

# Zappy GUI

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<b>1 Hierarchical Index</b>	<b>1</b>
1.1 Class Hierarchy	1
<b>2 Class Index</b>	<b>3</b>
2.1 Class List	3
<b>3 Class Documentation</b>	<b>5</b>
3.1 Gui::Errors::AError Class Reference	5
3.2 Gui::Egg Class Reference	5
3.2.1 Constructor & Destructor Documentation	5
3.2.1.1 Egg()	6
3.2.1.2 ~Egg()	6
3.2.2 Member Function Documentation	6
3.2.2.1 getId()	6
3.2.2.2 getPosition()	7
3.2.2.3 getTeam()	7
3.2.2.4 setId()	7
3.2.2.5 setPosition()	7
3.2.2.6 setTeam()	8
3.3 Gui::Engine Class Reference	8
3.3.1 Constructor & Destructor Documentation	8
3.3.1.1 Engine()	8
3.4 Gui::Errors::Error Class Reference	9
3.4.1 Detailed Description	9
3.5 Gui::Event Class Reference	9
3.5.1 Member Function Documentation	9
3.5.1.1 setRender()	9
3.6 Gui::GameData Class Reference	10
3.6.1 Member Function Documentation	11
3.6.1.1 addPlayerToTeam()	11
3.6.1.2 addTeam() [1/2]	11
3.6.1.3 addTeam() [2/2]	11
3.6.1.4 getIsEndGame()	12
3.6.1.5 getLastTick()	12
3.6.1.6 getMap()	12
3.6.1.7 getMapSize()	12
3.6.1.8 getServerTick()	13
3.6.1.9 getTeam()	13
3.6.1.10 getTeams()	13
3.6.1.11 getTile()	13
3.6.1.12 setIsEndGame()	14
3.6.1.13 setMap()	14
3.6.1.14 setMapSize()	14

3.6.1.15 setServerTick()	15
3.6.1.16 setTile()	15
3.7 Gui::Errors::GuiGameDataException Class Reference	15
3.7.1 Detailed Description	16
3.7.2 Constructor & Destructor Documentation	16
3.7.2.1 GuiGameDataException()	16
3.8 Gui::GUIUpdater Class Reference	16
3.8.1 Constructor & Destructor Documentation	16
3.8.1.1 GUIUpdater()	17
3.8.2 Member Function Documentation	17
3.8.2.1 update()	17
3.9 Gui::Errors::GuiUpdaterException Class Reference	17
3.9.1 Detailed Description	18
3.9.2 Constructor & Destructor Documentation	18
3.9.2.1 GuiUpdaterException()	18
3.10 Gui::Errors::IError Class Reference	18
3.10.1 Member Function Documentation	18
3.10.1.1 what()	19
3.11 Gui::Inventory Class Reference	19
3.11.1 Constructor & Destructor Documentation	20
3.11.1.1 Inventory()	20
3.11.2 Member Function Documentation	20
3.11.2.1 getDeraumere()	21
3.11.2.2 getFood()	21
3.11.2.3 getLinemate()	21
3.11.2.4 getMendiane()	21
3.11.2.5 getPhiras()	22
3.11.2.6 getRessources()	22
3.11.2.7 getSibur()	22
3.11.2.8 getThystame()	22
3.11.2.9 setDeraumere()	22
3.11.2.10 setFood()	23
3.11.2.11 setLinemate()	23
3.11.2.12 setMendiane()	23
3.11.2.13 setPhiras()	24
3.11.2.14 setRessources()	24
3.11.2.15 setSibur()	24
3.11.2.16 setThystame()	24
3.12 Gui::Network Class Reference	25
3.12.1 Constructor & Destructor Documentation	25
3.12.1.1 Network()	25
3.12.2 Member Function Documentation	26

3.12.2.1 getHostName()	26
3.12.2.2 getPort()	26
3.12.2.3 listenServer()	26
3.12.2.4 sendMessageServer()	26
3.12.2.5 setHostName()	27
3.12.2.6 setPort()	27
3.13 Gui::Errors::NetworkException Class Reference	27
3.13.1 Detailed Description	28
3.13.2 Constructor & Destructor Documentation	28
3.13.2.1 NetworkException()	28
3.14 Gui::ParseCommandLine Class Reference	28
3.14.1 Constructor & Destructor Documentation	29
3.14.1.1 ParseCommandLine()	29
3.14.2 Member Function Documentation	29
3.14.2.1 getHostName()	29
3.14.2.2 getPort()	29
3.14.2.3 parseFlags()	29
3.15 Gui::Errors::ParseCommandLineException Class Reference	30
3.15.1 Detailed Description	30
3.15.2 Constructor & Destructor Documentation	30
3.15.2.1 ParseCommandLineException()	30
3.16 Gui::Player Class Reference	31
3.16.1 Constructor & Destructor Documentation	32
3.16.1.1 Player()	32
3.16.2 Member Function Documentation	32
3.16.2.1 getId()	32
3.16.2.2 getLevel()	33
3.16.2.3 getOrientation()	33
3.16.2.4 getPosition()	33
3.16.2.5 getState()	33
3.16.2.6 getTeam()	34
3.16.2.7 setId()	34
3.16.2.8 setLevel()	34
3.16.2.9 setOrientation()	34
3.16.2.10 setPosition()	35
3.16.2.11 setState()	35
3.16.2.12 setTeam()	35
3.17 Gui::Render Class Reference	36
3.17.1 Member Function Documentation	36
3.17.1.1 getCamera()	36
3.17.1.2 getIsDebug()	36
3.17.1.3 isOpen()	37

3.17.1.4 setIsDebug() . . . . .	37
3.18 Gui::ServerParser Class Reference . . . . .	37
3.18.1 Member Function Documentation . . . . .	38
3.18.1.1 parse() . . . . .	38
3.19 Gui::Errors::ServerParserException Class Reference . . . . .	38
3.19.1 Detailed Description . . . . .	38
3.19.2 Constructor & Destructor Documentation . . . . .	39
3.19.2.1 ServerParserException() . . . . .	39
3.20 Gui::Team Class Reference . . . . .	40
3.20.1 Constructor & Destructor Documentation . . . . .	41
3.20.1.1 Team() . . . . .	41
3.20.2 Member Function Documentation . . . . .	41
3.20.2.1 addEgg() . . . . .	41
3.20.2.2 addPlayer() . . . . .	41
3.20.2.3 getEgg() . . . . .	42
3.20.2.4 getEggModel() . . . . .	42
3.20.2.5 getEggs() . . . . .	42
3.20.2.6 getName() . . . . .	43
3.20.2.7 getPlayer() . . . . .	43
3.20.2.8 getPlayerModel() . . . . .	43
3.20.2.9 getPlayers() . . . . .	43
3.20.2.10 removeEgg() . . . . .	44
3.20.2.11 removePlayer() . . . . .	44
3.20.2.12 setEggModelPath() . . . . .	44
3.20.2.13 setName() . . . . .	45
3.20.2.14 setPlayerModelPath() . . . . .	45
3.21 Gui::Tile Class Reference . . . . .	45
3.21.1 Constructor & Destructor Documentation . . . . .	46
3.21.1.1 Tile() [1/2] . . . . .	46
3.21.1.2 Tile() [2/2] . . . . .	46
3.21.2 Member Function Documentation . . . . .	46
3.21.2.1 getPosition() . . . . .	46
3.21.2.2 getPositionIn3DSpace() . . . . .	47
3.21.2.3 setPosition() . . . . .	47
3.22 Gui::UserCamera Class Reference . . . . .	47
3.22.1 Member Function Documentation . . . . .	48
3.22.1.1 getCamera() . . . . .	48
3.22.1.2 getFovy() . . . . .	48
3.22.1.3 getPosition() . . . . .	49
3.22.1.4 getTarget() . . . . .	49
3.22.1.5 getUp() . . . . .	49
3.22.1.6 setFovy() . . . . .	49

---

3.22.1.7 setPosition() . . . . .	50
3.22.1.8 setTarget() . . . . .	50
3.22.1.9 setUp() . . . . .	50
<b>Index</b>	<b>51</b>





# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

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

Gui::Egg . . . . .	5
Gui::Engine . . . . .	8
Gui::Event . . . . .	9
std::exception	
Gui::Errors::IError . . . . .	18
Gui::Errors::AError . . . . .	5
Gui::Errors::Error . . . . .	9
Gui::Errors::GuiGameDataException . . . . .	15
Gui::Errors::GuiUpdaterException . . . . .	17
Gui::Errors::NetworkException . . . . .	27
Gui::Errors::ParseCommandLineException . . . . .	30
Gui::Errors::ServerParserException . . . . .	38
Gui::GameData . . . . .	10
Gui::GUIUpdater . . . . .	16
Gui::Inventory . . . . .	19
Gui::Network . . . . .	25
Gui::ParseCommandLine . . . . .	28
Gui::Player . . . . .	31
Gui::Render . . . . .	36
Gui::ServerParser . . . . .	37
Gui::Team . . . . .	40
Gui::Tile . . . . .	45
Gui::UserCamera . . . . .	47



## Chapter 2

# Class Index

### 2.1 Class List

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

<a href="#">Gui::Errors::AError</a>	
Base class for custom error types. This class is derived from the <a href="#">IError</a> interface and provides a common base for custom error types. It contains a protected member <code>_message</code> to store the error message	5
<a href="#">Gui::Egg</a>	5
<a href="#">Gui::Engine</a>	8
<a href="#">Gui::Errors::Error</a>	
Base class for argument-related errors	9
<a href="#">Gui::Event</a>	9
<a href="#">Gui::GameData</a>	10
<a href="#">Gui::Errors::GuiGameDataException</a>	
Error class for <a href="#">GameData</a> errors	15
<a href="#">Gui::GUIUpdater</a>	16
<a href="#">Gui::Errors::GuiUpdaterException</a>	
Error class for <a href="#">GUIUpdater</a> errors	17
<a href="#">Gui::Errors::IError</a>	18
<a href="#">Gui::Inventory</a>	19
<a href="#">Gui::Network</a>	25
<a href="#">Gui::Errors::NetworkException</a>	
Error class for network errors	27
<a href="#">Gui::ParseCommandLine</a>	28
<a href="#">Gui::Errors::ParseCommandLineException</a>	
Error class for <code>parseCommandLine</code> errors	30
<a href="#">Gui::Player</a>	31
<a href="#">Gui::Render</a>	36
<a href="#">Gui::ServerParser</a>	37
<a href="#">Gui::Errors::ServerParserException</a>	
Error class for network errors	38
<a href="#">Gui::Team</a>	40
<a href="#">Gui::Tile</a>	45
<a href="#">Gui::UserCamera</a>	47



## Chapter 3

# Class Documentation

### 3.1 Gui::Errors::AError Class Reference

Base class for custom error types. This class is derived from the [IError](#) interface and provides a common base for custom error types. It contains a protected member `_message` to store the error message.

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

Inheritance diagram for Gui::Errors::AError:

### 3.2 Gui::Egg Class Reference

#### Public Member Functions

- [Egg](#) (size\_t id, const std::string &team, std::pair< std::size\_t, std::size\_t > position)  
*Construct a new [Egg](#) object.*
- [~Egg](#) ()  
*Destroy the [Egg](#) object.*
- std::size\_t [getId](#) () const  
*Get the *Id* object.*
- std::string [getTeam](#) () const  
*Get the *Team* object.*
- std::pair< std::size\_t, std::size\_t > [getPosition](#) () const  
*Get the *Position* object.*
- void [setId](#) (std::size\_t id)  
*Set the *id* object.*
- void [setTeam](#) (const std::string &team)  
*Set the *team* object.*
- void [setPosition](#) (std::pair< std::size\_t, std::size\_t > position)  
*Set the *position* object.*

#### 3.2.1 Constructor & Destructor Documentation

### 3.2.1.1 Egg()

```
Gui::Egg::Egg (
    size_t id,
    const std::string & team,
    std::pair< std::size_t, std::size_t > position )
```

Construct a new [Egg](#) object.

#### Parameters

<i>id</i>	Id of the egg.
<i>team</i>	<a href="#">Team</a> name of the egg.
<i>position</i>	Position of the egg.

#### Note

The egg is created when a player lays an egg.

The constructor starts the egg animation if implemented.

### 3.2.1.2 ~Egg()

```
Gui::Egg::~~Egg ( )
```

Destroy the [Egg](#) object.

#### Note

The destructor starts the egg animation if implemented.

## 3.2.2 Member Function Documentation

### 3.2.2.1 getId()

```
std::size_t Gui::Egg::getId ( ) const
```

Get the Id object.

#### Returns

std::size\_t Id of the egg.

### 3.2.2.2 getPosition()

```
std::pair< std::size_t, std::size_t > Gui::Egg::getPosition ( ) const
```

Get the Position object.

#### Returns

std::pair<std::size\_t, std::size\_t> Position of the egg.

### 3.2.2.3 getTeam()

```
std::string Gui::Egg::getTeam ( ) const
```

Get the [Team](#) object.

#### Returns

std::string [Team](#) name of the egg.

### 3.2.2.4 setId()

```
void Gui::Egg::setId (
    std::size_t id )
```

Set the id object.

#### Parameters

<i>id</i>	Id of the egg.
-----------	----------------

### 3.2.2.5 setPosition()

```
void Gui::Egg::setPosition (
    std::pair< std::size_t, std::size_t > position )
```

Set the position object.

#### Parameters

<i>position</i>	Position of the egg.
-----------------	----------------------

### 3.2.2.6 setTeam()

```
void Gui::Egg::setTeam (
    const std::string & team )
```

Set the team object.

#### Parameters

<i>team</i>	<a href="#">Team</a> name of the egg.
-------------	---------------------------------------

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GameDatas/Egg.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/GameDatas/Egg.cpp

## 3.3 Gui::Engine Class Reference

### Public Member Functions

- [Engine](#) ([Network](#) network)  
*Construct a new [Engine](#) object.*
- [~Engine](#) ()=default  
*Destroy the [Engine](#) object.*
- void [run](#) (void)  
*Run the engine loop.*

### 3.3.1 Constructor & Destructor Documentation

#### 3.3.1.1 Engine()

```
Gui::Engine::Engine (
    Network network )
```

Construct a new [Engine](#) object.

#### Parameters

<i>network</i>	<a href="#">Network</a> class.
----------------	--------------------------------

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



- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Engine/Engine.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Engine/Engine.cpp

## 3.4 Gui::Errors::Error Class Reference

Base class for argument-related errors.

```
#include <Error.hpp>
```

Inheritance diagram for Gui::Errors::Error:

Collaboration diagram for Gui::Errors::Error:

### Additional Inherited Members

#### 3.4.1 Detailed Description

Base class for argument-related errors.

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Error/Error.hpp

## 3.5 Gui::Event Class Reference

### Public Member Functions

- [Event](#) ()  
*Construct a new [Event](#) object.*
- [~Event](#) ()=default  
*Destroy the [Event](#) object.*
- void [listen](#) ()  
*Listen the user's events.*
- void [setRender](#) (std::shared\_ptr< [Render](#) > render)  
*Set the [Render](#) object.*

#### 3.5.1 Member Function Documentation

##### 3.5.1.1 setRender()

```
void Gui::Event::setRender (
    std::shared_ptr< Render > render )
```

Set the [Render](#) object.

## Parameters

<i>render</i>	<a href="#">Render</a> class.
---------------	-------------------------------

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Event/Event.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Event/Event.cpp

## 3.6 Gui::GameData Class Reference

### Public Member Functions

- [GameData](#) ()  
*Construct a new [GameData](#) object.*
- [~GameData](#) ()=default  
*Destroy the [GameData](#) object.*
- std::vector< [Gui::Team](#) > & [getTeams](#) ()  
*Get the Teams object.*
- [Gui::Team](#) & [getTeam](#) (const std::string &name)  
*Get a [Team](#) object.*
- void [addTeam](#) (const [Gui::Team](#) &team)  
*Add a team to the game.*
- void [addTeam](#) (const std::string &name, const std::string &playerModelPath, const std::string &eggModelPath)  
*Add a team to the game.*
- void [addPlayerToTeam](#) (const std::string &teamName, const [Gui::Player](#) &player)  
*Add a player to a team.*
- Map< [Gui::Tile](#) > & [getMap](#) ()  
*Get the Map object.*
- void [setMap](#) (const Map< [Gui::Tile](#) > &map)  
*Set the Map object.*
- void [setMapSize](#) (size\_t x, size\_t y)  
*Set the Map Size object.*
- std::pair< size\_t, size\_t > [getMapSize](#) () const  
*Get the Map Size object.*
- [Gui::Tile](#) & [getTile](#) (size\_t x, size\_t y)  
*Get a [Tile](#) object.*
- void [setTile](#) (const [Gui::Tile](#) &tile)  
*Set the [Tile](#) object.*
- void [restartLastTick](#) (void)  
*Restart the last tick clock.*
- void [setServerTick](#) (std::size\_t tick)  
*Set the Server Tick object.*
- clock\_t [getLastTick](#) () const  
*Get the Last Tick object.*
- std::size\_t [getServerTick](#) () const  
*Get the Server Tick object.*
- void [setIsEndGame](#) (bool isEndGame)  
*Set the IsEnd Game object.*
- bool [getIsEndGame](#) () const  
*Get the IsEnd Game object.*

## 3.6.1 Member Function Documentation

### 3.6.1.1 addPlayerToTeam()

```
void Gui::GameData::addPlayerToTeam (
    const std::string & teamName,
    const Gui::Player & player )
```

Add a player to a team.

#### Parameters

<i>teamName</i>	Name of the team.
<i>player</i>	Player to add.

### 3.6.1.2 addTeam() [1/2]

```
void Gui::GameData::addTeam (
    const Gui::Team & team )
```

Add a team to the game.

#### Parameters

<i>team</i>	Team to add.
-------------	--------------

### 3.6.1.3 addTeam() [2/2]

```
void Gui::GameData::addTeam (
    const std::string & name,
    const std::string & playerModelPath,
    const std::string & eggModelPath )
```

Add a team to the game.

#### Parameters

<i>name</i>	Name of the team.
<i>playerModelPath</i>	Path to the asset of the team for players.
<i>eggModelPath</i>	Path to the asset of the team for eggs.

#### 3.6.1.4 getIsEndGame()

```
bool Gui::GameData::getIsEndGame ( ) const
```

Get the IsEnd Game object.

##### Returns

true - The game is finished.

false - The game continue.

#### 3.6.1.5 getLastTick()

```
clock_t Gui::GameData::getLastTick ( ) const
```

Get the Last Tick object.

##### Returns

clock\_t - Last Tick.

#### 3.6.1.6 getMap()

```
Map< Gui::Tile > & Gui::GameData::getMap ( )
```

Get the Map object.

##### Returns

Map<Gui::Tile>& Map of the game.

#### 3.6.1.7 getMapSize()

```
std::pair< size_t, size_t > Gui::GameData::getMapSize ( ) const
```

Get the Map Size object.

##### Returns

std::pair<size\_t, size\_t> Size of the map.

### 3.6.1.8 getServerTick()

```
std::size_t Gui::GameData::getServerTick ( ) const
```

Get the Server Tick object.

#### Returns

std::size\_t - Server Tick.

### 3.6.1.9 getTeam()

```
Gui::Team & Gui::GameData::getTeam (
    const std::string & name )
```

Get a [Team](#) object.

#### Parameters

<i>name</i>	Name of the team.
-------------	-------------------

#### Returns

[Gui::Team](#)& [Team](#) object.

### 3.6.1.10 getTeams()

```
std::vector< Gui::Team > & Gui::GameData::getTeams ( )
```

Get the Teams object.

#### Returns

std::vector<Gui::Team>& Teams of the game.

### 3.6.1.11 getTile()

```
Gui::Tile & Gui::GameData::getTile (
    size_t x,
    size_t y )
```

Get a [Tile](#) object.

**Parameters**

<i>x</i>	X position of the tile.
<i>y</i>	Y position of the tile.

**Returns**

[Gui::Tile](#)& [Tile](#) object.

**3.6.1.12 setIsEndGame()**

```
void Gui::GameData::setIsEndGame (
    bool isEndGame )
```

Set the IsEnd Game object.

**Parameters**

<i>isEndGame</i>	EndGame state.
------------------	----------------

**3.6.1.13 setMap()**

```
void Gui::GameData::setMap (
    const Map< Gui::Tile > & map )
```

Set the Map object.

**Parameters**

<i>map</i>	Map of the game.
------------	------------------

**3.6.1.14 setMapSize()**

```
void Gui::GameData::setMapSize (
    size_t x,
    size_t y )
```

Set the Map Size object.

**Parameters**

<i>x</i>	X size of the map.
<i>y</i>	Y size of the map.

**Note**

This method resizes the map.

**3.6.1.15 setServerTick()**

```
void Gui::GameData::setServerTick (
    std::size_t tick )
```

Set the Server Tick object.

**Parameters**

<i>tick</i>	Tick of the server.
-------------	---------------------

**3.6.1.16 setTile()**

```
void Gui::GameData::setTile (
    const Gui::Tile & tile )
```

Set the [Tile](#) object.

**Parameters**

<i>x</i>	X position of the tile.
<i>y</i>	Y position of the tile.
<i>tile</i>	<a href="#">Tile</a> to set.

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GameDatas/GameData.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/GameDatas/GameData.cpp

**3.7 Gui::Errors::GuiGameDataException Class Reference**

[Error](#) class for [GameData](#) errors.

```
#include <Error.hpp>
```

Inheritance diagram for Gui::Errors::GuiGameDataException:

Collaboration diagram for Gui::Errors::GuiGameDataException:

## Public Member Functions

- [GuiGameDataException](#) (std::string message)  
*Constructor for [GuiGameDataException](#).*

## Additional Inherited Members

### 3.7.1 Detailed Description

[Error](#) class for [GameData](#) errors.

### 3.7.2 Constructor & Destructor Documentation

#### 3.7.2.1 GuiGameDataException()

```
Gui::Errors::GuiGameDataException::GuiGameDataException (
    std::string message )
```

Constructor for [GuiGameDataException](#).

#### Parameters

<i>message</i>	The error message.
----------------	--------------------

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Error/Error.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Error/Error.cpp

## 3.8 Gui::GUIUpdater Class Reference

### Public Member Functions

- [GUIUpdater](#) (std::shared\_ptr< [GameData](#) > gameData)  
*Construct a new [GUIUpdater](#) object.*
- [~GUIUpdater](#) ()=default  
*Destroy the [GUIUpdater](#) object.*
- void [update](#) (const std::string &command, const std::vector< std::string > &data)  
*Update the GUI [GameData](#).*

### 3.8.1 Constructor & Destructor Documentation



### 3.8.1.1 GUIUpdater()

```
Gui::GuiUpdater::GuiUpdater (
    std::shared_ptr< GameData > gameData )
```

Construct a new [GUIUpdater](#) object.

#### Parameters

<i>gameData</i>	The GUI <a href="#">GameData</a> to update.
-----------------	---

## 3.8.2 Member Function Documentation

### 3.8.2.1 update()

```
void Gui::GuiUpdater::update (
    const std::string & command,
    const std::vector< std::string > & data )
```

Update the GUI [GameData](#).

#### Parameters

<i>command</i>	The command to update the GUI <a href="#">GameData</a> .
<i>data</i>	The data to update the GUI <a href="#">GameData</a> .

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

- `/home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GUIUpdater/GUIUpdater.hpp`
- `/home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/GUIUpdater/GUIUpdater.cpp`

## 3.9 Gui::Errors::GuiUpdaterException Class Reference

[Error](#) class for [GUIUpdater](#) errors.

```
#include <Error.hpp>
```

Inheritance diagram for Gui::Errors::GuiUpdaterException:

Collaboration diagram for Gui::Errors::GuiUpdaterException:

### Public Member Functions

- [GuiUpdaterException](#) (std::string message)  
*Constructor for [GuiUpdaterException](#).*

## Additional Inherited Members

### 3.9.1 Detailed Description

[Error](#) class for [GuiUpdater](#) errors.

### 3.9.2 Constructor & Destructor Documentation

#### 3.9.2.1 GuiUpdaterException()

```
Gui::Errors::GuiUpdaterException::GuiUpdaterException (
    std::string message )
```

Constructor for [GuiUpdaterException](#).

##### Parameters

<i>message</i>	The error message.
----------------	--------------------

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Error/Error.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Error/Error.cpp

## 3.10 Gui::Errors::IError Class Reference

Inheritance diagram for Gui::Errors::IError:

Collaboration diagram for Gui::Errors::IError:

### Public Member Functions

- virtual [~IError](#) ()=default  
*Destructor for [IError](#).*
- virtual const char \* [what](#) () const noexcept=0  
*Returns a C-style string describing the error. This function must be implemented by derived classes to provide a description of the error. The returned string should be null-terminated.*

#### 3.10.1 Member Function Documentation

### 3.10.1.1 what()

```
virtual const char* Gui::Errors::IError::what ( ) const [pure virtual], [noexcept]
```

Returns a C-style string describing the error. This function must be implemented by derived classes to provide a description of the error. The returned string should be null-terminated.

#### Returns

const char\* A C-style string describing the error.

Implemented in [Gui::Errors::AError](#).

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Error/IError.hpp

## 3.11 Gui::Inventory Class Reference

### Public Types

- using **Ressources** = size\_t[RessourcesNumber]

### Public Member Functions

- [Inventory](#) ()  
*Construct a new [Inventory](#) object.*
- [Inventory](#) (std::size\_t food, std::size\_t linemate, std::size\_t deraumere, std::size\_t sibur, std::size\_t mendiane, std::size\_t phiras, std::size\_t thystame)  
*Construct a new [Inventory](#) object.*
- [~Inventory](#) ()=default  
*Destroy the [Inventory](#) object.*
- void [setFood](#) (std::size\_t food)  
*Set the Food object.*
- void [setLinemate](#) (std::size\_t linemate)  
*Set the Linemate object.*
- void [setDeraumere](#) (std::size\_t deraumere)  
*Set the Deraumere object.*
- void [setSibur](#) (std::size\_t sibur)  
*Set the Sibur object.*
- void [setMendiane](#) (std::size\_t mendiane)  
*Set the Mendiane object.*
- void [setPhiras](#) (std::size\_t phiras)  
*Set the Phiras object.*
- void [setThystame](#) (std::size\_t thystsame)  
*Set the Thystame object.*
- void [setRessources](#) (Ressources ressources)  
*Set the Ressources object.*
- std::size\_t [getFood](#) (void)

- Get the Food object.*

  - `std::size_t` [getLinemate](#) (void)

*Get the Linemate object.*
- `std::size_t` [getDeraumere](#) (void)

*Get the Deraumere object.*
- `std::size_t` [getSibur](#) (void)

*Get the Sibur object.*
- `std::size_t` [getMendiane](#) (void)

*Get the Mendiane object.*
- `std::size_t` [getPhiras](#) (void)

*Get the Phiras object.*
- `std::size_t` [getThystame](#) (void)

*Get the Thystame object.*
- Ressources & [getRessources](#) (void)

*Get the Ressources object.*

### 3.11.1 Constructor & Destructor Documentation

#### 3.11.1.1 Inventory()

```
Gui::Inventory::Inventory (
    std::size_t food,
    std::size_t linemate,
    std::size_t deraumere,
    std::size_t sibur,
    std::size_t mendiane,
    std::size_t phiras,
    std::size_t thystame )
```

Construct a new [Inventory](#) object.

##### Parameters

<i>food</i>	Food to set.
<i>linemate</i>	Linemate to set.
<i>deraumere</i>	Deraumere to set.
<i>sibur</i>	Sibur to set.
<i>mendiane</i>	Mendiane to set.
<i>phiras</i>	Phiras to set.
<i>thystame</i>	Thystame to set.

### 3.11.2 Member Function Documentation

### 3.11.2.1 getDeraumere()

```
std::size_t Gui::Inventory::getDeraumere (
    void )
```

Get the Deraumere object.

#### Returns

std::size\_t - deraumere

### 3.11.2.2 getFood()

```
std::size_t Gui::Inventory::getFood (
    void )
```

Get the Food object.

#### Returns

std::size\_t - food

### 3.11.2.3 getLinemate()

```
std::size_t Gui::Inventory::getLinemate (
    void )
```

Get the Linemate object.

#### Returns

std::size\_t - linemate

### 3.11.2.4 getMendiane()

```
std::size_t Gui::Inventory::getMendiane (
    void )
```

Get the Mendiane object.

#### Returns

std::size\_t - mendiane

### 3.11.2.5 getPhiras()

```
std::size_t Gui::Inventory::getPhiras (
    void )
```

Get the Phiras object.

#### Returns

std::size\_t - phiras

### 3.11.2.6 getRessources()

```
Gui::Inventory::Ressources & Gui::Inventory::getRessources (
    void )
```

Get the Ressources object.

#### Returns

Ressources - ressources

### 3.11.2.7 getSibur()

```
std::size_t Gui::Inventory::getSibur (
    void )
```

Get the Sibur object.

#### Returns

std::size\_t - sibur

### 3.11.2.8 getThystame()

```
std::size_t Gui::Inventory::getThystame (
    void )
```

Get the Thystame object.

#### Returns

std::size\_t - thystame

### 3.11.2.9 setDeraumere()

```
void Gui::Inventory::setDeraumere (
    std::size_t deraumere )
```

Set the Deraumere object.

## Parameters

<i>deraumere</i>	Deraumere to set.
------------------	-------------------

**3.11.2.10 setFood()**

```
void Gui::Inventory::setFood (
    std::size_t food )
```

Set the Food object.

## Parameters

<i>food</i>	Food to set.
-------------	--------------

**3.11.2.11 setLinemate()**

```
void Gui::Inventory::setLinemate (
    std::size_t linemate )
```

Set the Linemate object.

## Parameters

<i>linemate</i>	Linemate to set.
-----------------	------------------

**3.11.2.12 setMendiane()**

```
void Gui::Inventory::setMendiane (
    std::size_t mendiane )
```

Set the Mendiane object.

## Parameters

<i>mendiane</i>	Mendiane to set.
-----------------	------------------

### 3.11.2.13 setPhiras()

```
void Gui::Inventory::setPhiras (
    std::size_t phiras )
```

Set the Phiras object.

#### Parameters

<i>phiras</i>	Phiras to set.
---------------	----------------

### 3.11.2.14 setRessources()

```
void Gui::Inventory::setRessources (
    Ressources ressources )
```

Set the Ressources object.

#### Parameters

<i>ressources</i>	Ressources to set.
-------------------	--------------------

### 3.11.2.15 setSibur()

```
void Gui::Inventory::setSibur (
    std::size_t sibur )
```

Set the Sibur object.

#### Parameters

<i>sibur</i>	Sibur to set.
--------------	---------------

### 3.11.2.16 setThystame()

```
void Gui::Inventory::setThystame (
    std::size_t thytsame )
```

Set the Thystame object.



## Parameters

<i>thystame</i>	Thystame to set.
-----------------	------------------

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GameDatas/Inventory.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/GameDatas/Inventory.cpp

## 3.12 Gui::Network Class Reference

### Public Member Functions

- [Network](#) (int port, const std::string &hostName)  
*Construct a new [Network](#) object.*
- [~Network](#) ()=default  
*Destroy the [Network](#) object.*
- void [setPort](#) (int port)  
*Set the port object.*
- void [setHostName](#) (const std::string &hostName)  
*Set the host name object.*
- int [getPort](#) () const  
*Get the port object.*
- std::string [getHostName](#) () const  
*Get the host name object.*
- void [connectToServer](#) ()  
*Connect the Gui network with the server.*
- const std::string [listenServer](#) ()  
*Listen the server and return it message.*
- void [sendMessageServer](#) (const std::string &message)  
*Send a message to the Server.*

### 3.12.1 Constructor & Destructor Documentation

#### 3.12.1.1 Network()

```
Gui::Network::Network (
    int port,
    const std::string & hostName )
```

Construct a new [Network](#) object.

## Parameters

<i>port</i>	Port of the server.
<i>hostName</i>	Host of the server.

### 3.12.2 Member Function Documentation

#### 3.12.2.1 `getHostName()`

```
std::string Gui::Network::getHostName ( ) const
```

Get the host name object.

##### Returns

const std::string - Host name of the server.

#### 3.12.2.2 `getPort()`

```
int Gui::Network::getPort ( ) const
```

Get the port object.

##### Returns

const int - Port of the server.

#### 3.12.2.3 `listenServer()`

```
const std::string Gui::Network::listenServer (
    void )
```

Listen the server and return it message.

##### Returns

std::string - Message of the server.

#### 3.12.2.4 `sendMessageServer()`

```
void Gui::Network::sendMessageServer (
    const std::string & message )
```

Send a message to the Server.

## Parameters

<i>message</i>	Message to send to the server.
----------------	--------------------------------

**3.12.2.5 setHostName()**

```
void Gui::Network::setHostName (
    const std::string & hostName )
```

Set the host name object.

## Parameters

<i>hostName</i>	Host of the server.
-----------------	---------------------

**3.12.2.6 setPort()**

```
void Gui::Network::setPort (
    int port )
```

Set the port object.

## Parameters

<i>port</i>	Port of the server.
-------------	---------------------

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Network/Network.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Network/Network.cpp

**3.13 Gui::Errors::NetworkException Class Reference**

[Error](#) class for network errors.

```
#include <Error.hpp>
```

Inheritance diagram for Gui::Errors::NetworkException:

Collaboration diagram for Gui::Errors::NetworkException:

## Public Member Functions

- [NetworkException](#) (std::string message)  
*Constructor for [NetworkException](#).*

## Additional Inherited Members

### 3.13.1 Detailed Description

[Error](#) class for network errors.

### 3.13.2 Constructor & Destructor Documentation

#### 3.13.2.1 NetworkException()

```
Gui::Errors::NetworkException::NetworkException (
    std::string message )
```

Constructor for [NetworkException](#).

#### Parameters

<i>message</i>	The error message.
----------------	--------------------

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Error/Error.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Error/Error.cpp

## 3.14 Gui::ParseCommandLine Class Reference

### Public Member Functions

- [ParseCommandLine](#) (int argc, char \*\*argv)  
*Construct a new Parse Command Line object.*
- [~ParseCommandLine](#) ()=default  
*Destroy the Parse Command Line object.*
- void [parseFlags](#) (int argc, char \*\*argv)  
*Parse flags in command line.*
- int [getPort](#) (void)  
*Get the port object.*
- std::string [getHostName](#) (void)  
*Get the hostName object.*

## 3.14.1 Constructor & Destructor Documentation

### 3.14.1.1 ParseCommandLine()

```
Gui::ParseCommandLine::ParseCommandLine (
    int argc,
    char ** argv )
```

Construct a new Parse Command Line object.

#### Parameters

<i>argc</i>	Number of arguments in command line.
<i>argv</i>	Array with command line arguments.

## 3.14.2 Member Function Documentation

### 3.14.2.1 getHostName()

```
std::string Gui::ParseCommandLine::getHostName (
    void )
```

Get the hostName object.

#### Returns

std::string - hostName

### 3.14.2.2 getPort()

```
int Gui::ParseCommandLine::getPort (
    void )
```

Get the port object.

#### Returns

int - port

### 3.14.2.3 parseFlags()

```
void Gui::ParseCommandLine::parseFlags (
    int argc,
    char ** argv )
```

Parse flags in command line.

## Parameters

<i>argc</i>	Number of arguments in command line.
<i>argv</i>	Array with command line arguments.

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Parsing/ParseCommandLine.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Parsing/ParseCommandLine.cpp

## 3.15 Gui::Errors::ParseCommandLineException Class Reference

[Error](#) class for parseCommandLine errors.

```
#include <Error.hpp>
```

Inheritance diagram for Gui::Errors::ParseCommandLineException:

Collaboration diagram for Gui::Errors::ParseCommandLineException:

### Public Member Functions

- [ParseCommandLineException](#) (std::string message)  
*Constructor for [ParseCommandLineException](#).*

### Additional Inherited Members

#### 3.15.1 Detailed Description

[Error](#) class for parseCommandLine errors.

#### 3.15.2 Constructor & Destructor Documentation

##### 3.15.2.1 ParseCommandLineException()

```
Gui::Errors::ParseCommandLineException::ParseCommandLineException (
    std::string message )
```

Constructor for [ParseCommandLineException](#).

## Parameters

<i>message</i>	The error message.
----------------	--------------------

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Error/Error.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Error/Error.cpp

## 3.16 Gui::Player Class Reference

Collaboration diagram for Gui::Player:

### Public Types

- enum **PlayerState** {  
**IDLE** , **BORN** , **BROADCAST** , **EJECT** ,  
**BEING\_EJECTED** , **WALK** , **INCANTATION** , **FINISHED\_INCANTATION** ,  
**LAY\_EGG** , **DROP** , **COLLECT** }

### Public Member Functions

- [Player](#) (std::size\_t id, const std::string &team, std::pair< std::size\_t, std::size\_t > position, std::size\_t orientation, std::size\_t level=1)  
Construct a new [Player](#) object.
- [~Player](#) ()=default  
Destroy the [Player](#) object.
- void [setPosition](#) (std::pair< std::size\_t, std::size\_t > position)  
Set the *Position* object.
- void [setId](#) (std::size\_t id)  
Set the *Id* object.
- void [setLevel](#) (std::size\_t level)  
Set the *Level* object.
- void [setOrientation](#) (std::size\_t orientation)  
Set the *Orientation* object.
- void [setTeam](#) (const std::string &team)  
Set the *Team* object.
- std::pair< std::size\_t, std::size\_t > [getPosition](#) (void) const  
Get the *Position* object.
- std::size\_t [getId](#) (void) const  
Get the *Id* object.
- std::size\_t [getLevel](#) (void) const  
Get the *Level* object.
- std::size\_t [getOrientation](#) (void) const  
Get the *Orientation* object.
- std::string [getTeam](#) (void) const  
Get the *Team* object.
- void [setState](#) (PlayerState state)  
Set the *State* object.
- PlayerState [getState](#) (void) const  
Get the *State* object.

## Public Attributes

- [Inventory inventory](#)  
*Inventory of the player.*

### 3.16.1 Constructor & Destructor Documentation

#### 3.16.1.1 Player()

```
Gui::Player::Player (
    std::size_t id,
    const std::string & team,
    std::pair< std::size_t, std::size_t > position,
    std::size_t orientation,
    std::size_t level = 1 )
```

Construct a new [Player](#) object.

##### Parameters

<i>id</i>	Id of the player.
<i>team</i>	<a href="#">Team</a> name of the player.
<i>position</i>	Position of the <a href="#">Player</a> .

### 3.16.2 Member Function Documentation

#### 3.16.2.1 getId()

```
std::size_t Gui::Player::getId (
    void ) const
```

Get the Id object.

##### Returns

std::size\_t - id



### 3.16.2.2 getLevel()

```
std::size_t Gui::Player::getLevel (
    void ) const
```

Get the Level object.

#### Returns

std::size\_t - level

### 3.16.2.3 getOrientation()

```
std::size_t Gui::Player::getOrientation (
    void ) const
```

Get the Orientation object.

#### Returns

std::size\_t - orientation

### 3.16.2.4 getPosition()

```
std::pair< std::size_t, std::size_t > Gui::Player::getPosition (
    void ) const
```

Get the Position object.

#### Returns

std::pair<std::size\_t, std::size\_t> - position

### 3.16.2.5 getState()

```
Gui::Player::PlayerState Gui::Player::getState (
    void ) const
```

Get the State object.

#### Returns

PlayerState - [Player](#) state.

### 3.16.2.6 getTeam()

```
std::string Gui::Player::getTeam (
    void ) const
```

Get the [Team](#) object.

#### Returns

std::string - team name

### 3.16.2.7 setId()

```
void Gui::Player::setId (
    std::size_t id )
```

Set the Id object.

#### Parameters

<i>id</i>	Id of the player.
-----------	-------------------

### 3.16.2.8 setLevel()

```
void Gui::Player::setLevel (
    std::size_t level )
```

Set the Level object.

#### Parameters

<i>level</i>	Level of the player.
--------------	----------------------

### 3.16.2.9 setOrientation()

```
void Gui::Player::setOrientation (
    std::size_t orientation )
```

Set the Orientation object.

## Parameters

<i>orientation</i>	Orientation of the player.
--------------------	----------------------------

**3.16.2.10 setPosition()**

```
void Gui::Player::setPosition (
    std::pair< std::size_t, std::size_t > position )
```

Set the Position object.

## Parameters

<i>position</i>	Position of the player
-----------------	------------------------

**3.16.2.11 setState()**

```
void Gui::Player::setState (
    PlayerState state )
```

Set the State object.

## Parameters

<i>state</i>	New player state.
--------------	-------------------

**3.16.2.12 setTeam()**

```
void Gui::Player::setTeam (
    const std::string & team )
```

Set the [Team](#) object.

## Parameters

<i>team</i>	<a href="#">Team</a> name of the player.
-------------	--

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GameDatas/Player.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/GameDatas/Player.cpp

## 3.17 Gui::Render Class Reference

### Public Member Functions

- [Render](#) (std::shared\_ptr< [GameData](#) > gameData)  
*Construct a new [Render](#) object.*
- [~Render](#) ()  
*Destroy the [Render](#) object.*
- bool [isOpen](#) ()  
*Check if the window is open.*
- void [draw](#) ()  
*Draw the scene.*
- std::shared\_ptr< Camera > [getCamera](#) ()  
*Get the Camera object.*
- void [setIsDebug](#) (bool isDebug)  
*Set the Is Debug object.*
- bool [getIsDebug](#) (void)  
*Get the Is Debug object.*

### 3.17.1 Member Function Documentation

#### 3.17.1.1 getCamera()

```
std::shared_ptr< Camera > Gui::Render::getCamera ( )
```

Get the Camera object.

#### Returns

std::shared\_ptr<Camera> - camera

#### 3.17.1.2 getIsDebug()

```
bool Gui::Render::getIsDebug (
    void )
```

Get the Is Debug object.

#### Returns

true - diplay debug  
false - do not display debug

### 3.17.1.3 isOpen()

```
bool Gui::Render::isOpen ( )
```

Check if the window is open.

#### Returns

true - the window is open  
false - the window is closed

### 3.17.1.4 setIsDebug()

```
void Gui::Render::setIsDebug (
    bool isDebug )
```

Set the Is Debug object.

#### Parameters

<i>isDebug</i>	New Is Debug value to set.
----------------	----------------------------

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Render/Render.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Render/Render.cpp

## 3.18 Gui::ServerParser Class Reference

### Public Types

- enum [ParseType](#) { [INT](#) , [STRING](#) , [MESSAGE](#) , [LIST\\_INT](#) }  
*Enum of types to parse.*

### Public Member Functions

- [ServerParser](#) ()=default  
*Construct a new Server Parser object.*
- [~ServerParser](#) ()=default  
*Destroy the Server Parser object.*
- `std::vector< std::string > parse (const std::string &command)`  
*Parse the command server.*

### 3.18.1 Member Function Documentation

#### 3.18.1.1 `parse()`

```
std::vector< std::string > Gui::ServerParser::parse (
    const std::string & command )
```

Parse the command server.

##### Parameters

<i>command</i>	Command to parse.
----------------	-------------------

##### Returns

`std::vector<std::string>` - arguments parsed

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

- `/home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Parsing/ServerParser.hpp`
- `/home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Parsing/ServerParser.cpp`

## 3.19 `Gui::Errors::ServerParserException` Class Reference

[Error](#) class for network errors.

```
#include <Error.hpp>
```

Inheritance diagram for `Gui::Errors::ServerParserException`:

Collaboration diagram for `Gui::Errors::ServerParserException`:

### Public Member Functions

- [ServerParserException](#) (`std::string` message)  
*Constructor for [ServerParserException](#).*

### Additional Inherited Members

#### 3.19.1 Detailed Description

[Error](#) class for network errors.

## 3.19.2 Constructor & Destructor Documentation

### 3.19.2.1 ServerParserException()

```
Gui::Errors::ServerParserException::ServerParserException (
    std::string message )
```

Constructor for [ServerParserException](#).

## Parameters

<i>message</i>	The error message.
----------------	--------------------

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Error/Error.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Error/Error.cpp

## 3.20 Gui::Team Class Reference

### Public Member Functions

- [Team](#) (const std::string &name, const std::string &playerModelPath, const std::string &eggModelPath)  
*Construct a new [Team](#) object.*
- [~Team](#) ()  
*Destroy the [Team](#) object.*
- const std::string & [getName](#) () const  
*Get the Name object.*
- std::vector< [Gui::Player](#) > & [getPlayers](#) ()  
*Get the Players object.*
- std::vector< [Gui::Egg](#) > & [getEggs](#) ()  
*Get the Eggs object.*
- void [setName](#) (const std::string &name)  
*Set the Name object.*
- void [addPlayer](#) (const [Gui::Player](#) &player)  
*Add a player to the team.*
- void [addEgg](#) (const [Gui::Egg](#) &egg)  
*Add an egg to the team.*
- bool [removePlayer](#) (std::size\_t id)  
*Remove a player from the team.*
- bool [removeEgg](#) (std::size\_t id)  
*Remove an egg from the team.*
- std::shared\_ptr< [Gui::Player](#) > [getPlayer](#) (std::size\_t id)  
*Get the [Player](#) object.*
- Model [getPlayerModel](#) () const  
*Get the Model object.*
- void [setPlayerModelPath](#) (const std::string &playerModelPath)  
*Set the Model object.*
- std::shared\_ptr< [Gui::Egg](#) > [getEgg](#) (std::size\_t id)  
*Get the [Egg](#) object.*
- Model [getEggModel](#) () const  
*Get the [Egg](#) Model Path object.*
- void [setEggModelPath](#) (const std::string &eggModelPath)  
*Set the [Egg](#) Model Path object.*



## 3.20.1 Constructor & Destructor Documentation

### 3.20.1.1 Team()

```
Gui::Team::Team (
    const std::string & name,
    const std::string & playerModelPath,
    const std::string & eggModelPath )
```

Construct a new [Team](#) object.

#### Parameters

<i>name</i>	Name of the team.
<i>playerModelPath</i>	Path to the team model asset for players.
<i>eggSkinPath</i>	Path to the skin of the team.

## 3.20.2 Member Function Documentation

### 3.20.2.1 addEgg()

```
void Gui::Team::addEgg (
    const Gui::Egg & egg )
```

Add an egg to the team.

#### Parameters

<i>egg</i>	<a href="#">Egg</a> to add.
------------	-----------------------------

### 3.20.2.2 addPlayer()

```
void Gui::Team::addPlayer (
    const Gui::Player & player )
```

Add a player to the team.

#### Parameters

<i>player</i>	<a href="#">Player</a> to add.
---------------	--------------------------------

### 3.20.2.3 getEgg()

```
std::shared_ptr< Gui::Egg > Gui::Team::getEgg (
    std::size_t id )
```

Get the [Egg](#) object.

#### Parameters

<i>id</i>	Id of the egg.
-----------	----------------

#### Returns

`std::shared_ptr<Gui::Egg>` [Egg](#).

### 3.20.2.4 getEggModel()

```
Model Gui::Team::getEggModel ( ) const
```

Get the [Egg](#) Model Path object.

#### Returns

`const std::string&` Path to the eggs Model of the team.

### 3.20.2.5 getEggs()

```
std::vector< Gui::Egg > & Gui::Team::getEggs ( )
```

Get the Eggs object.

#### Returns

`std::vector<Gui::Egg>&` Eggs of the team.

### 3.20.2.6 getName()

```
const std::string & Gui::Team::getName ( ) const
```

Get the Name object.

#### Returns

const std::string& Name of the team.

### 3.20.2.7 getPlayer()

```
std::shared_ptr< Gui::Player > Gui::Team::getPlayer (
    std::size_t id )
```

Get the [Player](#) object.

#### Parameters

<i>id</i>	Id of the player.
-----------	-------------------

#### Returns

std::shared\_ptr<Gui::Player> [Player](#).

### 3.20.2.8 getPlayerModel()

```
Model Gui::Team::getPlayerModel (
    void ) const
```

Get the Model object.

#### Returns

Model - Model asset of the [Team](#).

### 3.20.2.9 getPlayers()

```
std::vector< Gui::Player > & Gui::Team::getPlayers ( )
```

Get the Players object.

#### Returns

std::vector<Gui::Player>& Players of the team.

### 3.20.2.10 removeEgg()

```
bool Gui::Team::removeEgg (
    std::size_t id )
```

Remove an egg from the team.

#### Parameters

<i>id</i>	Id of the egg to remove.
-----------	--------------------------

#### Returns

true If the egg has been removed.

false If the egg has not been removed.

### 3.20.2.11 removePlayer()

```
bool Gui::Team::removePlayer (
    std::size_t id )
```

Remove a player from the team.

#### Parameters

<i>id</i>	Id of the player to remove.
-----------	-----------------------------

#### Returns

true If the player has been removed.

false If the player has not been removed.

### 3.20.2.12 setEggModelPath()

```
void Gui::Team::setEggModelPath (
    const std::string & eggModelPath )
```

Set the [Egg](#) Model Path object.

#### Parameters

<i>eggSkinPath</i>	Path to the eggs Model of the team.
--------------------	-------------------------------------

### 3.20.2.13 setName()

```
void Gui::Team::setName (
    const std::string & name )
```

Set the Name object.

#### Parameters

<i>name</i>	Name of the team.
-------------	-------------------

### 3.20.2.14 setPlayerModelPath()

```
void Gui::Team::setPlayerModelPath (
    const std::string & playerModelPath )
```

Set the Model object.

#### Parameters

<i>playerModelPath</i>	Path to the team model asset for players.
------------------------	---

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GameDatas/Team.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/GameDatas/Team.cpp

## 3.21 Gui::Tile Class Reference

Collaboration diagram for Gui::Tile:

### Public Member Functions

- [Tile](#) (std::pair< std::size\_t, std::size\_t > position)  
*Construct a new [Tile](#) object.*
- [Tile](#) (std::pair< std::size\_t, std::size\_t > position, [Inventory inventory](#))  
*Construct a new [Tile](#) object.*
- [~Tile](#) ()=default  
*Destroy the [Tile](#) object.*
- void [setPosition](#) (std::pair< std::size\_t, std::size\_t > position)  
*Set the Position object.*
- std::pair< std::size\_t, std::size\_t > [getPosition](#) (void) const  
*Get the Position object.*
- Vector3 [getPositionIn3DSpace](#) (void)  
*Get the Position In Space object.*

## Public Attributes

- [Inventory inventory](#)  
*Inventory of the tile.*

### 3.21.1 Constructor & Destructor Documentation

#### 3.21.1.1 Tile() [1/2]

```
Gui::Tile::Tile (
    std::pair< std::size_t, std::size_t > position )
```

Construct a new [Tile](#) object.

##### Parameters

<i>position</i>	Set the position of the tile.
-----------------	-------------------------------

#### 3.21.1.2 Tile() [2/2]

```
Gui::Tile::Tile (
    std::pair< std::size_t, std::size_t > position,
    Inventory inventory )
```

Construct a new [Tile](#) object.

##### Parameters

<i>position</i>	Set the position of the tile.
<i>inventory</i>	Set the inventory of the tile.

### 3.21.2 Member Function Documentation

#### 3.21.2.1 getPosition()

```
std::pair< std::size_t, std::size_t > Gui::Tile::getPosition (
    void ) const
```

Get the Position object.

**Returns**

`std::pair<std::size_t, std::size_t>` - position x y

**3.21.2.2 getPositionIn3DSpace()**

```
Vector3 Gui::Tile::getPositionIn3DSpace (
    void )
```

Get the Position In Space object.

**Returns**

Vector3 - Position in space.

**3.21.2.3 setPosition()**

```
void Gui::Tile::setPosition (
    std::pair< std::size_t, std::size_t > position )
```

Set the Position object.

**Parameters**

<i>position</i>	New position of the tile.
-----------------	---------------------------

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

- `/home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/GameDatas/Tile.hpp`
- `/home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/GameDatas/Tile.cpp`

## 3.22 Gui::UserCamera Class Reference

**Public Member Functions**

- [UserCamera](#) ()  
*Construct a new User Camera object.*
- [~UserCamera](#) ()=default  
*Destroy the User Camera object.*
- void [setPosition](#) (Vector3 position)  
*Set the Position object.*
- void [setTarget](#) (Vector3 target)  
*Set the Target object.*

- void [setUp](#) (Vector3 up)  
*Set the Up object.*
- void [setFovy](#) (float fovy)  
*Set the Fovy object.*
- Vector3 [getPosition](#) (void) const  
*Get the Position object.*
- Vector3 [getTarget](#) (void) const  
*Get the Target object.*
- Vector3 [getUp](#) (void) const  
*Get the Up object.*
- float [getFovy](#) (void) const  
*Get the Fovy object.*
- std::shared\_ptr< Camera > [getCamera](#) ()  
*Get the Camera object.*

### 3.22.1 Member Function Documentation

#### 3.22.1.1 [getCamera\(\)](#)

```
std::shared_ptr< Camera > Gui::UserCamera::getCamera ( )
```

Get the Camera object.

##### Returns

Camera - camera

#### 3.22.1.2 [getFovy\(\)](#)

```
float Gui::UserCamera::getFovy (
    void ) const
```

Get the Fovy object.

##### Returns

float - fovy



### 3.22.1.3 getPosition()

```
Vector3 Gui::UserCamera::getPosition (
    void ) const
```

Get the Position object.

#### Returns

Vector3 - position

### 3.22.1.4 getTarget()

```
Vector3 Gui::UserCamera::getTarget (
    void ) const
```

Get the Target object.

#### Returns

Vector3 - target

### 3.22.1.5 getUp()

```
Vector3 Gui::UserCamera::getUp (
    void ) const
```

Get the Up object.

#### Returns

Vector3 - up

### 3.22.1.6 setFovy()

```
void Gui::UserCamera::setFovy (
    float fovy )
```

Set the Fovy object.

#### Parameters

<i>fovy</i>	New camera fovy.
-------------	------------------

### 3.22.1.7 setPosition()

```
void Gui::UserCamera::setPosition (
    Vector3 position )
```

Set the Position object.

#### Parameters

<i>position</i>	New camera position.
-----------------	----------------------

### 3.22.1.8 setTarget()

```
void Gui::UserCamera::setTarget (
    Vector3 target )
```

Set the Target object.

#### Parameters

<i>target</i>	New camera target.
---------------	--------------------

### 3.22.1.9 setUp()

```
void Gui::UserCamera::setUp (
    Vector3 up )
```

Set the Up object.

#### Parameters

<i>up</i>	New camera up vector.
-----------	-----------------------

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

- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/include/Render/UserCamera.hpp
- /home/tjerome-rocher/Desktop/Tek2/Zappy/gui/src/Render/UserCamera.cpp

# Index

- ~Egg
  - Gui::Egg, [6](#)
- addEgg
  - Gui::Team, [41](#)
- addPlayer
  - Gui::Team, [41](#)
- addPlayerToTeam
  - Gui::GameData, [11](#)
- addTeam
  - Gui::GameData, [11](#)
- Egg
  - Gui::Egg, [5](#)
- Engine
  - Gui::Engine, [8](#)
- getCamera
  - Gui::Render, [36](#)
  - Gui::UserCamera, [48](#)
- getDeraumere
  - Gui::Inventory, [20](#)
- getEgg
  - Gui::Team, [42](#)
- getEggModel
  - Gui::Team, [42](#)
- getEggs
  - Gui::Team, [42](#)
- getFood
  - Gui::Inventory, [21](#)
- getFovy
  - Gui::UserCamera, [48](#)
- getHostName
  - Gui::Network, [26](#)
  - Gui::ParseCommandLine, [29](#)
- getId
  - Gui::Egg, [6](#)
  - Gui::Player, [32](#)
- getIsDebug
  - Gui::Render, [36](#)
- getIsEndGame
  - Gui::GameData, [11](#)
- getLastTick
  - Gui::GameData, [12](#)
- getLevel
  - Gui::Player, [32](#)
- getLinemate
  - Gui::Inventory, [21](#)
- getMap
  - Gui::GameData, [12](#)
- getMapSize
  - Gui::GameData, [12](#)
- getMendiane
  - Gui::Inventory, [21](#)
- getName
  - Gui::Team, [42](#)
- getOrientation
  - Gui::Player, [33](#)
- getPhiras
  - Gui::Inventory, [21](#)
- getPlayer
  - Gui::Team, [43](#)
- getPlayerModel
  - Gui::Team, [43](#)
- getPlayers
  - Gui::Team, [43](#)
- getPort
  - Gui::Network, [26](#)
  - Gui::ParseCommandLine, [29](#)
- getPosition
  - Gui::Egg, [6](#)
  - Gui::Player, [33](#)
  - Gui::Tile, [46](#)
  - Gui::UserCamera, [48](#)
- getPositionIn3DSpace
  - Gui::Tile, [47](#)
- getRessources
  - Gui::Inventory, [22](#)
- getServerTick
  - Gui::GameData, [12](#)
- getSibur
  - Gui::Inventory, [22](#)
- getState
  - Gui::Player, [33](#)
- getTarget
  - Gui::UserCamera, [49](#)
- getTeam
  - Gui::Egg, [7](#)
  - Gui::GameData, [13](#)
  - Gui::Player, [33](#)
- getTeams
  - Gui::GameData, [13](#)
- getThystame
  - Gui::Inventory, [22](#)
- getTile
  - Gui::GameData, [13](#)
- getUp
  - Gui::UserCamera, [49](#)
- Gui::Egg, [5](#)

- ~Egg, 6
- Egg, 5
- getId, 6
- getPosition, 6
- getTeam, 7
- setId, 7
- setPosition, 7
- setTeam, 8
- Gui::Engine, 8
  - Engine, 8
- Gui::Errors::AError, 5
- Gui::Errors::Error, 9
- Gui::Errors::GuiGameDataException, 15
  - GuiGameDataException, 16
- Gui::Errors::GuiUpdaterException, 17
  - GuiUpdaterException, 18
- Gui::Errors::IError, 18
  - what, 18
- Gui::Errors::NetworkException, 27
  - NetworkException, 28
- Gui::Errors::ParseCommandLineException, 30
  - ParseCommandLineException, 30
- Gui::Errors::ServerParserException, 38
  - ServerParserException, 39
- Gui::Event, 9
  - setRender, 9
- Gui::GameData, 10
  - addPlayerToTeam, 11
  - addTeam, 11
  - getIsEndGame, 11
  - getLastTick, 12
  - getMap, 12
  - getMapSize, 12
  - getServerTick, 12
  - getTeam, 13
  - getTeams, 13
  - getTile, 13
  - setIsEndGame, 14
  - setMap, 14
  - setMapSize, 14
  - setServerTick, 15
  - setTile, 15
- Gui::GUIUpdater, 16
  - GUIUpdater, 16
  - update, 17
- Gui::Inventory, 19
  - getDeraumere, 20
  - getFood, 21
  - getLinemate, 21
  - getMendiane, 21
  - getPhiras, 21
  - getRessources, 22
  - getSibur, 22
  - getThystame, 22
  - Inventory, 20
  - setDeraumere, 22
  - setFood, 23
  - setLinemate, 23
  - setMendiane, 23
  - setPhiras, 23
  - setRessources, 24
  - setSibur, 24
  - setThystame, 24
- Gui::Network, 25
  - getHostName, 26
  - getPort, 26
  - listenServer, 26
  - Network, 25
  - sendMessageServer, 26
  - setHostName, 27
  - setPort, 27
- Gui::ParseCommandLine, 28
  - getHostName, 29
  - getPort, 29
  - ParseCommandLine, 29
  - parseFlags, 29
- Gui::Player, 31
  - getId, 32
  - getLevel, 32
  - getOrientation, 33
  - getPosition, 33
  - getState, 33
  - getTeam, 33
  - Player, 32
  - setId, 34
  - setLevel, 34
  - setOrientation, 34
  - setPosition, 35
  - setState, 35
  - setTeam, 35
- Gui::Render, 36
  - getCamera, 36
  - getIsDebug, 36
  - isOpen, 36
  - setIsDebug, 37
- Gui::ServerParser, 37
  - parse, 38
- Gui::Team, 40
  - addEgg, 41
  - addPlayer, 41
  - getEgg, 42
  - getEggModel, 42
  - getEggs, 42
  - getName, 42
  - getPlayer, 43
  - getPlayerModel, 43
  - getPlayers, 43
  - removeEgg, 43
  - removePlayer, 44
  - setEggModelPath, 44
  - setName, 44
  - setPlayerModelPath, 45
  - Team, 41
- Gui::Tile, 45
  - getPosition, 46
  - getPositionIn3DSpace, 47

- setPosition, 47
- Tile, 46
- Gui::UserCamera, 47
  - getCamera, 48
  - getFovy, 48
  - getPosition, 48
  - getTarget, 49
  - getUp, 49
  - setFovy, 49
  - setPosition, 50
  - setTarget, 50
  - setUp, 50
- GuiGameDataException
  - Gui::Errors::GuiGameDataException, 16
- GUIUpdater
  - Gui::GUIUpdater, 16
- GuiUpdaterException
  - Gui::Errors::GuiUpdaterException, 18
- Inventory
  - Gui::Inventory, 20
- isOpen
  - Gui::Render, 36
- listenServer
  - Gui::Network, 26
- Network
  - Gui::Network, 25
- NetworkException
  - Gui::Errors::NetworkException, 28
- parse
  - Gui::ServerParser, 38
- ParseCommandLine
  - Gui::ParseCommandLine, 29
- ParseCommandLineException
  - Gui::Errors::ParseCommandLineException, 30
- parseFlags
  - Gui::ParseCommandLine, 29
- Player
  - Gui::Player, 32
- removeEgg
  - Gui::Team, 43
- removePlayer
  - Gui::Team, 44
- sendMessageServer
  - Gui::Network, 26
- ServerParserException
  - Gui::Errors::ServerParserException, 39
- setDeraumere
  - Gui::Inventory, 22
- setEggModelPath
  - Gui::Team, 44
- setFood
  - Gui::Inventory, 23
- setFovy
  - Gui::UserCamera, 49
- setHostName
  - Gui::Network, 27
- setId
  - Gui::Egg, 7
  - Gui::Player, 34
- setIsDebug
  - Gui::Render, 37
- setIsEndGame
  - Gui::GameData, 14
- setLevel
  - Gui::Player, 34
- setLinemate
  - Gui::Inventory, 23
- setMap
  - Gui::GameData, 14
- setMapSize
  - Gui::GameData, 14
- setMendiane
  - Gui::Inventory, 23
- setName
  - Gui::Team, 44
- setOrientation
  - Gui::Player, 34
- setPhiras
  - Gui::Inventory, 23
- setPlayerModelPath
  - Gui::Team, 45
- setPort
  - Gui::Network, 27
- setPosition
  - Gui::Egg, 7
  - Gui::Player, 35
  - Gui::Tile, 47
  - Gui::UserCamera, 50
- setRender
  - Gui::Event, 9
- setRessources
  - Gui::Inventory, 24
- setServerTick
  - Gui::GameData, 15
- setSibur
  - Gui::Inventory, 24
- setState
  - Gui::Player, 35
- setTarget
  - Gui::UserCamera, 50
- setTeam
  - Gui::Egg, 8
  - Gui::Player, 35
- setThystame
  - Gui::Inventory, 24
- setTile
  - Gui::GameData, 15
- setUp
  - Gui::UserCamera, 50
- Team
  - Gui::Team, 41
- Tile

Gui::Tile, [46](#)

update

Gui::GUIUpdater, [17](#)

what

Gui::Errors::IError, [18](#)