erase (
    size_type pos ) [inline]
```

Erases the element at the specified index.

6.218.4.9 get_index()

```
template<typename Component >
size_type ECS::SparseArray< Component >::get_index (
    const value_type & value ) const [inline]
```

Finds the index of the given component.

Parameters

<i>value</i>	The shared pointer to search for.

Returns

size_type Index of the component, or -1 if not found.

6.218.4.10 insert_at()

```
template<typename Component >
reference_type ECS::SparseArray< Component >::insert_at (
    size_type pos,
    value_type component ) [inline]
```

Inserts a shared_ptr to the component at the specified index.

Parameters

<i>pos</i>	Index to insert element.
<i>component</i>	Shared pointer to the component to insert.

Returns

reference_type Reference to the new component.

6.218.4.11 operator=() [1/2]

```
template<typename Component >
SparseArray& ECS::SparseArray< Component >::operator= (
    SparseArray< Component > && other ) [inline], [noexcept]
```

Move assignment operator.

Parameters

<i>other</i>	SparseArray to move.

Returns

SparseArray& this

6.218.4.12 operator=() [2/2]

```
template<typename Component >
SparseArray& ECS::SparseArray< Component >::operator= (
    SparseArray< Component > const & other ) [inline]
```

Copy assignment operator.

Parameters

<i>other</i>	SparseArray to copy.

Returns

[SparseArray](#)& this

6.218.4.13 operator[]() [1/2]

```
template<typename Component >
reference_type ECS::SparseArray< Component >::operator[] (
    size_type idx ) [inline]
```

Get the reference of a value stored in the [SparseArray](#).

Parameters

<i>idx</i>	Index in the SparseArray .

Returns

reference_type Reference to the value stored at the index.

6.218.4.14 operator[]() [2/2]

```
template<typename Component >
const_reference_type ECS::SparseArray< Component >::operator[] (
    size_type idx ) const [inline]
```

Get the const reference of a value stored in the [SparseArray](#).

Parameters

<i>idx</i>	Index in the SparseArray .

Returns

const_reference_type Const reference to the value stored at the index.

6.218.4.15 size()

```
template<typename Component >  
size_type ECS::SparseArray< Component >::size ( ) const [inline]
```

Returns the number of elements in the sparseArray.

Returns

size_type of the sparseArray.

6.218.5 Member Data Documentation**6.218.5.1 _data**

```
template<typename Component >  
container_t ECS::SparseArray< Component >::_data [private]
```

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

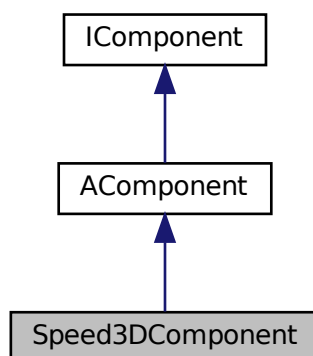
- </home/runner/work/R-Type/R-Type/Engine/Ecs/Src/SparseArray.hpp>

6.219 Speed3DComponent Class Reference

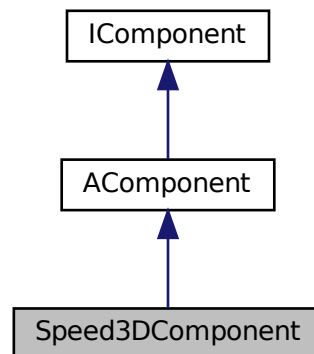
Component Speed3D for R-Type Game.

```
#include <Speed3DComponent.hpp>
```

Inheritance diagram for Speed3DComponent:



Collaboration diagram for Speed3DComponent:



Public Member Functions

- [Speed3DComponent](#) (float [speedX](#)=0, float [speedY](#)=0, float [speedZ](#)=0)
Construct a new Speed3D Component object.

Public Attributes

- float [speedX](#)
- float [speedY](#)
- float [speedZ](#)
- std::chrono::high_resolution_clock::time_point [frameRate](#)

6.219.1 Detailed Description

Component Speed3D for R-Type Game.

6.219.2 Constructor & Destructor Documentation

6.219.2.1 Speed3DComponent()

```
Speed3DComponent::Speed3DComponent (
    float speedX = 0,
    float speedY = 0,
    float speedZ = 0 )
```

Construct a new Speed3D Component object.

Parameters

<i>speedX</i>	Speed X.
<i>speedY</i>	speed Y.
<i>speedZ</i>	speed Z.

6.219.3 Member Data Documentation

6.219.3.1 frameRate

`std::chrono::high_resolution_clock::time_point Speed3DComponent::frameRate`

6.219.3.2 speedX

`float Speed3DComponent::speedX`

6.219.3.3 speedY

`float Speed3DComponent::speedY`

6.219.3.4 speedZ

`float Speed3DComponent::speedZ`

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

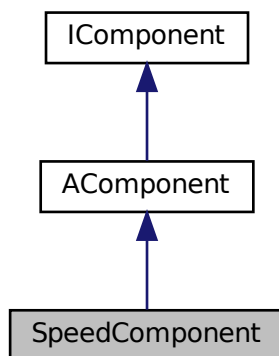
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Speed3D/Speed3DComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Speed3D/Speed3DComponent.cpp](#)

6.220 SpeedComponent Class Reference

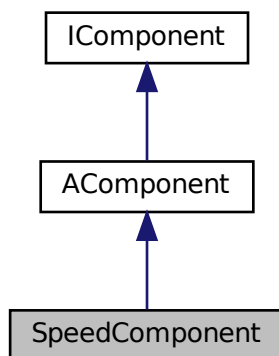
Component Speed for R-Type Game.

```
#include <SpeedComponent.hpp>
```

Inheritance diagram for SpeedComponent:



Collaboration diagram for SpeedComponent:



Public Member Functions

- [SpeedComponent](#) (std::size_t speedX=1, std::size_t speedY=1)
Construct a new Speed Component object.

Public Attributes

- `std::size_t` [speedX](#)
- `std::size_t` [speedY](#)
- `std::chrono::high_resolution_clock::time_point` [frameRate](#)

6.220.1 Detailed Description

Component Speed for R-Type Game.

6.220.2 Constructor & Destructor Documentation

6.220.2.1 SpeedComponent()

```
SpeedComponent::SpeedComponent (
    std::size_t speedX = 1,
    std::size_t speedY = 1 )
```

Construct a new Speed Component object.

Parameters

<i>speedX</i>	Speed X.
<i>speedY</i>	speed Y.

6.220.3 Member Data Documentation

6.220.3.1 frameRate

```
std::chrono::high_resolution_clock::time_point SpeedComponent::frameRate
```

6.220.3.2 speedX

```
std::size_t SpeedComponent::speedX
```

6.220.3.3 speedY

```
std::size_t SpeedComponent::speedY
```

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

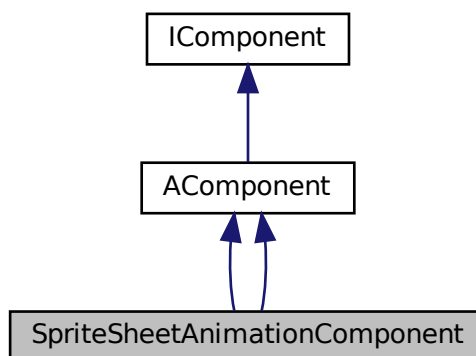
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Speed/[SpeedComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Speed/[SpeedComponent.cpp](#)

6.221 SpriteSheetAnimationComponent Class Reference

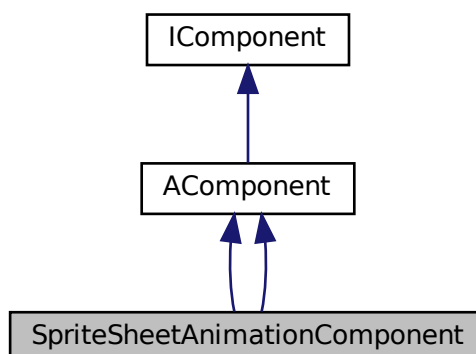
Component for handling sprite sheet animations in the graphical engine. (inherits [IComponent](#))

```
#include <SpriteSheetAnimationComponent.hpp>
```

Inheritance diagram for SpriteSheetAnimationComponent:



Collaboration diagram for SpriteSheetAnimationComponent:



Public Member Functions

- [SpriteSheetAnimationComponent](#) (std::size_t [nbFrame](#)=1, float [timeFrame](#)=0.5, float [vx](#)=0, float [vy](#)=0, float [startX](#)=0, float [startY](#)=0, bool [reverseMod](#)=false)

Construct a new Animation Component object.

Public Attributes

- std::size_t [nbFrame](#)
- std::chrono::time_point< std::chrono::high_resolution_clock > [timeElapsed](#)
- float [timeFrame](#)
- float [vx](#)
- float [vy](#)
- float [startX](#)
- float [startY](#)
- std::size_t [currentFrame](#)
- bool [reverseMod](#)

6.221.1 Detailed Description

Component for handling sprite sheet animations in the graphical engine. (inherits [IComponent](#))

This component is used to store and manage animations within the graphical engine.

6.221.2 Constructor & Destructor Documentation

6.221.2.1 SpriteSheetAnimationComponent()

```
SpriteSheetAnimationComponent::SpriteSheetAnimationComponent (
    std::size_t nbFrame = 1,
    float timeFrame = 0.5,
    float vx = 0,
    float vy = 0,
    float startX = 0,
    float startY = 0,
    bool reverseMod = false )
```

Construct a new Animation Component object.

Parameters

<i>text</i>	Initial text content (default is an empty string).

6.221.3 Member Data Documentation

6.221.3.1 currentFrame

`std::size_t SpriteSheetAnimationComponent::currentFrame`

6.221.3.2 nbFrame

`std::size_t SpriteSheetAnimationComponent::nbFrame`

6.221.3.3 reverseMod

`bool SpriteSheetAnimationComponent::reverseMod`

6.221.3.4 startX

`float SpriteSheetAnimationComponent::startX`

6.221.3.5 startY

`float SpriteSheetAnimationComponent::startY`

6.221.3.6 timeElapsed

`std::chrono::time_point<std::chrono::high_resolution_clock> SpriteSheetAnimationComponent↵
::timeElapsed`

6.221.3.7 timeFrame

`float SpriteSheetAnimationComponent::timeFrame`

6.221.3.8 vx

```
float SpriteSheetAnimationComponent::vx
```

6.221.3.9 vy

```
float SpriteSheetAnimationComponent::vy
```

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

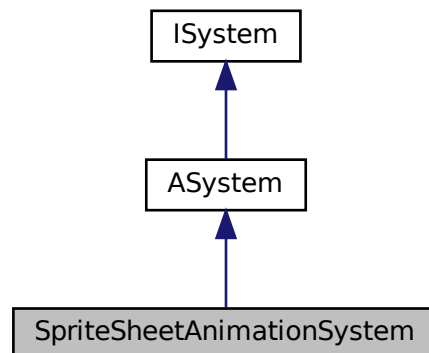
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/SpriteSheetAnimation/[SpriteSheetAnimationComponent.cpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/SpriteSheetAnimation/[SpriteSheetAnimationComponent.hpp](#)

6.222 SpriteSheetAnimationSystem Class Reference

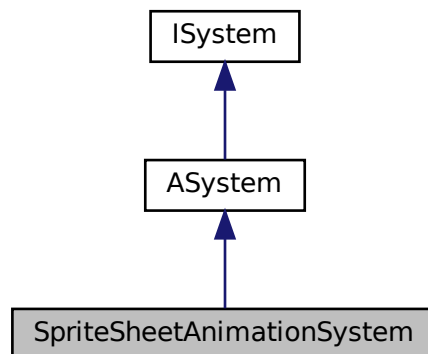
System to handle sprite sheet animation.

```
#include <SpriteSheetAnimationSystem.hpp>
```

Inheritance diagram for SpriteSheetAnimationSystem:



Collaboration diagram for SpriteSheetAnimationSystem:



Public Member Functions

- [SpriteSheetAnimationSystem](#) ()
Construct a new SpriteSheetAnimation System object.
- [~SpriteSheetAnimationSystem](#) ()=default
Destroy the SpriteSheetAnimation System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.

Private Member Functions

- `void` [_spriteSheetAnimation](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.222.1 Detailed Description

System to handle sprite sheet animation.

6.222.2 Constructor & Destructor Documentation

6.222.2.1 SpriteSheetAnimationSystem()

```
SpriteSheetAnimationSystem::SpriteSheetAnimationSystem ( )
```

Construct a new SpriteSheetAnimation System object.

6.222.2.2 ~SpriteSheetAnimationSystem()

```
SpriteSheetAnimationSystem::~~SpriteSheetAnimationSystem ( ) [default]
```

Destroy the SpriteSheetAnimation System object.

6.222.3 Member Function Documentation

6.222.3.1 _spriteSheetAnimation()

```
void SpriteSheetAnimationSystem::_spriteSheetAnimation (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.222.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> SpriteSheetAnimationSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

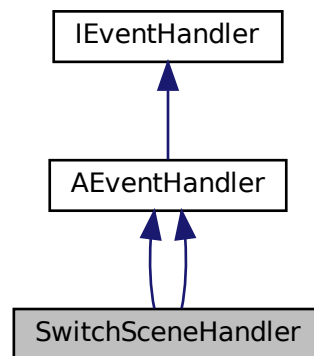
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/SpriteSheetAnimation/SpriteSheetAnimationSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/SpriteSheetAnimation/SpriteSheetAnimationSystem.cpp](#)

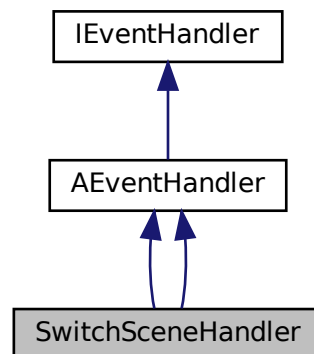
6.223 SwitchSceneHandler Class Reference

```
#include <SwitchSceneHandler.hpp>
```

Inheritance diagram for SwitchSceneHandler:



Collaboration diagram for SwitchSceneHandler:



Public Member Functions

- [SwitchSceneHandler](#) (std::string eventType="")
Construct a new [SwitchSceneHandler](#) object.
- [~SwitchSceneHandler](#) ()=default
Destroy the [SwitchSceneHandler](#) object.

- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.
- [SwitchSceneHandler](#) (std::string eventType="")
Construct a new [SwitchSceneHandler](#) object.
- [~SwitchSceneHandler](#) ()=default
Destroy the [SwitchSceneHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.223.1 Constructor & Destructor Documentation

6.223.1.1 SwitchSceneHandler() [1/2]

```
SwitchSceneHandler::SwitchSceneHandler (
    std::string eventType = "" )
```

Construct a new [SwitchSceneHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.223.1.2 ~SwitchSceneHandler() [1/2]

```
SwitchSceneHandler::~SwitchSceneHandler ( ) [default]
```

Destroy the [SwitchSceneHandler](#) object.

6.223.1.3 SwitchSceneHandler() [2/2]

```
SwitchSceneHandler::SwitchSceneHandler (
    std::string eventType = "" )
```

Construct a new [SwitchSceneHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.223.1.4 ~SwitchSceneHandler() [2/2]

```
SwitchSceneHandler::~~SwitchSceneHandler ( )    [default]
```

Destroy the [SwitchSceneHandler](#) object.

6.223.2 Member Function Documentation**6.223.2.1 processEvent() [1/2]**

```
bool SwitchSceneHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib )    [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

6.223.2.2 processEvent() [2/2]

```
bool SwitchSceneHandler::processEvent (
    std::shared_ptr< IEvent > event,
```

```
std::shared_ptr< SceneManager::ISceneManager > sceneManager,  
std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,  
std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

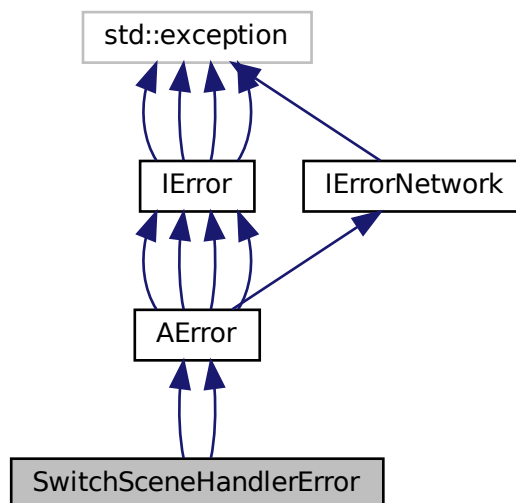
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/SwitchScene/[SwitchSceneHandler.hpp](#)
- /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/SwitchScene/[SwitchSceneHandler.cpp](#)

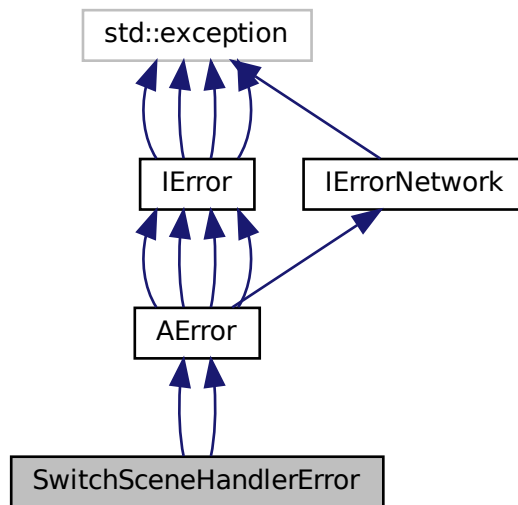
6.224 SwitchSceneHandlerError Class Reference

```
#include <SwitchSceneHandler.hpp>
```

Inheritance diagram for SwitchSceneHandlerError:



Collaboration diagram for SwitchSceneHandlerError:



Public Member Functions

- [SwitchSceneHandlerError](#) (std::string message)
Construct a new [SwitchSceneHandlerError](#) object.
- [SwitchSceneHandlerError](#) (std::string message)
Construct a new [SwitchSceneHandlerError](#) object.

6.224.1 Constructor & Destructor Documentation

6.224.1.1 SwitchSceneHandlerError() [1/2]

```
SwitchSceneHandlerError::SwitchSceneHandlerError (
    std::string message ) [inline]
```

Construct a new [SwitchSceneHandlerError](#) object.

Parameters

<i>message</i>	Message

6.224.1.2 SwitchSceneHandlerError() [2/2]

```
SwitchSceneHandlerError::SwitchSceneHandlerError (
    std::string message ) [inline]
```

Construct a new [SwitchSceneHandlerError](#) object.

Parameters

<i>message</i>	Message

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

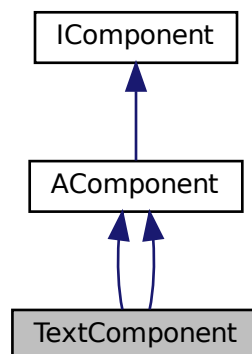
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/SwitchScene/SwitchSceneHandler.hpp](#)

6.225 TextComponent Class Reference

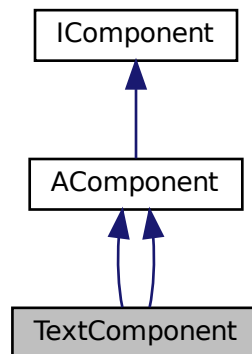
Component for handling text in the graphical engine. (inherits [IComponent](#))

```
#include <TextComponent.hpp>
```

Inheritance diagram for TextComponent:



Collaboration diagram for TextComponent:



Public Member Functions

- `TextComponent` (std::string `text`="")
Construct a new Text Component object.

Public Attributes

- std::string `text`

6.225.1 Detailed Description

Component for handling text in the graphical engine. (inherits `IComponent`)

This component is used to store and manage text entities within the graphical engine.

6.225.2 Constructor & Destructor Documentation

6.225.2.1 TextComponent()

```
TextComponent::TextComponent (
    std::string text = "" )
```

Construct a new Text Component object.

Parameters

<i>text</i>	Initial text content (default is an empty string).

6.225.3 Member Data Documentation

6.225.3.1 text

```
std::string TextComponent::text
```

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

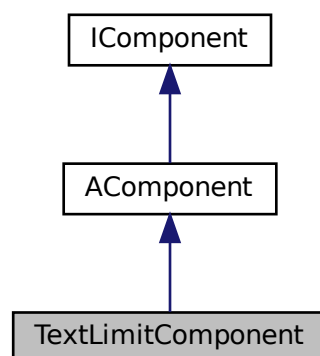
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Text/[TextComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Text/[TextComponent.cpp](#)

6.226 TextLimitComponent Class Reference

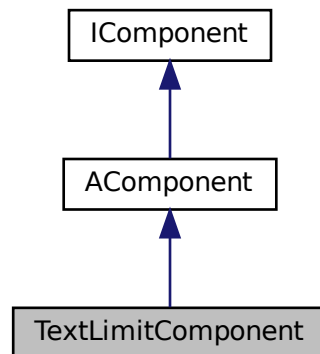
[TextLimitComponent](#) class, used to limit the number of characters in a text.

```
#include <TextLimitComponent.hpp>
```

Inheritance diagram for TextLimitComponent:



Collaboration diagram for TextLimitComponent:



Public Member Functions

- [TextLimitComponent](#) (std::size_t limit)
Construct a new Text Limit Component object.
- [~TextLimitComponent](#) ()=default
Destroy the Text Limit Component object.

Public Attributes

- std::size_t limit

6.226.1 Detailed Description

[TextLimitComponent](#) class, used to limit the number of characters in a text.

6.226.2 Constructor & Destructor Documentation

6.226.2.1 TextLimitComponent()

```
TextLimitComponent::TextLimitComponent (
    std::size_t limit )
```

Construct a new Text Limit Component object.

Parameters

<i>limit</i>	

6.226.2.2 ~TextLimitComponent()

```
TextLimitComponent::~~TextLimitComponent ( ) [default]
```

Destroy the Text Limit Component object.

6.226.3 Member Data Documentation

6.226.3.1 limit

```
std::size_t TextLimitComponent::limit
```

The limit of characters in the text

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

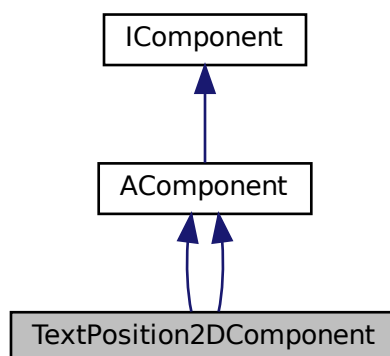
- </home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TextLimit/TextLimitComponent.hpp>
- </home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TextLimit/TextLimitComponent.cpp>

6.227 TextPosition2DComponent Class Reference

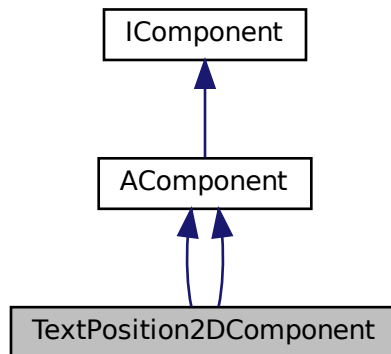
Component Text Position 2D for the graphical engine. (inherits [IComponent](#))

```
#include <TextPosition2DComponent.hpp>
```

Inheritance diagram for TextPosition2DComponent:



Collaboration diagram for TextPosition2DComponent:



Public Member Functions

- [TextPosition2DComponent](#) (int *x*=0, int *y*=0)
Construct a new Position 2D Component object.

Public Attributes

- int *x*
- int *y*

6.227.1 Detailed Description

Component Text Position 2D for the graphical engine. (inherits [IComponent](#))

We use this component to store the position of a text in 2D.

6.227.2 Constructor & Destructor Documentation

6.227.2.1 TextPosition2DComponent()

```
TextPosition2DComponent::TextPosition2DComponent (
    int x = 0,
    int y = 0 )
```

Construct a new Position 2D Component object.

Parameters

<i>x</i>	Initial x position (default is 0).
<i>y</i>	Initial y position (default is 0).

6.227.3 Member Data Documentation**6.227.3.1 x**

```
int TextPosition2DComponent::x
```

6.227.3.2 y

```
int TextPosition2DComponent::y
```

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

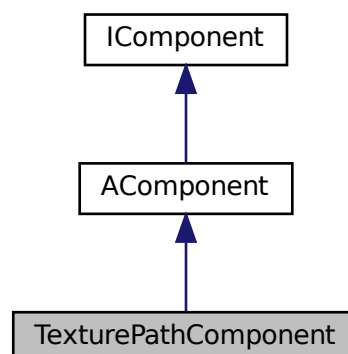
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TextPosition2D/TextPosition2DComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TextPosition2D/TextPosition2DComponent.cpp](#)

6.228 TexturePathComponent Class Reference

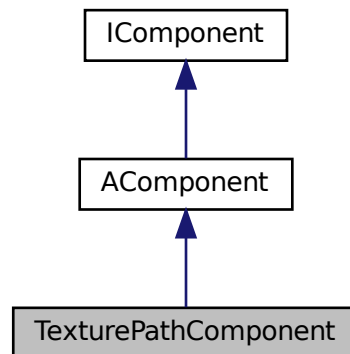
Component for handling paths in the graphical engine.

```
#include <TexturePathComponent.hpp>
```

Inheritance diagram for TexturePathComponent:



Collaboration diagram for TexturePathComponent:



Public Member Functions

- [TexturePathComponent](#) (std::string Path="")
Construct a new [TexturePathComponent](#) object.

Public Attributes

- std::string [path](#)

6.228.1 Detailed Description

Component for handling paths in the graphical engine.

This component is used to store and manage one obj path for the graphical engine.

6.228.2 Constructor & Destructor Documentation

6.228.2.1 TexturePathComponent()

```
TexturePathComponent::TexturePathComponent (
    std::string Path = "" )
```

Construct a new [TexturePathComponent](#) object.

Parameters

<i>Path</i>	Initial path to the font file (default is an empty string).

6.228.3 Member Data Documentation

6.228.3.1 path

```
std::string TexturePathComponent::path
```

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

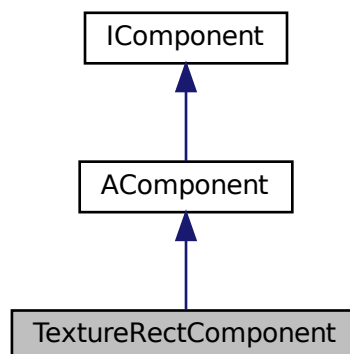
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TexturePath/[TexturePathComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TexturePath/[TexturePathComponent.cpp](#)

6.229 TextureRectComponent Class Reference

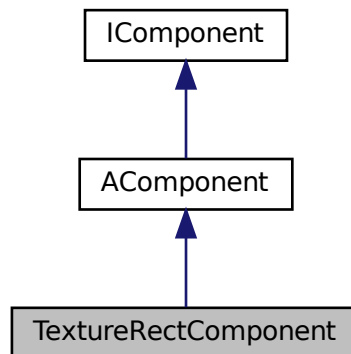
Component for handling Texture Rect in the graphical engine.

```
#include <TextureRectComponent.hpp>
```

Inheritance diagram for TextureRectComponent:



Collaboration diagram for TextureRectComponent:



Public Member Functions

- [TextureRectComponent](#) (std::string Path="", float [left](#)=0, float [top](#)=0, float [width](#)=0, float [height](#)=0)
Construct a new [TextureRectComponent](#) object.

Public Attributes

- std::string [path](#)
- float [left](#)
- float [top](#)
- float [width](#)
- float [height](#)

6.229.1 Detailed Description

Component for handling Texture Rect in the graphical engine.

This component is used to store and manage texture rect for the graphical engine.

6.229.2 Constructor & Destructor Documentation

6.229.2.1 TextureRectComponent()

```
TextureRectComponent::TextureRectComponent (
    std::string Path = "",
    float left = 0,
    float top = 0,
    float width = 0,
    float height = 0 )
```

Construct a new [TextureRectComponent](#) object.

Parameters

<i>Path</i>	Initial path to the font file (default is an empty string).
<i>left</i>	Left coordinate of the rectangle.
<i>top</i>	Top coordinate of the rectangle.
<i>width</i>	Width of the rectangle.
<i>height</i>	Height of the rectangle.

6.229.3 Member Data Documentation**6.229.3.1 height**

```
float TextureRectComponent::height
```

6.229.3.2 left

```
float TextureRectComponent::left
```

6.229.3.3 path

```
std::string TextureRectComponent::path
```

6.229.3.4 top

```
float TextureRectComponent::top
```

6.229.3.5 width

```
float TextureRectComponent::width
```

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

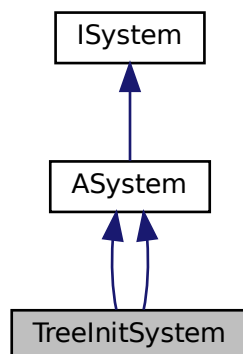
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TextureRect/TextureRectComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TextureRect/TextureRectComponent.cpp](#)

6.230 TreeInitSystem Class Reference

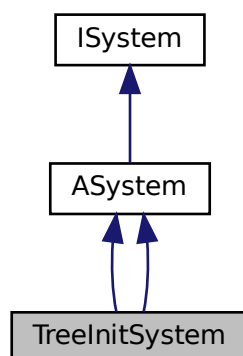
Initialize a tree entity.

```
#include <TreesInitSystem.hpp>
```

Inheritance diagram for TreeInitSystem:



Collaboration diagram for TreeInitSystem:



Public Member Functions

- [TreeInitSystem](#) ()
Construct a new Tree Init System object.
- [~TreeInitSystem](#) ()=default

- Destroy the Tree Init System object.*

 - `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`

Get the Function object.
- `TreeInitSystem ()`

Construct a new Tree Init System object.
- `~TreeInitSystem ()=default`

Destroy the Tree Init System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction ()`

Get the Function object.

Private Member Functions

- `void _initTree (ECS::Registry &reg, int idxPacketEntities)`
- `void _initTree (ECS::Registry &reg, int idxPacketEntities)`

6.230.1 Detailed Description

Initialize a tree entity.

6.230.2 Constructor & Destructor Documentation

6.230.2.1 TreeInitSystem() [1/2]

```
TreeInitSystem::TreeInitSystem ( )
```

Construct a new Tree Init System object.

6.230.2.2 ~TreeInitSystem() [1/2]

```
TreeInitSystem::~~TreeInitSystem ( ) [default]
```

Destroy the Tree Init System object.

6.230.2.3 TreeInitSystem() [2/2]

```
TreeInitSystem::TreeInitSystem ( )
```

Construct a new Tree Init System object.

6.230.2.4 ~TreeInitSystem() [2/2]

```
TreeInitSystem::~~TreeInitSystem ( ) [default]
```

Destroy the Tree Init System object.

6.230.3 Member Function Documentation

6.230.3.1 _initTree() [1/2]

```
void TreeInitSystem::_initTree (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.230.3.2 _initTree() [2/2]

```
void TreeInitSystem::_initTree (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.230.3.3 getFunction() [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> TreeInitSystem::getFunction ( )
[inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

6.230.3.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> TreeInitSystem::getFunction ( )  
[inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

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

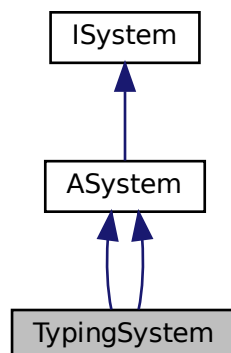
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/RestartTrees/TreesInitSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/RestartTrees/TreesInitSystem.cpp](#)

6.231 TypingSystem Class Reference

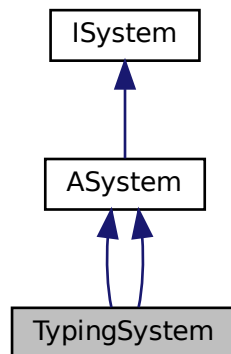
System to handle typing.

```
#include <TypingSystem.hpp>
```

Inheritance diagram for TypingSystem:



Collaboration diagram for TypingSystem:



Public Member Functions

- [TypingSystem](#) ()
Construct a new Typing System object.
- [~TypingSystem](#) ()=default
Destroy the Typing System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.
- [TypingSystem](#) ()
Construct a new Typing System object.
- [~TypingSystem](#) ()=default
Destroy the Typing System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()
Get the Function object.

Private Member Functions

- `void` [_handleTyping](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- `bool` [_isKeyPrintable](#) (size_t input)
Check if the key is printable.
- `void` [_handleTyping](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- `bool` [_isKeyPrintable](#) (size_t input)
Check if the key is printable.

6.231.1 Detailed Description

System to handle typing.

6.231.2 Constructor & Destructor Documentation

6.231.2.1 TypingSystem() [1/2]

```
TypingSystem::TypingSystem ( )
```

Construct a new Typing System object.

6.231.2.2 ~TypingSystem() [1/2]

```
TypingSystem::~~TypingSystem ( ) [default]
```

Destroy the Typing System object.

6.231.2.3 TypingSystem() [2/2]

```
TypingSystem::TypingSystem ( )
```

Construct a new Typing System object.

6.231.2.4 ~TypingSystem() [2/2]

```
TypingSystem::~~TypingSystem ( ) [default]
```

Destroy the Typing System object.

6.231.3 Member Function Documentation

6.231.3.1 _handleTyping() [1/2]

```
void TypingSystem::_handleTyping (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.231.3.2 _handleTyping() [2/2]

```
void TypingSystem::_handleTyping (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.231.3.3 _isKeyPrintable() [1/2]

```
bool TypingSystem::_isKeyPrintable (
    size_t input ) [private]
```

Check if the key is printable.

Parameters

<i>input</i>	The input to check.

Returns

true if the key is printable.
false if the key is not printable.

6.231.3.4 _isKeyPrintable() [2/2]

```
bool TypingSystem::_isKeyPrintable (
    size_t input ) [private]
```

Check if the key is printable.

Parameters

<i>input</i>	The input to check.

Returns

true if the key is printable.
false if the key is not printable.

6.231.3.5 getFunction() [1/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> TypingSystem::getFunction ( )
[inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.231.3.6 `getFunction()` [2/2]

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> TypingSystem::getFunction ( )
[inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

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

- `/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/Typing/TypingSystem.hpp`
- `/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/Typing/TypingSystem.cpp`

6.232 `ABINetwork::UDPPacket` Class Reference

```
#include <UDPPacket.hpp>
```

Public Member Functions

- [UDPPacket](#) (const std::string &packetData)
Construct a new [UDPPacket](#) object.
- uint8_t [getVersion](#) (void) const
Get the Version Type object.
- uint8_t [getMessageType](#) (void) const
Get the Message Type object.
- uint16_t [getMessageID](#) (void) const
Get the Message ID object.
- uint32_t [getToken](#) (void) const
Get the Token object.
- uint32_t [getPayloadLength](#) (void) const
Get the Payload Length object.
- const std::vector< uint8_t > & [getPayload](#) (void) const
Get the Payload object.
- uint16_t [getChecksum](#) (void) const
Get the Checksum object.
- bool [validateChecksum](#) (void)
Function to validate if the checksum in the packet is right.
- void [displayPacket](#) (void)
Display all objects of the packet.

Private Attributes

- [uint8_t _version](#)
- [uint8_t _messageType](#)
- [uint16_t _messageID](#)
- [uint32_t _token](#)
- [uint32_t _payloadLength](#)
- [std::vector< uint8_t > _payload](#)
- [uint16_t _checksum](#)

6.232.1 Constructor & Destructor Documentation

6.232.1.1 UDPPacket()

```
ABINetwork::UDPPacket::UDPPacket (
    const std::string & packetData )
```

Construct a new [UDPPacket](#) object.

Parameters

<i>packetData</i>	The packet receive on the server.

6.232.2 Member Function Documentation

6.232.2.1 displayPacket()

```
void ABINetwork::UDPPacket::displayPacket (
    void )
```

Display all objects of the packet.

6.232.2.2 getChecksum()

```
uint16_t ABINetwork::UDPPacket::getChecksum (
    void ) const
```

Get the Checksum object.

Returns

[uint16_t](#) Checksum inserted in the packet.

6.232.2.3 getMessageID()

```
uint16_t ABINetwork::UDPPacket::getMessageID (
    void ) const
```

Get the Message ID object.

Returns

uint16_t MessageID inserted in the packet.

6.232.2.4 getMessageType()

```
uint8_t ABINetwork::UDPPacket::getMessageType (
    void ) const
```

Get the Message Type object.

Returns

uint8_t MessageType inserted in the packet.

6.232.2.5 getPayload()

```
const std::vector< uint8_t > & ABINetwork::UDPPacket::getPayload (
    void ) const
```

Get the Payload object.

Returns

const std::vector<uint8_t>& Payload inserted in the packet.

6.232.2.6 getPayloadLength()

```
uint32_t ABINetwork::UDPPacket::getPayloadLength (
    void ) const
```

Get the Payload Length object.

Returns

uint32_t PayloadLenght inserted in the packet.

6.232.2.7 getToken()

```
uint32_t ABINetwork::UDPPacket::getToken (
    void ) const
```

Get the Token object.

Returns

uint32_t Token inserted in the packet.

6.232.2.8 getVersion()

```
uint8_t ABINetwork::UDPPacket::getVersion (
    void ) const
```

Get the Version Type object.

Returns

uint8_t The version inserted in the packet.

6.232.2.9 validateChecksum()

```
bool ABINetwork::UDPPacket::validateChecksum (
    void )
```

Function to validate if the checksum in the packet is right.

Returns

true If checksum is good.

false If checksum isn't good.

6.232.3 Member Data Documentation

6.232.3.1 _checksum

```
uint16_t ABINetwork::UDPPacket::_checksum [private]
```

6.232.3.2 `_messageID`

```
uint16_t ABINetwork::UDPPacket::_messageID [private]
```

6.232.3.3 `_messageType`

```
uint8_t ABINetwork::UDPPacket::_messageType [private]
```

6.232.3.4 `_payload`

```
std::vector<uint8_t> ABINetwork::UDPPacket::_payload [private]
```

6.232.3.5 `_payloadLength`

```
uint32_t ABINetwork::UDPPacket::_payloadLength [private]
```

6.232.3.6 `_token`

```
uint32_t ABINetwork::UDPPacket::_token [private]
```

6.232.3.7 `_version`

```
uint8_t ABINetwork::UDPPacket::_version [private]
```

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

- [/home/runner/work/R-Type/R-Type/Network/Messages/UDPPacket/UDPPacket.hpp](#)
- [/home/runner/work/R-Type/R-Type/Network/Messages/UDPPacket/UDPPacket.cpp](#)

6.233 UpdateComponent Class Reference

Messages that can be sent over a network for chatBox.

```
#include <UpdateComponent.hpp>
```

6.233.1 Detailed Description

Messages that can be sent over a network for chatBox.

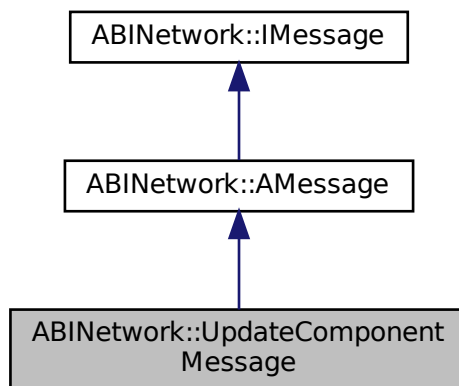
The documentation for this class was generated from the following file:

- </home/runner/work/R-Type/R-Type/Network/Messages/UpdateComponent/UpdateComponent.hpp>

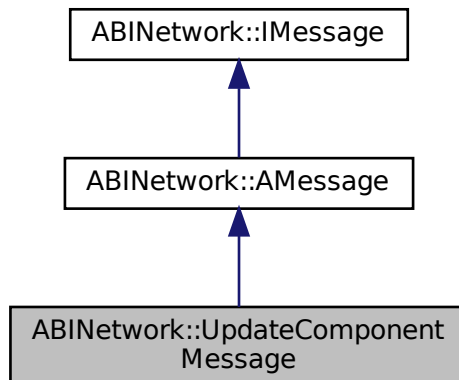
6.234 ABINetwork::UpdateComponentMessage Class Reference

```
#include <UpdateComponent.hpp>
```

Inheritance diagram for ABINetwork::UpdateComponentMessage:



Collaboration diagram for ABINetwork::UpdateComponentMessage:



Public Member Functions

- [UpdateComponentMessage](#) ()=default
Construct a new chatBox Message object.
- [~UpdateComponentMessage](#) ()=default
Destroy the chatBox Message object.
- [Payload](#) & [createUpdateComponentPayload](#) (std::string componentType, std::size_t numArgs, std::vector< std::pair< int, std::variant< int, float, std::string, bool >>> args)
Create a Update Component Payload object.
- std::pair< std::string, std::vector< std::variant< int, float, std::string, bool > > > [getUpdateComponentPayload](#) ([UDPPacket](#) packet)
Create a Entity Message::get Entity Payload object.

Private Attributes

- [Payload _payload](#)

Additional Inherited Members

6.234.1 Constructor & Destructor Documentation

6.234.1.1 UpdateComponentMessage()

```
ABINetwork::UpdateComponentMessage::UpdateComponentMessage ( ) [default]
```

Construct a new chatBox Message object.

6.234.1.2 ~UpdateComponentMessage()

```
ABINetwork::UpdateComponentMessage::~~UpdateComponentMessage ( ) [default]
```

Destroy the chatBox Message object.

6.234.2 Member Function Documentation

6.234.2.1 createUpdateComponentPayload()

```
Payload & ABINetwork::UpdateComponentMessage::createUpdateComponentPayload (
    std::string componentType,
    std::size_t numArgs,
    std::vector< std::pair< int, std::variant< int, float, std::string, bool >>>
args )
```

Create a Update Component Payload object.

Parameters

<i>componentType</i>	Component type to update
<i>numArgs</i>	Number of Args in variadic.
<i>std::vector<std::pair<int,std::variant<int,float,std::string,bool>>></i>	Variadic args.

Returns

Payload& Payload created.

6.234.2.2 getUpdateComponentPayload()

```
std::pair< std::string, std::vector< std::variant< int, float, std::string, bool > > > ABINetwork↔  
::UpdateComponentMessage::getUpdateComponentPayload (   
    UDPPacket packet )
```

Create a Entity Message::get Entity Payload object.

Parameters

<i>packet</i>	Packet receive.

Returns

std::pair<std::string, std::vector<std::variant<int, float, std::string>>> Data receive in packet payload.

6.234.3 Member Data Documentation

6.234.3.1 _payload

```
Payload ABINetwork::UpdateComponentMessage::_payload [private]
```

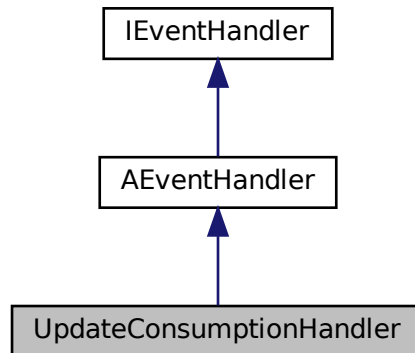
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/Network/Messages/UpdateComponent/[UpdateComponent.hpp](#)
- /home/runner/work/R-Type/R-Type/Network/Messages/UpdateComponent/[UpdateComponent.cpp](#)

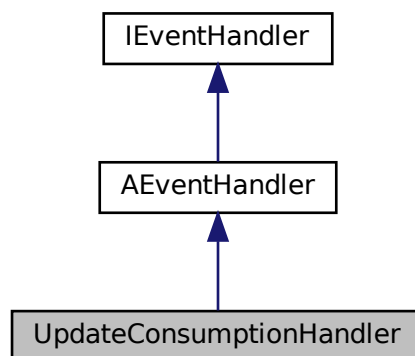
6.235 UpdateConsumptionHandler Class Reference

```
#include <UpdateConsumptionHandler.hpp>
```

Inheritance diagram for UpdateConsumptionHandler:



Collaboration diagram for UpdateConsumptionHandler:



Public Member Functions

- [UpdateConsumptionHandler](#) (std::string eventType="")
Construct a new [UpdateConsumptionHandler](#) object.
- [~UpdateConsumptionHandler](#) ()=default
Destroy the [UpdateConsumptionHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.235.1 Constructor & Destructor Documentation

6.235.1.1 UpdateConsumptionHandler()

```
UpdateConsumptionHandler::UpdateConsumptionHandler (
    std::string eventType = "" )
```

Construct a new [UpdateConsumptionHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.235.1.2 ~UpdateConsumptionHandler()

```
UpdateConsumptionHandler::~~UpdateConsumptionHandler ( ) [default]
```

Destroy the [UpdateConsumptionHandler](#) object.

6.235.2 Member Function Documentation

6.235.2.1 processEvent()

```
bool UpdateConsumptionHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

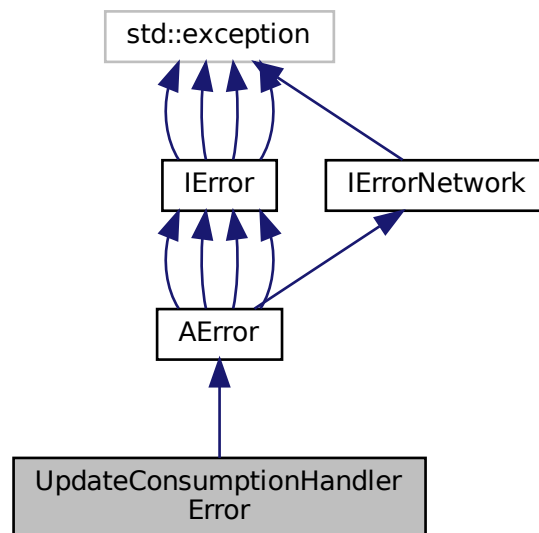
The documentation for this class was generated from the following files:

- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateConsumption/UpdateConsumptionHandler.h
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateConsumption/UpdateConsumptionHandler.cpp

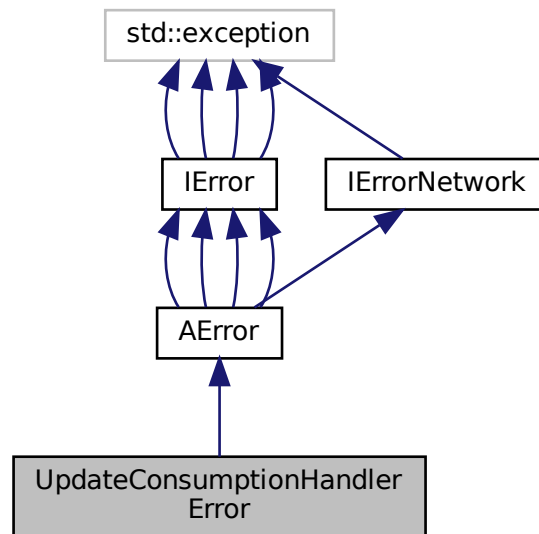
6.236 UpdateConsumptionHandlerError Class Reference

```
#include <UpdateConsumptionHandler.hpp>
```

Inheritance diagram for UpdateConsumptionHandlerError:



Collaboration diagram for UpdateConsumptionHandlerError:



Public Member Functions

- [UpdateConsumptionHandlerError](#) (std::string message)
Construct a new [UpdateConsumptionHandlerError](#) object.

6.236.1 Constructor & Destructor Documentation

6.236.1.1 UpdateConsumptionHandlerError()

```
UpdateConsumptionHandlerError::UpdateConsumptionHandlerError (
    std::string message ) [inline]
```

Construct a new [UpdateConsumptionHandlerError](#) object.

Parameters

<i>message</i>	Message

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

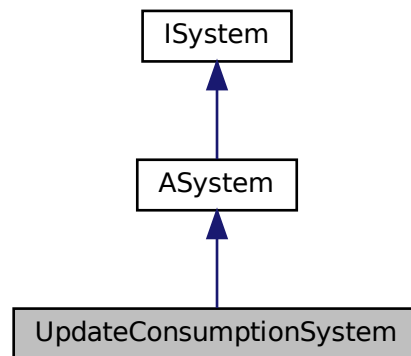
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateConsumption/[UpdateConsumptionHandler.h](#)

6.237 UpdateConsumptionSystem Class Reference

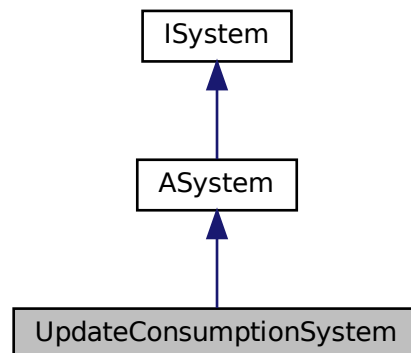
System to handle mouse events.

```
#include <UpdateConsumptionSystem.hpp>
```

Inheritance diagram for UpdateConsumptionSystem:



Collaboration diagram for UpdateConsumptionSystem:



Public Member Functions

- [UpdateConsumptionSystem \(\)](#)
Construct a new UpdateConsumption System object.
- [~UpdateConsumptionSystem \(\)=default](#)
Destroy the UpdateConsumption System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- void `_handleUpdateConsumption` (`ECS::Registry` &reg, int idxPacketEntities)

6.237.1 Detailed Description

System to handle mouse events.

6.237.2 Constructor & Destructor Documentation

6.237.2.1 UpdateConsumptionSystem()

```
UpdateConsumptionSystem::UpdateConsumptionSystem ( )
```

Construct a new UpdateConsumption System object.

6.237.2.2 ~UpdateConsumptionSystem()

```
UpdateConsumptionSystem::~~UpdateConsumptionSystem ( ) [default]
```

Destroy the UpdateConsumption System object.

6.237.3 Member Function Documentation

6.237.3.1 _handleUpdateConsumption()

```
void UpdateConsumptionSystem::_handleUpdateConsumption (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.237.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> UpdateConsumptionSystem::get↔  
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ASystem](#).

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

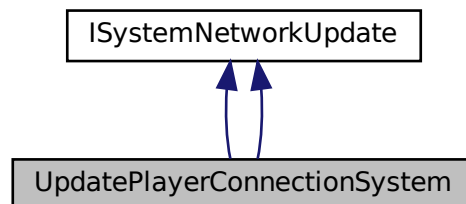
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayConsumption/[UpdateConsumptionSystem.hpp](#)
- /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayConsumption/[UpdateConsumptionSystem.cpp](#)

6.238 UpdatePlayerConnectionSystem Class Reference

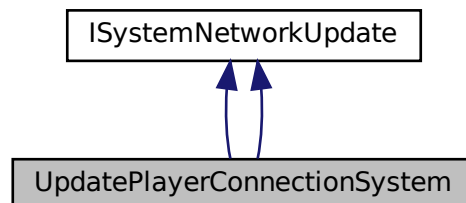
Update player connection system.

```
#include <updatePlayerConnectionSystem.hpp>
```

Inheritance diagram for UpdatePlayerConnectionSystem:



Collaboration diagram for UpdatePlayerConnectionSystem:



Public Member Functions

- [UpdatePlayerConnectionSystem](#) ()=default
Construct a new [UpdatePlayerConnectionSystem](#) System object.
- [~UpdatePlayerConnectionSystem](#) ()=default
Destroy the [UpdatePlayerConnectionSystem](#) System object.
- std::function< void([ABINetwork::UDPPacket](#), [ECS::Registry](#) &)> [getFunction](#) ()
Get the Function object.
- [UpdatePlayerConnectionSystem](#) ()=default
Construct a new [UpdatePlayerConnectionSystem](#) System object.
- [~UpdatePlayerConnectionSystem](#) ()=default
Destroy the [UpdatePlayerConnectionSystem](#) System object.
- std::function< void([ABINetwork::UDPPacket](#), [ECS::Registry](#) &)> [getFunction](#) ()
Get the Function object.

Private Member Functions

- void [_updatePlayerConnection](#) ([ABINetwork::UDPPacket](#) packet, [ECS::Registry](#) &reg)
- void [_updatePlayerConnection](#) ([ABINetwork::UDPPacket](#) packet, [ECS::Registry](#) &reg)

6.238.1 Detailed Description

Update player connection system.

6.238.2 Constructor & Destructor Documentation

6.238.2.1 UpdatePlayerConnectionSystem() [1/2]

```
UpdatePlayerConnectionSystem::UpdatePlayerConnectionSystem ( ) [default]
```

Construct a new [UpdatePlayerConnectionSystem](#) System object.

6.238.2.2 ~UpdatePlayerConnectionSystem() [1/2]

```
UpdatePlayerConnectionSystem::~~UpdatePlayerConnectionSystem ( ) [default]
```

Destroy the [UpdatePlayerConnectionSystem](#) System object.

6.238.2.3 UpdatePlayerConnectionSystem() [2/2]

```
UpdatePlayerConnectionSystem::UpdatePlayerConnectionSystem ( ) [default]
```

Construct a new [UpdatePlayerConnectionSystem](#) System object.

6.238.2.4 ~UpdatePlayerConnectionSystem() [2/2]

```
UpdatePlayerConnectionSystem::~~UpdatePlayerConnectionSystem ( ) [default]
```

Destroy the [UpdatePlayerConnectionSystem](#) System object.

6.238.3 Member Function Documentation

6.238.3.1 _updatePlayerConnection() [1/2]

```
void UpdatePlayerConnectionSystem::_updatePlayerConnection (
    ABINetwork::UDPPacket packet,
    ECS::Registry & reg ) [private]
```

6.238.3.2 _updatePlayerConnection() [2/2]

```
void UpdatePlayerConnectionSystem::_updatePlayerConnection (
    ABINetwork::UDPPacket packet,
    ECS::Registry & reg ) [private]
```

6.238.3.3 getFunction() [1/2]

```
std::function<void(ABINetwork::UDPPacket, ECS::Registry&)> UpdatePlayerConnectionSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ISystemNetworkUpdate](#).

6.238.3.4 getFunction() [2/2]

```
std::function<void(ABINetwork::UDPPacket, ECS::Registry&)> UpdatePlayerConnectionSystem::get↔  
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ISystemNetworkUpdate](#).

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

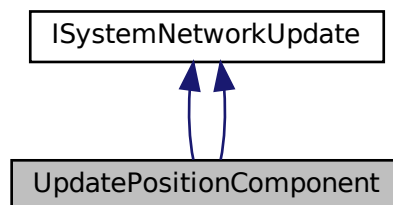
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/SystemNetworkUpdate/UpdatePlayerConnection↔
System/updatePlayerConnectionSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/SystemNetworkUpdate/UpdatePlayerConnection↔
System/updatePlayerConnectionSystem.cpp](#)

6.239 UpdatePositionComponent Class Reference

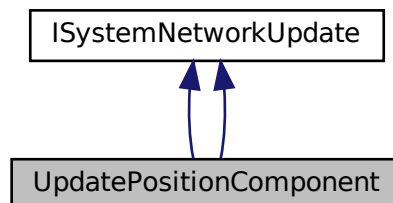
Update position system.

```
#include <updatePositionSystem.hpp>
```

Inheritance diagram for UpdatePositionComponent:



Collaboration diagram for UpdatePositionComponent:



Public Member Functions

- [UpdatePositionComponent](#) ()=default
Construct a new [UpdatePositionComponent](#) System object.
- [~UpdatePositionComponent](#) ()=default
Destroy the [UpdatePositionComponent](#) System object.
- std::function< void([ABINetwork::UDPPacket](#), [ECS::Registry](#) &)> [getFunction](#) ()
Get the Function object.
- [UpdatePositionComponent](#) ()=default
Construct a new [UpdatePositionComponent](#) System object.
- [~UpdatePositionComponent](#) ()=default
Destroy the [UpdatePositionComponent](#) System object.
- std::function< void([ABINetwork::UDPPacket](#), [ECS::Registry](#) &)> [getFunction](#) ()
Get the Function object.

Private Member Functions

- void [_updatePosition](#) ([ABINetwork::UDPPacket](#) packet, [ECS::Registry](#) &reg)
- void [_updatePosition](#) ([ABINetwork::UDPPacket](#) packet, [ECS::Registry](#) &reg)

6.239.1 Detailed Description

Update position system.

6.239.2 Constructor & Destructor Documentation

6.239.2.1 UpdatePositionComponent() [1/2]

```
UpdatePositionComponent::UpdatePositionComponent ( ) [default]
```

Construct a new [UpdatePositionComponent](#) System object.

6.239.2.2 ~UpdatePositionComponent() [1/2]

```
UpdatePositionComponent::~~UpdatePositionComponent ( ) [default]
```

Destroy the [UpdatePositionComponent](#) System object.

6.239.2.3 UpdatePositionComponent() [2/2]

```
UpdatePositionComponent::UpdatePositionComponent ( ) [default]
```

Construct a new [UpdatePositionComponent](#) System object.

6.239.2.4 ~UpdatePositionComponent() [2/2]

```
UpdatePositionComponent::~~UpdatePositionComponent ( ) [default]
```

Destroy the [UpdatePositionComponent](#) System object.

6.239.3 Member Function Documentation**6.239.3.1 _updatePosition() [1/2]**

```
void UpdatePositionComponent::_updatePosition (
    ABINetwork::UDPPacket packet,
    ECS::Registry & reg ) [private]
```

6.239.3.2 _updatePosition() [2/2]

```
void UpdatePositionComponent::_updatePosition (
    ABINetwork::UDPPacket packet,
    ECS::Registry & reg ) [private]
```

6.239.3.3 getFunction() [1/2]

```
std::function<void(ABINetwork::UDPPacket, ECS::Registry&)> UpdatePositionComponent::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ISystemNetworkUpdate](#).

6.239.3.4 `getFunction()` [2/2]

```
std::function<void(ABINetwork::UDPPacket, ECS::Registry&)> UpdatePositionComponent::get↔  
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ISystemNetworkUpdate](#).

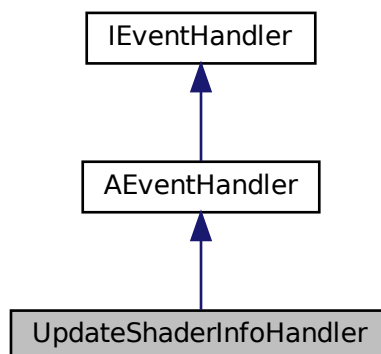
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/SystemNetworkUpdate/UpdatePosition↔
System/updatePositionSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/SystemNetworkUpdate/UpdatePosition↔
System/updatePositionSystem.cpp](#)

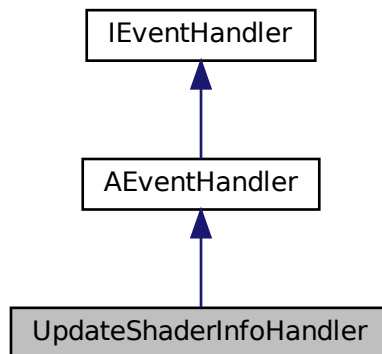
6.240 UpdateShaderInfoHandler Class Reference

```
#include <UpdateShaderInfoHandler.hpp>
```

Inheritance diagram for UpdateShaderInfoHandler:



Collaboration diagram for UpdateShaderInfoHandler:



Public Member Functions

- [UpdateShaderInfoHandler](#) (std::string eventType="")
Construct a new [UpdateShaderInfoHandler](#) object.
- [~UpdateShaderInfoHandler](#) ()=default
Destroy the [UpdateShaderInfoHandler](#) object.
- bool [processEvent](#) (std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [SceneManager::ISceneManager](#) > sceneManager, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit, std::shared_ptr< [IGraphic](#) > graphicLib) override
Process the event.

Additional Inherited Members

6.240.1 Constructor & Destructor Documentation

6.240.1.1 UpdateShaderInfoHandler()

```
UpdateShaderInfoHandler::UpdateShaderInfoHandler (
    std::string eventType = "" )
```

Construct a new [UpdateShaderInfoHandler](#) object.

Parameters

<i>eventType</i>	Event type

6.240.1.2 ~UpdateShaderInfoHandler()

UpdateShaderInfoHandler::~UpdateShaderInfoHandler () [default]

Destroy the [UpdateShaderInfoHandler](#) object.

6.240.2 Member Function Documentation

6.240.2.1 processEvent()

```
bool UpdateShaderInfoHandler::processEvent (
    std::shared_ptr< IEvent > event,
    std::shared_ptr< SceneManager::ISceneManager > sceneManager,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit,
    std::shared_ptr< IGraphic > graphicLib ) [override], [virtual]
```

Process the event.

Parameters

<i>event</i>	Event to process
<i>sceneManager</i>	Scene manager
<i>networkUnit</i>	Network unit
<i>graphicLib</i>	Graphic library

Returns

true if the event has been processed
false if the event has not been processed

Implements [AEventHandler](#).

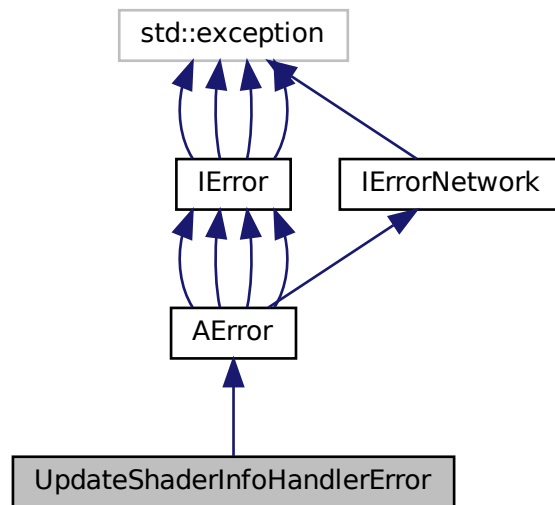
The documentation for this class was generated from the following files:

- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateShaderInfo/UpdateShaderInfoHandler.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateShaderInfo/UpdateShaderInfoHandler.cpp](#)

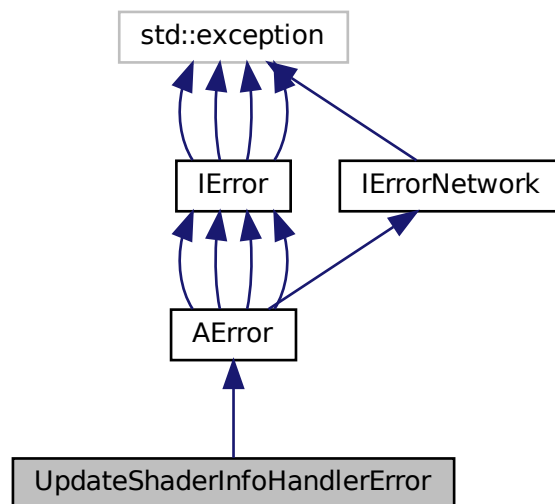
6.241 UpdateShaderInfoHandlerError Class Reference

```
#include <UpdateShaderInfoHandler.hpp>
```

Inheritance diagram for UpdateShaderInfoHandlerError:



Collaboration diagram for UpdateShaderInfoHandlerError:



Public Member Functions

- [UpdateShaderInfoHandlerError](#) (std::string message)
Construct a new [UpdateShaderInfoHandlerError](#) object.

6.241.1 Constructor & Destructor Documentation

6.241.1.1 UpdateShaderInfoHandlerError()

```
UpdateShaderInfoHandlerError::UpdateShaderInfoHandlerError (
    std::string message ) [inline]
```

Construct a new [UpdateShaderInfoHandlerError](#) object.

Parameters

<i>message</i>	Message

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

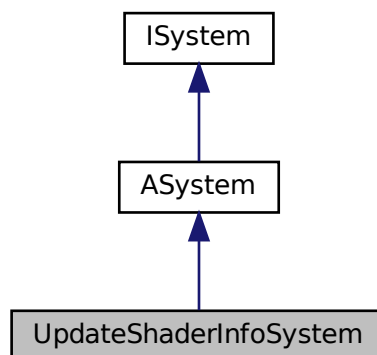
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateShaderInfo/UpdateShaderInfoHandler.hpp](#)

6.242 UpdateShaderInfoSystem Class Reference

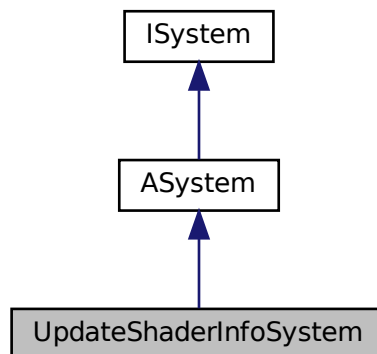
System to handle mouse events.

```
#include <UpdateShaderInfoSystem.hpp>
```

Inheritance diagram for UpdateShaderInfoSystem:



Collaboration diagram for UpdateShaderInfoSystem:



Public Member Functions

- [UpdateShaderInfoSystem \(\)](#)
Construct a new UpdateShaderInfo System object.
- [~UpdateShaderInfoSystem \(\)](#)=default
Destroy the UpdateShaderInfo System object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction \(\)](#)
Get the Function object.

Private Member Functions

- `void` [_handleUpdateShaderInfo](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

6.242.1 Detailed Description

System to handle mouse events.

6.242.2 Constructor & Destructor Documentation

6.242.2.1 UpdateShaderInfoSystem()

```
UpdateShaderInfoSystem::UpdateShaderInfoSystem ( )
```

Construct a new UpdateShaderInfo System object.

6.242.2.2 ~UpdateShaderInfoSystem()

```
UpdateShaderInfoSystem::~UpdateShaderInfoSystem ( ) [default]
```

Destroy the UpdateShaderInfo System object.

6.242.3 Member Function Documentation

6.242.3.1 _handleUpdateShaderInfo()

```
void UpdateShaderInfoSystem::_handleUpdateShaderInfo (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.242.3.2 getFunction()

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)> UpdateShaderInfoSystem::get↔
Function ( ) [inline], [virtual]
```

Get the Function object.

Returns

std::function<void(ECS::Registry& reg, int idxPacketEntities)>

Implements [ASystem](#).

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

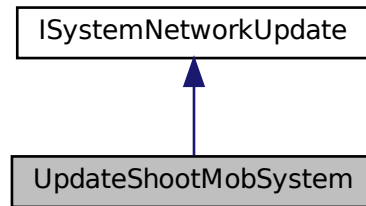
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayShaderInfo/UpdateShaderInfoSystem.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayShaderInfo/UpdateShaderInfoSystem.cpp](#)

6.243 UpdateShootMobSystem Class Reference

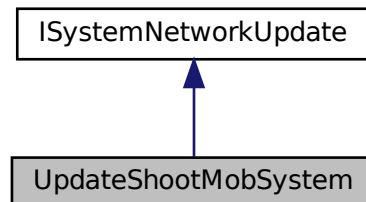
Update shoot system.

```
#include <updateShootMobSystem.hpp>
```

Inheritance diagram for UpdateShootMobSystem:



Collaboration diagram for UpdateShootMobSystem:



Public Member Functions

- `UpdateShootMobSystem ()`=default
Construct a new `UpdateShootMobSystem` System object.
- `~UpdateShootMobSystem ()`=default
Destroy the `UpdateShootMobSystem` System object.
- `std::function< void(ABINetwork::UDPPacket, ECS::Registry &)> getFunction ()`
Get the Function object.

Private Member Functions

- `void _updateShootMobSystem (ABINetwork::UDPPacket packet, ECS::Registry &reg)`

6.243.1 Detailed Description

Update shoot system.

6.243.2 Constructor & Destructor Documentation

6.243.2.1 UpdateShootMobSystem()

```
UpdateShootMobSystem::UpdateShootMobSystem ( ) [default]
```

Construct a new [UpdateShootMobSystem](#) System object.

6.243.2.2 ~UpdateShootMobSystem()

```
UpdateShootMobSystem::~~UpdateShootMobSystem ( ) [default]
```

Destroy the [UpdateShootMobSystem](#) System object.

6.243.3 Member Function Documentation

6.243.3.1 _updateShootMobSystem()

```
void UpdateShootMobSystem::_updateShootMobSystem (
    ABINetwork::UDPPacket packet,
    ECS::Registry & reg ) [private]
```

6.243.3.2 getFunction()

```
std::function<void(ABINetwork::UDPPacket, ECS::Registry&)> UpdateShootMobSystem::getFunction (
) [inline], [virtual]
```

Get the Function object.

Returns

```
std::function<void(ECS::Registry& reg, int idxPacketEntities)>
```

Implements [ISystemNetworkUpdate](#).

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

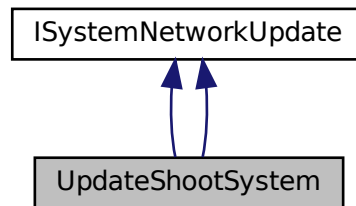
- /home/runner/work/R-Type/R-Type/R-TypeGame/SystemNetworkUpdate/UpdateShootMobSystem/[updateShootMobSystem.h](#)
- /home/runner/work/R-Type/R-Type/R-TypeGame/SystemNetworkUpdate/UpdateShootMobSystem/[updateShootMobSystem.cpp](#)

6.244 UpdateShootSystem Class Reference

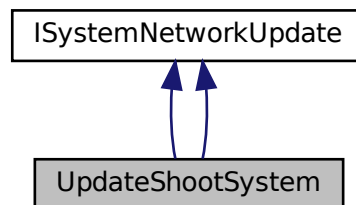
Update shoot system.

```
#include <updateShootSystem.hpp>
```

Inheritance diagram for UpdateShootSystem:



Collaboration diagram for UpdateShootSystem:



Public Member Functions

- `UpdateShootSystem ()=default`
Construct a new `UpdateShootSystem` System object.
- `~UpdateShootSystem ()=default`
Destroy the `UpdateShootSystem` System object.
- `std::function< void(ABINetwork::UDPPacket, ECS::Registry &)> getFunction ()`
Get the Function object.
- `UpdateShootSystem ()=default`
Construct a new `UpdateShootSystem` System object.
- `~UpdateShootSystem ()=default`
Destroy the `UpdateShootSystem` System object.
- `std::function< void(ABINetwork::UDPPacket, ECS::Registry &)> getFunction ()`
Get the Function object.

Private Member Functions

- void [_updateShootSystem](#) ([ABINetwork::UDPPacket](#) packet, [ECS::Registry](#) &reg)
- void [_updateShootSystem](#) ([ABINetwork::UDPPacket](#) packet, [ECS::Registry](#) &reg)

6.244.1 Detailed Description

Update shoot system.

6.244.2 Constructor & Destructor Documentation

6.244.2.1 [UpdateShootSystem\(\)](#) [1/2]

```
UpdateShootSystem::UpdateShootSystem ( ) [default]
```

Construct a new [UpdateShootSystem](#) System object.

6.244.2.2 [~UpdateShootSystem\(\)](#) [1/2]

```
UpdateShootSystem::~UpdateShootSystem ( ) [default]
```

Destroy the [UpdateShootSystem](#) System object.

6.244.2.3 [UpdateShootSystem\(\)](#) [2/2]

```
UpdateShootSystem::UpdateShootSystem ( ) [default]
```

Construct a new [UpdateShootSystem](#) System object.

6.244.2.4 [~UpdateShootSystem\(\)](#) [2/2]

```
UpdateShootSystem::~UpdateShootSystem ( ) [default]
```

Destroy the [UpdateShootSystem](#) System object.

6.244.3 Member Function Documentation

6.244.3.1 `_updateShootSystem()` [1/2]

```
void UpdateShootSystem::_updateShootSystem (
    ABINetwork::UDPPacket packet,
    ECS::Registry & reg ) [private]
```

6.244.3.2 `_updateShootSystem()` [2/2]

```
void UpdateShootSystem::_updateShootSystem (
    ABINetwork::UDPPacket packet,
    ECS::Registry & reg ) [private]
```

6.244.3.3 `getFunction()` [1/2]

```
std::function<void(ABINetwork::UDPPacket, ECS::Registry&)> UpdateShootSystem::getFunction ( )
[inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ISystemNetworkUpdate](#).

6.244.3.4 `getFunction()` [2/2]

```
std::function<void(ABINetwork::UDPPacket, ECS::Registry&)> UpdateShootSystem::getFunction ( )
[inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ISystemNetworkUpdate](#).

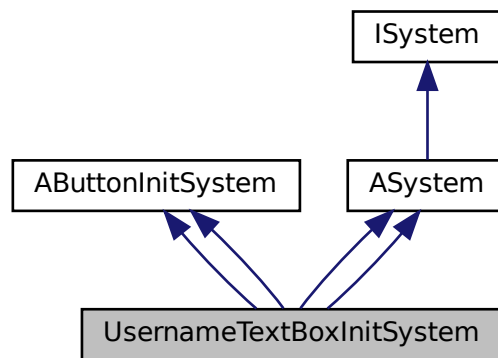
The documentation for this class was generated from the following files:

- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/SystemNetworkUpdate/UpdateShootSystem/updateShootSystem`
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/SystemNetworkUpdate/UpdateShootSystem/updateShootSystem`

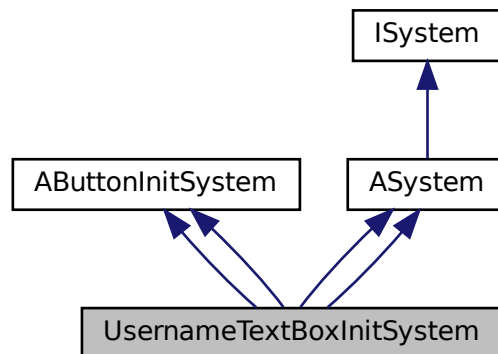
6.245 UsernameTextBoxInitSystem Class Reference

```
#include <UsernameTextBoxInitSystem.hpp>
```

Inheritance diagram for UsernameTextBoxInitSystem:



Collaboration diagram for UsernameTextBoxInitSystem:



Public Member Functions

- [UsernameTextBoxInitSystem \(\)](#)
Construct a new [UsernameTextBoxInitSystem](#) object.
- [~UsernameTextBoxInitSystem \(\)=default](#)
Destroy the [UsernameTextBoxInitSystem](#) object.
- `std::function< void(ECS::Registry &reg, int idxPacketEntities)> getFunction \(\)`

Get the Function object.

- [UsernameTextBoxInitSystem](#) ()

Construct a new [UsernameTextBoxInitSystem](#) object.

- [~UsernameTextBoxInitSystem](#) ()=default

Destroy the [UsernameTextBoxInitSystem](#) object.

- `std::function< void(ECS::Registry &reg, int idxPacketEntities)>` [getFunction](#) ()

Get the Function object.

Private Member Functions

- `void` [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- `void` [_initButton](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

Additional Inherited Members

6.245.1 Constructor & Destructor Documentation

6.245.1.1 [UsernameTextBoxInitSystem](#)() [1/2]

`UsernameTextBoxInitSystem::UsernameTextBoxInitSystem ( )`

Construct a new [UsernameTextBoxInitSystem](#) object.

6.245.1.2 [~UsernameTextBoxInitSystem](#)() [1/2]

`UsernameTextBoxInitSystem::~~UsernameTextBoxInitSystem ( )` [default]

Destroy the [UsernameTextBoxInitSystem](#) object.

6.245.1.3 [UsernameTextBoxInitSystem](#)() [2/2]

`UsernameTextBoxInitSystem::UsernameTextBoxInitSystem ( )`

Construct a new [UsernameTextBoxInitSystem](#) object.

6.245.1.4 [~UsernameTextBoxInitSystem](#)() [2/2]

`UsernameTextBoxInitSystem::~~UsernameTextBoxInitSystem ( )` [default]

Destroy the [UsernameTextBoxInitSystem](#) object.

6.245.2 Member Function Documentation

6.245.2.1 `_initButton()` [1/2]

```
void UsernameTextBoxInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.245.2.2 `_initButton()` [2/2]

```
void UsernameTextBoxInitSystem::_initButton (
    ECS::Registry & reg,
    int idxPacketEntities ) [private]
```

6.245.2.3 `getFunction()` [1/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> UsernameTextBoxInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

6.245.2.4 `getFunction()` [2/2]

```
std::function<void(ECS::Registry &reg, int idxPacketEntities)> UsernameTextBoxInitSystem↔
::getFunction ( ) [inline], [virtual]
```

Get the Function object.

Returns

`std::function<void(ECS::Registry& reg, int idxPacketEntities)>`

Implements [ASystem](#).

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

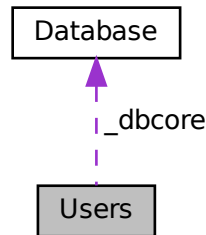
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/UsernameText↔
Box/UsernameTextBoxInitSystem.hpp`
- `/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/UsernameText↔
Box/UsernameTextBoxInitSystem.cpp`

6.246 Users Class Reference

[Users](#) class.

```
#include <Users.hpp>
```

Collaboration diagram for Users:



Classes

- struct [userSettings](#)
User settings struct.

Public Member Functions

- [Users](#) ([Database](#) db)
Construct a new [Users](#) object.
- [~Users](#) ()=default
Destroy the [Users](#) object.
- bool [createUsersTable](#) ()
Create the scores table.
- std::string [hashPassword](#) (std::string password)
Hash a password.
- bool [verifyPassword](#) (std::string password, std::string hash)
Check if a hashed pwd is another clear pwd.
- [Users::userSettings](#) [getUserSettings](#) (int id)
Get the user data.
- bool [setUserSettings](#) (int id, int res_width, int res_height, float daltonian_mode, std::string skin)
Set the User Settings object.
- std::string [getUsernameById](#) (int id)
Get the username by id.
- bool [userIdExists](#) (int id)
Check if a user id exists.
- int [registerUser](#) (std::string username, std::string password)
Register a user.
- int [loginUser](#) (std::string username, std::string password)
Login a user.

Private Attributes

- [Database _dbcore](#)
- `std::shared_ptr< sqlite3 > _db`
- `std::shared_ptr< int > _rc`

6.246.1 Detailed Description

[Users](#) class.

6.246.2 Constructor & Destructor Documentation

6.246.2.1 Users()

```
Users::Users (
    Database db )
```

Construct a new [Users](#) object.

Parameters

<i>db</i>	

6.246.2.2 ~Users()

```
Users::~~Users ( ) [default]
```

Destroy the [Users](#) object.

6.246.3 Member Function Documentation

6.246.3.1 createUsersTable()

```
bool Users::createUsersTable ( )
```

Create the scores table.

Returns

true

false

6.246.3.2 getUsernameById()

```
std::string Users::getUsernameById (
    int id )
```

Get the username by id.

Parameters

<i>id</i>	

Returns

std::string

6.246.3.3 getUserSettings()

```
Users::userSettings Users::getUserSettings (
    int id )
```

Get the user data.

Parameters

<i>id</i>	

Returns

[userSettings](#)

6.246.3.4 hashPassword()

```
std::string Users::hashPassword (
    std::string password )
```

Hash a password.

Parameters

<i>password</i>	

Returns

std::string

6.246.3.5 loginUser()

```
int Users::loginUser (
    std::string username,
    std::string password )
```

Login a user.

Parameters

<i>username</i>	
<i>password</i>	

Returns

int The id of the user.

6.246.3.6 registerUser()

```
int Users::registerUser (
    std::string username,
    std::string password )
```

Register a user.

Parameters

<i>username</i>	
<i>password</i>	

Returns

int The id of the user.

6.246.3.7 setUserSettings()

```
bool Users::setUserSettings (
    int id,
    int res_width,
    int res_height,
    float daltonian_mode,
    std::string skin )
```

Set the User Settings object.

Parameters

<i>id</i>	
<i>res_width</i>	
<i>res_height</i>	
<i>daltonian_mode</i>	
<i>skin</i>	

6.246.3.8 `userIdExists()`

```
bool Users::userIdExists (
    int id )
```

Check if a user id exists.

Parameters

<i>id</i>	

Returns

true
false

6.246.3.9 `verifyPassword()`

```
bool Users::verifyPassword (
    std::string password,
    std::string hash )
```

Check if a hashed pwd is another clear pwd.

Parameters

<i>password</i>	

Returns

bool

6.246.4 **Member Data Documentation**

6.246.4.1 `_db`

```
std::shared_ptr<sqlite3> Users::_db [private]
```

6.246.4.2 `_dbcore`

```
Database Users::_dbcore [private]
```

6.246.4.3 `_rc`

```
std::shared_ptr<int> Users::_rc [private]
```

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

- [/home/runner/work/R-Type/R-Type/Network/Database/Models/Users/Users.hpp](#)
- [/home/runner/work/R-Type/R-Type/Network/Database/Models/Users/Users.cpp](#)

6.247 Users::userSettings Struct Reference

User settings struct.

```
#include <Users.hpp>
```

Public Attributes

- int [res_width](#)
- int [res_height](#)
- float [daltonian_mode](#)
- std::string [skin](#)

6.247.1 Detailed Description

User settings struct.

Parameters

<i>res_width</i>	
<i>res_height</i>	
<i>daltonian_mode</i>	

6.247.2 Member Data Documentation

6.247.2.1 daltonian_mode

```
float Users::userSettings::daltonian_mode
```

6.247.2.2 res_height

```
int Users::userSettings::res_height
```

6.247.2.3 res_width

```
int Users::userSettings::res_width
```

6.247.2.4 skin

```
std::string Users::userSettings::skin
```

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

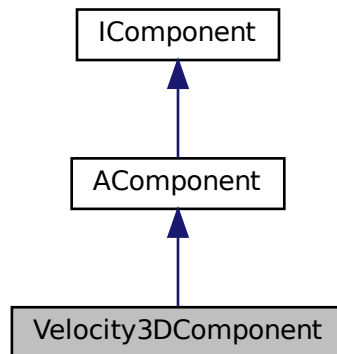
- /home/runner/work/R-Type/R-Type/Network/Database/Models/Users/[Users.hpp](#)

6.248 Velocity3DComponent Class Reference

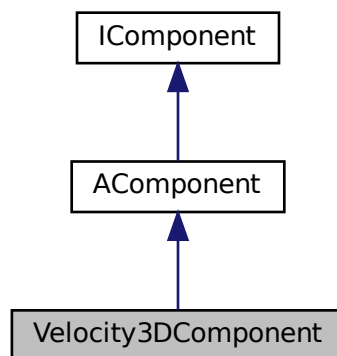
Component Velocity3D for R-Type Game.

```
#include <Velocity3DComponent.hpp>
```

Inheritance diagram for Velocity3DComponent:



Collaboration diagram for Velocity3DComponent:



Public Member Functions

- [Velocity3DComponent](#) (float [vx](#)=0, float [vy](#)=0, float [vz](#)=0)
Construct a new Velocity3D Component object.

Public Attributes

- float [vx](#)
- float [vy](#)
- float [vz](#)
- std::chrono::high_resolution_clock::time_point [frameRate](#)

6.248.1 Detailed Description

Component Velocity3D for R-Type Game.

6.248.2 Constructor & Destructor Documentation

6.248.2.1 Velocity3DComponent()

```
Velocity3DComponent::Velocity3DComponent (
    float vx = 0,
    float vy = 0,
    float vz = 0 )
```

Construct a new Velocity3D Component object.

Parameters

<i>velocity</i>	Velocity3D.

6.248.3 Member Data Documentation

6.248.3.1 frameRate

```
std::chrono::high_resolution_clock::time_point Velocity3DComponent::frameRate
```

6.248.3.2 vx

```
float Velocity3DComponent::vx
```

6.248.3.3 vy

```
float Velocity3DComponent::vy
```

6.248.3.4 vz

```
float Velocity3DComponent::vz
```

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

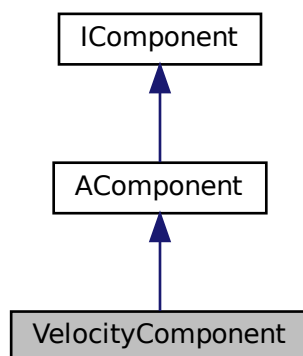
- </home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Velocity3D/Velocity3DComponent.hpp>
- </home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Velocity3D/Velocity3DComponent.cpp>

6.249 VelocityComponent Class Reference

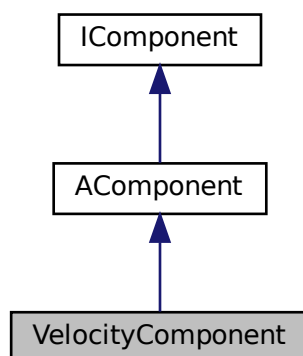
Component Velocity for R-Type Game.

```
#include <VelocityComponent.hpp>
```

Inheritance diagram for VelocityComponent:



Collaboration diagram for VelocityComponent:



Public Member Functions

- [VelocityComponent](#) (float [vx](#)=0, float [vy](#)=0)
Construct a new Velocity Component object.

Public Attributes

- float [vx](#)
- float [vy](#)
- std::chrono::high_resolution_clock::time_point [frameRate](#)

6.249.1 Detailed Description

Component Velocity for R-Type Game.

6.249.2 Constructor & Destructor Documentation

6.249.2.1 VelocityComponent()

```
VelocityComponent::VelocityComponent (
    float vx = 0,
    float vy = 0 )
```

Construct a new Velocity Component object.

Parameters

<i>velocity</i>	Velocity.

6.249.3 Member Data Documentation

6.249.3.1 frameRate

```
std::chrono::high_resolution_clock::time_point VelocityComponent::frameRate
```

6.249.3.2 vx

```
float VelocityComponent::vx
```

6.249.3.3 vy

```
float VelocityComponent::vy
```

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

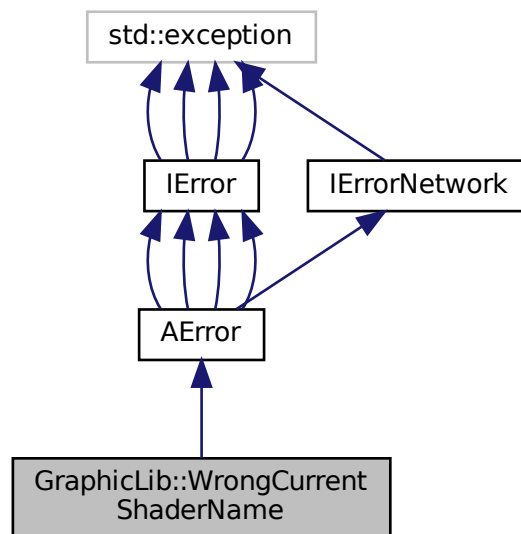
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Velocity/VelocityComponent.hpp](#)
- [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Velocity/VelocityComponent.cpp](#)

6.250 GraphicLib::WrongCurrentShaderName Class Reference

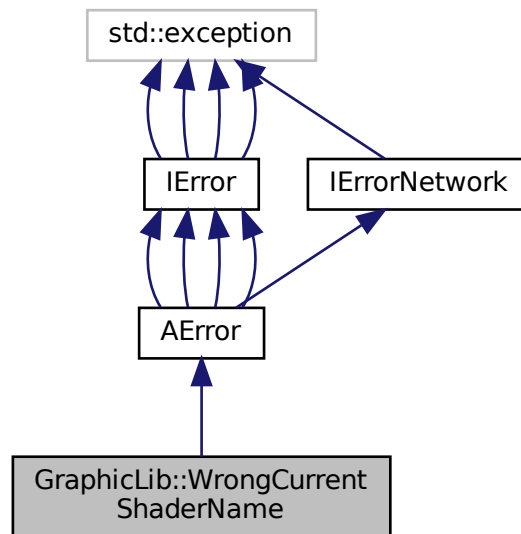
Exception class for handling errors related to the current shader name.

```
#include <GraphicLib.hpp>
```

Inheritance diagram for GraphicLib::WrongCurrentShaderName:



Collaboration diagram for GraphicLib::WrongCurrentShaderName:



Public Member Functions

- [WrongCurrentShaderName](#) (const std::string &message)
Construct a new [WrongCurrentShaderName](#) exception.

6.250.1 Detailed Description

Exception class for handling errors related to the current shader name.

6.250.2 Constructor & Destructor Documentation

6.250.2.1 WrongCurrentShaderName()

```
GraphicLib::WrongCurrentShaderName::WrongCurrentShaderName (
    const std::string & message ) [inline]
```

Construct a new [WrongCurrentShaderName](#) exception.

Parameters

<i>message</i>	The error message.

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

- </home/runner/work/R-Type/R-Type/GraphicLibrary/Src/GraphicLib.hpp>

Chapter 7

File Documentation

7.1 `/home/runner/work/R-Type/R-Type/Engine/Client/Src/Application/↵`
Application.cpp File Reference

7.2 `/home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/↵`
Application/Application.cpp File Reference

7.3 `/home/runner/work/R-Type/R-Type/Engine/Client/Src/Application/↵`
Application.hpp File Reference

Classes

- struct `networkInstance_s`
- class `Application`
`Application` class It's the main class of the client application.

Typedefs

- typedef struct `networkInstance_s` `networkInstance_t`

7.3.1 Typedef Documentation

7.3.1.1 `networkInstance_t`

```
typedef struct networkInstance_s networkInstance_t
```

7.4 /home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/↵ Application/Application.hpp File Reference

Classes

- class [GameEngine::Application](#)
Main application of the [GameEngine](#). It handle network and [ECS](#) to run a game.

Namespaces

- [GameEngine](#)
[GameEngine](#) namespace handle all classes of the [GameEngine](#) part of the server.

7.5 /home/runner/work/R-Type/R-Type/Engine/Client/Src/ClientScene↵ Manager/ClientSceneManager.cpp File Reference

7.6 /home/runner/work/R-Type/R-Type/Engine/Client/Src/ClientScene↵ Manager/ClientSceneManager.hpp File Reference

Classes

- class [SceneManager::ClientSceneManager](#)
Client [ClientSceneManager](#) class. It manages the scenes of the game and the transitions between them.

Namespaces

- [SceneManager](#)
Namespace for the scene manager. This namespace contains all the classes or enums that are related to the scene management.

7.7 /home/runner/work/R-Type/R-Type/Engine/Client/Src/Errors/Client↵ Errors.hpp File Reference

Classes

- class [ClientError](#)
Abstract class for client errors.

7.8 /home/runner/work/R-Type/R-Type/Engine/Client/Src/GetGraphicalLibrary/GetGraphicalLibrary.cpp File Reference

Functions

- static std::string [getPathGraphicalLib](#) ()
- std::shared_ptr< [IGraphic](#) > [getGraphicalLibrary](#) ()
Get the Graphical Library object.

7.8.1 Function Documentation

7.8.1.1 [getGraphicalLibrary\(\)](#)

```
std::shared_ptr<IGraphic> getGraphicalLibrary ( )
```

Get the Graphical Library object.

Returns

std::shared_ptr<[IGraphic](#)>

7.8.1.2 [getPathGraphicalLib\(\)](#)

```
static std::string getPathGraphicalLib ( ) [static]
```

7.9 /home/runner/work/R-Type/R-Type/Engine/Client/Src/GetGraphicalLibrary/GetGraphicalLibrary.hpp File Reference

Functions

- std::shared_ptr< [IGraphic](#) > [getGraphicalLibrary](#) ()
Get the Graphical Library object.

7.9.1 Function Documentation

7.9.1.1 getGraphicalLibrary()

```
std::shared_ptr<IGraphic> getGraphicalLibrary ( )
```

Get the Graphical Library object.

Returns

std::shared_ptr<IGraphic>

7.10 /home/runner/work/R-Type/R-Type/Engine/Client/Src/GetGraphicalLibrary/IGraphic.hpp File Reference ↩↪

Classes

- struct [Position3D](#)
- struct [HitBox](#)
- class [IGraphic](#)

Interface for the graphic module.

Typedefs

- typedef struct [Position3D](#) [Position3D](#)
- typedef struct [HitBox](#) [HitBox](#)

7.10.1 Typedef Documentation

7.10.1.1 HitBox

```
typedef struct HitBox HitBox
```

7.10.1.2 Position3D

```
typedef struct Position3D Position3D
```

7.11 /home/runner/work/R-Type/R-Type/Engine/Client/Src/InitShader/↵ InitShader.cpp File Reference

7.12 /home/runner/work/R-Type/R-Type/Engine/Client/Src/InitShader/↵ InitShader.hpp File Reference

Classes

- class [InitShader](#)
System to draw a Shader.
- class [InitShader::JsonError](#)
Exception class for JSON-related errors.

7.13 /home/runner/work/R-Type/R-Type/Engine/Client/Src/InitWindow/↵ InitWindow.cpp File Reference

7.14 /home/runner/work/R-Type/R-Type/Engine/Client/Src/InitWindow/↵ InitWindow.hpp File Reference

Classes

- class [InitWindow](#)
System to initialize the window.
- class [InitWindow::JsonError](#)
Exception class for JSON-related errors.

7.15 /home/runner/work/R-Type/R-Type/Engine/Client/Src/main.cpp File Reference

Functions

- int [main](#) ()

7.15.1 Function Documentation

7.15.1.1 main()

```
int main ( )
```

7.16 /home/runner/work/R-Type/R-Type/Engine/Server/Src/main.cpp File Reference

Functions

- int [main](#) ()

7.16.1 Function Documentation

7.16.1.1 main()

```
int main ( )
```

7.17 /home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/↵ DrawHitBoxes/DrawHitBoxesSystem.cpp File Reference

7.18 /home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/↵ DrawHitBoxes/DrawHitBoxesSystem.hpp File Reference

Classes

- class [DrawHitBoxesSystem](#)
System to draw an HitBoxes Model.

7.19 /home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/↵ DrawOBJ/DrawOBJSystem.cpp File Reference

7.20 /home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/↵ DrawOBJ/DrawOBJSystem.hpp File Reference

Classes

- class [DrawOBJSystem](#)
System to draw an OBJ Model.

7.21 /home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/↵
DrawText/DrawTextSystem.cpp File Reference

7.22 /home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/↵
DrawText/DrawTextSystem.hpp File Reference

Classes

- class [DrawTextSystem](#)
System to draw a Text.

7.23 /home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/↵
DrawTexture/DrawTextureSystem.cpp File Reference

7.24 /home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/↵
DrawTexture/DrawTextureSystem.hpp File Reference

Classes

- class [DrawTextureSystem](#)
System to draw an Texture.

7.25 /home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/↵
DrawTextureRect/DrawTextureRectSystem.cpp File Reference

7.26 /home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/↵
DrawTextureRect/DrawTextureRectSystem.hpp File Reference

Classes

- class [DrawTextureRectSystem](#)
System to draw an Texture Rect.

7.27 /home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/↵
SpriteSheetAnimation/SpriteSheetAnimationSystem.cpp File Reference

7.28 /home/runner/work/R-Type/R-Type/Engine/Client/Src/Systems/↵
SpriteSheetAnimation/SpriteSheetAnimationSystem.hpp File Reference

Classes

- class [SpriteSheetAnimationSystem](#)
System to handle sprite sheet animation.

7.29 [/home/runner/work/R-Type/R-Type/Engine/Ecs/Src/Events/↔](#) AEvent.cpp File Reference

7.30 [/home/runner/work/R-Type/R-Type/Engine/Ecs/Src/Events/↔](#) AEvent.hpp File Reference

Classes

- class [AEvent](#)

7.31 [/home/runner/work/R-Type/R-Type/Engine/Ecs/Src/Events/↔](#) IEvent.hpp File Reference

Classes

- class [IEvent](#)
Interface for an event.

7.32 [/home/runner/work/R-Type/R-Type/Engine/Ecs/Src/Registry.cpp](#) File Reference

Namespaces

- [ECS](#)
Entity component system namespace.

7.33 [/home/runner/work/R-Type/R-Type/Engine/Ecs/Src/Registry.hpp](#) File Reference

Classes

- class [ECS::Registry](#)
[Registry](#) class, main class of an [ECS](#). You can add component, entities and systems to a registry.

Namespaces

- [ECS](#)
Entity component system namespace.

Typedefs

- using [ECS::entity_t](#) = std::size_t
Index type for an Entity in a registry.

7.34 /home/runner/work/R-Type/R-Type/Engine/Ecs/Src/SparseArray.hpp File Reference

Classes

- class [ECS::SparseArray< Component >](#)
Container of components.

Namespaces

- [ECS](#)
Entity component system namespace.

7.35 /home/runner/work/R-Type/R-Type/Engine/Error/AError.cpp File Reference

7.36 /home/runner/work/R-Type/R-Type/GraphicLibrary/Error/AError.cpp File Reference

7.37 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Error/AError.cpp File Reference

7.38 /home/runner/work/R-Type/R-Type/R-TypeGame/Error/AError.cpp File Reference

7.39 /home/runner/work/R-Type/R-Type/Engine/Error/AError.hpp File Reference

Classes

- class [AError](#)
Abstract class for error handling.

7.40 /home/runner/work/R-Type/R-Type/GraphicLibrary/Error/AError.hpp File Reference

Classes

- class [AError](#)
Abstract class for error handling.

7.41 /home/runner/work/R-Type/R-Type/Network/Errors/AError.hpp File Reference

Classes

- class [AError](#)
Abstract class for error handling.

7.42 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Error/AError.hpp File Reference

Classes

- class [AError](#)
Abstract class for error handling.

7.43 /home/runner/work/R-Type/R-Type/R-TypeGame/Error/AError.hpp File Reference

Classes

- class [AError](#)
Abstract class for error handling.

7.44 /home/runner/work/R-Type/R-Type/Engine/Error/IError.hpp File Reference

Classes

- class [IError](#)
Interface for error handling.

7.45 /home/runner/work/R-Type/R-Type/GraphicLibrary/Error/IError.hpp File Reference

Classes

- class [IError](#)
Interface for error handling.

7.46 /home/runner/work/R-Type/R-Type/Network/Errors/LError.hpp File Reference

Classes

- class [LErrorNetwork](#)
Interface for error handling.
- class [AErrorNetwork](#)
Abstract class for error handling.

7.47 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Error/LError.hpp File Reference

Classes

- class [LError](#)
Interface for error handling.

7.48 /home/runner/work/R-Type/R-Type/R-TypeGame/Error/LError.hpp File Reference

Classes

- class [LError](#)
Interface for error handling.

7.49 /home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/Errors/ServerErrors.hpp File Reference

Classes

- class [ServerError](#)
Abstract class for Server errors.
- class [SceneManagerError](#)
Class for ServerSceneManager errors.
- class [SceneManagerJsonError](#)
Class for the Server SceneManager json errors.
- class [RoomError](#)
Abstract class for Rooms errors.

7.50 [/home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/Room/Room.cpp](#) File Reference

7.51 [/home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/Room/Room.hpp](#) File Reference

Classes

- class [GameEngine::Room](#)
Room of the [GameEngine](#). It handle rooms in the server. Rooms run games.

Namespaces

- [GameEngine](#)
[GameEngine](#) namespace handle all classes of the [GameEngine](#) part of the server.

7.52 [/home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/ServerSceneManager/ServerSceneManager.cpp](#) File Reference

7.53 [/home/runner/work/R-Type/R-Type/Engine/Server/Src/GameEngine/ServerSceneManager/ServerSceneManager.hpp](#) File Reference

Classes

- class [SceneManager::ServerSceneManager](#)
Server [ServerSceneManager](#) class. It manages the scenes of the game and the transitions between them.

Namespaces

- [SceneManager](#)
Namespace for the scene manager. This namespace contains all the classes or enums that are related to the scene management.

7.54 [/home/runner/work/R-Type/R-Type/Engine/Shared/Consumption/ConsumptionCompute.cpp](#) File Reference

7.55 [/home/runner/work/R-Type/R-Type/Engine/Shared/Consumption/ConsumptionCompute.hpp](#) File Reference

Classes

- class [ConsumptionCompute](#)
A class to compute system resource consumption, such as CPU, RAM, and Network usage.

7.56 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ButtonState/ButtonStateComponent.cpp File Reference ↩

7.57 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ButtonState/ButtonStateComponent.hpp File Reference ↩

Classes

- class [ButtonStateComponent](#)
Component ButtonState for R-Type Game. ↩

7.58 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ButtonTexturePath/ButtonTexturePathComponent.cpp File Reference ↩

7.59 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ButtonTexturePath/ButtonTexturePathComponent.hpp File Reference ↩

Classes

- class [ButtonTexturePathComponent](#)
ButtonTexturePathComponent class. ↩

7.60 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/CanJump/CanJumpComponent.cpp File Reference ↩

7.61 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/CanJump/CanJumpComponent.hpp File Reference ↩

Classes

- class [CanJumpComponent](#)
Component CanJump for R-Type Game. ↩

7.62 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Checkable/CheckableComponent.cpp](#) File Reference ↩

7.63 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Checkable/CheckableComponent.hpp](#) File Reference ↩

Classes

- class [CheckableComponent](#)
Component Checkable for R-Type Game.

7.64 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Clickable/ClickableComponent.cpp](#) File Reference ↩

7.65 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Clickable/ClickableComponent.hpp](#) File Reference ↩

Classes

- class [ClickableComponent](#)
Component Clickable for R-Type Game.

7.66 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ColliderDamage/ColliderDamageComponent.cpp](#) File Reference ↩

7.67 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ColliderDamage/ColliderDamageComponent.hpp](#) File Reference ↩

Classes

- class [ColliderDamageComponent](#)
ColliderDamage component.

7.68 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Colour/ColourComponent.cpp](#) File Reference ↩

7.69 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Colour/ColourComponent.hpp](#) File Reference ↩

Classes

- class [ColourComponent](#)
Component for handling RGBA color values within the graphical engine.

7.70 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/DefaultText/DefaultTextComponent.cpp File Reference

7.71 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/DefaultText/DefaultTextComponent.hpp File Reference

Classes

- class [DefaultTextComponent](#)
Component for handling default text in the graphical engine. (inherits [IComponent](#))

7.72 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Draw/DrawComponent.cpp File Reference

7.73 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Draw/DrawComponent.hpp File Reference

Classes

- class [DrawComponent](#)
Component for handling draw in the graphical engine. (inherits [IComponent](#))

7.74 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Editable/EditableComponent.cpp File Reference

7.75 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Editable/EditableComponent.hpp File Reference

Classes

- class [EditableComponent](#)
Editable component.

7.76 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/EntityId/EntityIdComponent.cpp File Reference

7.77 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/EntityId/EntityIdComponent.hpp File Reference

Classes

- class [EntityIdComponent](#)
Component Entity Id for R-Type Game.

7.78 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/FontPath/FontPathComponent.cpp](#) File Reference ↩

7.79 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/FontPath/FontPathComponent.hpp](#) File Reference ↩

Classes

- class [FontPathComponent](#)
Component for handling font paths in the graphical engine.

7.80 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Gravity/GravityComponent.cpp](#) File Reference ↩

7.81 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Gravity/GravityComponent.hpp](#) File Reference ↩

Classes

- class [GravityComponent](#)
Component Gravity for R-Type Game.

7.82 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/HitBox/HitBoxComponent.cpp](#) File Reference ↩

7.83 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/HitBox/HitBoxComponent.hpp](#) File Reference ↩

Classes

- class [HitBoxComponent](#)
HitBox component.

7.84 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/IComponent.hpp](#) File Reference ↩

Classes

- class [IComponent](#)
Interface class for [ECS](#) components. A component is a modular piece of data that defines specific attributes or behaviors of an entity.
- class [AComponent](#)
A basic implementation of the [IComponent](#) interface.
- class [ComponentError](#)
Error for components.

7.85 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/MaterialMap/MaterialMapComponent.cpp File Reference

7.86 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/MaterialMap/MaterialMapComponent.hpp File Reference

Classes

- class [MaterialMapComponent](#)

Component for handling different types of material maps within the graphical engine.

7.87 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Music/MusicComponent.cpp File Reference

7.88 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Music/MusicComponent.hpp File Reference

Classes

- class [MusicComponent](#)

A component that handles music properties.

7.89 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/NetworkConnection/NetworkConnectionComponent.cpp File Reference

7.90 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/NetworkConnection/NetworkConnectionComponent.hpp File Reference

Classes

- class [NetworkConnectionComponent](#)

Component for handling the connection to the server.

7.91 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ObjPath/ObjPathComponent.cpp](#) File Reference ↩

7.92 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/ObjPath/ObjPathComponent.hpp](#) File Reference ↩

Classes

- class [ObjPathComponent](#)
Component for handling paths in the graphical engine.

7.93 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Player/PlayerComponent.cpp](#) File Reference ↩

7.94 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Player/PlayerComponent.hpp](#) File Reference ↩

Classes

- class [PlayerComponent](#)
Component [PlayerComponent](#) for R-Type Game.

7.95 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Position2D/Position2DComponent.cpp](#) File Reference ↩

7.96 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Position2D/Position2DComponent.hpp](#) File Reference ↩

Classes

- class [Position2DComponent](#)
Component Position 2D for the graphical engine. (inherits [IComponent](#))

7.97 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Position3D/Position3DComponent.cpp](#) File Reference ↩

7.98 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Position3D/Position3DComponent.hpp](#) File Reference ↩

Classes

- class [Position3DComponent](#)
Component for handling 3D positions within the graphical engine.

7.99 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Scale/ScaleComponent.cpp File Reference ↩

7.100 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Scale/ScaleComponent.hpp File Reference ↩

Classes

- class [ScaleComponent](#)
Component for handling scale within the graphical engine.

7.101 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Size1D/Size1DComponent.cpp File Reference ↩

7.102 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Size1D/Size1DComponent.hpp File Reference ↩

Classes

- class [Size1DComponent](#)
Component for handling size in one dimension within the graphical engine.

7.103 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Sound/SoundComponent.cpp File Reference ↩

7.104 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Sound/SoundComponent.hpp File Reference ↩

Classes

- class [SoundComponent](#)
A component that handles sound properties.

7.105 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Speed/SpeedComponent.cpp File Reference ↩

7.106 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Speed/SpeedComponent.hpp File Reference ↩

Classes

- class [SpeedComponent](#)
Component Speed for R-Type Game.

7.107 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Speed3D/Speed3DComponent.cpp](#) File Reference ↩↪

7.108 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Speed3D/Speed3DComponent.hpp](#) File Reference ↩↪

Classes

- class [Speed3DComponent](#)
Component Speed3D for R-Type Game.

7.109 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/SpriteSheetAnimation/SpriteSheetAnimationComponent.cpp](#) File Reference ↩↪

7.110 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/SpriteSheetAnimation/SpriteSheetAnimationComponent.hpp](#) File Reference ↩↪

Classes

- class [SpriteSheetAnimationComponent](#)
Component for handling sprite sheet animations in the graphical engine. (inherits [IComponent](#))

7.111 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Text/TextComponent.cpp](#) File Reference ↩↪

7.112 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Text/TextComponent.hpp](#) File Reference ↩↪

Classes

- class [TextComponent](#)
Component for handling text in the graphical engine. (inherits [IComponent](#))

7.113 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TextLimit/TextLimitComponent.cpp](#) File Reference ↩↪

7.114 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TextLimit/TextLimitComponent.hpp](#) File Reference ↩↪

Classes

- class [TextLimitComponent](#)
[TextLimitComponent](#) class, used to limit the number of characters in a text.

7.115 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TextPosition2D/TextPosition2DComponent.cpp File Reference

7.116 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TextPosition2D/TextPosition2DComponent.hpp File Reference

Classes

- class [TextPosition2DComponent](#)
Component Text Position 2D for the graphical engine. (inherits [IComponent](#))

7.117 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TexturePath/TexturePathComponent.cpp File Reference

7.118 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TexturePath/TexturePathComponent.hpp File Reference

Classes

- class [TexturePathComponent](#)
Component for handling paths in the graphical engine.

7.119 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TextureRect/TextureRectComponent.cpp File Reference

7.120 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/TextureRect/TextureRectComponent.hpp File Reference

Classes

- class [TextureRectComponent](#)
Component for handling Texture Rect in the graphical engine.

7.121 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Velocity/VelocityComponent.cpp](#) File Reference

7.122 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Velocity/VelocityComponent.hpp](#) File Reference

Classes

- class [VelocityComponent](#)
Component Velocity for R-Type Game.

7.123 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Velocity3D/Velocity3DComponent.cpp](#) File Reference

7.124 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultComponents/Velocity3D/Velocity3DComponent.hpp](#) File Reference

Classes

- class [Velocity3DComponent](#)
Component Velocity3D for R-Type Game.

7.125 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/AEventHandler.cpp](#) File Reference

7.126 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/AEventHandler.hpp](#) File Reference

Classes

- class [AEventHandler](#)

7.127 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/DrawHitBoxes/HitBoxesDrawHandler.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.127.1 Function Documentation

7.127.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.128 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEvent↔ Handlers/DrawHitBoxes/HitBoxesDrawHandler.hpp File Reference

Classes

- class [HitBoxesDrawHandler](#)
- class [HitBoxesDrawHandlerError](#)

7.129 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEvent↔ Handlers/FullScreen/FullScreenHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.129.1 Function Documentation

7.129.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.130 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEvent↔ Handlers/FullScreen/FullScreenHandler.hpp File Reference

Classes

- class [FullScreenHandler](#)
- class [FullScreenHandlerError](#)

7.131 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/IEventHandler.hpp](#) File Reference

Classes

- class [IEventHandler](#)
Interface for the event handler.

7.132 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/MoveEntity/MoveEntityHandler.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.132.1 Function Documentation

7.132.1.1 [loadEventHandlerInstance\(\)](#)

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.133 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/MoveEntity/MoveEntityHandler.hpp](#) File Reference

Classes

- class [MoveEntityHandler](#)
- class [MoveEntityHandlerError](#)

7.134 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/PlayMusic/PlayMusicHandler.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.134.1 Function Documentation

7.135

/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/PlayMusic/PlayMusicHandler.hpp

File Reference

847

7.134.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.135 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/PlayMusic/PlayMusicHandler.hpp File Reference ↩

Classes

- class [PlayMusicHandler](#)
- class [PlayMusicHandlerError](#)

7.136 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/PlaySounds/PlaySoundsHandler.cpp File Reference ↩

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.136.1 Function Documentation

7.136.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.137 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/PlaySounds/PlaySoundsHandler.cpp File Reference ↩

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.137.1 Function Documentation

7.137.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.138 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ PlaySounds/PlaySoundsHandler.cpp File Reference

Functions

- EXPORT_SYMBOL IEventHandler * loadEventHandlerInstance ()

7.138.1 Function Documentation

7.138.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.139 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEvent↵ Handlers/PlaySounds/PlaySoundsHandler.hpp File Reference

Classes

- class PlaySoundsHandler
- class PlaySoundsHandlerError

7.140 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ EventHandlers/PlaySounds/PlaySoundsHandler.hpp File Reference

Classes

- class PlaySoundsHandler
- class PlaySoundsHandlerError

7.141 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ PlaySounds/PlaySoundsHandler.hpp File Reference

Classes

- class PlaySoundsHandler
- class PlaySoundsHandlerError

7.142

/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/Shaders/ShadersHandler.cpp File Reference

7.142 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/Shaders/ShadersHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.142.1 Function Documentation

7.142.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.143 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/Shaders/ShadersHandler.hpp File Reference

Classes

- class [ShadersHandler](#)
- class [ShadersHandlerError](#)

7.144 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateCamera/CameraUpdateHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.144.1 Function Documentation

7.144.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.145 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateCamera/CameraUpdateHandler.hpp](#) File Reference

Classes

- class [CameraUpdateHandler](#)
- class [CameraUpdateHandlerError](#)

7.146 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateConsumption/UpdateConsumptionHandler.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.146.1 Function Documentation

7.146.1.1 [loadEventHandlerInstance\(\)](#)

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.147 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateConsumption/UpdateConsumptionHandler.hpp](#) File Reference

Classes

- class [UpdateConsumptionHandler](#)
- class [UpdateConsumptionHandlerError](#)

7.148 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateHitBox/HitBoxUpdateHandler.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.148.1 Function Documentation

7.148.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.149 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateHitBox/HitBoxUpdateHandler.hpp File Reference

Classes

- class [HitBoxUpdateHandler](#)
- class [HitBoxUpdateHandlerError](#)

7.150 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateShaderInfo/UpdateShaderInfoHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.150.1 Function Documentation

7.150.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.151 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultEventHandlers/UpdateShaderInfo/UpdateShaderInfoHandler.hpp File Reference

Classes

- class [UpdateShaderInfoHandler](#)
- class [UpdateShaderInfoHandlerError](#)

7.152 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ ButtonStateParser/ButtonStateParser.cpp File Reference

Functions

- `std::shared_ptr< ButtonStateComponent > parseButtonState (std::string pathFile)`
Parse a button state Json object.

7.152.1 Function Documentation

7.152.1.1 parseButtonState()

```
std::shared_ptr<ButtonStateComponent> parseButtonState (
    std::string pathFile )
```

Parse a button state Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<ButtonStateComponent>`

7.153 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Parser/ButtonStateParser/ButtonStateParser.cpp File Reference

Functions

- `std::shared_ptr< ButtonStateComponent > parseButtonState (std::string pathFile)`
Parse a button state Json object.

7.153.1 Function Documentation

7.153.1.1 parseButtonState()

```
std::shared_ptr<ButtonStateComponent> parseButtonState (
    std::string pathFile )
```

Parse a button state Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<ButtonStateComponent>

7.154 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ ButtonStateParser/ButtonStateParser.hpp File Reference

Functions

- std::shared_ptr< [ButtonStateComponent](#) > [parseButtonState](#) (std::string pathFile)
Parse a button state Json object.

7.154.1 Function Documentation

7.154.1.1 parseButtonState()

```
std::shared_ptr<ButtonStateComponent> parseButtonState (  
    std::string pathFile )
```

Parse a button state Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<ButtonStateComponent>

7.155 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Parser/ButtonStateParser/ButtonStateParser.hpp File Reference

Functions

- std::shared_ptr< [ButtonStateComponent](#) > [parseButtonState](#) (std::string pathFile)
Parse a button state Json object.

7.155.1 Function Documentation

7.155.1.1 `parseButtonState()`

```
std::shared_ptr<ButtonStateComponent> parseButtonState (
    std::string pathFile )
```

Parse a button state Json object.

Parameters

<code>pathFile</code>	Path to the Json file.

Returns

`std::shared_ptr<ButtonStateComponent>`

7.156 `/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵` **ButtonTexturePathParser/ButtonTexturePathParser.cpp File** **Reference**

Functions

- `std::shared_ptr< ButtonTexturePathComponent > parseButtonTexturePath` (const std::string &path)
Parse a path to create a [ButtonTexturePathComponent](#).

7.156.1 Function Documentation

7.156.1.1 `parseButtonTexturePath()`

```
std::shared_ptr<ButtonTexturePathComponent> parseButtonTexturePath (
    const std::string & path )
```

Parse a path to create a [ButtonTexturePathComponent](#).

Parameters

<code>path</code>	The path to parse

Returns

A shared pointer to the [ButtonTexturePathComponent](#)

7.157 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Parser/ButtonTexturePathParser/ButtonTexturePathParser.cpp File Reference

Functions

- `std::shared_ptr< ButtonTexturePathComponent > parseButtonTexturePath` (const std::string &path)
Parse a path to create a [ButtonTexturePathComponent](#).

7.157.1 Function Documentation

7.157.1.1 `parseButtonTexturePath()`

```
std::shared_ptr<ButtonTexturePathComponent> parseButtonTexturePath (  
    const std::string & path )
```

Parse a path to create a [ButtonTexturePathComponent](#).

Parameters

<i>path</i>	The path to parse

Returns

A shared pointer to the [ButtonTexturePathComponent](#)

7.158 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/ButtonTexturePathParser/ButtonTexturePathParser.hpp File Reference

Functions

- `std::shared_ptr< ButtonTexturePathComponent > parseButtonTexturePath` (const std::string &path)
Parse a path to create a [ButtonTexturePathComponent](#).

7.158.1 Function Documentation

7.158.1.1 `parseButtonTexturePath()`

```
std::shared_ptr<ButtonTexturePathComponent> parseButtonTexturePath (
    const std::string & path )
```

Parse a path to create a [ButtonTexturePathComponent](#).

Parameters

<i>path</i>	The path to parse

Returns

A shared pointer to the [ButtonTexturePathComponent](#)

7.159 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) Parser/ButtonTexturePathParser/ButtonTexturePathParser.hpp File Reference

Functions

- `std::shared_ptr< ButtonTexturePathComponent > parseButtonTexturePath` (const std::string &path)
Parse a path to create a [ButtonTexturePathComponent](#).

7.159.1 Function Documentation

7.159.1.1 `parseButtonTexturePath()`

```
std::shared_ptr<ButtonTexturePathComponent> parseButtonTexturePath (
    const std::string & path )
```

Parse a path to create a [ButtonTexturePathComponent](#).

Parameters

<i>path</i>	The path to parse

Returns

A shared pointer to the [ButtonTexturePathComponent](#)

7.160 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ ColliderDamageParser/ColliderDamageParser.cpp File Reference

Functions

- `std::shared_ptr< ColliderDamageComponent > parseColliderDamage (std::string pathFile)`
Parse a ColliderDamage Json object.

7.160.1 Function Documentation

7.160.1.1 `parseColliderDamage()`

```
std::shared_ptr<ColliderDamageComponent> parseColliderDamage (
    std::string pathFile )
```

Parse a ColliderDamage Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<ColliderDamageComponent>`

7.161 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ ColliderDamageParser/ColliderDamageParser.hpp File Reference

Functions

- `std::shared_ptr< ColliderDamageComponent > parseColliderDamage (std::string pathFile)`
Parse a ColliderDamage Json object.

7.161.1 Function Documentation

7.161.1.1 parseColliderDamage()

```
std::shared_ptr<ColliderDamageComponent> parseColliderDamage (
    std::string pathFile )
```

Parse a ColliderDamage Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<ColliderDamageComponent>`

7.162 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/ColourParser/ColourParser.cpp File Reference

Functions

- `std::shared_ptr< ColourComponent > parseColour (std::string pathFile)`
Parse a Colour Json object.

7.162.1 Function Documentation

7.162.1.1 parseColour()

```
std::shared_ptr<ColourComponent> parseColour (
    std::string pathFile )
```

Parse a Colour Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<ColourComponent>`

7.163 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/ColourParser/ColourParser.hpp File Reference

Functions

- `std::shared_ptr< ColourComponent > parseColour (std::string pathFile)`
Parse a Colour Json object.

7.163.1 Function Documentation

7.163.1.1 parseColour()

```
std::shared_ptr<ColourComponent> parseColour (
    std::string pathFile )
```

Parse a Colour Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<ColourComponent>

7.164 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ DefaultTextParser/DefaultTextParser.cpp File Reference

Functions

- std::shared_ptr< [DefaultTextComponent](#) > [parseDefaultText](#) (std::string pathFile)
Parse a text Json object.

7.164.1 Function Documentation

7.164.1.1 parseDefaultText()

```
std::shared_ptr<DefaultTextComponent> parseDefaultText (
    std::string pathFile )
```

Parse a text Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<DefaultTextComponent>

7.165 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ DefaultTextParser/DefaultTextParser.hpp File Reference

Functions

- `std::shared_ptr< DefaultTextComponent > parseDefaultText` (`std::string pathFile`)
Parse a text Json object.

7.165.1 Function Documentation

7.165.1.1 `parseDefaultText()`

```
std::shared_ptr<DefaultTextComponent> parseDefaultText (  
    std::string pathFile )
```

Parse a text Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<DefaultTextComponent>`

7.166 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ FontPathParser/FontPathParser.cpp File Reference

Functions

- `std::shared_ptr< FontPathComponent > parseFontPath` (`std::string pathFile`)
Parse a Font Json object.

7.166.1 Function Documentation

7.166.1.1 `parseFontPath()`

```
std::shared_ptr<FontPathComponent> parseFontPath (  
    std::string pathFile )
```

Parse a Font Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<FontPathComponent>`

7.167 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/FontPathParser/FontPathParser.hpp File Reference

Functions

- `std::shared_ptr<FontPathComponent> parseFontPath (std::string pathFile)`
Parse a Font Json object.

7.167.1 Function Documentation

7.167.1.1 parseFontPath()

```
std::shared_ptr<FontPathComponent> parseFontPath (
    std::string pathFile )
```

Parse a Font Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<FontPathComponent>`

7.168 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/GravityParser/GravityParser.cpp File Reference

Functions

- `std::shared_ptr<GravityComponent> parseGravity (std::string pathFile)`
Parse a Gravity Json object.

7.168.1 Function Documentation

7.168.1.1 parseGravity()

```
std::shared_ptr<GravityComponent> parseGravity (
    std::string pathFile )
```

Parse a Gravity Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<GravityComponent>

7.169 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/GravityParser/GravityParser.hpp File Reference

Functions

- std::shared_ptr< GravityComponent > parseGravity (std::string pathFile)
Parse a Gravity Json object.

7.169.1 Function Documentation

7.169.1.1 parseGravity()

```
std::shared_ptr<GravityComponent> parseGravity (
    std::string pathFile )
```

Parse a Gravity Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<GravityComponent>

7.170 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ ObjPathParser/ObjPathParser.cpp File Reference

Functions

- `std::shared_ptr< ObjPathComponent > parseObjPath (std::string pathFile)`
Parse a Obj Json object.

7.170.1 Function Documentation

7.170.1.1 `parseObjPath()`

```
std::shared_ptr<ObjPathComponent> parseObjPath (
    std::string pathFile )
```

Parse a Obj Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<ObjPathComponent>`

7.171 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ ObjPathParser/ObjPathParser.hpp File Reference

Functions

- `std::shared_ptr< ObjPathComponent > parseObjPath (std::string pathFile)`
Parse a Obj Json object.

7.171.1 Function Documentation

7.171.1.1 `parseObjPath()`

```
std::shared_ptr<ObjPathComponent> parseObjPath (
    std::string pathFile )
```

Parse a Obj Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<ObjPathComponent>`

7.172 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/PlayerParser/PlayerParser.cpp File Reference

Functions

- `std::shared_ptr< PlayerComponent > parsePlayer (std::string pathFile)`
Parse a Player Json object.

7.172.1 Function Documentation

7.172.1.1 `parsePlayer()`

```
std::shared_ptr<PlayerComponent> parsePlayer (
    std::string pathFile )
```

Parse a Player Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<PlayerComponent>`

7.173 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/PlayerParser/PlayerParser.hpp File Reference

Functions

- `std::shared_ptr< PlayerComponent > parsePlayer (std::string pathFile)`
Parse a Player Json object.

7.173.1 Function Documentation

7.173.1.1 parsePlayer()

```
std::shared_ptr<PlayerComponent> parsePlayer (
    std::string pathFile )
```

Parse a Player Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<PlayerComponent>

7.174 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ Position2DParser/Position2DParser.cpp File Reference

Functions

- std::shared_ptr< [Position2DComponent](#) > [parsePosition2D](#) (std::string pathFile)
Parse a Position2D Json object.

7.174.1 Function Documentation

7.174.1.1 parsePosition2D()

```
std::shared_ptr<Position2DComponent> parsePosition2D (
    std::string pathFile )
```

Parse a Position2D Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<Position2DComponent>

7.176

/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/Position3DParser/Position3DParser.cpp

File Reference

7.175 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↩ 867

Position2DParser/Position2DParser.hpp File Reference

Functions

- `std::shared_ptr< Position2DComponent > parsePosition2D` (`std::string pathFile`)
Parse a Position2D Json object.

7.175.1 Function Documentation

7.175.1.1 `parsePosition2D()`

```
std::shared_ptr<Position2DComponent> parsePosition2D (  
    std::string pathFile )
```

Parse a Position2D Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<Position2DComponent>`

7.176 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↩ Position3DParser/Position3DParser.cpp File Reference

Functions

- `std::shared_ptr< Position3DComponent > parsePosition3D` (`std::string pathFile`)
Parse a [Position3D](#) Json object.

7.176.1 Function Documentation

7.176.1.1 `parsePosition3D()`

```
std::shared_ptr<Position3DComponent> parsePosition3D (  
    std::string pathFile )
```

Parse a [Position3D](#) Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<Position3DComponent>`

7.177 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ Position3DParser/Position3DParser.hpp File Reference

Functions

- `std::shared_ptr< Position3DComponent > parsePosition3D (std::string pathFile)`
Parse a [Position3D](#) Json object.

7.177.1 Function Documentation

7.177.1.1 [parsePosition3D\(\)](#)

```
std::shared_ptr<Position3DComponent> parsePosition3D (
    std::string pathFile )
```

Parse a [Position3D](#) Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<Position3DComponent>`

7.178 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ ScaleParser/ScaleParser.cpp File Reference

Functions

- `std::shared_ptr< ScaleComponent > parseScale (std::string pathFile)`
Parse a [Scale](#) Json object.

7.178.1 Function Documentation

7.178.1.1 parseScale()

```
std::shared_ptr<ScaleComponent> parseScale (
    std::string pathFile )
```

Parse a Scale Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<ScaleComponent>

7.179 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/ScaleParser/ScaleParser.hpp File Reference

Functions

- std::shared_ptr< [ScaleComponent](#) > [parseScale](#) (std::string pathFile)
Parse a Scale Json object.

7.179.1 Function Documentation

7.179.1.1 parseScale()

```
std::shared_ptr<ScaleComponent> parseScale (
    std::string pathFile )
```

Parse a Scale Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<ScaleComponent>

7.180 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ Size1DParser/Size1DParser.cpp File Reference

Functions

- `std::shared_ptr< Size1DComponent > parseSize1D (std::string pathFile)`
Parse a Size1D Json object.

7.180.1 Function Documentation

7.180.1.1 `parseSize1D()`

```
std::shared_ptr<Size1DComponent> parseSize1D (
    std::string pathFile )
```

Parse a Size1D Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<ScaleComponent>`

7.181 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ Size1DParser/Size1DParser.hpp File Reference

Functions

- `std::shared_ptr< Size1DComponent > parseSize1D (std::string pathFile)`
Parse a Size1D Json object.

7.181.1 Function Documentation

7.181.1.1 `parseSize1D()`

```
std::shared_ptr<Size1DComponent> parseSize1D (
    std::string pathFile )
```

Parse a Size1D Json object.

Parameters

<code>pathFile</code>	Path to the Json file.

Returns

`std::shared_ptr<ScaleComponent>`

7.182 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/Speed3DParser/Speed3DParser.cpp File Reference

Functions

- `std::shared_ptr< Speed3DComponent > parseSpeed3D` (`std::string pathFile`)
Parse a Speed Json object.

7.182.1 Function Documentation

7.182.1.1 `parseSpeed3D()`

```
std::shared_ptr<Speed3DComponent> parseSpeed3D (  
    std::string pathFile )
```

Parse a Speed Json object.

Parameters

<code>pathFile</code>	Path to the Json file.

Returns

`std::shared_ptr<SpeedComponent>`

7.183 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/Speed3DParser/Speed3DParser.hpp File Reference

Functions

- `std::shared_ptr< Speed3DComponent > parseSpeed3D` (`std::string pathFile`)
Parse a Speed Json object.

7.183.1 Function Documentation

7.183.1.1 parseSpeed3D()

```
std::shared_ptr<Speed3DComponent> parseSpeed3D (
    std::string pathFile )
```

Parse a Speed Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<SpeedComponent>

7.184 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ SpeedParser/SpeedParser.cpp File Reference

Functions

- std::shared_ptr< [SpeedComponent](#) > [parseSpeed](#) (std::string pathFile)
Parse a Speed Json object.

7.184.1 Function Documentation

7.184.1.1 parseSpeed()

```
std::shared_ptr<SpeedComponent> parseSpeed (
    std::string pathFile )
```

Parse a Speed Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<SpeedComponent>

7.185 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ SpeedParser/SpeedParser.hpp File Reference

Functions

- `std::shared_ptr< SpeedComponent > parseSpeed (std::string pathFile)`
Parse a Speed Json object.

7.185.1 Function Documentation

7.185.1.1 `parseSpeed()`

```
std::shared_ptr<SpeedComponent> parseSpeed (  
    std::string pathFile )
```

Parse a Speed Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<SpeedComponent>`

7.186 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ SpriteSheetAnimationParser/SpriteSheetAnimationParser.cpp File Reference

Functions

- `std::shared_ptr< SpriteSheetAnimationComponent > parseSpriteSheetAnimation (std::string pathFile)`
Parse a SpriteSheetAnimation Json object.

7.186.1 Function Documentation

7.186.1.1 `parseSpriteSheetAnimation()`

```
std::shared_ptr<SpriteSheetAnimationComponent> parseSpriteSheetAnimation (  
    std::string pathFile )
```

Parse a SpriteSheetAnimation Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<SpriteSheetAnimationComponent>`

7.187 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵](#) SpriteSheetAnimationParser/SpriteSheetAnimationParser.hpp File Reference

Functions

- `std::shared_ptr< SpriteSheetAnimationComponent > parseSpriteSheetAnimation (std::string pathFile)`
Parse a SpriteSheetAnimation Json object.

7.187.1 Function Documentation

7.187.1.1 `parseSpriteSheetAnimation()`

```
std::shared_ptr<SpriteSheetAnimationComponent> parseSpriteSheetAnimation (
    std::string pathFile )
```

Parse a SpriteSheetAnimation Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<SpriteSheetAnimationComponent>`

7.188 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵](#) TextLimitParser/TextLimitParser.cpp File Reference

Functions

- `std::shared_ptr< TextLimitComponent > parseTextLimit (const std::string &path)`
Parse a [TextLimitComponent](#) from a json file.

7.188.1 Function Documentation

7.188.1.1 parseTextLimit()

```
std::shared_ptr<TextLimitComponent> parseTextLimit (
    const std::string & path )
```

Parse a [TextLimitComponent](#) from a json file.

Parameters

<i>path</i>	The path to the json file

Returns

The [TextLimitComponent](#)

7.189 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Parser/TextLimitParser/TextLimitParser.cpp File Reference

Functions

- `std::shared_ptr< TextLimitComponent > parseTextLimit (const std::string &path)`
Parse a [TextLimitComponent](#) from a json file.

7.189.1 Function Documentation

7.189.1.1 parseTextLimit()

```
std::shared_ptr<TextLimitComponent> parseTextLimit (
    const std::string & path )
```

Parse a [TextLimitComponent](#) from a json file.

Parameters

<i>path</i>	The path to the json file

Returns

The [TextLimitComponent](#)

7.190 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ TextLimitParser/TextLimitParser.hpp File Reference

Functions

- `std::shared_ptr< TextLimitComponent > parseTextLimit (const std::string &path)`
Parse a [TextLimitComponent](#) from a json file.

7.190.1 Function Documentation

7.190.1.1 `parseTextLimit()`

```
std::shared_ptr<TextLimitComponent> parseTextLimit (
    const std::string & path )
```

Parse a [TextLimitComponent](#) from a json file.

Parameters

<i>path</i>	The path to the json file

Returns

The [TextLimitComponent](#)

7.191 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Parser/TextLimitParser/TextLimitParser.hpp File Reference

Functions

- `std::shared_ptr< TextLimitComponent > parseTextLimit (const std::string &path)`
Parse a [TextLimitComponent](#) from a json file.

7.191.1 Function Documentation

7.191.1.1 `parseTextLimit()`

```
std::shared_ptr<TextLimitComponent> parseTextLimit (
    const std::string & path )
```

Parse a [TextLimitComponent](#) from a json file.

Parameters

<i>path</i>	The path to the json file

Returns

The [TextLimitComponent](#)

7.192 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/TextParser/TextParser.cpp File Reference

Functions

- `std::shared_ptr<TextComponent> parseText (std::string pathFile)`
Parse a text Json object.

7.192.1 Function Documentation

7.192.1.1 `parseText()`

```
std::shared_ptr<TextComponent> parseText (
    std::string pathFile )
```

Parse a text Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<TextComponent>`

7.193 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/TextParser/TextParser.hpp File Reference

Functions

- `std::shared_ptr<TextComponent> parseText (std::string pathFile)`
Parse a text Json object.

7.193.1 Function Documentation

7.193.1.1 `parseText()`

```
std::shared_ptr<TextComponent> parseText (
    std::string pathFile )
```

Parse a text Json object.

Parameters

<code>pathFile</code>	Path to the Json file.

Returns

`std::shared_ptr<TextComponent>`

7.194 `/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵` **TextPosition2DParser/TextPosition2DParser.cpp File Reference**

Functions

- `std::shared_ptr< TextPosition2DComponent > parseTextPosition2D (std::string pathFile)`
Parse a TextPosition2D Json object.

7.194.1 Function Documentation

7.194.1.1 `parseTextPosition2D()`

```
std::shared_ptr<TextPosition2DComponent> parseTextPosition2D (
    std::string pathFile )
```

Parse a TextPosition2D Json object.

Parameters

<code>pathFile</code>	Path to the Json file.

Returns

`std::shared_ptr<Position2DComponent>`

7.196

/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/TextureRectParser/TextureRectParser.cpp

File Reference

7.195 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↩ 879

TextPosition2DParser/TextPosition2DParser.hpp File Reference

Functions

- std::shared_ptr< [TextPosition2DComponent](#) > [parseTextPosition2D](#) (std::string pathFile)

Parse a TextPosition2D Json object.

7.195.1 Function Documentation

7.195.1.1 parseTextPosition2D()

```
std::shared_ptr<TextPosition2DComponent> parseTextPosition2D (
    std::string pathFile )
```

Parse a TextPosition2D Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<Position2DComponent>

7.196 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↩

TextureRectParser/TextureRectParser.cpp File Reference

Functions

- std::shared_ptr< [TextureRectComponent](#) > [parseTextureRect](#) (std::string pathFile)

Parse a TextureRect Json object.

7.196.1 Function Documentation

7.196.1.1 parseTextureRect()

```
std::shared_ptr<TextureRectComponent> parseTextureRect (
    std::string pathFile )
```

Parse a TextureRect Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<TextureRectComponent>`

7.197 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/TextureRectParser/TextureRectParser.hpp File Reference

Functions

- `std::shared_ptr<TextureRectComponent> parseTextureRect (std::string pathFile)`
Parse a TextureRect Json object.

7.197.1 Function Documentation

7.197.1.1 parseTextureRect()

```
std::shared_ptr<TextureRectComponent> parseTextureRect (
    std::string pathFile )
```

Parse a TextureRect Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<TextureRectComponent>`

7.198 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/Velocity3DParser/Velocity3DParser.cpp File Reference

Functions

- `std::shared_ptr<Velocity3DComponent> parseVelocity3D (std::string pathFile)`
Parse a Velocity3D Json object.

7.198.1 Function Documentation

7.198.1.1 parseVelocity3D()

```
std::shared_ptr<Velocity3DComponent> parseVelocity3D (
    std::string pathFile )
```

Parse a Velocity3D Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<Velocity3DComponent>

7.199 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/Velocity3DParser/Velocity3DParser.hpp File Reference

Functions

- std::shared_ptr< [Velocity3DComponent](#) > [parseVelocity3D](#) (std::string pathFile)
Parse a Velocity3D Json object.

7.199.1 Function Documentation

7.199.1.1 parseVelocity3D()

```
std::shared_ptr<Velocity3DComponent> parseVelocity3D (
    std::string pathFile )
```

Parse a Velocity3D Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<Velocity3DComponent>

7.200 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/↵ VelocityParser/VelocityParser.cpp File Reference

Functions

- `std::shared_ptr< VelocityComponent > parseVelocity (std::string pathFile)`
Parse a Velocity Json object.

7.200.1 Function Documentation

7.200.1.1 `parseVelocity()`

```
std::shared_ptr<VelocityComponent> parseVelocity (
    std::string pathFile )
```

Parse a Velocity Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<VelocityComponent>`

7.201 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Parser/VelocityParser/VelocityParser.cpp File Reference

Functions

- `std::shared_ptr< VelocityComponent > parseVelocity (std::string pathFile)`
Parse a Velocity Json object.

7.201.1 Function Documentation

7.201.1.1 `parseVelocity()`

```
std::shared_ptr<VelocityComponent> parseVelocity (
    std::string pathFile )
```

Parse a Velocity Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<VelocityComponent>

7.202 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultParser/VelocityParser/VelocityParser.hpp File Reference

Functions

- std::shared_ptr< [VelocityComponent](#) > [parseVelocity](#) (std::string pathFile)
Parse a Velocity Json object.

7.202.1 Function Documentation

7.202.1.1 parseVelocity()

```
std::shared_ptr<VelocityComponent> parseVelocity (
    std::string pathFile )
```

Parse a Velocity Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<VelocityComponent>

7.203 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Parser/VelocityParser/VelocityParser.hpp File Reference

Functions

- std::shared_ptr< [VelocityComponent](#) > [parseVelocity](#) (std::string pathFile)
Parse a Velocity Json object.

7.203.1 Function Documentation

7.203.1.1 parseVelocity()

```
std::shared_ptr<VelocityComponent> parseVelocity (
    std::string pathFile )
```

Parse a Velocity Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<VelocityComponent>

7.204 /home/runner/work/R-Type/R-Type/Engine/Shared/Default↵ Systems/DisplayConsumption/DisplayConsumptionSystem.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.204.1 Function Documentation

7.204.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.205 /home/runner/work/R-Type/R-Type/Engine/Shared/Default↵ Systems/DisplayConsumption/DisplayConsumptionSystem.hpp File Reference

Classes

- class DisplayConsumptionSystem
System to handle mouse events.

7.206 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayConsumption/InitConsumptionSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.206.1 Function Documentation

7.206.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.207 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayConsumption/InitConsumptionSystem.hpp File Reference

Classes

- class [InitConsumptionSystem](#)
System to handle mouse events.

7.208 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayConsumption/UpdateConsumptionSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.208.1 Function Documentation

7.208.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.209 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayConsumption/UpdateConsumptionSystem.hpp](#) File Reference

Classes

- class [UpdateConsumptionSystem](#)
System to handle mouse events.

7.210 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayShaderInfo/DisplayShaderInfoSystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.210.1 Function Documentation

7.210.1.1 [loadSystemInstance\(\)](#)

EXPORT_SYMBOL [ISystem](#)* [loadSystemInstance](#) ()

7.211 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayShaderInfo/DisplayShaderInfoSystem.hpp](#) File Reference

Classes

- class [DisplayShaderInfoSystem](#)
System to handle mouse events.

7.212 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayShaderInfo/InitShaderInfoSystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.212.1 Function Documentation

7.212.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.213 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayShaderInfo/InitShaderInfoSystem.hpp File Reference ↩

Classes

- class [InitShaderInfoSystem](#)
System to handle mouse events.

7.214 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayShaderInfo/UpdateShaderInfoSystem.cpp File Reference ↩

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.214.1 Function Documentation

7.214.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.215 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/DisplayShaderInfo/UpdateShaderInfoSystem.hpp File Reference ↩

Classes

- class [UpdateShaderInfoSystem](#)
System to handle mouse events.

7.216 /home/runner/work/R-Type/R-Type/Engine/Shared/Default↵ Systems/FullScreen/FullScreenSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.216.1 Function Documentation

7.216.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.217 /home/runner/work/R-Type/R-Type/Engine/Shared/Default↵ Systems/FullScreen/FullScreenSystem.hpp File Reference

Classes

- class [FullScreenSystem](#)
System to handle mouse events.

7.218 /home/runner/work/R-Type/R-Type/Engine/Shared/Default↵ Systems/Gravity/GravitySystem.cpp File Reference

Functions

- static void [updateHitBox](#) ([ECS::Registry](#) &reg, [ECS::entity_t](#) entity, [ECS::SparseArray](#)< [IComponent](#) > &hit↵ Boxes, [ECS::SparseArray](#)< [IComponent](#) > &objPaths, [ECS::SparseArray](#)< [IComponent](#) > &scales, std↵ ::shared_ptr< [Position3DComponent](#) > position3D)
- static void [applyCollisionDamage](#) ([ECS::Registry](#) &reg, [ECS::entity_t](#) entity, [ECS::entity_t](#) entity2, [ECS::SparseArray](#)< [IComponent](#) > &colliderDamages, [ECS::SparseArray](#)< [IComponent](#) > &lives, [ECS::SparseArray](#)< [IComponent](#) > &draws)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.218.1 Function Documentation

7.218.1.1 applyCollisionDamage()

```
static void applyCollisionDamage (
    ECS::Registry & reg,
    ECS::entity_t entity,
    ECS::entity_t entity2,
    ECS::SparseArray< IComponent > & colliderDamages,
    ECS::SparseArray< IComponent > & lives,
    ECS::SparseArray< IComponent > & draws ) [static]
```

7.218.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.218.1.3 updateHitBox()

```
static void updateHitBox (
    ECS::Registry & reg,
    ECS::entity_t entity,
    ECS::SparseArray< IComponent > & hitBoxes,
    ECS::SparseArray< IComponent > & objPaths,
    ECS::SparseArray< IComponent > & scales,
    std::shared_ptr< Position3DComponent > position3D ) [static]
```

7.219 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/Gravity/GravitySystem.hpp File Reference

Classes

- class [GravitySystem](#)
System to handle gravity.

7.220 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/ISystem.hpp File Reference

Classes

- class [ISystem](#)
Interface class for [ECS](#) systems.
- class [ASystem](#)
A basic implementation of the [ISystem](#) interface.

7.221 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/ISystemNetworkUpdate.hpp](#) File Reference

Classes

- class [ISystemNetworkUpdate](#)
Interface class for network update systems.

7.222 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/KeyMaps/KeyMap.hpp](#) File Reference

Enumerations

- enum [KEY_MAP](#) {
[KEY_NULL](#) = 0 , [KEY_APOSTROPHE](#) = 39 , [KEY_COMMA](#) = 44 , [KEY_MINUS](#) = 45 ,
[KEY_PERIOD](#) = 46 , [KEY_SLASH](#) = 47 , [KEY_ZERO](#) = 48 , [KEY_ONE](#) = 49 ,
[KEY_TWO](#) = 50 , [KEY_THREE](#) = 51 , [KEY_FOUR](#) = 52 , [KEY_FIVE](#) = 53 ,
[KEY_SIX](#) = 54 , [KEY_SEVEN](#) = 55 , [KEY_EIGHT](#) = 56 , [KEY_NINE](#) = 57 ,
[KEY_SEMICOLON](#) = 59 , [KEY_EQUAL](#) = 61 , [KEY_A](#) = 65 , [KEY_B](#) = 66 ,
[KEY_C](#) = 67 , [KEY_D](#) = 68 , [KEY_E](#) = 69 , [KEY_F](#) = 70 ,
[KEY_G](#) = 71 , [KEY_H](#) = 72 , [KEY_I](#) = 73 , [KEY_J](#) = 74 ,
[KEY_K](#) = 75 , [KEY_L](#) = 76 , [KEY_M](#) = 77 , [KEY_N](#) = 78 ,
[KEY_O](#) = 79 , [KEY_P](#) = 80 , [KEY_Q](#) = 81 , [KEY_R](#) = 82 ,
[KEY_S](#) = 83 , [KEY_T](#) = 84 , [KEY_U](#) = 85 , [KEY_V](#) = 86 ,
[KEY_W](#) = 87 , [KEY_X](#) = 88 , [KEY_Y](#) = 89 , [KEY_Z](#) = 90 ,
[KEY_LEFT_BRACKET](#) = 91 , [KEY_BACKSLASH](#) = 92 , [KEY_RIGHT_BRACKET](#) = 93 , [KEY_GRAVE](#) = 96 ,
[KEY_SPACE](#) = 32 , [KEY_ESCAPE](#) = 256 , [KEY_ENTER](#) = 257 , [KEY_TAB](#) = 258 ,
[KEY_BACKSPACE](#) = 259 , [KEY_INSERT](#) = 260 , [KEY_DELETE](#) = 261 , [KEY_RIGHT](#) = 262 ,
[KEY_LEFT](#) = 263 , [KEY_DOWN](#) = 264 , [KEY_UP](#) = 265 , [KEY_PAGE_UP](#) = 266 ,
[KEY_PAGE_DOWN](#) = 267 , [KEY_HOME](#) = 268 , [KEY_END](#) = 269 , [KEY_CAPS_LOCK](#) = 280 ,
[KEY_SCROLL_LOCK](#) = 281 , [KEY_NUM_LOCK](#) = 282 , [KEY_PRINT_SCREEN](#) = 283 , [KEY_PAUSE](#) = 284
,
[KEY_F1](#) = 290 , [KEY_F2](#) = 291 , [KEY_F3](#) = 292 , [KEY_F4](#) = 293 ,
[KEY_F5](#) = 294 , [KEY_F6](#) = 295 , [KEY_F7](#) = 296 , [KEY_F8](#) = 297 ,
[KEY_F9](#) = 298 , [KEY_F10](#) = 299 , [KEY_F11](#) = 300 , [KEY_F12](#) = 301 ,
[KEY_LEFT_SHIFT](#) = 340 , [KEY_LEFT_CONTROL](#) = 341 , [KEY_LEFT_ALT](#) = 342 , [KEY_LEFT_SUPER](#) =
343 ,
[KEY_RIGHT_SHIFT](#) = 344 , [KEY_RIGHT_CONTROL](#) = 345 , [KEY_RIGHT_ALT](#) = 346 , [KEY_RIGHT_SUPER](#)
= 347 ,
[KEY_KB_MENU](#) = 348 , [KEY_KP_0](#) = 320 , [KEY_KP_1](#) = 321 , [KEY_KP_2](#) = 322 ,
[KEY_KP_3](#) = 323 , [KEY_KP_4](#) = 324 , [KEY_KP_5](#) = 325 , [KEY_KP_6](#) = 326 ,
[KEY_KP_7](#) = 327 , [KEY_KP_8](#) = 328 , [KEY_KP_9](#) = 329 , [KEY_KP_DECIMAL](#) = 330 ,
[KEY_KP_DIVIDE](#) = 331 , [KEY_KP_MULTIPLY](#) = 332 , [KEY_KP_SUBTRACT](#) = 333 , [KEY_KP_ADD](#) = 334 ,
[KEY_KP_ENTER](#) = 335 , [KEY_KP_EQUAL](#) = 336 , [MOUSE_LEFT_CLICK](#) = 501 , [MOUSE_RIGHT_CLICK](#)
= 502 ,
[MOUSE_MIDDLE_CLICK](#) = 503 }
Enumeration for key mappings.

7.222.1 Enumeration Type Documentation

7.222.1.1 KEY_MAP

enum [KEY_MAP](#)

Enumeration for key mappings.

This enumeration defines key codes for various keys, including alphanumeric keys, function keys, keypad keys, and Android key buttons. Each key is associated with a unique integer value.

Enumerator

KEY_NULL	Key: NULL, used for no key pressed
KEY_APOSTROPHE	Key: '
KEY_COMMA	Key: ,
KEY_MINUS	Key: -
KEY_PERIOD	Key: .
KEY_SLASH	Key: /
KEY_ZERO	Key: 0
KEY_ONE	Key: 1
KEY_TWO	Key: 2
KEY_THREE	Key: 3
KEY_FOUR	Key: 4
KEY_FIVE	Key: 5
KEY_SIX	Key: 6
KEY_SEVEN	Key: 7
KEY_EIGHT	Key: 8
KEY_NINE	Key: 9
KEY_SEMICOLON	Key: ;
KEY_EQUAL	Key: =
KEY_A	Key: A
KEY_B	Key: B
KEY_C	Key: C
KEY_D	Key: D
KEY_E	Key: E
KEY_F	Key: F
KEY_G	Key: G
KEY_H	Key: H
KEY_I	Key: I
KEY_J	Key: J
KEY_K	Key: K
KEY_L	Key: L
KEY_M	Key: M
KEY_N	Key: N
KEY_O	Key: O
KEY_P	Key: P
KEY_Q	Key: Q
KEY_R	Key: R
KEY_S	Key: S
KEY_T	Key: T
KEY_U	Key: U

Enumerator

KEY_V	Key: V
KEY_W	Key: W
KEY_X	Key: X
KEY_Y	Key: Y
KEY_Z	Key: Z
KEY_LEFT_BRACKET	Key: [
KEY_BACKSLASH	Key: \
KEY_RIGHT_BRACKET	Key:]
KEY_GRAVE	Key: `
KEY_SPACE	Key: Space
KEY_ESCAPE	Key: Esc
KEY_ENTER	Key: Enter
KEY_TAB	Key: Tab
KEY_BACKSPACE	Key: Backspace
KEY_INSERT	Key: Ins
KEY_DELETE	Key: Del
KEY_RIGHT	Key: Cursor right
KEY_LEFT	Key: Cursor left
KEY_DOWN	Key: Cursor down
KEY_UP	Key: Cursor up
KEY_PAGE_UP	Key: Page up
KEY_PAGE_DOWN	Key: Page down
KEY_HOME	Key: Home
KEY_END	Key: End
KEY_CAPS_LOCK	Key: Caps lock
KEY_SCROLL_LOCK	Key: Scroll down
KEY_NUM_LOCK	Key: Num lock
KEY_PRINT_SCREEN	Key: Print screen
KEY_PAUSE	Key: Pause
KEY_F1	Key: F1
KEY_F2	Key: F2
KEY_F3	Key: F3
KEY_F4	Key: F4
KEY_F5	Key: F5
KEY_F6	Key: F6
KEY_F7	Key: F7
KEY_F8	Key: F8
KEY_F9	Key: F9
KEY_F10	Key: F10
KEY_F11	Key: F11
KEY_F12	Key: F12
KEY_LEFT_SHIFT	Key: Shift left
KEY_LEFT_CONTROL	Key: Control left
KEY_LEFT_ALT	Key: Alt left
KEY_LEFT_SUPER	Key: Super left
KEY_RIGHT_SHIFT	Key: Shift right
KEY_RIGHT_CONTROL	Key: Control right

Enumerator

KEY_RIGHT_ALT	Key: Alt right
KEY_RIGHT_SUPER	Key: Super right
KEY_KB_MENU	Key: KB menu
KEY_KP_0	Key: Keypad 0
KEY_KP_1	Key: Keypad 1
KEY_KP_2	Key: Keypad 2
KEY_KP_3	Key: Keypad 3
KEY_KP_4	Key: Keypad 4
KEY_KP_5	Key: Keypad 5
KEY_KP_6	Key: Keypad 6
KEY_KP_7	Key: Keypad 7
KEY_KP_8	Key: Keypad 8
KEY_KP_9	Key: Keypad 9
KEY_KP_DECIMAL	Key: Keypad .
KEY_KP_DIVIDE	Key: Keypad /
KEY_KP_MULTIPLY	Key: Keypad *
KEY_KP_SUBTRACT	Key: Keypad -
KEY_KP_ADD	Key: Keypad +
KEY_KP_ENTER	Key: Keypad Enter
KEY_KP_EQUAL	Key: Keypad =
MOUSE_LEFT_CLICK	Mouse button: Left click
MOUSE_RIGHT_CLICK	Mouse button: Right click
MOUSE_MIDDLE_CLICK	Mouse button: Middle click

7.223 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/KeyMaps/StringKeyMap.hpp File Reference

Variables

- `const std::unordered_map< std::string, KEY\_MAP > stringKeyMap`
A map of key strings to key codes.

7.223.1 Variable Documentation

7.223.1.1 `stringKeyMap`

```
const std::unordered_map<std::string, KEY\_MAP> stringKeyMap
```

A map of key strings to key codes.

This map is used to convert key strings to key codes. It is used by the InputManager class to convert key strings (used in json config files) to key codes (used in the code).

7.224 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/LuaScript/LuaScriptSystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.224.1 Function Documentation

7.224.1.1 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.225 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/LuaScript/LuaScriptSystem.hpp](#) File Reference

Classes

- class [LuaScriptSystem](#)
Run all lua scripts, giving them the ability to modify the game.

7.226 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/Mouse/MouseSystem.cpp](#) File Reference

Functions

- static void [unselectOthers](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.226.1 Function Documentation

7.226.1.1 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```


7.226.1.2 unselectOthers()

```
static void unselectOthers (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.227 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Mouse/MouseSystem.cpp File Reference ↩

Functions

- static void [unselectOthers](#) (ECS::Registry &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.227.1 Function Documentation

7.227.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.227.1.2 unselectOthers()

```
static void unselectOthers (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.228 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/Mouse/MouseSystem.hpp File Reference ↩

Classes

- class [MouseSystem](#)
System to handle mouse events.

7.229 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Mouse/MouseSystem.hpp File Reference ↩

Classes

- class [MouseSystem](#)
System to handle mouse events.

7.230 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/MoveEntities/MoveEntitiesSystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.230.1 Function Documentation

7.230.1.1 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.231 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/MoveEntities/MoveEntitiesSystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.231.1 Function Documentation

7.231.1.1 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.232 [/home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/MoveEntities/MoveEntitiesSystem.hpp](#) File Reference

Classes

- class [MoveEntitiesSystem](#)
Move all entities based on their positions and velocity.

7.233 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/MoveEntities/MoveEntitiesSystem.hpp File Reference

Classes

- class [MoveEntitiesSystem](#)
Move all entities based on their positions and velocity.

7.234 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/Shader/ShaderSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.234.1 Function Documentation

7.234.1.1 loadSystemInstance()

EXPORT_SYMBOL [ISystem](#)* [loadSystemInstance](#) ()

7.235 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/Shader/ShaderSystem.hpp File Reference

Classes

- class [ShaderSystem](#)
System to handle mouse events.

7.236 /home/runner/work/R-Type/R-Type/Engine/Shared/DefaultSystems/Typing/TypingSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.236.1 Function Documentation

7.236.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.237 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Typing/TypingSystem.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.237.1 Function Documentation

7.237.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.238 /home/runner/work/R-Type/R-Type/Engine/Shared/Default↵ Systems/Typing/TypingSystem.hpp File Reference

Classes

- class TypingSystem
System to handle typing.

7.239 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Typing/TypingSystem.hpp File Reference

Classes

- class TypingSystem
System to handle typing.

7.240 /home/runner/work/R-Type/R-Type/Engine/Shared/DLLoader/↵ DLLoader.hpp File Reference

Classes

- class [DLLoader< T >](#)
Loader class of '.so' files.

7.241 /home/runner/work/R-Type/R-Type/Engine/Shared/EventListener/↵ EventListener.cpp File Reference

7.242 /home/runner/work/R-Type/R-Type/Engine/Shared/EventListener/↵ EventListener.hpp File Reference

Classes

- class [EventListener](#)
- class [EventListenerErrors](#)

7.243 /home/runner/work/R-Type/R-Type/Engine/Shared/Scene↵ Manager/ASceneManager.cpp File Reference

7.244 /home/runner/work/R-Type/R-Type/Engine/Shared/Scene↵ Manager/ASceneManager.hpp File Reference

Classes

- class [SceneManager::ASceneManager](#)
Abstract class for the scene manager.

Namespaces

- [SceneManager](#)
Namespace for the scene manager. This namespace contains all the classes or enums that are related to the scene management.

7.245 /home/runner/work/R-Type/R-Type/Engine/Shared/Scene↵ Manager/ISceneManager.hpp File Reference

Classes

- class [SceneManager::ISceneManager](#)
Interface for the scene manager.
- class [SceneManager::SceneManagerErrors](#)
Class for the scene manager errors.
- class [SceneManager::SceneManagerJsonErrors](#)
Class for the scene manager json errors.

Namespaces

- [SceneManager](#)

Namespace for the scene manager. This namespace contains all the classes or enums that are related to the scene management.

Enumerations

- enum [SceneManager::RegisterIndex](#) { [SceneManager::CURRENT](#) = 0 , [SceneManager::PREVIOUS](#) = 1 , [SceneManager::NEXT](#) = 2 }

Enum for the register index. This enum is used to deal with all the scenes that should be loaded.

7.246 /home/runner/work/R-Type/R-Type/GraphicLibrary/Src/GraphicLib.cpp File Reference

Functions

- `EXPORT_SYMBOL IGraphic * loadGraphicInstance ()`

7.246.1 Function Documentation

7.246.1.1 loadGraphicInstance()

```
EXPORT_SYMBOL IGraphic* loadGraphicInstance ( )
```

7.247 /home/runner/work/R-Type/R-Type/GraphicLibrary/Src/GraphicLib.hpp File Reference

Classes

- class [GraphicLib](#)
Raylib graphical library. This library will be compile into a .so file to be use in our gameEngine.
- class [GraphicLib::WrongCurrentShaderName](#)
Exception class for handling errors related to the current shader name.
- class [GraphicLib::LoadShaderError](#)
Exception class for handling errors related to loading shaders.
- class [GraphicLib::ResolutionError](#)
Exception class set a wrong resolution.
- class [GraphicLib::ModelError](#)
Exception class for handling errors related to the model.

7.248 /home/runner/work/R-Type/R-Type/Network/ABI/ABIClient.cpp File Reference

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

Functions

- `std::shared_ptr< INetworkUnit > ABINetwork::createClient ()`
Creates a client network unit to connect to a server.
- `bool ABINetwork::connectToServer (std::shared_ptr< INetworkUnit > client, std::string ipServer, int tcp_port)`
Connect a client to a server.
- `void ABINetwork::disconnectToServer (std::shared_ptr< INetworkUnit > networkUnit)`
Disconnect to a client.
- `std::string ABINetwork::getServerIp (std::shared_ptr< INetworkUnit > networkUnit)`
Get the [Server Ip](#) object.
- `void ABINetwork::sendPacketLogin (std::shared_ptr< INetworkUnit > networkUnit, std::string userName, std::string password)`
Sends a login packet to the server.
- `void ABINetwork::sendPacketRegister (std::shared_ptr< INetworkUnit > networkUnit, std::string userName, std::string password)`
Sends a registration packet to the server.
- `void ABINetwork::sendPacketLogout (std::shared_ptr< INetworkUnit > networkUnit)`
Sends a logout packet to the server.
- `void ABINetwork::sendPacketInit (std::shared_ptr< INetworkUnit > networkUnit)`
Sends a init packet to the server.
- `int ABINetwork::getAssignTokenInfoFromPacket (UDPPacket packet)`
Get the [AssignToken](#) Info From Packet object.
- `void ABINetwork::sendPacketKey (std::shared_ptr< INetworkUnit > networkUnit, int key)`
Sends a key packet to the server.
- `void ABINetwork::sendPacketChatbox (std::shared_ptr< INetworkUnit > networkUnit, std::string userName, std::string chat)`
Sends a Chatbox packet to the server.
- `std::pair< std::string, int > ABINetwork::getEntityCreationInfoFromPacket (UDPPacket packet)`
Get the Entity Creation Info From Packet object.
- `std::pair< std::string, std::vector< std::variant< int, float, std::string, bool > > > > ABINetwork::getUpdateComponentInfoFromPacket (UDPPacket packet)`
Get the Update Component Info From Packet object.
- `void ABINetwork::sendPacketGetRooms (std::shared_ptr< INetworkUnit > networkUnit)`
Send a packet to the server to know all rooms.
- `void ABINetwork::sendPacketCreateRoom (std::shared_ptr< INetworkUnit > networkUnit, std::string room↵ Name, bool privateRoom, std::string roomPassword, bool cheatsRoom, int playerMaxRoom)`
Creates a new room on the server.
- `void ABINetwork::sendPacketJoinRoom (std::shared_ptr< INetworkUnit > networkUnit, std::string room↵ Name, std::string password="")`
Joins an existing room on the server.
- `void ABINetwork::sendPacketLeaveRoom (std::shared_ptr< INetworkUnit > networkUnit)`
Leaves a room on the server.

- `std::tuple< std::string, int, int > ABINetwork::getCreatedRoomInfoFromPacket` (UDPPacket packet)
Get the Created Room Info From Packet object.
- `bool ABINetwork::getLoginAllowedInfoFromPacket` (UDPPacket packet)
Get the Login Allowed Info From Packet object.
- `void ABINetwork::setClientLogin` (std::shared_ptr< INetworkUnit > networkUnit, INetworkUnit::LoginState loginState)
Set the Client Login object.
- `INetworkUnit::LoginState ABINetwork::getClientLogin` (std::shared_ptr< INetworkUnit > networkUnit)
Get the Client Login object.
- `void ABINetwork::setCurrentRoomPassword` (std::shared_ptr< INetworkUnit > networkUnit, std::string roomPassword)
Set the Current Room Password object.
- `std::string ABINetwork::getCurrentRoomPassword` (std::shared_ptr< INetworkUnit > networkUnit)
Get the Current Room Password object.
- `std::vector< ABINetwork::roomInfo_t > ABINetwork::getRoomsInfos` (UDPPacket packet)
Get the Rooms Infos object.
- `void ABINetwork::setListOfRooms` (std::shared_ptr< INetworkUnit > networkUnit, std::vector< ABINetwork::roomInfo_t > listRooms)
Set the List Of Rooms object.
- `std::vector< ABINetwork::roomInfo_t > ABINetwork::getListOfRooms` (std::shared_ptr< INetworkUnit > networkUnit)
Get the List Of Rooms object.
- `void ABINetwork::setGetRoomState` (std::shared_ptr< INetworkUnit > networkUnit, INetworkUnit::GetRoomState getRoomState)
Set the Get Room State object.
- `INetworkUnit::GetRoomState ABINetwork::getRoomState` (std::shared_ptr< INetworkUnit > networkUnit)
Get the Room State object.
- `int ABINetwork::getAllowedJoindRoomInfoFromPacket` (UDPPacket packet)
Get the Joind Room Info From Packet object.

7.249 /home/runner/work/R-Type/R-Type/Network/ABI/ABIClient.hpp File Reference

Namespaces

- [ABINetwork](#)
Contains functions to manage network communication and operations.

Functions

- `std::shared_ptr< INetworkUnit > ABINetwork::createClient` ()
Creates a client network unit to connect to a server.
- `bool ABINetwork::connectToServer` (std::shared_ptr< INetworkUnit > client, std::string ipServer, int tcp_port)
Connect a client to a server.
- `void ABINetwork::disconnectToServer` (std::shared_ptr< INetworkUnit > networkUnit)
Disconnect to a client.
- `std::string ABINetwork::getServerIp` (std::shared_ptr< INetworkUnit > networkUnit)
Get the Server Ip object.

- void [ABINetwork::sendPacketRegister](#) (std::shared_ptr< INetworkUnit > networkUnit, std::string userName, std::string password)
Sends a registration packet to the server.
- void [ABINetwork::sendPacketLogin](#) (std::shared_ptr< INetworkUnit > networkUnit, std::string userName, std::string password)
Sends a login packet to the server.
- void [ABINetwork::sendPacketInit](#) (std::shared_ptr< INetworkUnit > networkUnit)
Sends a init packet to the server.
- int [ABINetwork::getAssignTokenInfoFromPacket](#) (UDPPacket packet)
Get the [AssignToken](#) Info From Packet object.
- void [ABINetwork::sendPacketKey](#) (std::shared_ptr< INetworkUnit > networkUnit, int key)
Sends a key packet to the server.
- void [ABINetwork::sendPacketLogout](#) (std::shared_ptr< INetworkUnit > networkUnit)
Sends a logout packet to the server.
- void [ABINetwork::sendPacketChatbox](#) (std::shared_ptr< INetworkUnit > networkUnit, std::string userName, std::string chat)
Sends a Chatbox packet to the server.
- void [ABINetwork::sendPacketGetRooms](#) (std::shared_ptr< INetworkUnit > networkUnit)
Send a packet to the server to know all rooms.
- void [ABINetwork::sendPacketCreateRoom](#) (std::shared_ptr< INetworkUnit > networkUnit, std::string roomName, bool privateRoom, std::string roomPassword, bool cheatsRoom, int playerMaxRoom)
Creates a new room on the server.
- void [ABINetwork::sendPacketJoinRoom](#) (std::shared_ptr< INetworkUnit > networkUnit, std::string roomName, std::string password="")
Joins an existing room on the server.
- void [ABINetwork::sendPacketLeaveRoom](#) (std::shared_ptr< INetworkUnit > networkUnit)
Leaves a room on the server.
- void [ABINetwork::deleteRoom](#) (std::shared_ptr< INetworkUnit > networkUnit)
Deletes a room from the server.
- std::pair< std::string, int > [ABINetwork::getEntityCreationInfoFromPacket](#) (UDPPacket packet)
Get the Entity Creation Info From Packet object.
- std::pair< std::string, std::vector< std::variant< int, float, std::string, bool > > > [ABINetwork::getUpdateComponentInfoFromPacket](#) (UDPPacket packet)
Get the Update Component Info From Packet object.
- std::tuple< std::string, int, int > [ABINetwork::getCreatedRoomInfoFromPacket](#) (UDPPacket packet)
Get the Created Room Info From Packet object.
- bool [ABINetwork::getLoginAllowedInfoFromPacket](#) (UDPPacket packet)
Get the Login Allowed Info From Packet object.
- void [ABINetwork::setClientLogin](#) (std::shared_ptr< INetworkUnit > networkUnit, INetworkUnit::LoginState loginState)
Set the [Client](#) Login object.
- INetworkUnit::LoginState [ABINetwork::getClientLogin](#) (std::shared_ptr< INetworkUnit > networkUnit)
Get the [Client](#) Login object.
- void [ABINetwork::setCurrentRoomPassword](#) (std::shared_ptr< INetworkUnit > networkUnit, std::string roomPassword)
Set the Current Room Password object.
- std::string [ABINetwork::getCurrentRoomPassword](#) (std::shared_ptr< INetworkUnit > networkUnit)
Get the Current Room Password object.
- std::vector< [ABINetwork::roomInfo_t](#) > [ABINetwork::getRoomsInfos](#) (UDPPacket packet)
Get the Rooms Infos object.
- void [ABINetwork::setListOfRooms](#) (std::shared_ptr< INetworkUnit > networkUnit, std::vector< [ABINetwork::roomInfo_t](#) > listRooms)

Set the List Of Rooms object.

- `std::vector< ABINetwork::roomInfo\_t > ABINetwork::getListOfRooms (std::shared_ptr< INetworkUnit > networkUnit)`

Get the List Of Rooms object.

- `void ABINetwork::setGetRoomState (std::shared_ptr< INetworkUnit > networkUnit, INetworkUnit::GetRoomState getRoomState)`

Set the Get Room State object.

- `INetworkUnit::GetRoomState ABINetwork::getRoomState (std::shared_ptr< INetworkUnit > networkUnit)`

Get the Room State object.

- `int ABINetwork::getAllowedJoindRoomInfoFromPacket (UDPPacket packet)`

Get the Joind Room Info From Packet object.

7.250 /home/runner/work/R-Type/R-Type/Network/ABI/ABINetwork.cpp File Reference

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

Functions

- `void ABINetwork::setMessageInQueue (std::shared_ptr< INetworkUnit > networkUnit, std::vector< uint8\_t > message, uint32\_t token=0)`

Adds a message to the network unit's message queue.

- `std::pair< std::vector< uint8\_t >, uint32\_t > ABINetwork::getMessageInQueue (std::shared_ptr< INetworkUnit > networkUnit)`

Retrieves the next message from the network unit's message queue.

- `void ABINetwork::sendMessages (std::shared_ptr< INetworkUnit > networkUnit)`

Take all messages in queue and send them to the given targets.

- `INetworkUnit::TypeOfNetwork ABINetwork::getTypeOfNetwork (std::shared_ptr< INetworkUnit > networkUnit)`

Get the Type Of Network object.

7.251 /home/runner/work/R-Type/R-Type/Network/ABI/ABINetwork.hpp File Reference

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

Enumerations

- `enum ABINetwork::Type { ABINetwork::Int = 1, ABINetwork::Float, ABINetwork::String, ABINetwork::Bool }`

Functions

- void [ABINetwork::setMessageInQueue](#) (std::shared_ptr< INetworkUnit > networkUnit, std::vector< uint8_t > message, uint32_t token=0)
Adds a message to the network unit's message queue.
- std::pair< std::vector< uint8_t >, uint32_t > [ABINetwork::getMessageInQueue](#) (std::shared_ptr< INetworkUnit > networkUnit)
Retrieves the next message from the network unit's message queue.
- void [ABINetwork::sendMessages](#) (std::shared_ptr< INetworkUnit > networkUnit)
Take all messages in queue and send them to the given targets.
- INetworkUnit::TypeOfNetwork [ABINetwork::getTypeOfNetwork](#) (std::shared_ptr< INetworkUnit > networkUnit)
Get the Type Of Network object.

7.252 /home/runner/work/R-Type/R-Type/Network/ABI/ABIServer.cpp File Reference

Namespaces

- [ABINetwork](#)
Contains functions to manage network communication and operations.

Functions

- std::pair< std::string, std::string > [ABINetwork::getLoginInfoFromPacket](#) (UDPPacket packet)
Get the Login Info From Packet object.
- std::pair< std::string, std::string > [ABINetwork::getRegisterInfoFromPacket](#) (UDPPacket packet)
Get the Register Info From Packet object.
- uint32_t [ABINetwork::getLogoutInfoFromPacket](#) (UDPPacket packet)
Get the Logout Info From Packet object.
- std::shared_ptr< INetworkUnit > [ABINetwork::createServer](#) (std::size_t numberMaxPlayer)
Creates a server network unit. This function initializes and returns a network unit that acts as a server.
- int [ABINetwork::getInitInfoFromPacket](#) (UDPPacket packet)
Get the Init Info From Packet object.
- int [ABINetwork::getKeyPressedInfoFromPacket](#) (UDPPacket packet)
Get the keyPressed Info From Packet object.
- std::pair< std::string, std::string > [ABINetwork::getChatBoxInfoFromPacket](#) (UDPPacket packet)
Get the ChatBox Info From Packet object.
- void [ABINetwork::sendPacketCreateEntity](#) (std::shared_ptr< INetworkUnit > networkUnit, std::string componentType, int idxEntity)
Send the information of to client to create new entity.
- void [ABINetwork::sendUpdateComponent](#) (std::shared_ptr< INetworkUnit > networkUnit, std::string componentType, int nbArgs, std::vector< std::pair< int, std::variant< int, float, std::string, bool >>> args, uint32_t token=0)
Send Update Component Information.
- roomInfo_t [ABINetwork::getCreateRoomInfoFromPacket](#) (UDPPacket packet)
Get the CreateRoom Info From Packet object.
- void [ABINetwork::sendPacketRoomCreated](#) (std::shared_ptr< INetworkUnit > networkUnit, roomInfo_t infos, uint32_t token=0)

- Send Room created informations.*

 - void [ABINetwork::sendPacketAssignToken](#) (std::shared_ptr< INetworkUnit > networkUnit, int idxEntity, uint32_t token)
 - Sends a idxEntity packet to the client.*
 - std::pair< std::string, std::string > [ABINetwork::getJoinRoomInfoFromPacket](#) (UDPPacket packet)
 - Get the Join Room Info From Packet object.*
 - void [ABINetwork::sendPacketWrongRoomPassword](#) (std::shared_ptr< INetworkUnit > networkUnit, uint32_t token=0)
 - Send wrong room password message.*
 - void [ABINetwork::sendPacketFullRoom](#) (std::shared_ptr< INetworkUnit > networkUnit, uint32_t token=0)
 - Send Full room message.*
 - void [ABINetwork::sendPacketAllowedToJoinRoom](#) (std::shared_ptr< INetworkUnit > networkUnit, int tcpPort, uint32_t token=0)
 - Send authorization to join room.*
 - void [ABINetwork::sendPacketRooms](#) (std::shared_ptr< INetworkUnit > networkUnit, std::vector< [ABINetwork::roomInfo_t](#) > rooms, uint32_t token=0)
 - Send message with all server's rooms.*
 - void [ABINetwork::sendPacketLoginAllowed](#) (std::shared_ptr< INetworkUnit > networkUnit, bool isAllowed, uint32_t token=0)
 - Send message to know if client allowed to login.*
 - std::vector< std::pair< uint32_t, bool > > & [ABINetwork::getQueueConnection](#) (std::shared_ptr< INetworkUnit > networkUnit)
 - Get the Queue of Connection.*

7.253 /home/runner/work/R-Type/R-Type/Network/ABI/ABIServer.hpp File Reference

Namespaces

- [ABINetwork](#)
- Contains functions to manage network communication and operations.*

Functions

- std::shared_ptr< INetworkUnit > [ABINetwork::createServer](#) (std::size_t numberMaxPlayer)
- Creates a server network unit. This function initializes and returns a network unit that acts as a server.*
- std::pair< std::string, std::string > [ABINetwork::getLoginInfoFromPacket](#) (UDPPacket packet)
- Get the Login Info From Packet object.*
- std::pair< std::string, std::string > [ABINetwork::getRegisterInfoFromPacket](#) (UDPPacket packet)
- Get the Register Info From Packet object.*
- uint32_t [ABINetwork::getLogoutInfoFromPacket](#) (UDPPacket packet)
- Get the Logout Info From Packet object.*
- int [ABINetwork::getInitInfoFromPacket](#) (UDPPacket packet)
- Get the Init Info From Packet object.*
- void [ABINetwork::sendPacketAssignToken](#) (std::shared_ptr< INetworkUnit > networkUnit, int idxEntity, uint32_t token)
- Sends a idxEntity packet to the client.*
- int [ABINetwork::getKeyPressedInfoFromPacket](#) (UDPPacket packet)
- Get the keyPressed Info From Packet object.*

- `std::pair< std::string, std::string >` [ABINetwork::getChatBoxInfoFromPacket](#) (UDPPacket packet)
Get the ChatBox Info From Packet object.
- `void` [ABINetwork::sendPacketCreateEntity](#) (std::shared_ptr< INetworkUnit > networkUnit, std::string componentType, int idxEntity)
Send the information of to client to create new entity.
- `void` [ABINetwork::sendUpdateComponent](#) (std::shared_ptr< INetworkUnit > networkUnit, std::string componentType, int nbArgs, std::vector< std::pair< int, std::variant< int, float, std::string, bool >>> args, uint32_t token=0)
Send Update Component Information.
- `roomInfo_t` [ABINetwork::getCreateRoomInfoFromPacket](#) (UDPPacket packet)
Get the CreateRoom Info From Packet object.
- `void` [ABINetwork::sendPacketRoomCreated](#) (std::shared_ptr< INetworkUnit > networkUnit, roomInfo_t infos, uint32_t token=0)
Send Room created informations.
- `std::pair< std::string, std::string >` [ABINetwork::getJoinRoomInfoFromPacket](#) (UDPPacket packet)
Get the Join Room Info From Packet object.
- `void` [ABINetwork::sendPacketWrongRoomPassword](#) (std::shared_ptr< INetworkUnit > networkUnit, uint32_t token=0)
Send wrong room password message.
- `void` [ABINetwork::sendPacketFullRoom](#) (std::shared_ptr< INetworkUnit > networkUnit, uint32_t token=0)
Send Full room message.
- `void` [ABINetwork::sendPacketAllowedToJoinRoom](#) (std::shared_ptr< INetworkUnit > networkUnit, int tcpPort, uint32_t token=0)
Send authorization to join room.
- `void` [ABINetwork::sendPacketRooms](#) (std::shared_ptr< INetworkUnit > networkUnit, std::vector< [ABINetwork::roomInfo_t](#) > rooms, uint32_t token=0)
Send message with all server's rooms.
- `void` [ABINetwork::sendPacketLoginAllowed](#) (std::shared_ptr< INetworkUnit > networkUnit, bool isAllowed, uint32_t token=0)
Send message to know if client allowed to login.
- `std::vector< std::pair< uint32_t, bool > > &` [ABINetwork::getQueueConnection](#) (std::shared_ptr< INetworkUnit > networkUnit)
Get the Queue of Connection.

7.254 /home/runner/work/R-Type/R-Type/Network/Database/Database.cpp File Reference

7.255 /home/runner/work/R-Type/R-Type/Network/Database/Database.hpp File Reference

Classes

- class [Database](#)
Database class.

7.256 [/home/runner/work/R-Type/R-Type/Network/Database/Models/Scores/Scores.cpp](#) File Reference

7.257 [/home/runner/work/R-Type/R-Type/Network/Database/Models/Scores/Scores.hpp](#) File Reference

Classes

- class [Scores](#)
Scores class.

7.258 [/home/runner/work/R-Type/R-Type/Network/Database/Models/Users/Users.cpp](#) File Reference

7.259 [/home/runner/work/R-Type/R-Type/Network/Database/Models/Users/Users.hpp](#) File Reference

Classes

- class [Users](#)
Users class.
- struct [Users::userSettings](#)
User settings struct.

7.260 [/home/runner/work/R-Type/R-Type/Network/Errors/ABLError.hpp](#) File Reference

Classes

- class [ABLError](#)
Abstract class for ABI errors.

7.261 [/home/runner/work/R-Type/R-Type/Network/Errors/DbError.hpp](#) File Reference

Classes

- class [DbError](#)
Abstract class for Db errors.

7.262 /home/runner/work/R-Type/R-Type/Network/Messages/AMessage/AMessage.cpp File Reference

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.263 /home/runner/work/R-Type/R-Type/Network/Messages/AMessage/AMessage.hpp File Reference

Classes

- class [ABINetwork::AMessage](#)

Interface for messages that can be sent over a network.

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.264 /home/runner/work/R-Type/R-Type/Network/Messages/AssignToken/AssignToken.cpp File Reference

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.265 /home/runner/work/R-Type/R-Type/Network/Messages/AssignToken/AssignToken.hpp File Reference

Classes

- class [ABINetwork::AssignTokenMessage](#)

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.266 [/home/runner/work/R-Type/R-Type/Network/Messages/Auth/↔](#) Auth.cpp File Reference

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.267 [/home/runner/work/R-Type/R-Type/Network/Messages/Auth/↔](#) Auth.hpp File Reference

Classes

- class [ABINetwork::AuthMessage](#)

Messages that can be sent over a network for auth.

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.268 [/home/runner/work/R-Type/R-Type/Network/Messages/ChatBox/↔](#) ChatBox.cpp File Reference

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.269 [/home/runner/work/R-Type/R-Type/Network/Messages/ChatBox/↔](#) ChatBox.hpp File Reference

Classes

- class [ABINetwork::ChatBoxMessage](#)

Messages that can be sent over a network for chatBox.

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.270 /home/runner/work/R-Type/R-Type/Network/Messages/CreateEntity/CreateEntity.cpp File Reference

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.271 /home/runner/work/R-Type/R-Type/Network/Messages/CreateEntity/CreateEntity.hpp File Reference

Classes

- class [ABINetwork::CreateEntityMessage](#)

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.272 /home/runner/work/R-Type/R-Type/Network/Messages/IMessage.hpp File Reference

Classes

- class [ABINetwork::IMessage](#)

Interface for messages that can be sent over a network.

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

Typedefs

- typedef std::vector< uint8_t > [Payload](#)

7.272.1 Typedef Documentation

7.272.1.1 Payload

```
typedef std::vector<uint8_t> Payload
```

7.273 /home/runner/work/R-Type/R-Type/Network/Messages/InitMessage/InitMessage.cpp File Reference

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.274 /home/runner/work/R-Type/R-Type/Network/Messages/InitMessage/InitMessage.hpp File Reference

Classes

- class [ABINetwork::InitMessage](#)

Messages that can be sent at the connection with server.

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.275 /home/runner/work/R-Type/R-Type/Network/Messages/KeyPressed/KeyPressed.cpp File Reference

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.276 /home/runner/work/R-Type/R-Type/Network/Messages/KeyPressed/KeyPressed.hpp File Reference

Classes

- class [ABINetwork::KeyPressedMessage](#)

Messages that can be sent over a network for keys pressed.

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.277 /home/runner/work/R-Type/R-Type/Network/Messages/RoomMessage/RoomMessage.cpp File Reference

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.278 /home/runner/work/R-Type/R-Type/Network/Messages/RoomMessage/RoomMessage.hpp File Reference

Classes

- struct [ABINetwork::roomInfo_s](#)

Contain the data of a Room.

- class [ABINetwork::RoomMessage](#)

Messages that can be sent over a network for rooms.

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

Typedefs

- typedef struct [ABINetwork::roomInfo_s](#) [ABINetwork::roomInfo_t](#)

Contain the data of a Room.

7.279 /home/runner/work/R-Type/R-Type/Network/Messages/UDPPacket/UDPPacket.cpp File Reference

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.280 [/home/runner/work/R-Type/R-Type/Network/Messages/UDPPacket/UDPPacket.hpp](#) File Reference

Classes

- class [ABINetwork::UDPPacket](#)

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.281 [/home/runner/work/R-Type/R-Type/Network/Messages/UpdateComponent/UpdateComponent.cpp](#) File Reference

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.282 [/home/runner/work/R-Type/R-Type/Network/Messages/UpdateComponent/UpdateComponent.hpp](#) File Reference

Classes

- class [ABINetwork::UpdateComponentMessage](#)

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.283 [/home/runner/work/R-Type/R-Type/Network/Units/ANetworkUnit/ANetworkUnit.cpp](#) File Reference

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.284 /home/runner/work/R-Type/R-Type/Network/Units/ANetworkUnit/↵ ANetworkUnit.hpp File Reference

Classes

- class [ABINetwork::ANetworkUnit](#)
Abstract base class for network units.

Namespaces

- [ABINetwork](#)
Contains functions to manage network communication and operations.

7.285 /home/runner/work/R-Type/R-Type/Network/Units/Client/Client.cpp File Reference

Namespaces

- [ABINetwork](#)
Contains functions to manage network communication and operations.

7.286 /home/runner/work/R-Type/R-Type/Network/Units/Client/Client.hpp File Reference

Classes

- class [ABINetwork::Client](#)
Represents a client in the network.

Namespaces

- [ABINetwork](#)
Contains functions to manage network communication and operations.

7.287 /home/runner/work/R-Type/R-Type/Network/Units/INetwork↵ Unit.hpp File Reference

Classes

- class [ABINetwork::INetworkUnit](#)
Interface representing a network unit.

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.288 [/home/runner/work/R-Type/R-Type/Network/Units/Server/](#) Server.cpp File Reference

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.289 [/home/runner/work/R-Type/R-Type/Network/Units/Server/](#) Server.hpp File Reference

Classes

- class [ABINetwork::Server](#)

Represents a server in the network.

Namespaces

- [ABINetwork](#)

Contains functions to manage network communication and operations.

7.290 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/](#) Components/Drawable/DrawableComponent.cpp File Reference

7.291 [/home/runner/work/R-Type/R-Type/R-TypeGame/Components/](#) Drawable/DrawableComponent.cpp File Reference

7.292 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/](#) Components/Drawable/DrawableComponent.hpp File Reference

Classes

- class [DrawableComponent](#)

Component Drawable for R-Type Game.

7.293 /home/runner/work/R-Type/R-Type/R-TypeGame/Components/Drawable/DrawableComponent.hpp File Reference

Classes

- class [DrawableComponent](#)
Component Drawable for R-Type Game.

7.294 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/EntityList/EntityListComponent.cpp File Reference

7.295 /home/runner/work/R-Type/R-Type/R-TypeGame/Components/EntityList/EntityListComponent.cpp File Reference

7.296 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/EntityList/EntityListComponent.hpp File Reference

Classes

- class [EntityListComponent](#)
Component Entity List for R-Type Game.

7.297 /home/runner/work/R-Type/R-Type/R-TypeGame/Components/EntityList/EntityListComponent.hpp File Reference

Classes

- class [EntityListComponent](#)
Component Entity List for R-Type Game.

7.298 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/Life/LifeComponent.cpp File Reference

7.299 /home/runner/work/R-Type/R-Type/R-TypeGame/Components/Life/LifeComponent.cpp File Reference

7.300 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/Life/LifeComponent.hpp File Reference

Classes

- class [LifeComponent](#)
Component Life for R-Type Game.

7.301 [/home/runner/work/R-Type/R-Type/R-TypeGame/Components/↵↵](#) **Life/LifeComponent.hpp File Reference**

Classes

- class [LifeComponent](#)
Component Life for R-Type Game.

7.302 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵↵](#) **Components/Mob/MobComponent.cpp File Reference**

7.303 [/home/runner/work/R-Type/R-Type/R-TypeGame/Components/↵↵](#) **Mob/MobComponent.cpp File Reference**

7.304 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵↵](#) **Components/Mob/MobComponent.hpp File Reference**

Classes

- class [MobComponent](#)
Component Mob for R-Type Game.

7.305 [/home/runner/work/R-Type/R-Type/R-TypeGame/Components/↵↵](#) **Mob/MobComponent.hpp File Reference**

Classes

- class [MobComponent](#)
Component Mob for R-Type Game.

7.306 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵↵](#) **Components/Planet/PlanetComponent.cpp File Reference**

7.307 [/home/runner/work/R-Type/R-Type/R-TypeGame/Components/↵↵](#) **Planet/PlanetComponent.cpp File Reference**

7.308 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵↵](#) **Components/Planet/PlanetComponent.hpp File Reference**

Classes

- class [PlanetComponent](#)
Component Planet for R-Type Game.

7.309 /home/runner/work/R-Type/R-Type/R-TypeGame/Components/Planet/PlanetComponent.hpp File Reference

Classes

- class [PlanetComponent](#)
Component Planet for R-Type Game.

7.310 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/Shoot/ShootComponent.cpp File Reference

7.311 /home/runner/work/R-Type/R-Type/R-TypeGame/Components/Shoot/ShootComponent.cpp File Reference

7.312 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/Shoot/ShootComponent.hpp File Reference

Classes

- class [ShootComponent](#)
Component Shoot for R-Type Game.

7.313 /home/runner/work/R-Type/R-Type/R-TypeGame/Components/Shoot/ShootComponent.hpp File Reference

Classes

- class [ShootComponent](#)
Component Shoot for R-Type Game.

7.314 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/ShootType/ShootTypeComponent.cpp File Reference

7.315 /home/runner/work/R-Type/R-Type/R-TypeGame/Components/ShootType/ShootTypeComponent.cpp File Reference

7.316 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Components/ShootType/ShootTypeComponent.hpp File Reference

Classes

- class [ShootTypeComponent](#)
Component ShootType for R-Type Game.

7.317 [/home/runner/work/R-Type/R-Type/R-TypeGame/Components/↵](#) ShootType/ShootTypeComponent.hpp File Reference

Classes

- class [ShootTypeComponent](#)
Component ShootType for R-Type Game.

7.318 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) EventHandlers/ConnectServer/ConnectServerHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.318.1 Function Documentation

7.318.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.319 [/home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵](#) ConnectServer/ConnectServerHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.319.1 Function Documentation

7.319.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.320 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ EventHandlers/ConnectServer/ConnectServerHandler.hpp File Reference

Classes

- class [ConnectServerHandler](#)
- class [ConnectServerHandlerError](#)

7.321 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ ConnectServer/ConnectServerHandler.hpp File Reference

Classes

- class [ConnectServerHandler](#)
- class [ConnectServerHandlerError](#)

7.322 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ EventHandlers/CreateRoom/CreateRoomHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.322.1 Function Documentation

7.322.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.323 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ CreateRoom/CreateRoomHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.323.1 Function Documentation

7.323.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.324 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ EventHandlers/CreateRoom/CreateRoomHandler.hpp File Reference

Classes

- class [CreateRoomHandler](#)
- class [CreateRoomHandlerError](#)

7.325 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ CreateRoom/CreateRoomHandler.hpp File Reference

Classes

- class [CreateRoomHandler](#)
- class [CreateRoomHandlerError](#)

7.326 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ EventHandlers/CreateShoot/CreateShootHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.326.1 Function Documentation

7.326.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.327

/home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/CreateShoot/CreateShootHandler.cpp File
Reference

7.327

/home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/

923

CreateShoot/CreateShootHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.327.1 Function Documentation

7.327.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.328 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/ EventHandlers/CreateShoot/CreateShootHandler.hpp File Reference

Classes

- class [CreateShootHandler](#)
- class [CreateShootHandlerError](#)

7.329 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/ CreateShoot/CreateShootHandler.hpp File Reference

Classes

- class [CreateShootHandler](#)
- class [CreateShootHandlerError](#)

7.330 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/ EventHandlers/GetRoomInfos/GetRoomInfosHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.330.1 Function Documentation

7.330.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.331 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ GetRoomInfos/GetRoomInfosHandler.cpp File Reference

Functions

- EXPORT_SYMBOL IEventHandler * loadEventHandlerInstance ()

7.331.1 Function Documentation

7.331.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.332 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ EventHandlers/GetRoomInfos/GetRoomInfosHandler.hpp File Reference

Classes

- class GetRoomInfosHandler
- class GetRoomInfosHandlerError

7.333 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ GetRoomInfos/GetRoomInfosHandler.hpp File Reference

Classes

- class GetRoomInfosHandler
- class GetRoomInfosHandlerError

7.334 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/JoinRoom/JoinRoomHandler.cpp File Reference ↩

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.334.1 Function Documentation

7.334.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.335 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/JoinRoom/JoinRoomHandler.cpp File Reference ↩

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.335.1 Function Documentation

7.335.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.336 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/JoinRoom/JoinRoomHandler.hpp File Reference ↩

Classes

- class [JoinRoomHandler](#)
- class [JoinRoomHandlerError](#)

7.337 [/home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/JoinRoom/JoinRoomHandler.hpp](#) File Reference

Classes

- class [JoinRoomHandler](#)
- class [JoinRoomHandlerError](#)

7.338 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/Login/LoginHandler.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.338.1 Function Documentation

7.338.1.1 [loadEventHandlerInstance\(\)](#)

EXPORT_SYMBOL [IEventHandler](#)* [loadEventHandlerInstance](#) ()

7.339 [/home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/Login/LoginHandler.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.339.1 Function Documentation

7.339.1.1 [loadEventHandlerInstance\(\)](#)

EXPORT_SYMBOL [IEventHandler](#)* [loadEventHandlerInstance](#) ()

7.340 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ EventHandlers/Login/LoginHandler.hpp File Reference

Classes

- class [LoginHandler](#)
- class [LoginHandlerError](#)

7.341 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ Login/LoginHandler.hpp File Reference

Classes

- class [LoginHandler](#)
- class [LoginHandlerError](#)

7.342 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ EventHandlers/LoginAllowed/LoginAllowedHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.342.1 Function Documentation

7.342.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.343 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ LoginAllowed/LoginAllowedHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.343.1 Function Documentation

7.343.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

**7.344 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵
EventHandlers/LoginAllowed/LoginAllowedHandler.hpp File
Reference****Classes**

- class [LoginAllowedHandler](#)
- class [LoginAllowedHandlerError](#)

**7.345 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵
LoginAllowed/LoginAllowedHandler.hpp File Reference****Classes**

- class [LoginAllowedHandler](#)
- class [LoginAllowedHandlerError](#)

**7.346 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵
EventHandlers/Logout/LogoutHandler.cpp File Reference****Functions**

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.346.1 Function Documentation**7.346.1.1 loadEventHandlerInstance()**

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

**7.347 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵
Logout/LogoutHandler.cpp File Reference****Functions**

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.347.1 Function Documentation**7.347.1.1 loadEventHandlerInstance()**

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.348 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ EventHandlers/Logout/LogoutHandler.hpp File Reference

Classes

- class [LogoutHandler](#)
- class [LogoutHandlerError](#)

7.349 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ Logout/LogoutHandler.hpp File Reference

Classes

- class [LogoutHandler](#)
- class [LogoutHandlerError](#)

7.350 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ EventHandlers/Register/RegisterHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.350.1 Function Documentation**7.350.1.1 loadEventHandlerInstance()**

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.351 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ Register/RegisterHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.351.1 Function Documentation

7.351.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.352 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ EventHandlers/Register/RegisterHandler.hpp File Reference

Classes

- class [RegisterHandler](#)
- class [RegisterHandlerError](#)

7.353 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ Register/RegisterHandler.hpp File Reference

Classes

- class [RegisterHandler](#)
- class [RegisterHandlerError](#)

7.354 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ EventHandlers/SendRoomInfos/SendRoomInfosHandler.cpp File Reference

Functions

- static std::vector< [RoomInfos](#) > [getRoomInfosFromEvent](#) (std::shared_ptr< [ECS::Registry](#) > reg, int idx↵
Entity, std::shared_ptr< [IEvent](#) > event, std::shared_ptr< [ABINetwork::INetworkUnit](#) > networkUnit)
- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.354.1 Function Documentation

7.354.1.1 getRoomInfosFromEvent()

```
static std::vector<RoomInfos> getRoomInfosFromEvent (
    std::shared_ptr< ECS::Registry > reg,
    int idxEntity,
    std::shared_ptr< IEvent > event,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit ) [static]
```

7.354.1.2 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.355 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/SendRoomInfos/SendRoomInfosHandler.cpp File Reference

Functions

- static std::vector< RoomInfos > getRoomInfosFromEvent (std::shared_ptr< ECS::Registry > reg, int idxEntity, std::shared_ptr< IEvent > event, std::shared_ptr< ABINetwork::INetworkUnit > networkUnit)
- EXPORT_SYMBOL IEventHandler * loadEventHandlerInstance ()

7.355.1 Function Documentation

7.355.1.1 getRoomInfosFromEvent()

```
static std::vector<RoomInfos> getRoomInfosFromEvent (
    std::shared_ptr< ECS::Registry > reg,
    int idxEntity,
    std::shared_ptr< IEvent > event,
    std::shared_ptr< ABINetwork::INetworkUnit > networkUnit ) [static]
```

7.355.1.2 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.356 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/SendRoomInfos/SendRoomInfosHandler.hpp](#) File Reference

Classes

- struct [RoomInfos](#)
- class [SendRoomInfosHandler](#)
- class [SendRoomInfosHandlerError](#)

Typedefs

- typedef struct [RoomInfos](#) [RoomInfos](#)

7.356.1 Typedef Documentation

7.356.1.1 RoomInfos

```
typedef struct RoomInfos RoomInfos
```

7.357 [/home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/SendRoomInfos/SendRoomInfosHandler.hpp](#) File Reference

Classes

- struct [RoomInfos](#)
- class [SendRoomInfosHandler](#)
- class [SendRoomInfosHandlerError](#)

Typedefs

- typedef struct [RoomInfos](#) [RoomInfos](#)

7.357.1 Typedef Documentation

7.357.1.1 RoomInfos

```
typedef struct RoomInfos RoomInfos
```

7.358 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/ShootMob/ShootMobHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.358.1 Function Documentation

7.358.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.359 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/ShootMob/ShootMobHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.359.1 Function Documentation

7.359.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.360 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/ShootMob/ShootMobHandler.hpp File Reference

Classes

- class [ShootMobHandler](#)
- class [ShootMobHandlerError](#)

7.361 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ ShootMob/ShootMobHandler.hpp File Reference

Classes

- class [ShootMobHandler](#)
- class [ShootMobHandlerError](#)

7.362 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ EventHandlers/SinglePlayer/SinglePlayerHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.362.1 Function Documentation

7.362.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.363 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ SinglePlayer/SinglePlayerHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.363.1 Function Documentation

7.363.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```


7.364 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/SinglePlayer/SinglePlayerHandler.hpp File Reference

Classes

- class [SinglePlayerHandler](#)
- class [SinglePlayerHandlerError](#)

7.365 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/SinglePlayer/SinglePlayerHandler.hpp File Reference

Classes

- class [SinglePlayerHandler](#)
- class [SinglePlayerHandlerError](#)

7.366 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/EventHandlers/SwitchScene/SwitchSceneHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.366.1 Function Documentation

7.366.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.367 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/SwitchScene/SwitchSceneHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.367.1 Function Documentation

7.367.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.368 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ EventHandlers/SwitchScene/SwitchSceneHandler.hpp File Reference

Classes

- class [SwitchSceneHandler](#)
- class [SwitchSceneHandlerError](#)

7.369 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ SwitchScene/SwitchSceneHandler.hpp File Reference

Classes

- class [SwitchSceneHandler](#)
- class [SwitchSceneHandlerError](#)

7.370 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Parser/LifeParser/LifeParser.cpp File Reference

Functions

- `std::shared_ptr< LifeComponent > parseLife (std::string pathFile)`
Parse a life Json object.

7.370.1 Function Documentation

7.370.1.1 parseLife()

```
std::shared_ptr<LifeComponent> parseLife (
    std::string pathFile )
```

Parse a life Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<LifeComponent>`

7.371 /home/runner/work/R-Type/R-Type/R-TypeGame/Parser/LifeParser/LifeParser.cpp File Reference

Functions

- `std::shared_ptr< LifeComponent > parseLife` (`std::string pathFile`)
Parse a life Json object.

7.371.1 Function Documentation

7.371.1.1 `parseLife()`

```
std::shared_ptr<LifeComponent> parseLife (  
    std::string pathFile )
```

Parse a life Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<LifeComponent>`

7.372 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Parser/LifeParser/LifeParser.hpp File Reference

Functions

- `std::shared_ptr< LifeComponent > parseLife` (`std::string pathFile`)
Parse a life Json object.

7.372.1 Function Documentation

7.372.1.1 parseLife()

```
std::shared_ptr<LifeComponent> parseLife (
    std::string pathFile )
```

Parse a life Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<LifeComponent>

7.373 /home/runner/work/R-Type/R-Type/R-TypeGame/Parser/Life↵ Parser/LifeParser.hpp File Reference

Functions

- std::shared_ptr< [LifeComponent](#) > [parseLife](#) (std::string pathFile)
Parse a life Json object.

7.373.1 Function Documentation

7.373.1.1 parseLife()

```
std::shared_ptr<LifeComponent> parseLife (
    std::string pathFile )
```

Parse a life Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<LifeComponent>

7.374 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Parser/MobParser/MobParser.cpp File Reference

Functions

- `std::shared_ptr< MobComponent > parseMob (std::string pathFile)`
Parse a Mob Json object.

7.374.1 Function Documentation

7.374.1.1 parseMob()

```
std::shared_ptr<MobComponent> parseMob (
    std::string pathFile )
```

Parse a Mob Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<MobComponent>`

7.375 /home/runner/work/R-Type/R-Type/R-TypeGame/Parser/MobParser/MobParser.cpp File Reference

Functions

- `std::shared_ptr< MobComponent > parseMob (std::string pathFile)`
Parse a Mob Json object.

7.375.1 Function Documentation

7.375.1.1 parseMob()

```
std::shared_ptr<MobComponent> parseMob (
    std::string pathFile )
```

Parse a Mob Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<MobComponent>`

7.376 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Parser/MobParser/MobParser.hpp](#) File Reference

Functions

- `std::shared_ptr< MobComponent > parseMob (std::string pathFile)`
Parse a Mob Json object.

7.376.1 Function Documentation

7.376.1.1 `parseMob()`

```
std::shared_ptr<MobComponent> parseMob (
    std::string pathFile )
```

Parse a Mob Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<MobComponent>`

7.377 [/home/runner/work/R-Type/R-Type/R-TypeGame/Parser/MobParser/MobParser.hpp](#) File Reference

Functions

- `std::shared_ptr< MobComponent > parseMob (std::string pathFile)`
Parse a Mob Json object.

7.377.1 Function Documentation

7.377.1.1 parseMob()

```
std::shared_ptr<MobComponent> parseMob (
    std::string pathFile )
```

Parse a Mob Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<MobComponent>

7.378 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Parser/ShootParser/ShootParser.cpp File Reference

Functions

- static [ShootComponent::ShootType](#) [getShootType](#) (std::string type)
- std::shared_ptr< [ShootComponent](#) > [parseShoot](#) (std::string pathFile)
Parse a Shoot Json object.

7.378.1 Function Documentation

7.378.1.1 getShootType()

```
static ShootComponent::ShootType getShootType (
    std::string type ) [static]
```

7.378.1.2 parseShoot()

```
std::shared_ptr<ShootComponent> parseShoot (
    std::string pathFile )
```

Parse a Shoot Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<ShootComponent>

7.379 /home/runner/work/R-Type/R-Type/R-TypeGame/Parser/ShootParser/ShootParser.cpp File Reference

Functions

- static [ShootComponent::ShootType](#) [getShootType](#) (std::string type)
- std::shared_ptr< [ShootComponent](#) > [parseShoot](#) (std::string pathFile)

Parse a Shoot Json object.

7.379.1 Function Documentation

7.379.1.1 getShootType()

```
static ShootComponent::ShootType getShootType (  
    std::string type ) [static]
```

7.379.1.2 parseShoot()

```
std::shared_ptr<ShootComponent> parseShoot (  
    std::string pathFile )
```

Parse a Shoot Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<ShootComponent>

7.380 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Parser/ShootParser/ShootParser.hpp File Reference

Functions

- std::shared_ptr< [ShootComponent](#) > [parseShoot](#) (std::string pathFile)
Parse a Shoot Json object.

7.380.1 Function Documentation

7.380.1.1 parseShoot()

```
std::shared_ptr<ShootComponent> parseShoot (
    std::string pathFile )
```

Parse a Shoot Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<ShootComponent>

7.381 /home/runner/work/R-Type/R-Type/R-TypeGame/Parser/ShootParser/ShootParser.hpp File Reference

Functions

- std::shared_ptr< [ShootComponent](#) > [parseShoot](#) (std::string pathFile)
Parse a Shoot Json object.

7.381.1 Function Documentation

7.381.1.1 parseShoot()

```
std::shared_ptr<ShootComponent> parseShoot (
    std::string pathFile )
```

Parse a Shoot Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<ShootComponent>`

7.382 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Parser/ShootTypeParser/ShootTypeParser.cpp File Reference

Functions

- `std::shared_ptr< ShootTypeComponent > parseShootType (std::string pathFile)`
Parse a button state Json object.

7.382.1 Function Documentation

7.382.1.1 parseShootType()

```
std::shared_ptr<ShootTypeComponent> parseShootType (
    std::string pathFile )
```

Parse a button state Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

`std::shared_ptr<ShootTypeComponent>`

7.383 /home/runner/work/R-Type/R-Type/R-TypeGame/Parser/ShootTypeParser/ShootTypeParser.cpp File Reference

Functions

- `std::shared_ptr< ShootTypeComponent > parseShootType (std::string pathFile)`
Parse a button state Json object.

7.383.1 Function Documentation

7.383.1.1 parseShootType()

```
std::shared_ptr<ShootTypeComponent> parseShootType (
    std::string pathFile )
```

Parse a button state Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<ShootTypeComponent>

7.384 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Parser/ShootTypeParser/ShootTypeParser.hpp File Reference

Functions

- std::shared_ptr< [ShootTypeComponent](#) > [parseShootType](#) (std::string pathFile)
Parse a button state Json object.

7.384.1 Function Documentation

7.384.1.1 parseShootType()

```
std::shared_ptr<ShootTypeComponent> parseShootType (
    std::string pathFile )
```

Parse a button state Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<ShootTypeComponent>

7.385 /home/runner/work/R-Type/R-Type/R-TypeGame/Parser/Shoot↵ TypeParser/ShootTypeParser.hpp File Reference

Functions

- std::shared_ptr< [ShootTypeComponent](#) > [parseShootType](#) (std::string pathFile)
Parse a button state Json object.

7.385.1 Function Documentation

7.385.1.1 parseShootType()

```
std::shared_ptr<ShootTypeComponent> parseShootType (  
    std::string pathFile )
```

Parse a button state Json object.

Parameters

<i>pathFile</i>	Path to the Json file.

Returns

std::shared_ptr<ShootTypeComponent>

7.386 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ SystemNetworkUpdate/UpdatePlayerConnectionSystem/update↵ PlayerConnectionSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystemNetworkUpdate](#) * [loadUpdateInstance](#) ()

7.386.1 Function Documentation

7.386.1.1 loadUpdateInstance()

```
EXPORT_SYMBOL ISystemNetworkUpdate* loadUpdateInstance ( )
```

7.387 [/home/runner/work/R-Type/R-Type/R-TypeGame/SystemNetworkUpdate/UpdatePlayerConnectionSystem/updatePlayerConnectionSystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystemNetworkUpdate](#) * [loadUpdateInstance](#) ()

7.387.1 Function Documentation

7.387.1.1 [loadUpdateInstance\(\)](#)

EXPORT_SYMBOL [ISystemNetworkUpdate](#)* [loadUpdateInstance](#) ()

7.388 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/SystemNetworkUpdate/UpdatePlayerConnectionSystem/updatePlayerConnectionSystem.hpp](#) File Reference

Classes

- class [UpdatePlayerConnectionSystem](#)
Update player connection system.

7.389 [/home/runner/work/R-Type/R-Type/R-TypeGame/SystemNetworkUpdate/UpdatePlayerConnectionSystem/updatePlayerConnectionSystem.hpp](#) File Reference

Classes

- class [UpdatePlayerConnectionSystem](#)
Update player connection system.

7.390 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/SystemNetworkUpdate/UpdatePositionSystem/updatePositionSystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystemNetworkUpdate](#) * [loadUpdateInstance](#) ()

7.390.1 Function Documentation

7.390.1.1 loadUpdateInstance()

```
EXPORT_SYMBOL ISystemNetworkUpdate* loadUpdateInstance ( )
```

7.391 /home/runner/work/R-Type/R-Type/R-TypeGame/SystemNetwork↔ Update/UpdatePositionSystem/updatePositionSystem.cpp File Reference

Functions

- EXPORT_SYMBOL ISystemNetworkUpdate * loadUpdateInstance ()

7.391.1 Function Documentation

7.391.1.1 loadUpdateInstance()

```
EXPORT_SYMBOL ISystemNetworkUpdate* loadUpdateInstance ( )
```

7.392 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↔ SystemNetworkUpdate/UpdatePositionSystem/updatePosition↔ System.hpp File Reference

Classes

- class UpdatePositionComponent
Update position system.

7.393 /home/runner/work/R-Type/R-Type/R-TypeGame/SystemNetwork↔ Update/UpdatePositionSystem/updatePositionSystem.hpp File Reference

Classes

- class UpdatePositionComponent
Update position system.

7.394 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/SystemNetworkUpdate/UpdateShootSystem/updateShootSystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystemNetworkUpdate](#) * [loadUpdateInstance](#) ()

7.394.1 Function Documentation

7.394.1.1 [loadUpdateInstance\(\)](#)

EXPORT_SYMBOL [ISystemNetworkUpdate](#)* [loadUpdateInstance](#) ()

7.395 [/home/runner/work/R-Type/R-Type/R-TypeGame/SystemNetworkUpdate/UpdateShootSystem/updateShootSystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystemNetworkUpdate](#) * [loadUpdateInstance](#) ()

7.395.1 Function Documentation

7.395.1.1 [loadUpdateInstance\(\)](#)

EXPORT_SYMBOL [ISystemNetworkUpdate](#)* [loadUpdateInstance](#) ()

7.396 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/SystemNetworkUpdate/UpdateShootSystem/updateShootSystem.hpp](#) File Reference

Classes

- class [UpdateShootSystem](#)
Update shoot system.

7.397 /home/runner/work/R-Type/R-Type/R-TypeGame/SystemNetworkUpdate/UpdateShootSystem/updateShootSystem.hpp File Reference

Classes

- class [UpdateShootSystem](#)
Update shoot system.

7.398 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/AText/ATextInitSystem.cpp File Reference

7.399 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/AText/ATextInitSystem.cpp File Reference

7.400 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/AText/ATextInitSystem.hpp File Reference

Classes

- class [ATextInitSystem](#)

7.401 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/AText/ATextInitSystem.hpp File Reference

Classes

- class [ATextInitSystem](#)

7.402 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Background/BackgroundInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.402.1 Function Documentation

7.402.1.1 loadSystemInstance()

EXPORT_SYMBOL ISystem* loadSystemInstance ()

7.403 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/↵ Background/BackgroundInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.403.1 Function Documentation

7.403.1.1 loadSystemInstance()

EXPORT_SYMBOL ISystem* loadSystemInstance ()

7.404 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Background/BackgroundInitSystem.hpp File Reference

Classes

- class BackgroundSystem
Initialize a background entity.

7.405 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/↵ Background/BackgroundInitSystem.hpp File Reference

Classes

- class BackgroundSystem
Initialize a background entity.

7.406 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Background/EndLogoInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.406.1 Function Documentation

7.406.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.407 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/↵ Background/EndLogoInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.407.1 Function Documentation

7.407.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.408 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Background/EndLogoInitSystem.hpp File Reference

Classes

- class EndLogoInitSystem
Initialize an end logo entity.

7.409 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/↵ Background/EndLogoInitSystem.hpp File Reference

Classes

- class EndLogoInitSystem
Initialize an end logo entity.

7.410 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Background/PlanetInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.410.1 Function Documentation

7.410.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.411 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/↵ Background/PlanetInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.411.1 Function Documentation

7.411.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.412 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Background/PlanetInitSystem.hpp File Reference

Classes

- class [PlanetInitSystem](#)
Initialize a planet entity.

7.413 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/↵ Background/PlanetInitSystem.hpp File Reference

Classes

- class [PlanetInitSystem](#)
Initialize a planet entity.

7.414 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Background/PlanetRestartSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.414.1 Function Documentation

7.414.1.1 loadSystemInstance()

EXPORT_SYMBOL [ISystem](#)* loadSystemInstance ()

7.415 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/↵ Background/PlanetRestartSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.415.1 Function Documentation

7.415.1.1 loadSystemInstance()

EXPORT_SYMBOL [ISystem](#)* loadSystemInstance ()

7.416 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) Systems/Background/PlanetRestartSystem.hpp File Reference

Classes

- class [PlanetRestartSystem](#)
Restart a planet if it leave the screen.

7.417 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/↵](#) Background/PlanetRestartSystem.hpp File Reference

Classes

- class [PlanetRestartSystem](#)
Restart a planet if it leave the screen.

7.418 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) Systems/Background/UpdatePlanet.cpp File Reference

Functions

- static std::mt19937::result_type [getRandomSeed](#) ()
- void [updateNewPositions](#) (std::shared_ptr< [VelocityComponent](#) > velocity, std::shared_ptr< [Position2DComponent](#) > position)
Update the positions for planets.

7.418.1 Function Documentation

7.418.1.1 [getRandomSeed\(\)](#)

```
static std::mt19937::result_type getRandomSeed ( ) [static]
```

7.418.1.2 [updateNewPositions\(\)](#)

```
void updateNewPositions (
    std::shared_ptr< VelocityComponent > velocity,
    std::shared_ptr< Position2DComponent > position )
```

Update the positions for planets.

Parameters

<i>velocity</i>	Velocity of the planet.
<i>position</i>	Position of the planet.

7.419 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Background/UpdatePlanet.cpp File Reference

Functions

- static std::mt19937::result_type [getRandomSeed](#) ()
- void [updateNewPositions](#) (std::shared_ptr< [VelocityComponent](#) > velocity, std::shared_ptr< [Position2DComponent](#) > position)

Update the positions for planets.

7.419.1 Function Documentation

7.419.1.1 getRandomSeed()

```
static std::mt19937::result_type getRandomSeed ( ) [static]
```

7.419.1.2 updateNewPositions()

```
void updateNewPositions (
    std::shared_ptr< VelocityComponent > velocity,
    std::shared_ptr< Position2DComponent > position )
```

Update the positions for planets.

Parameters

<i>velocity</i>	Velocity of the planet.
<i>position</i>	Position of the planet.

7.420 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) Systems/Background/UpdatePlanet.hpp File Reference

Functions

- void [updateNewPositions](#) (std::shared_ptr< [VelocityComponent](#) > velocity, std::shared_ptr< [Position2DComponent](#) > position)
Update the positions for planets.

7.420.1 Function Documentation

7.420.1.1 [updateNewPositions\(\)](#)

```
void updateNewPositions (
    std::shared_ptr< VelocityComponent > velocity,
    std::shared_ptr< Position2DComponent > position )
```

Update the positions for planets.

Parameters

<i>velocity</i>	Velocity of the planet.
<i>position</i>	Position of the planet.

7.421 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/↵](#) Background/UpdatePlanet.hpp File Reference

Functions

- void [updateNewPositions](#) (std::shared_ptr< [VelocityComponent](#) > velocity, std::shared_ptr< [Position2DComponent](#) > position)
Update the positions for planets.

7.421.1 Function Documentation

7.421.1.1 [updateNewPositions\(\)](#)

```
void updateNewPositions (
    std::shared_ptr< VelocityComponent > velocity,
    std::shared_ptr< Position2DComponent > position )
```

Update the positions for planets.

Parameters

<i>velocity</i>	Velocity of the planet.
<i>position</i>	Position of the planet.

7.422 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Ground/GroundInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.422.1 Function Documentation

7.422.1.1 loadSystemInstance()

EXPORT_SYMBOL [ISystem](#)* [loadSystemInstance](#) ()

7.423 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Ground/GroundInitSystem.hpp File Reference

Classes

- class [GroundInitSystem](#)
Initialize a ground entity.

7.424 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Hitbox/HitboxPlayerSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.424.1 Function Documentation

7.424.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.425 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Hitbox/↵ HitboxPlayerSystem.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.425.1 Function Documentation

7.425.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.426 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Hitbox/HitboxPlayerSystem.hpp File Reference

Classes

- class HitboxPlayerSystem
Handle hitbox for players.

7.427 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Hitbox/↵ HitboxPlayerSystem.hpp File Reference

Classes

- class HitboxPlayerSystem
Handle hitbox for players.

7.428 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵
Systems/Menus/Buttons/AButton/AButtonInitSystem.cpp File
Reference

7.429 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵
Buttons/AButton/AButtonInitSystem.cpp File Reference

7.430 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵
Systems/Menus/Buttons/AButton/AButtonInitSystem.hpp File
Reference

Classes

- class [AButtonInitSystem](#)
[AButtonInitSystem](#) class.

7.431 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵
Buttons/AButton/AButtonInitSystem.hpp File Reference

Classes

- class [AButtonInitSystem](#)
[AButtonInitSystem](#) class.

7.432 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵
Systems/Menus/Buttons/AreCheatsOnButton/AreCheatsOn↵
ButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.432.1 Function Documentation

7.432.1.1 handleThis()

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.432.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.433 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/AreCheatsOnButton/AreCheatsOnButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.433.1 Function Documentation

7.433.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.433.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.434 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/AreCheatsOnButton/AreCheatsOnButtonInitSystem.hpp File Reference

Classes

- class [AreCheatsOnButtonInitSystem](#)
[AreCheatsOnButtonInitSystem](#) class.

7.435 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/AreCheatsOnButton/AreCheatsOnButtonInitSystem.hpp File Reference

Classes

- class [AreCheatsOnButtonInitSystem](#)
AreCheatsOnButtonInitSystem class.

7.436 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/BackButtons/BackToAccountManagement/BackToAccountManagementButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- [EXPORT_SYMBOL](#) [ISystem](#) * [loadSystemInstance](#) ()

7.436.1 Function Documentation

7.436.1.1 [handleThis\(\)](#)

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.436.1.2 [loadSystemInstance\(\)](#)

```
EXPORT\_SYMBOL ISystem* loadSystemInstance ( )
```

7.437 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/BackButtons/BackToAccountManagement/BackToAccountManagementButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- [EXPORT_SYMBOL](#) [ISystem](#) * [loadSystemInstance](#) ()

7.437.1 Function Documentation

7.437.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.437.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.438 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/ Systems/Menus/Buttons/BackButtons/BackToAccount Management/BackToAccountManagementButtonInitSystem.hpp File Reference

Classes

- class [BackToAccountManagementButtonInitSystem](#)
BackToAccountManagementButtonInitSystem class.

7.439 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/ Buttons/BackButtons/BackToAccountManagement/BackTo AccountManagementButtonInitSystem.hpp File Reference

Classes

- class [BackToAccountManagementButtonInitSystem](#)
BackToAccountManagementButtonInitSystem class.

7.440 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/ Systems/Menus/Buttons/BackButtons/BackToMain/BackToMain ButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) (ECS::Registry &reg, int idxPacketEntities)
- EXPORT_SYMBOL ISystem * [loadSystemInstance](#) ()

7.440.1 Function Documentation

7.440.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.440.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.441 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/BackButtons/BackToMain/BackToMainButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) (ECS::Registry &reg, int idxPacketEntities)
- EXPORT_SYMBOL ISystem * [loadSystemInstance](#) ()

7.441.1 Function Documentation

7.441.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.441.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.442 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/BackButtons/BackToMain/BackToMain↵ ButtonInitSystem.hpp File Reference

Classes

- class [BackToMainButtonInitSystem](#)
[BackToMainButtonInitSystem](#) class.

7.443 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/BackButtons/BackToMain/BackToMainButtonInit↵ System.hpp File Reference

Classes

- class [BackToMainButtonInitSystem](#)
[BackToMainButtonInitSystem](#) class.

7.444 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/BackButtons/BackToRoom↵ Management/BackToRoomManagementButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.444.1 Function Documentation

7.444.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.444.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```


7.445 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/BackButtons/BackToRoomManagement/BackToRoomManagementButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.445.1 Function Documentation

7.445.1.1 [handleThis\(\)](#)

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.445.1.2 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.446 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/BackButtons/BackToRoomManagement/BackToRoomManagementButtonInitSystem.hpp File Reference

Classes

- class [BackToRoomManagementButtonInitSystem](#)
[BackToRoomManagementButtonInitSystem](#) class.

7.447 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/BackButtons/BackToRoomManagement/BackToRoomManagementButtonInitSystem.hpp File Reference

Classes

- class [BackToRoomManagementButtonInitSystem](#)
[BackToRoomManagementButtonInitSystem](#) class.

7.448 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/BackButtons/BackToServerConnection/↵ BackToServerConnectionButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.448.1 Function Documentation

7.448.1.1 [handleThis](#)()

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.448.1.2 [loadSystemInstance](#)()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.449 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/BackButtons/BackToServerConnection/BackToServer↵ ConnectionButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.449.1 Function Documentation

7.449.1.1 [handleThis](#)()

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.449.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.450 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/BackButtons/BackToServerConnection/↵ BackToServerConnectionButtonInitSystem.hpp File Reference

Classes

- class [BackToServerConnectionButtonInitSystem](#)
BackToServerConnectionButtonInitSystem class.

7.451 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/BackButtons/BackToServerConnection/BackToServer↵ ConnectionButtonInitSystem.hpp File Reference

Classes

- class [BackToServerConnectionButtonInitSystem](#)
BackToServerConnectionButtonInitSystem class.

7.452 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/ConnectButton/ConnectButtonInit↵ System.cpp File Reference

Functions

- static void [handleThis](#) (ECS::Registry &reg, int idxPacketEntities)
- EXPORT_SYMBOL ISystem * [loadSystemInstance](#) ()

7.452.1 Function Documentation

7.452.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.452.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.453 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/ConnectButton/ConnectButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.453.1 Function Documentation

7.453.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.453.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.454 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/ConnectButton/ConnectButtonInitSystem.hpp File Reference

Classes

- class [ConnectButtonInitSystem](#)
[ConnectButtonInitSystem](#) class.

7.455 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/ConnectButton/ConnectButtonInitSystem.hpp File Reference

Classes

- class [ConnectButtonInitSystem](#)
[ConnectButtonInitSystem](#) class.

7.456 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/CreateRoomButton/CreateRoomButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.456.1 Function Documentation

7.456.1.1 [handleThis\(\)](#)

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.456.1.2 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.457 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/CreateRoomButton/CreateRoomButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.457.1 Function Documentation

7.457.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.457.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.458 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/CreateRoomButton/CreateRoomButton↵ InitSystem.hpp File Reference

Classes

- class [CreateRoomButtonInitSystem](#)
CreateRoomButtonInitSystem class.

7.459 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/CreateRoomButton/CreateRoomButtonInitSystem.hpp File Reference

Classes

- class [CreateRoomButtonInitSystem](#)
CreateRoomButtonInitSystem class.

7.460 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/CreateRoomPageButton/CreateRoom↵ PageButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) (ECS::Registry &reg, int idxPacketEntities)
- EXPORT_SYMBOL ISystem * [loadSystemInstance](#) ()

7.460.1 Function Documentation

7.460.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.460.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.461 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/CreateRoomPageButton/CreateRoomPageButtonInit↵ System.cpp File Reference

Functions

- static void [handleThis](#) (ECS::Registry &reg, int idxPacketEntities)
- EXPORT_SYMBOL ISystem * [loadSystemInstance](#) ()

7.461.1 Function Documentation

7.461.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.461.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.462 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/CreateRoomPageButton/CreateRoomPageButtonInitSystem.hpp File Reference

Classes

- class [CreateRoomPageButtonInitSystem](#)
CreateRoomPageButtonInitSystem class.

7.463 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/CreateRoomPageButton/CreateRoomPageButtonInitSystem.hpp File Reference

Classes

- class [CreateRoomPageButtonInitSystem](#)
CreateRoomPageButtonInitSystem class.

7.464 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/ExitButton/ExitButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) (ECS::Registry &reg, int idxPacketEntities)
- EXPORT_SYMBOL ISystem * [loadSystemInstance](#) ()

7.464.1 Function Documentation

7.464.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.464.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```


7.465 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/ExitButton/ExitButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.465.1 Function Documentation

7.465.1.1 [handleThis\(\)](#)

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.465.1.2 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.466 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/ExitButton/ExitButtonInitSystem.hpp File Reference

Classes

- class [ExitButtonInitSystem](#)
[ExitButtonInitSystem](#) class.

7.467 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/ExitButton/ExitButtonInitSystem.hpp File Reference

Classes

- class [ExitButtonInitSystem](#)
[ExitButtonInitSystem](#) class.

7.468 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/IpTextBox/IpTextBoxInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.468.1 Function Documentation

7.468.1.1 handleThis()

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.468.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.469 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/IpTextBox/IpTextBoxInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.469.1 Function Documentation

7.469.1.1 handleThis()

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.469.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.470 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/lpTextBox/lpTextBoxInitSystem.hpp File Reference

Classes

- class [lpTextBoxInitSystem](#)

7.471 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/lpTextBox/lpTextBoxInitSystem.hpp File Reference

Classes

- class [lpTextBoxInitSystem](#)

7.472 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/IsRoomPrivateButton/IsRoomPrivate↵ ButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) (ECS::Registry &reg, int idxPacketEntities)
- EXPORT_SYMBOL ISystem * [loadSystemInstance](#) ()

7.472.1 Function Documentation

7.472.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.472.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.473 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/IsRoomPrivateButton/IsRoomPrivateButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.473.1 Function Documentation

7.473.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.473.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.474 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/IsRoomPrivateButton/IsRoomPrivateButtonInitSystem.hpp File Reference

Classes

- class [IsRoomPrivateButtonInitSystem](#)
IsRoomPrivateButtonInitSystem class.

7.475 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/IsRoomPrivateButton/IsRoomPrivateButtonInitSystem.hpp File Reference

Classes

- class [IsRoomPrivateButtonInitSystem](#)
IsRoomPrivateButtonInitSystem class.

7.476 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/JoinRoomButton/JoinRoomButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

7.476.1 Function Documentation

7.476.1.1 handleThis()

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.477 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/JoinRoomButton/JoinRoomButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)

7.477.1 Function Documentation

7.477.1.1 `handleThis()`

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.478 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) [Systems/Menus/Buttons/JoinRoomButton/JoinRoomButtonInit↵](#) [System.hpp](#) File Reference

Classes

- class [JoinRoomButtonInitSystem](#)
[JoinRoomButtonInitSystem](#) class.

7.479 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵](#) [Buttons/JoinRoomButton/JoinRoomButtonInitSystem.hpp](#) File Reference

Classes

- class [JoinRoomButtonInitSystem](#)
[JoinRoomButtonInitSystem](#) class.

7.480 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) [Systems/Menus/Buttons/JoinRoomPageButton/JoinRoomPage↵](#) [ButtonInitSystem.cpp](#) File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.480.1 Function Documentation

7.480.1.1 `handleThis()`

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.480.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.481 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/JoinRoomPageButton/JoinRoomPageButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.481.1 Function Documentation

7.481.1.1 handleThis()

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.481.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.482 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/JoinRoomPageButton/JoinRoomPageButtonInitSystem.hpp File Reference

Classes

- class [JoinRoomPageButtonInitSystem](#)
JoinRoomPageButtonInitSystem class.

7.483 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/JoinRoomPageButton/JoinRoomPageButtonInitSystem.hpp](#) File Reference

Classes

- class [JoinRoomPageButtonInitSystem](#)
[JoinRoomPageButtonInitSystem](#) class.

7.484 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/JoinRoomPasswordTextBox/JoinRoomPasswordTextBoxInitSystem.cpp](#) File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxEntity)

7.484.1 Function Documentation

7.484.1.1 [handleThis\(\)](#)

```
static void handleThis (
    ECS::Registry & reg,
    int idxEntity ) [static]
```

7.485 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/JoinRoomPasswordTextBox/JoinRoomPasswordTextBoxInitSystem.cpp](#) File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxEntity)

7.485.1 Function Documentation

7.485.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxEntity ) [static]
```

7.486 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/JoinRoomPasswordTextBox/JoinRoomPasswordTextBoxInitSystem.hpp File Reference

Classes

- class [JoinRoomPasswordTextBoxInitSystem](#)

7.487 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/JoinRoomPasswordTextBox/JoinRoomPasswordTextBoxInitSystem.hpp File Reference

Classes

- class [JoinRoomPasswordTextBoxInitSystem](#)

7.488 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/LoginButton/LoginButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) (ECS::Registry &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.488.1 Function Documentation

7.488.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.488.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.489 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/LoginButton/LoginButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.489.1 Function Documentation

7.489.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.489.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.490 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/LoginButton/LoginButtonInitSystem.hpp File Reference

Classes

- class [LoginButtonInitSystem](#)
[LoginButtonInitSystem](#) class.

7.491 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/LoginButton/LoginButtonInitSystem.hpp File Reference

Classes

- class [LoginButtonInitSystem](#)
[LoginButtonInitSystem](#) class.

7.492 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/LoginPageButton/LoginPageButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.492.1 Function Documentation

7.492.1.1 [handleThis](#)()

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.492.1.2 [loadSystemInstance](#)()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.493 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/LoginPageButton/LoginPageButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.493.1 Function Documentation

7.493.1.1 [handleThis](#)()

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.493.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.494 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/LoginPageButton/LoginPageButtonInit↵ System.hpp File Reference

Classes

- class [LoginPageButtonInitSystem](#)
[LoginPageButtonInitSystem](#) class.

7.495 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/LoginPageButton/LoginPageButtonInitSystem.hpp File Reference

Classes

- class [LoginPageButtonInitSystem](#)
[LoginPageButtonInitSystem](#) class.

7.496 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/MapEditorButton/MapEditorButtonInit↵ System.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL ISystem * [loadSystemInstance](#) ()

7.496.1 Function Documentation

7.496.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.496.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.497 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/MapEditorButton/MapEditorButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.497.1 Function Documentation

7.497.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.497.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.498 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/MapEditorButton/MapEditorButtonInitSystem.hpp File Reference

Classes

- class [MapEditorButtonInitSystem](#)
MapEditorButtonInitSystem class.

7.499 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/MapEditorButton/MapEditorButtonInitSystem.hpp](#) File Reference

Classes

- class [MapEditorButtonInitSystem](#)
MapEditorButtonInitSystem class.

7.500 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/MultiplayerButton/MultiplayerButtonInitSystem.cpp](#) File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.500.1 Function Documentation

7.500.1.1 [handleThis\(\)](#)

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.500.1.2 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.501 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/MultiplayerButton/MultiplayerButtonInitSystem.cpp](#) File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.501.1 Function Documentation

7.501.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.501.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.502 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/MultiplayerButton/MultiplayerButtonInitSystem.hpp File Reference

Classes

- class [MultiplayerButtonInitSystem](#)
MultiplayerButtonInitSystem class.

7.503 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/MultiplayerButton/MultiplayerButtonInitSystem.hpp File Reference

Classes

- class [MultiplayerButtonInitSystem](#)
MultiplayerButtonInitSystem class.

7.504 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/PasswordTextBox/PasswordTextBoxInitSystem.cpp File Reference

Functions

- static void [handleThis](#) (ECS::Registry &reg, int idxPacketEntities)
- EXPORT_SYMBOL ISystem * [loadSystemInstance](#) ()

7.504.1 Function Documentation

7.504.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.504.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.505 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/PasswordTextBox/PasswordTextBoxInitSystem.cpp File Reference

Functions

- static void [handleThis](#) (ECS::Registry &reg, int idxPacketEntities)
- EXPORT_SYMBOL ISystem * [loadSystemInstance](#) ()

7.505.1 Function Documentation

7.505.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.505.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```


7.506 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/PasswordTextBox/PasswordTextBoxInit↵ System.hpp File Reference

Classes

- class [PasswordTextBoxInitSystem](#)

7.507 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/PasswordTextBox/PasswordTextBoxInitSystem.hpp File Reference

Classes

- class [PasswordTextBoxInitSystem](#)

7.508 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/PortTextBox/PortTextBoxInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.508.1 Function Documentation

7.508.1.1 [handleThis\(\)](#)

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.508.1.2 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.509 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/PortTextBox/PortTextBoxInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.509.1 Function Documentation

7.509.1.1 [handleThis\(\)](#)

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.509.1.2 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.510 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/PortTextBox/PortTextBoxInitSystem.hpp File Reference

Classes

- class [PortTextBoxInitSystem](#)
[PortTextBoxInitSystem](#) class.

7.511 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/PortTextBox/PortTextBoxInitSystem.hpp File Reference

Classes

- class [PortTextBoxInitSystem](#)
[PortTextBoxInitSystem](#) class.

7.512 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RegisterButton/RegisterButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.512.1 Function Documentation

7.512.1.1 [handleThis\(\)](#)

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.512.1.2 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.513 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/RegisterButton/RegisterButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.513.1 Function Documentation

7.513.1.1 [handleThis\(\)](#)

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.513.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.514 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/RegisterButton/RegisterButtonInit↵ System.hpp File Reference

Classes

- class [RegisterButtonInitSystem](#)
[RegisterButtonInitSystem](#) class.

7.515 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/RegisterButton/RegisterButtonInitSystem.hpp File Reference

Classes

- class [RegisterButtonInitSystem](#)
[RegisterButtonInitSystem](#) class.

7.516 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/RegisterPageButton/RegisterPage↵ ButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.516.1 Function Documentation

7.516.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.516.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.517 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/RegisterPageButton/RegisterPageButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.517.1 Function Documentation

7.517.1.1 handleThis()

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.517.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.518 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/RegisterPageButton/RegisterPage↵ ButtonInitSystem.hpp File Reference

Classes

- class [RegisterPageButtonInitSystem](#)
[RegisterPageButtonInitSystem](#) class.

7.519 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/RegisterPageButton/RegisterPageButtonInitSystem.hpp](#)
File Reference

Classes

- class [RegisterPageButtonInitSystem](#)
[RegisterPageButtonInitSystem](#) class.

7.520 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RoomInfosTextBox/RoomInfoTextBoxInitSystem.cpp](#)
File Reference

7.521 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/RoomInfosTextBox/RoomInfoTextBoxInitSystem.cpp](#)
File Reference

7.522 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RoomInfosTextBox/RoomInfoTextBoxInitSystem.hpp](#)
File Reference

Classes

- class [RoomInfoTextBoxInitSystem](#)
[RoomInfoTextBoxInitSystem](#) class.

7.523 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/RoomInfosTextBox/RoomInfoTextBoxInitSystem.hpp](#)
File Reference

Classes

- class [RoomInfoTextBoxInitSystem](#)
[RoomInfoTextBoxInitSystem](#) class.

7.524 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/RoomNameTextBox/RoomNameTextBoxInitSystem.cpp](#)
File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.524.1 Function Documentation

7.524.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.524.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.525 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/RoomNameTextBox/RoomNameTextBoxInitSystem.cpp File Reference

Functions

- static void [handleThis](#) (ECS::Registry &reg, int idxPacketEntities)
- EXPORT_SYMBOL ISystem * [loadSystemInstance](#) ()

7.525.1 Function Documentation

7.525.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.525.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.526 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) [Systems/Menus/Buttons/RoomNameTextBox/RoomNameText↵](#) [BoxInitSystem.hpp](#) File Reference

Classes

- class [RoomNameTextBoxInitSystem](#)

7.527 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵](#) [Buttons/RoomNameTextBox/RoomNameTextBoxInitSystem.hpp](#) File Reference

Classes

- class [RoomNameTextBoxInitSystem](#)

7.528 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) [Systems/Menus/Buttons/RoomPasswordTextBox/Room↵](#) [PasswordTextBoxInitSystem.cpp](#) File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- `EXPORT_SYMBOL` [ISystem](#) * [loadSystemInstance](#) ()

7.528.1 Function Documentation

7.528.1.1 [handleThis\(\)](#)

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.528.1.2 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```


7.529 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/RoomPasswordTextBox/RoomPasswordTextBoxInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.529.1 Function Documentation

7.529.1.1 [handleThis\(\)](#)

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.529.1.2 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.530 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/RoomPasswordTextBox/Room↵ PasswordTextBoxInitSystem.hpp File Reference

Classes

- class [RoomPasswordTextBoxInitSystem](#)

7.531 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/RoomPasswordTextBox/RoomPasswordTextBoxInitSystem.hpp File Reference

Classes

- class [RoomPasswordTextBoxInitSystem](#)

7.532 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/RoomPlayerNumberTextBox/Room↵ PlayerNumberTextBoxInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.532.1 Function Documentation

7.532.1.1 [handleThis\(\)](#)

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.532.1.2 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.533 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/RoomPlayerNumberTextBox/RoomPlayerNumberText↵ BoxInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.533.1 Function Documentation

7.533.1.1 [handleThis\(\)](#)

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.533.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.534 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/RoomPlayerNumberTextBox/Room↵ PlayerNumberTextBoxInitSystem.hpp File Reference

Classes

- class [RoomPlayerNumberTextBoxInitSystem](#)

7.535 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/RoomPlayerNumberTextBox/RoomPlayerNumberText↵ BoxInitSystem.hpp File Reference

Classes

- class [RoomPlayerNumberTextBoxInitSystem](#)

7.536 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/SingleplayerButton/SingleplayerButton↵ InitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.536.1 Function Documentation

7.536.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.536.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.537 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Buttons/SingleplayerButton/SingleplayerButtonInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.537.1 Function Documentation

7.537.1.1 handleThis()

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.537.1.2 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.538 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Buttons/SingleplayerButton/SingleplayerButtonInitSystem.hpp File Reference

Classes

- class [SingleplayerButtonInitSystem](#)
[SingleplayerButtonInitSystem](#) class.

7.539 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/SingleplayerButton/SingleplayerButtonInitSystem.hpp File Reference

Classes

- class [SingleplayerButtonInitSystem](#)
[SingleplayerButtonInitSystem](#) class.

7.540 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Buttons/UsernameTextBox/UsernameTextBox↵ InitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.540.1 Function Documentation

7.540.1.1 [handleThis\(\)](#)

```
static void handleThis (  
    ECS::Registry & reg,  
    int idxPacketEntities ) [static]
```

7.540.1.2 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.541 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Buttons/UsernameTextBox/UsernameTextBoxInitSystem.cpp File Reference

Functions

- static void [handleThis](#) ([ECS::Registry](#) &reg, int idxPacketEntities)
- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.541.1 Function Documentation

7.541.1.1 `handleThis()`

```
static void handleThis (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.541.1.2 `loadSystemInstance()`

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.542 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) [Systems/Menus/Buttons/UsernameTextBox/UsernameTextBox↵](#) [InitSystem.hpp](#) File Reference

Classes

- class [UsernameTextBoxInitSystem](#)

7.543 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵](#) [Buttons/UsernameTextBox/UsernameTextBoxInitSystem.hpp](#) File Reference

Classes

- class [UsernameTextBoxInitSystem](#)

7.544 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) [Systems/Menus/RoomList/GetRoomListSystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.544.1 Function Documentation

7.544.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.545 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ RoomList/GetRoomListSystem.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.545.1 Function Documentation

7.545.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.546 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/RoomList/GetRoomListSystem.hpp File Reference

Classes

- class GetRoomListSystem
GetRoomListSystem class.

7.547 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ RoomList/GetRoomListSystem.hpp File Reference

Classes

- class GetRoomListSystem
GetRoomListSystem class.

7.548 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/RoomList/RoomListInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.548.1 Function Documentation

7.548.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.549 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ RoomList/RoomListInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.549.1 Function Documentation

7.549.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.550 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/RoomList/RoomListInitSystem.hpp File Reference

Classes

- class [RoomListInitSystem](#)
[RoomListInitSystem](#) class.

7.551 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/RoomList/RoomListInitSystem.hpp File Reference

Classes

- class [RoomListInitSystem](#)
[RoomListInitSystem](#) class.

7.552 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/AccountManagement/AccountManagementTextInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.552.1 Function Documentation

7.552.1.1 loadSystemInstance()

EXPORT_SYMBOL [ISystem](#)* [loadSystemInstance](#) ()

7.553 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Texts/AccountManagement/AccountManagementTextInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.553.1 Function Documentation

7.553.1.1 loadSystemInstance()

EXPORT_SYMBOL [ISystem](#)* [loadSystemInstance](#) ()

7.554 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) [Systems/Menus/Texts/AccountManagement/Account↵](#) [ManagementTextInitSystem.hpp](#) File Reference

Classes

- class [AccountManagementTextInitSystem](#)
[AccountManagementTextInitSystem](#) class.

7.555 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵](#) [Texts/AccountManagement/AccountManagementTextInit↵](#) [System.hpp](#) File Reference

Classes

- class [AccountManagementTextInitSystem](#)
[AccountManagementTextInitSystem](#) class.

7.556 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) [Systems/Menus/Texts/Login/LoginTextInitSystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.556.1 Function Documentation

7.556.1.1 [loadSystemInstance\(\)](#)

EXPORT_SYMBOL [ISystem](#)* [loadSystemInstance](#) ()

7.557 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵](#) [Texts/Login/LoginTextInitSystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.557.1 Function Documentation

7.557.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.558 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/Login/LoginTextInitSystem.hpp File Reference

Classes

- class [LoginTextInitSystem](#)
LoginTextInitSystem class.

7.559 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Texts/Login/LoginTextInitSystem.hpp File Reference

Classes

- class [LoginTextInitSystem](#)
LoginTextInitSystem class.

7.560 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/Register/RegisterTextInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.560.1 Function Documentation

7.560.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.561 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵](#) [Texts/Register/RegisterTextInitSystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.561.1 Function Documentation

7.561.1.1 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.562 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) [Systems/Menus/Texts/Register/RegisterTextInitSystem.hpp](#) File Reference

Classes

- class [RegisterTextInitSystem](#)
[RegisterTextInitSystem](#) class.

7.563 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵](#) [Texts/Register/RegisterTextInitSystem.hpp](#) File Reference

Classes

- class [RegisterTextInitSystem](#)
[RegisterTextInitSystem](#) class.

7.564 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) [Systems/Menus/Texts/RoomCreation/RoomCreationTextInit↵](#) [System.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.564.1 Function Documentation

7.564.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.565 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Texts/RoomCreation/RoomCreationTextInitSystem.cpp File Reference ↩

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.565.1 Function Documentation

7.565.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.566 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Menus/Texts/RoomCreation/RoomCreationTextInitSystem.hpp File Reference ↩

Classes

- class RoomCreationTextInitSystem
RoomCreationTextInitSystem class.

7.567 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Texts/RoomCreation/RoomCreationTextInitSystem.hpp File Reference ↩

Classes

- class RoomCreationTextInitSystem
RoomCreationTextInitSystem class.

7.568 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) [Systems/Menus/Texts/RoomJoining/RoomJoiningTextInit↵](#) System.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.568.1 Function Documentation

7.568.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.569 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵](#) [Texts/RoomJoining/RoomJoiningTextInitSystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.569.1 Function Documentation

7.569.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.570 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) [Systems/Menus/Texts/RoomJoining/RoomJoiningTextInit↵](#) System.hpp File Reference

Classes

- class [RoomJoiningTextInitSystem](#)
[RoomJoiningTextInitSystem](#) class.

7.571 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Texts/RoomJoining/RoomJoiningTextInitSystem.hpp File Reference

Classes

- class [RoomJoiningTextInitSystem](#)
RoomJoiningTextInitSystem class.

7.572 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Texts/RoomManagement/RoomManagementText↵ InitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.572.1 Function Documentation

7.572.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.573 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Texts/RoomManagement/RoomManagementTextInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.573.1 Function Documentation

7.573.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.574 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Texts/RoomManagement/RoomManagementText↵ InitSystem.hpp File Reference

Classes

- class [RoomManagementTextInitSystem](#)
RoomManagementTextInitSystem class.

7.575 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Texts/RoomManagement/RoomManagementTextInitSystem.hpp File Reference

Classes

- class [RoomManagementTextInitSystem](#)
RoomManagementTextInitSystem class.

7.576 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Texts/ServerConnection/ServerConnectionText↵ InitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.576.1 Function Documentation

7.576.1.1 loadSystemInstance()

EXPORT_SYMBOL [ISystem](#)* [loadSystemInstance](#) ()

7.577 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Texts/ServerConnection/ServerConnectionTextInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.577.1 Function Documentation

7.577.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.578 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Menus/Texts/ServerConnection/ServerConnectionText↵ InitSystem.hpp File Reference

Classes

- class [ServerConnectionTextInitSystem](#)
ServerConnectionTextInitSystem class.

7.579 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Texts/ServerConnection/ServerConnectionTextInitSystem.hpp File Reference

Classes

- class [ServerConnectionTextInitSystem](#)
ServerConnectionTextInitSystem class.

7.580 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Mob/MobInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.580.1 Function Documentation

7.580.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.581 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Mob/↔](#) **MobInitSystem.cpp File Reference**

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.581.1 Function Documentation

7.581.1.1 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.582 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↔](#) **Systems/Mob/MobInitSystem.hpp File Reference**

Classes

- class [MobInitSystem](#)
Initialize a mob entity.

7.583 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Mob/↔](#) **MobInitSystem.hpp File Reference**

Classes

- class [MobInitSystem](#)
Initialize a mob entity.

7.584 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↔](#) **Systems/Mob/MobSpeOneInitSystem.cpp File Reference**

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.584.1 Function Documentation

7.584.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.585 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Mob/MobSpeOneInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.585.1 Function Documentation

7.585.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.586 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Mob/MobSpeOneInitSystem.hpp File Reference

Classes

- class MobSpeOneInitSystem
Initialize a mob entity.

7.587 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Mob/MobSpeOneInitSystem.hpp File Reference

Classes

- class MobSpeOneInitSystem
Initialize a mob entity.

7.588 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Mob/MobSpeTwoInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.588.1 Function Documentation

7.588.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.589 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Mob/↵ MobSpeTwoInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.589.1 Function Documentation

7.589.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.590 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Mob/MobSpeTwoInitSystem.hpp File Reference

Classes

- class MobSpeTwoInitSystem
Initialize a mob entity.

7.591 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Mob/↵ MobSpeTwoInitSystem.hpp File Reference

Classes

- class MobSpeTwoInitSystem
Initialize a mob entity.

7.592

/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/JumpSystem/JumpSystem.cpp

File Reference

1019

7.592 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/JumpSystem/JumpSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.592.1 Function Documentation

7.592.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.593 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/JumpSystem/JumpSystem.hpp File Reference

Classes

- class [JumpSystem](#)

7.594 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/MoveSystemDown/MoveSystemDown.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.594.1 Function Documentation

7.594.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.595 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Move/↔ MoveSystemDown/MoveSystemDown.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.595.1 Function Documentation

7.595.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.596 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↔ Systems/Move/MoveSystemDown/MoveSystemDown.hpp File Reference

Classes

- class [MoveSystemDown](#)

7.597 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Move/↔ MoveSystemDown/MoveSystemDown.hpp File Reference

Classes

- class [MoveSystemDown](#)

7.598 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↔ Systems/Move/MoveSystemLeft/MoveSystemLeft.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.598.1 Function Documentation

7.599

/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Move/MoveSystemLeft/MoveSystemLeft.cpp File Reference

1021

7.598.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.599 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Move/MoveSystemLeft/MoveSystemLeft.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.599.1 Function Documentation

7.599.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.600 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/MoveSystemLeft/MoveSystemLeft.hpp File Reference

Classes

- class MoveSystemLeft

7.601 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Move/MoveSystemLeft/MoveSystemLeft.hpp File Reference

Classes

- class MoveSystemLeft

7.602 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/MoveSystemRight/MoveSystemRight.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.602.1 Function Documentation

7.602.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.603 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Move/↔ MoveSystemRight/MoveSystemRight.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.603.1 Function Documentation

7.603.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.604 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↔ Systems/Move/MoveSystemRight/MoveSystemRight.hpp File Reference

Classes

- class MoveSystemRight

7.605 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Move/↔ MoveSystemRight/MoveSystemRight.hpp File Reference

Classes

- class MoveSystemRight

7.606 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/MoveSystemUp/MoveSystemUp.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.606.1 Function Documentation

7.606.1.1 loadSystemInstance()

EXPORT_SYMBOL [ISystem](#)* [loadSystemInstance](#) ()

7.607 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Move/MoveSystemUp/MoveSystemUp.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.607.1 Function Documentation

7.607.1.1 loadSystemInstance()

EXPORT_SYMBOL [ISystem](#)* [loadSystemInstance](#) ()

7.608 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Move/MoveSystemUp/MoveSystemUp.hpp File Reference

Classes

- class [MoveSystemUp](#)

7.609 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Move/MoveSystemUp/MoveSystemUp.hpp File Reference

Classes

- class [MoveSystemUp](#)

7.610 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/MoveSystem/MoveMobs/MoveMobsSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.610.1 Function Documentation

7.610.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.611 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Move↵ System/MoveMobs/MoveMobsSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.611.1 Function Documentation

7.611.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.612 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/MoveSystem/MoveMobs/MoveMobsSystem.hpp File Reference

Classes

- class [MoveMobsSystem](#)
Move all mobs based on their positions and velocity.

7.613

/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/MoveSystem/MoveMobs/MoveMobsSystem.hpp

File Reference

1025

7.613 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/MoveSystem/MoveMobs/MoveMobsSystem.hpp File Reference

Classes

- class [MoveMobsSystem](#)

Move all mobs based on their positions and velocity.

7.614 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Players/PlayerInitFourSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.614.1 Function Documentation

7.614.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.615 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Players/PlayerInitFourSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.615.1 Function Documentation

7.615.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.616 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Players/PlayerInitOneSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.616.1 Function Documentation

7.616.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.617 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/↵ Players/PlayerInitOneSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.617.1 Function Documentation

7.617.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.618 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Players/PlayerInitSystem.hpp File Reference

Classes

- class [PlayerInitSystem](#)
Initialize a player entity. Set life, position and asset path.

7.619 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Players/PlayerInitSystem.hpp File Reference

Classes

- class [PlayerInitSystem](#)
Initialize a player entity. Set life, position and asset path.

7.620 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Players/PlayerInitThreeSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.620.1 Function Documentation

7.620.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.621 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Players/PlayerInitThreeSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.621.1 Function Documentation

7.621.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.622 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Players/PlayerInitTwoSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.622.1 Function Documentation

7.622.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.623 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/↵ Players/PlayerInitTwoSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.623.1 Function Documentation

7.623.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.624 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/PlaySounds/PlaySoundsSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.624.1 Function Documentation

7.624.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.625 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Play↵ Sounds/PlaySoundsSystem.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.625.1 Function Documentation

7.625.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.626 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/PlaySounds/PlaySoundsSystem.hpp File Reference

Classes

- class PlaySoundsSystem
System to handle mouse events.

7.627 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Play↵ Sounds/PlaySoundsSystem.hpp File Reference

Classes

- class PlaySoundsSystem
System to handle mouse events.

7.628 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/RestartTrees/TreesInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.628.1 Function Documentation

7.628.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.629 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Trees/TreesInitSystem.cpp File Reference

Functions

- EXPORT_SYMBOL ISystem * loadSystemInstance ()

7.629.1 Function Documentation

7.629.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.630 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/RestartTrees/TreesInitSystem.hpp File Reference

Classes

- class TreeInitSystem
Initialize a tree entity.

7.631 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Trees/TreesInitSystem.hpp File Reference

Classes

- class TreeInitSystem
Initialize a tree entity.

7.632 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Shoot/ShootDamageSystem.cpp File Reference

Functions

- static void `_updatePlayerDeath` (`ECS::Registry` &reg, int idxPacketEntities)
- static bool `isColliding` (float rectRatio, std::shared_ptr< `Position2DComponent` > pos1, std::shared_ptr< `ScaleComponent` > scale1, std::shared_ptr< `TextureRectComponent` > texture1, std::shared_ptr< `Position2DComponent` > pos2, std::shared_ptr< `ScaleComponent` > scale2, std::shared_ptr< `TextureRectComponent` > texture2)
- template<typename TYPE >
static void `areEntityShot` (`ECS::Registry` &reg, `ShootComponent::ShootType` shootType, float rectRatio, `ECS::SparseArray`< `IComponent` > entities, `ECS::SparseArray`< `IComponent` > shoots, `ECS::SparseArray`< `IComponent` > positions, `ECS::SparseArray`< `IComponent` > textures, `ECS::SparseArray`< `IComponent` > scales, `ECS::SparseArray`< `IComponent` > lives, `ECS::SparseArray`< `IComponent` > draws)
- EXPORT_SYMBOL `ISystem` * `loadSystemInstance` ()

7.632.1 Function Documentation

7.632.1.1 `_updatePlayerDeath()`

```
static void _updatePlayerDeath (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.632.1.2 `areEntityShot()`

```
template<typename TYPE >
static void areEntityShot (
    ECS::Registry & reg,
    ShootComponent::ShootType shootType,
    float rectRatio,
    ECS::SparseArray< IComponent > entities,
    ECS::SparseArray< IComponent > shoots,
    ECS::SparseArray< IComponent > positions,
    ECS::SparseArray< IComponent > textures,
    ECS::SparseArray< IComponent > scales,
    ECS::SparseArray< IComponent > lives,
    ECS::SparseArray< IComponent > draws ) [static]
```

7.632.1.3 isColliding()

```
static bool isColliding (
    float rectRatio,
    std::shared_ptr< Position2DComponent > pos1,
    std::shared_ptr< ScaleComponent > scale1,
    std::shared_ptr< TextureRectComponent > texture1,
    std::shared_ptr< Position2DComponent > pos2,
    std::shared_ptr< ScaleComponent > scale2,
    std::shared_ptr< TextureRectComponent > texture2 ) [static]
```

7.632.1.4 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.633 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Shoot/↵ ShootDamageSystem.cpp File Reference

Functions

- static void `_updatePlayerDeath` (`ECS::Registry` &reg, int idxPacketEntities)
- static bool `isColliding` (float rectRatio, std::shared_ptr< `Position2DComponent` > pos1, std::shared_ptr< `ScaleComponent` > scale1, std::shared_ptr< `TextureRectComponent` > texture1, std::shared_ptr< `Position2DComponent` > pos2, std::shared_ptr< `ScaleComponent` > scale2, std::shared_ptr< `TextureRectComponent` > texture2)
- template<typename TYPE >
static void `areEntityShot` (`ECS::Registry` &reg, `ShootComponent::ShootType` shootType, float rectRatio, `ECS::SparseArray`< `IComponent` > entities, `ECS::SparseArray`< `IComponent` > shoots, `ECS::SparseArray`< `IComponent` > positions, `ECS::SparseArray`< `IComponent` > textures, `ECS::SparseArray`< `IComponent` > scales, `ECS::SparseArray`< `IComponent` > lives, `ECS::SparseArray`< `IComponent` > draws)
- EXPORT_SYMBOL ISystem * `loadSystemInstance` ()

7.633.1 Function Documentation

7.633.1.1 _updatePlayerDeath()

```
static void _updatePlayerDeath (
    ECS::Registry & reg,
    int idxPacketEntities ) [static]
```

7.633.1.2 areEntityShot()

```
template<typename TYPE >
static void areEntityShot (
    ECS::Registry & reg,
    ShootComponent::ShootType shootType,
    float rectRatio,
    ECS::SparseArray< IComponent > entities,
    ECS::SparseArray< IComponent > shoots,
    ECS::SparseArray< IComponent > positions,
    ECS::SparseArray< IComponent > textures,
    ECS::SparseArray< IComponent > scales,
    ECS::SparseArray< IComponent > lives,
    ECS::SparseArray< IComponent > draws ) [static]
```

7.633.1.3 isColliding()

```
static bool isColliding (
    float rectRatio,
    std::shared_ptr< Position2DComponent > pos1,
    std::shared_ptr< ScaleComponent > scale1,
    std::shared_ptr< TextureRectComponent > texture1,
    std::shared_ptr< Position2DComponent > pos2,
    std::shared_ptr< ScaleComponent > scale2,
    std::shared_ptr< TextureRectComponent > texture2 ) [static]
```

7.633.1.4 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.634 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/ Systems/Shoot/ShootDamageSystem.hpp File Reference

Classes

- class [ShootDamageSystem](#)
Destroy a shot if the bullet leave the screen.

7.635 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Shoot/ ShootDamageSystem.hpp File Reference

Classes

- class [ShootDamageSystem](#)
Destroy a shot if the bullet leave the screen.

7.636 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Shoot/ShootDestroySystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.636.1 Function Documentation

7.636.1.1 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.637 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Shoot/ShootDestroySystem.cpp](#) File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.637.1 Function Documentation

7.637.1.1 [loadSystemInstance\(\)](#)

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.638 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Shoot/ShootDestroySystem.hpp](#) File Reference

Classes

- class [ShootDestroySystem](#)
Destroy a shot if the bullet leave the screen.

7.639 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Shoot/ShootDestroySystem.hpp File Reference

Classes

- class [ShootDestroySystem](#)
Destroy a shot if the bullet leave the screen.

7.640 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Shoot/ShootInitSystem.cpp File Reference

7.641 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/ShootMob/ShootInitSystem.cpp File Reference

7.642 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Shoot/ShootInitSystem.cpp File Reference

7.643 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/ShootMob/ShootInitSystem.cpp File Reference

7.644 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Shoot/ShootInitSystem.hpp File Reference

Classes

- class [ShootInitSystem](#)
Initialize a shoot entity.

7.645 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/ShootMob/ShootInitSystem.hpp File Reference

Classes

- class [ShootInitSystem](#)
Initialize a shoot entity.

7.646 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Shoot/ShootInitSystem.hpp File Reference

Classes

- class [ShootInitSystem](#)
Initialize a shoot entity.

7.647 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/ShootMob/ShootInitSystem.hpp File Reference ↩↪

Classes

- class [ShootInitSystem](#)
Initialize a shoot entity.

7.648 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Shoot/ShootSystem.cpp File Reference ↩↪

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.648.1 Function Documentation

7.648.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.649 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/ShootMob/ShootSystem.cpp File Reference ↩↪

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.649.1 Function Documentation

7.649.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.650 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Shoot/↵ ShootSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.650.1 Function Documentation

7.650.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.651 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Shoot/↵ Mob/ShootSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.651.1 Function Documentation

7.651.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.652 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Shoot/ShootSystem.hpp File Reference

Classes

- class [ShootSystem](#)
Shoot a bullet by a player.

7.653 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) Systems/ShootMob/ShootSystem.hpp File Reference

Classes

- class [ShootSystem](#)
Shoot a bullet by a player.

7.654 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Shoot/↵](#) ShootSystem.hpp File Reference

Classes

- class [ShootSystem](#)
Shoot a bullet by a player.

7.655 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Shoot/↵](#) Mob/ShootSystem.hpp File Reference

Classes

- class [ShootSystem](#)
Shoot a bullet by a player.

7.656 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) Systems/ShootMob/MobSpeOneShootInitSystem.cpp File Reference

7.657 [/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Shoot/↵](#) Mob/MobSpeOneShootInitSystem.cpp File Reference

7.658 [/home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵](#) Systems/ShootMob/MobSpeOneShootInitSystem.hpp File Reference

Classes

- class [MobSpeOneShootInitSystem](#)
Initialize a shoot entity.

7.659

/home/runner/work/R-Type/R-Type/R-TypeGame/Systems/ShootMob/MobSpeOneShootInitSystem.hpp File
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7.659 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/ShootMob/MobSpeOneShootInitSystem.hpp File Reference

Classes

- class [MobSpeOneShootInitSystem](#)

Initialize a shoot entity.

7.660 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/ShootMob/MobSpeTwoShootInitSystem.cpp File Reference

7.661 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/ShootMob/MobSpeTwoShootInitSystem.cpp File Reference

7.662 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/ShootMob/MobSpeTwoShootInitSystem.hpp File Reference

Classes

- class [MobSpeTwoShootInitSystem](#)

Initialize a shoot entity.

7.663 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/ShootMob/MobSpeTwoShootInitSystem.hpp File Reference

Classes

- class [MobSpeTwoShootInitSystem](#)

Initialize a shoot entity.

7.664 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/Systems/Trees/TreeRestartSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.664.1 Function Documentation

7.664.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.665 /home/runner/work/R-Type/R-Type/QuentinTheFarmerGame/↵ Systems/Trees/TreeRestartSystem.hpp File Reference

Classes

- class [PlanetRestartSystem](#)
Restart a planet if it leave the screen.

7.666 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ PlayerDeath/PlayerDeathHandler.cpp File Reference

Functions

- EXPORT_SYMBOL [IEventHandler](#) * [loadEventHandlerInstance](#) ()

7.666.1 Function Documentation

7.666.1.1 loadEventHandlerInstance()

```
EXPORT_SYMBOL IEventHandler* loadEventHandlerInstance ( )
```

7.667 /home/runner/work/R-Type/R-Type/R-TypeGame/EventHandlers/↵ PlayerDeath/PlayerDeathHandler.hpp File Reference

Classes

- class [PlayerDeathHandler](#)
- class [PlayerDeathHandlerError](#)

7.668 /home/runner/work/R-Type/R-Type/R-TypeGame/SystemNetworkUpdate/UpdateShootMobSystem/updateShootMobSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystemNetworkUpdate](#) * [loadUpdateInstance](#) ()

7.668.1 Function Documentation

7.668.1.1 loadUpdateInstance()

```
EXPORT_SYMBOL ISystemNetworkUpdate* loadUpdateInstance ( )
```

7.669 /home/runner/work/R-Type/R-Type/R-TypeGame/SystemNetworkUpdate/UpdateShootMobSystem/updateShootMobSystem.hpp File Reference

Classes

- class [UpdateShootMobSystem](#)
Update shoot system.

7.670 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/Login/LoginCheckSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.670.1 Function Documentation

7.670.1.1 loadSystemInstance()

```
EXPORT_SYMBOL ISystem* loadSystemInstance ( )
```

7.671 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/Menus/↵ Login/LoginCheckSystem.hpp File Reference

Classes

- class [LoginCheckSystem](#)
[LoginCheckSystem](#) class.

7.672 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/↵ Players/Death/PlayerDeathSystem.cpp File Reference

Functions

- EXPORT_SYMBOL [ISystem](#) * [loadSystemInstance](#) ()

7.672.1 Function Documentation

7.672.1.1 loadSystemInstance()

EXPORT_SYMBOL [ISystem](#)* [loadSystemInstance](#) ()

7.673 /home/runner/work/R-Type/R-Type/R-TypeGame/Systems/↵ Players/Death/PlayerDeathSystem.hpp File Reference

Classes

- class [PlayerDeathSystem](#)
[PlayerDeathSystem](#) class.

7.674 /home/runner/work/R-Type/R-Type/tests/Client/tests.cpp File Reference

Functions

- void [test](#) ()
- int [main](#) ()

7.674.1 Function Documentation

7.674.1.1 main()

```
int main ( )
```

7.674.1.2 test()

```
void test ( )
```

7.675 /home/runner/work/R-Type/R-Type/tests/Ecs/tests.cpp File Reference

Functions

- void [test](#) ()
- int [main](#) ()

7.675.1 Function Documentation

7.675.1.1 main()

```
int main ( )
```

7.675.1.2 test()

```
void test ( )
```

7.676 /home/runner/work/R-Type/R-Type/tests/Server/tests.cpp File Reference

Functions

- void [test](#) ()
- int [main](#) ()

7.676.1 Function Documentation

7.676.1.1 main()

```
int main ( )
```

7.676.1.2 test()

```
void test ( )
```


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