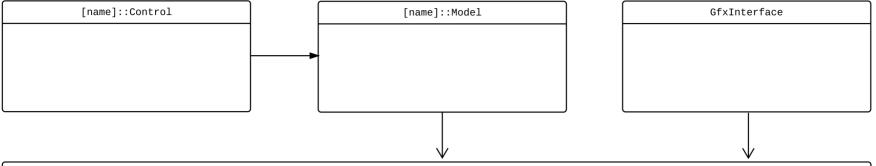
## 11. ElmContext Class Diagram



```
ElmContext
// Configure
                                                                                       // Render modes
                                                                                                                                                                                    // Data
                                                                                       + INT SetCullMode(UINT);
 + INT BeginConfig();
                                                                                                                                                                                    + UINT GetParameterCount();
+ INT EndConfig();
                                                                                                                                                                                    + FLOAT *GetParameterData();
                                                                                                                                                                                    + FLOAT *GetSuppliedData();
                                                                                       // Index Buffer
                                                                                       + INT SetIndexBufferPtr(WORD *);
// Set Set Name(std::string);
+ INT Set Name(std::string);
+ INT Set Set Name(std::string);
+ INT Set Behaviour(UINT);
                                                                                                                                                                                    // Render flags
+ BOOL GetAlphaBlending();
+ BOOL GetColourVertex();
                                                                                       + INT SetIndexCount(UINT);
                                                                                       // Multi-state texturing
+ INT SetMultiActive(BOOL, UINT);
                                                                                                                                                                                                 GetOveride();
GetSwitchedOn();
GetSolid();
GetTextOutline();
                                                                                                                                                                                    + B00L
+ INT SetBellavIour (UINT);
+ INT SetBitmask(UINT);
+ INT SetRGBA(FLOAT, FLOAT, FLOAT, FLOAT);
+ INT SetFontAlignment(UINT);
                                                                                       + INT SetMultiState(BOOL);
                                                                                                                                                                                    + B00L
                                                                                                                                                                                    + B00L
                                                                                       // Vertex Buffer
                                                                                                                                                                                    + B00L
+ INT SetFontHeight(UINT);
+ INT SetGroupId(UINT);
+ INT SetId(UINT);
                                                                                       + INT SetVertexBufferPtr(FLOAT *):
                                                                                                                                                                                    + B00L
                                                                                                                                                                                                 GetTexture();
GetVisible();
                                                                                       + INT SetVertexCount(UINT);
+ INT SetVertexFormat(UINT);
                                                                                                                                                                                    + B00L
+ INT SetVersion(UINT);
+ INT SetRuntime(BOOL);
                                                                                       + INT SetVertexSize(UÌNT);
                                                                                                                                                                                    // Render modes
                                                                                                                                                                                    + UINT GetCullMode();
                                                                                       // Primitive Parameters
                                                                                       + INT SetPrimitiveBvtes(UINT) ;
                                                                                                                                                                                    // Index Buffer
+ INT SetAtlasPages(UINT *);
+ INT SetAtlasPage(UINT, UINT);
                                                                                       + INT SetPrimitiveCount(UINT);
+ INT SetPrimitiveType(VS_PrimitiveType);
                                                                                                                                                                                    + WORD *GetIndexBufferPtr();
                                                                                                                                                                                    + UINT GetIndexCount();
                                                                                                                                                                                    // Multi-state texturing
// Callback
                                                                                       // Get
// callback
/ INT SetIndexBufferCallback(INT(*)(ElmContext *));
INT SetVertexBufferCallback(INT(*)(ElmContext *));
INT IndexBufferCallback(ElmContext*);
                                                                                       + std::string GetName();
+ std::string GetText();
                                                                                                                                                                                                 GetMultiActive();
                                                                                                                                                                                                 GetMultiNull();
GetMultiState();
                                                                                                                                                                                    + UINT
                                                                                       + std::string GetFontName();
+ UINT GetBehaviour();
+ UINT GetRGBA(FLOAT *, FLOAT *, FLOAT *, FLOAT *);
+ UINT GetSetupBitmask();
                                                                                                                                                                                    + B00L
 INT VertexBufferCallback(ElmContext*);
                                                                                                                                                                                    // Vertex Buffer
                                                                                                                                                                                    + FLOAT *GetVertexBufferPtr();
+ INT SetParameter(UINT, FLOAT*);
+ INT SetSuppliedData(FLOAT *);
                                                                                       + UINT GetFontAlignment();
+ UINT GetFontHeight();
                                                                                                                                                                                    + UINT GetVertexCount();
+ UINT GetVertexFormat();
                                                                                      + UINT GetGroupId();
+ UINT GetId();
+ UINT GetVersion();
                                                                                                                                                                                    + UINT
                                                                                                                                                                                                 GetVertexSize();
// Render flags
+ INT SetAlphaBlending(BOOL);
                                                                                                                                                                                    // Primitive Parameters
 + INT SetColourVertex(BOOL);
                                                                                       + BOOL GetRuntime();
                                                                                                                                                                                    + UINT GetPrimitiveBytes();
+ INT SetColod(BOOL);
+ INT SetSwitchedOn(BOOL);
+ INT SetSolid(BOOL);
                                                                                                                                                                                    + UINT GetPrimitiveCount()
                                                                                       // Atlas page
+ INT GetAtlasPages(UINT *);
                                                                                                                                                                                    + VS_PrimitiveType GetPrimitiveType();
                                                                                                                                                                                    // Private Implementation
- class PI_ElmContext;
+ INT SetTextOutline(BOOL);
                                                                                       + INT GetAtlasPage(UINT, UINT *);
+ INT SetTexture(BOOL);
+ INT SetVisible(BOOL);
                                                                                                                                                                                    - PI ElmContext *pi elm context;
```