# Shared Library
## Appendix C

Generated by Doxygen 1.8.3.1

# Contents

# Chapter 1

# Hierarchical Index

## 1.1 Class Hierarchy

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

# Chapter 2

# Class Index

## 2.1 Class List

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

# Chapter 3

# Class Documentation

## 3.1 AbstractBehaviour Class Reference

Inheritance diagram for AbstractBehaviour:

```
                          ┌──────────────────┐
                          │ AbstractBehaviour │
                          └──────────────────┘
                    ┌──────────────┴──────────────┐
          ┌──────────────────┐          ┌──────────────────┐
          │  BulletBehaviour  │          │  WeaponBehaviour  │
          └──────────────────┘          └──────────────────┘
            ┌────────┴────────┐            ┌────────┴────────┐
    ┌──────────┐   ┌──────────────┐   ┌──────────────┐   ┌──────────────┐
    │  Rocket  │   │ StandardBullet │   │ AssaultRifle │   │ RocketLauncher │
    └──────────┘   └──────────────┘   └──────────────┘   └──────────────┘
```
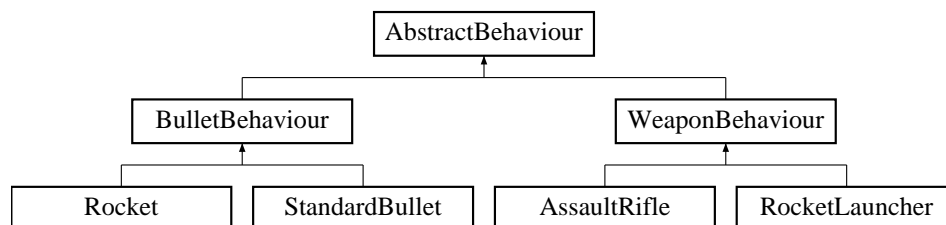
**Public Member Functions**

- virtual void **render** (phantom::Graphics ∗g)=0
- string **getType** ()

**Protected Member Functions**

- virtual void **checkType** ()

**Protected Attributes**

- string **_typeName**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/behaviours/Abstract-Behaviour.h

## 3.2 AbstractNetwork Class Reference

Inheritance diagram for AbstractNetwork:

```
┌─────────────────────┐   ┌─────────────────────┐
│  IPacketEventHandler │   │   PacketEventMixin  │
└─────────────────────┘   └─────────────────────┘
            ▲                         ▲
            └────────────┬────────────┘
                ┌─────────────────┐
                │  AbstractNetwork │
                └─────────────────┘
```

**Public Member Functions**

- bool **isConnected** ()
- void **connect** (string host, int port)
- virtual void **sendPacket** (Packet ∗packet)
- virtual void **onPacket** (Packet ∗packet)
- virtual void **onConnectionSuccess** (void)=0
- virtual void **onConnectionFail** (const yaxl::socket::SocketException &ex)=0
- virtual void **onDisconnect** (void)=0

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/networking/AbstractNetwork.h

## 3.3 AIState Class Reference

Inheritance diagram for AIState:

```
┌─────────────────┐   ┌─────────────────┐
│  IHandleMessage │   │   IUpdateable   │
└─────────────────┘   └─────────────────┘
          ▲                    ▲
          └─────────┬──────────┘
              ┌─────────────┐
              │    AIState   │
              └─────────────┘
                    ▲
  ┌──────────┬──────────┬──────────┬──────────┐
┌──────────┐┌──────────┐┌──────────┐┌──────────────┐┌──────────┐
│AttackState││ MoveState ││SquadAttack││ SquadFlocking ││SquadMove │
└──────────┘└──────────┘└──────────┘└──────────────┘└──────────┘
```

**Public Member Functions**

- virtual void **construct** ()
- virtual void **destruct** ()
- virtual MessageState **handleMessage** (AbstractMessage ∗message)
- virtual void **update** (const phantom::PhantomTime &time)=0
- bool **isEnabled** ()

**Public Attributes**

- ArtificialIntelligence ∗ **ai**

**Protected Member Functions**

- GameObject ∗ **getOwner** ()

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/artificialintelligence/AIState.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/artificialintelligence/AIState.cpp

## 3.4 ArtificialIntelligence Class Reference

Inheritance diagram for ArtificialIntelligence:



**Public Member Functions**

- virtual void **update** (const phantom::PhantomTime &time)
- virtual MessageState **handleMessage** (AbstractMessage ∗message)
- void **insertState** (AIState ∗state)
- void **disableAll** (void)
- template<class T >
  T ∗ **getState** ()
- template<class T >
  T ∗ **setActive** ()
- template<class T >
  T ∗ **setNonActive** ()
- GameObject ∗ **getOwner** (void)
- template<class T >
  T **getOwner** (void)

**Static Public Member Functions**

- static vector< GameObject ∗ > ∗ **getSoldiers** ()

**Public Attributes**

- GameObject::ResidenceState **runat**
- deque< AIState ∗ > **states**

**Static Public Attributes**

- static vector< GameObject ∗ > **soldiers**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/artificialintelligence/ArtificialIntelligence.-
  h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/artificialintelligence/ArtificialIntelligence.-
  cpp

## 3.5 AssaultRifle Class Reference

Inheritance diagram for AssaultRifle:

```
┌─────────────────────┐
│  AbstractBehaviour  │
└─────────────────────┘
          ▲
┌─────────────────────┐
│  WeaponBehaviour    │
└─────────────────────┘
          ▲
┌─────────────────────┐
│    AssaultRifle     │
└─────────────────────┘
```

**Public Member Functions**

- virtual void **render** (phantom::Graphics ∗g)

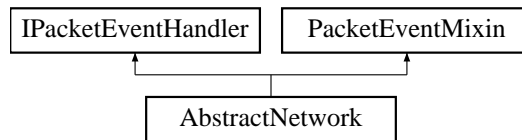**Protected Member Functions**

- void **setType** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/behaviours/AssaultRifle.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/behaviours/AssaultRifle.-cpp

## 3.6 AttackState Class Reference

Inheritance diagram for AttackState:

```
┌─────────────────┐   ┌─────────────────┐
│  IHandleMessage │   │   IUpdateable   │
└─────────────────┘   └─────────────────┘
          ▲                   ▲
          └─────────┬─────────┘
            ┌───────────────┐
            │    AIState     │
            └───────────────┘
                   ▲
            ┌───────────────┐
            │  AttackState   │
            └───────────────┘
```

**Public Member Functions**

- **AttackState** (GameObject ∗enemyG, float attackRange)
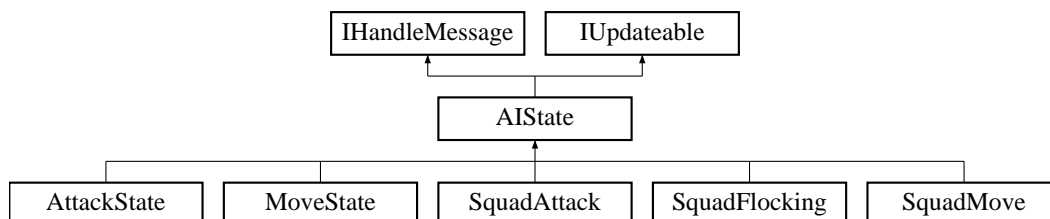- void **update** (const phantom::PhantomTime &time)

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/artificialintelligence/AttackState.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/artificialintelligence/AttackState.cpp

## 3.7  Box3Tests Class Reference

Inheritance diagram for Box3Tests:

```
          ┌──────────┐
          │   Test   │
          └──────────┘
                ▲
                │
          ┌──────────┐
          │ Box3Tests │
          └──────────┘
```

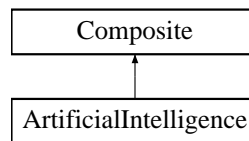**Public Member Functions**

- virtual void **run** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/testsuite/tests/Box3Tests.h

## 3.8  BSPTree Class Reference

Inheritance diagram for BSPTree:

```
          ┌──────────┐
          │  Layer   │
          └──────────┘
                ▲
                │
          ┌──────────┐
          │ BSPTree  │
          └──────────┘
```

**Public Member Functions**

- **BSPTree** (float initialWidth, float initialHeight, float smallestSize, unsigned int collisionMaxPerSpace)
- virtual void **addComponent** (Composite ∗component)
- virtual void **update** (const PhantomTime &time)
- virtual void **removeComponent** (Composite ∗who)
- virtual void **destroyComponent** (Composite ∗who)
- void **enableDebug** ()
- void **disableDebug** ()
- bool **inlineOfSight** (Entity ∗eye, Entity ∗target)
- bool **inlineOfSight** (Entity ∗eye, const Vector3 &b)
- bool **inlineOfSight** (const Vector3 &a, const Vector3 &b)
- vector< Entity ∗ > **getEntitiesFromBox** (const Box3 &location)
- void **getEntitiesAt** (vector< Entity ∗ > &out, Vector3 &location)

**Public Attributes**

- Pathfinding ∗ **pathfinding**

**Friends**

- class **Space**
- class **Pathfinding**
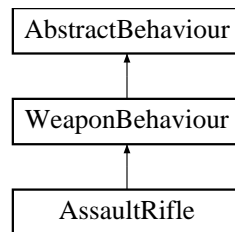
The documentation for this class was generated from the following files:

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/pathfinding/BSPTree.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/pathfinding/BSPTree.cpp

## 3.9 BulletBehaviour Class Reference

Inheritance diagram for BulletBehaviour:



**Public Member Functions**

- virtual void **onCollision** (Composite ∗entity, CollisionData &collisionData)
- virtual void **update** (const PhantomTime &time)
- virtual Vector3 **setDirection** (Vector3 &direction)
- virtual void **render** (Graphics ∗g)=0

**Protected Member Functions**

- virtual void **setType** ()

**Protected Attributes**

- Vector3 **_position**
- Vector3 **_direction**
- Vector3 **_velocity**
- double **_creationTime**
- double **_ttl**
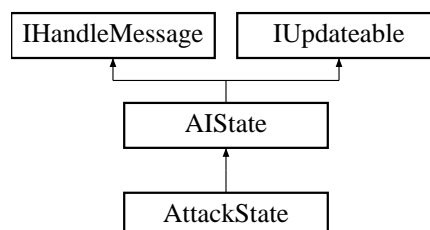
The documentation for this class was generated from the following file:

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/behaviours/BulletBehaviour.-
  h

## 3.10 CommandModel Class Reference

**Public Member Functions**

- Data **toData** ()

**Static Public Member Functions**

- static CommandModel **fromData** (Data &data)

**Public Attributes**

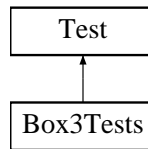- string **UID**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/models/CommandModel.h

## 3.11 CommandQueue Class Reference

**Public Types**

- typedef std::function< void(void)> **Command**

**Public Member Functions**

- void **run** (void)
- void **add** (Command command)

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/CommandQueue.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/CommandQueue.cpp

## 3.12 CompareShapesAstar Struct Reference

**Public Member Functions**

- bool **operator()** (const Space ∗a, const Space ∗b)

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/pathfinding/Space.h

## 3.13 ComplexDataTests Class Reference

Inheritance diagram for ComplexDataTests:
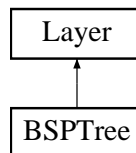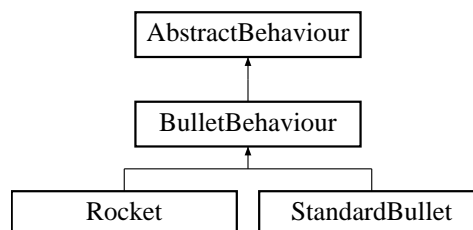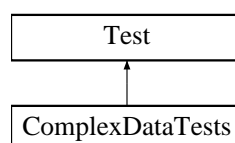
**Public Member Functions**

- virtual void **run** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/testsuite/tests/ComplexDataTests.h

## 3.14 Data Class Reference

**Public Types**

- typedef std::map< std::string,
  Data >::iterator **iterator**
- typedef std::pair< std::string,
  Data > **KeyValue**

**Public Member Functions**

- Data & **operator=** (const std::string &value)
- Data & **operator=** (const int &value)
- Data & **operator=** (const float &value)
- **operator int** ()
- **operator std::string** ()
- **operator float** ()
- Data & **operator()** (const std::string &key)
- Data & **operator()** (const int &key)
- std::map< std::string, Data >
  ::iterator **begin** ()
- std::map< std::string, Data >
  ::iterator **end** ()
- bool **isSubset** (void)
- bool **hasKey** (const int &key)
- bool **hasKey** (const string &key)
- Data & **parseJson** (std::string data)
- std::string **toString** ()
- std::string **toJson** (const bool &pretty=false)
- template< class T >
  std::vector< T > **toVector** ()

**Static Public Member Functions**

- static Data **fromJson** (const std::string &json)
- static Data **fromPacket** (Packet ∗packet)

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/serialization/Data.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/serialization/Data.cpp

## 3.15 DataHelper Class Reference

**Static Public Member Functions**

- static Data **routeToData** (Pathfinding::Route &route)
- static Pathfinding::Route **dataToRoute** (Data &data)

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/serialization/DataHelper.h

## 3.16 DataHelperTests Class Reference

Inheritance diagram for DataHelperTests:
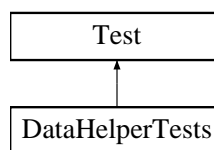


**Public Member Functions**

- virtual void **run** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/testsuite/tests/DataHelperTests.h

## 3.17 DataTests Class Reference

Inheritance diagram for DataTests:
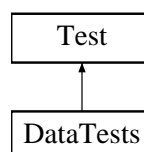


**Public Member Functions**

- virtual void **run** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/testsuite/tests/DataTests.h

## 3.18 DedicatedModel Struct Reference

**Public Member Functions**

- Data **toData** ()

**Static Public Member Functions**

- static DedicatedModel **fromData** (Data &data)

**Public Attributes**

- int **uid**
- string **session**
- string **name**
- int **port**
- string **ipv4**
- double **lastPing**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/models/DedicatedModel.h

## 3.19 EnemyMixin Class Reference

Inheritance diagram for EnemyMixin:
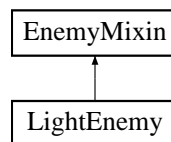


**Public Member Functions**

- **EnemyMixin** (GameObject ∗me)
- virtual void **move** (const Vector3 &location)=0
- void **attack** (GameObject ∗victim)
- void **shootAt** (UID::Type uid)
- void **stopShooting** ()
- bool **hasVictim** ()
- GameObject ∗ **getVictim** ()
- bool **isAttacking** ()

**Protected Attributes**

- GameObject ∗ **_victim**
- bool **_isAttacking**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/EnemyMixin.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/EnemyMixin.cpp

## 3.20 GameObject Class Reference

Inheritance diagram for GameObject:
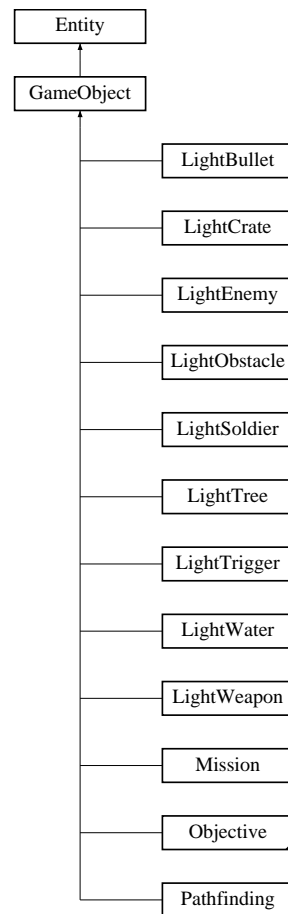


**Public Types**

- enum **ResidenceState** { **CLIENT** = 1, **SERVER** = 2, **BOTH** = 3 }

**Public Member Functions**

- bool **canHover** (void)
- virtual void **onMouseHover** (const Vector3 &mouseLocationWorld, const Vector3 &mouseLocationScreen)
- virtual void **onClick** (MouseState ∗mousestate)
- virtual void **onUnClicked** (MouseState ∗mousestate)
- virtual void **onSelect** (void)
- virtual void **onDeselect** (void)
- virtual void **onDestruction** (void)
- virtual bool **removeHealth** (float amount)
- virtual void **paint** (void)
- virtual void **repaint** (void)
- virtual MessageState **handleMessage** (AbstractMessage ∗message)
- virtual void **fromData** ([Data](#) &data)
- virtual void **toData** ([Data](#) &data)
- float **getHealth** ()
- float **getTotalHealth** ()

- void **registerDestoryEvent** (IHandleMessage ∗subscribee)
- void **unregisterDestoryEvent** (IHandleMessage ∗subscribee)
- virtual void **destroy** (void)
- bool **hasSquad** (void)
- vector< string > **getKillList** (void) const

**Public Attributes**

- UID::Type **UID_network**
- UID::Type **UID_local**
- ResidenceState **residence**
- Squad ∗ **squad**
- ArtificialIntelligence ∗ **ai**

**Protected Member Functions**

- virtual void **setHealth** (float value)

**Protected Attributes**

- bool **_canHover**
- float **_health**
- float **_totalHealth**
- vector< string > **_killList**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/GameObject.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/GameObject.cpp

## 3.21 IBroadcast Class Reference

**Public Member Functions**

- virtual void **broadcast** (GameObject ∗recipient, Message< Data > ∗message)=0

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/services/IBroadcast.h

## 3.22 IPacketEventHandler Class Reference

Inheritance diagram for IPacketEventHandler:
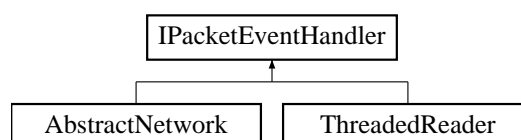
**Public Member Functions**

- virtual void **onPacket** (Packet ∗packet)=0

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/networking/ThreadedReader.h

## 3.23   ISettings Struct Reference

**Public Member Functions**

- void **load** (void)
- bool **loadFromFile** (string filename)
- void **exportToFile** (string filename)

**Public Attributes**

- double **ping_interval**
- double **ping_interval_master**
- double **master_ping_gracetime**
- string **master_host**
- int **master_port**
- float **bsp_width**
- float **bsp_height**
- float **bsp_smallestsize**
- unsigned int **bsp_maxcollisionperspace**
- int **dedicated_port**
- int **dedicated_socketbacklog**
- double **dedicated_auth_gracetime**
- double **dedicated_ping_gracetime**
- bool **dedicated_self_echo**
- string **dedicated_name**
- string **tmp_dedicated_host**
- int **tmp_dedicated_port**
- string **nickname**
- float **squad_max_distance_to_leaderSq**
- float **helicopter_detection_range**
- float **helicopter_start_flying_range**
- float **helicopter_movement_speed**
- float **tank_detection_range**
- float **tank_start_driving_range**
- float **tank_movement_speed**
- float **mech_tank_detection_range**
- float **mech_tank_start_driving_range**
- float **mech_tank_movement_speed**
- int **pathfinding_g_cost**
- float **pulse_soldier_vs_soldier_speed**
- char **pulse_soldier_vs_soldier_weight**
- float **pulse_soldier_vs_soldier_friction**
- float **pulse_soldier_vs_any_speed**
- char **pulse_soldier_vs_any_weight**
- float **pulse_soldier_vs_any_friction**

- float **pulse_dominant_speed**
- char **pulse_dominant_weight**
- float **pulse_dominant_friction**
- float **pulse_soldier_vs_leader_speed**
- char **pulse_soldier_vs_leader_weight**
- float **pulse_soldier_vs_leader_friction**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/services/ISettings.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/services/ISettings.cpp

## 3.24 LightBullet Class Reference

Inheritance diagram for LightBullet:
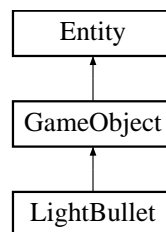


**Public Member Functions**

- void **setBehaviour** (BulletBehaviour ∗newBehaviour)
- virtual void **update** (const PhantomTime &time)
- virtual void **fromData** (Data &data)
- virtual void **toData** (Data &data)
- virtual void **onDestruction** ()
- void **setDirection** (Vector3 &direction)
- void **setAuthority** (bool hasAutority)
- virtual void **killList** (vector< string > killList)

**Public Attributes**

- GameObject ∗ **owner**

**Protected Attributes**

- BulletBehaviour ∗ **_bulletBehaviour**
- Vector3 **_velocity**
- double **_creationTime**
- double **_ttl**
- float **_damage**
- bool **_hasAuthority**
- vector< string > **_killList**

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightBullet.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightBullet.cpp

## 3.25 LightCrate Class Reference

Inheritance diagram for LightCrate:



**Public Member Functions**

- virtual void **toData** (Data &data)
- virtual void **fromData** (Data &data)
- virtual void **update** (const PhantomTime &time)
- virtual void **onCollision** (Composite ∗entity, CollisionData &collisionData)

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightCrate.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightCrate.cpp

## 3.26 LightEnemy Class Reference

Inheritance diagram for LightEnemy:



**Public Member Functions**

- **LightEnemy** (Data enemyinfo)
- void **move** (const Vector3 &location)

- MessageState **handleMessage** (AbstractMessage ∗message)
- void **fromData** (Data &data)
- void **toData** (Data &data)
- string **name** ()

## Public Attributes

- LightWeapon ∗ **weapon**

## Protected Attributes

- Data **_initialEnemyInfo**

## Additional Inherited Members

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightEnemy.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightEnemy.cpp

## 3.27 LightFactory Class Reference

**Static Public Member Functions**

- static GameObject ∗ **create** (string objectName, string subname="")

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightFactory.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightFactory.cpp

## 3.28 LightObstacle Class Reference
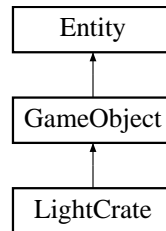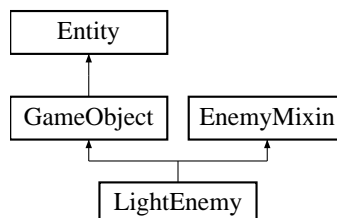
Inheritance diagram for LightObstacle:
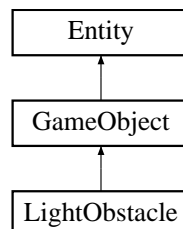


## Additional Inherited Members

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightObstacle.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightObstacle.cpp

## 3.29 LightSoldier Class Reference

Inheritance diagram for LightSoldier:

```
            Entity
              ▲
              |
          GameObject
              ▲
              |
          LightSoldier
```

**Public Member Functions**

- virtual void **update** (const PhantomTime &time)
- virtual void **fromData** (Data &data)
- virtual void **toData** (Data &data)
- virtual MessageState **handleMessage** (AbstractMessage ∗message)
- virtual void **onCollision** (Composite ∗other, CollisionData &collisionData)
- virtual bool **canShootAt** (Entity ∗gameobject)
- bool **isSquadLeader** ()
- bool **hasSquad** () const

**Public Attributes**

- int **playerId**
- LightWeapon ∗ **weapon**

**Protected Attributes**

- Pathfinding::Route **_path**
- GameObject ∗ **_victim**

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightSoldier.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightSoldier.cpp

## 3.30 LightTree Class Reference

Inheritance diagram for LightTree:

```
            Entity
              ▲
              |
          GameObject
              ▲
              |
          LightTree
```

**Public Member Functions**

- virtual void **onCollision** (Composite ∗other, CollisionData &collisionData)

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightTree.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightTree.cpp

## 3.31 LightTrigger Class Reference

Inheritance diagram for LightTrigger:



**Public Member Functions**

- void **subscribe** (phantom::Composite ∗subscriber)
- void **subscribe** (CommandQueue::Command command)
- virtual void **update** (const PhantomTime &time)
- virtual void **onCollision** (Composite ∗other)
- void **onTrigger** ()
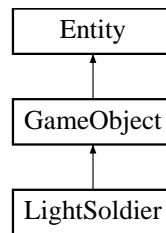- vector< Composite ∗ > **getSubscribers** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightTrigger.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightTrigger.cpp

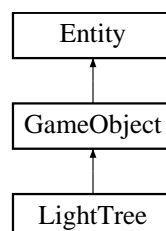## 3.32 LightWater Class Reference

Inheritance diagram for LightWater:

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightWater.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightWater.cpp


## 3.33 LightWeapon Class Reference

Inheritance diagram for LightWeapon:



**Public Member Functions**

- virtual LightBullet ∗ **createBullet** ()
- void **setWeaponBehaviour** (WeaponBehaviour ∗newBehaviour)
- float **getRange** (void)
- float **getRangeSq** (void)
- bool **isCooldownExpired** (void)
- void **startCooldown** (void)

**Protected Attributes**

- float **_range**
- double **_cooldownTimeSeconds**
- double **_lastShootTime**
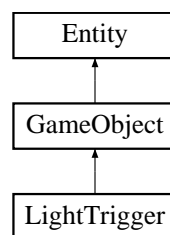- WeaponBehaviour ∗ **_weaponBehaviour**

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightWeapon.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/LightWeapon.cpp


## 3.34 Line2Intersection Class Reference

Inheritance diagram for Line2Intersection:

**Public Member Functions**

- virtual void **run** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/testsuite/tests/Line2Intersection.h

## 3.35   Line2Tests Class Reference

Inheritance diagram for Line2Tests:


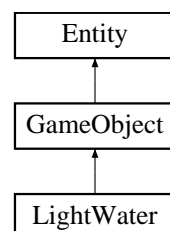
**Public Member Functions**

- virtual void **run** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/testsuite/tests/Line2Tests.h

## 3.36   Mission Class Reference

Inheritance diagram for Mission:



**Public Member Functions**

- **Mission** (const std::string &title)
- void **addObjective** (Objective ∗objectiveID)
- void **removeObjective** (Objective ∗objectiveID)
- void **checkIfCompleted** ()
- void **onMissionComplete** ()

- virtual void **update** (const PhantomTime &time)
- virtual void **fromData** (Data &data)
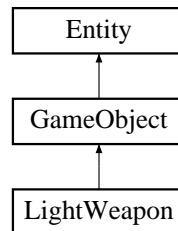- virtual void **toData** (Data &data)

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/missions/Mission.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/missions/Mission.cpp

## 3.37 MoveState Class Reference

Inheritance diagram for MoveState:



**Public Member Functions**

- **MoveState** (GameObject ∗enemyG, float detectionRange, float startDrivingDistance, bool hasLineOfSight)
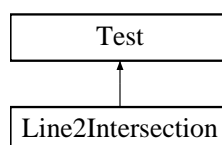- void **update** (const phantom::PhantomTime &time)

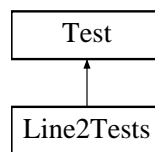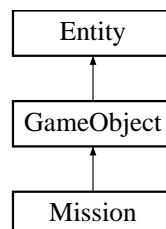**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/artificialintelligence/MoveState.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/artificialintelligence/MoveState.cpp

## 3.38 NetworkRegistry Class Reference

**Static Public Member Functions**

- static void **add** (GameObject ∗gameobject)
- static void **remove** (GameObject ∗gameobject)
- static GameObject ∗ **get** (const UID::Type &UID_network)
- static bool **contains** (const UID::Type &UID_network)
- static void **destroy** ()
- static void **dump** (void)

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/networking/NetworkRegistry.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/networking/NetworkRegistry.cpp

## 3.39 ObjCapture Class Reference

Inheritance diagram for ObjCapture:

```
      Entity
        ↑
    GameObject
        ↑
    Objective
        ↑
    ObjCapture
```
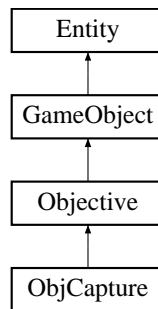
**Public Member Functions**

- **ObjCapture** (phantom::Box3 poi, string title)
- virtual void **update** (const PhantomTime &time)
- virtual void **paint** ()
- virtual void **onCollision** (Composite ∗entity)
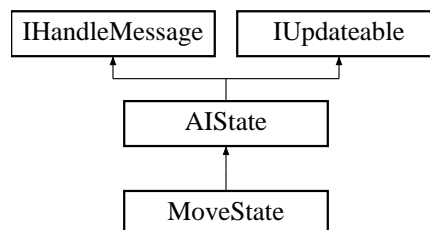- virtual void **setConditions** ()
- virtual bool **conditionsMet** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/missions/ObjCapture.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/missions/ObjCapture.cpp

## 3.40 ObjDefend Class Reference

Inheritance diagram for ObjDefend:

```
      Entity
        ↑
    GameObject
        ↑
    Objective
        ↑
    ObjDefend
```

**Public Member Functions**

- **ObjDefend** (GameObject ∗target, string title)
- virtual void **update** (const PhantomTime &time)
- virtual void **setConditions** ()
- virtual bool **conditionsMet** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/missions/ObjDefend.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/missions/ObjDefend.cpp

## 3.41 ObjDestroy Class Reference

Inheritance diagram for ObjDestroy:



**Public Member Functions**

- **ObjDestroy** (string title)
- void **addObject** ([GameObject](#) ∗gob)
- virtual void **setConditions** ()
- virtual void **addComponent** (Composite ∗composite)
- bool **conditionsMet** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/missions/ObjDestroy.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/missions/ObjDestroy.cpp

## 3.42 Objective Class Reference

Inheritance diagram for Objective:

**Public Member Functions**

- **Objective** (string title)
- virtual void **setConditions** ()=0
- virtual bool **conditionsMet** ()=0
- string **getTitle** ()
- std::vector< GameObject ∗ > ∗ **getComposites** ()

**Public Attributes**

- bool **wasMore**
- bool **forcedComplete**

**Protected Member Functions**

- virtual void generate ()

  *HINT: PROCEDURAL CONTENT GEN :O.*

**Protected Attributes**

- std::vector< GameObject ∗ > **_objects**
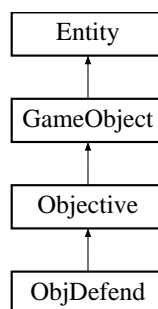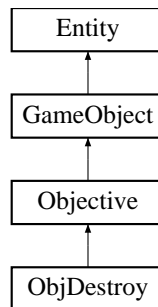- unsigned int **difficulty**
- string **_title**

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/missions/Objective.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/missions/Objective.cpp

## 3.43 Packet Class Reference

**Public Member Functions**

- **Packet** (const Packet ∗origin)
- **Packet** (short type)
- **Packet** (short type, string payload)
- **Packet** (short type, string payload, char priority)
- **Packet** (short type, string payload, char priority, char version)
- size_t **length** (void)
- char **getParity** (void)
- const char ∗ **getBytes** (void)
- string **getPayload** (void)
- void **setPayload** (string payload)
- short **getType** (void)
- size_t **getPayloadLength** (void)
- char **getPriority** (void)
- char **getVersion** (void)
- void **retain** (void)
- void **release** (void)
- uint64_t **getTimestamp** (void)
- uint64_t **estimatedLatency** (void)

**Static Public Member Functions**

- static [Packet] ∗ **createHeader** (const char ∗bytes)
- static char **computeParity** (const char ∗bytes)
- static string **formatByte** (const char byte)
- static uint64_t **currentTimestamp** (void)

**Static Public Attributes**

- static const char **EOT** = '>'
- static const int **headerPrefixLength** = 8 + 8
- static const int **headerPostfixLength** = 1
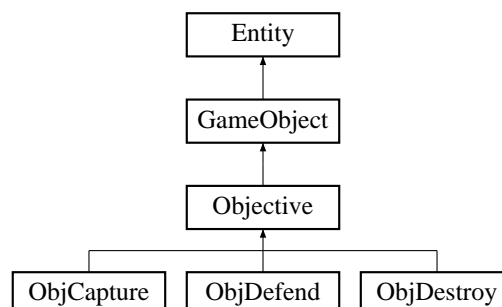
The documentation for this class was generated from the following files:

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/networking/Packet.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/networking/Packet.cpp

## 3.44 PacketEventMixin Class Reference

Inheritance diagram for PacketEventMixin:
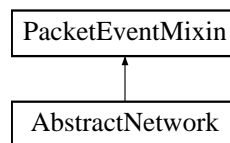


**Public Types**

- typedef std::function< [Packet]
  ∗([Packet] ∗)> **PacketEvent**

**Public Member Functions**

- void **registerPacketEvent** (PacketType type, PacketEvent event)
- void **emitPacketEvent** ([Packet] ∗packet)
- void **clearPacketEvents** ()
- virtual void **sendPacket** ([Packet] ∗packet)=0

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/networking/PacketEventMixin.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/networking/PacketEventMixin.cpp

## 3.45 PacketReader Class Reference

**Public Member Functions**

- **PacketReader** (yaxl::socket::InputStream &inputStream)

- [Packet](#) ∗ **readNext** (void)
- void **setBlocking** (bool isBlocking)

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/networking/PacketReader.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/networking/PacketReader.cpp

## 3.46 PacketTypeHelper Struct Reference

**Static Public Member Functions**

- static std::string **toString** (const short &type)
- static std::string **toString** (const PacketType type)

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/networking/PacketType.h

## 3.47 Pathfinding Class Reference

Inheritance diagram for Pathfinding:
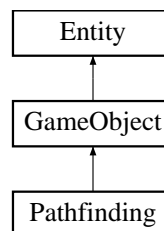


**Public Types**

- typedef deque< Vector3 > **Route**

**Public Member Functions**

- **Pathfinding** ([BSPTree](#) &layer)
- void **drawRect** (Box3 &area, Color color)
- void **drawRect** ([Space](#) ∗whom, Color color)
- Route **getPath** (Entity ∗entity, const Vector3 &goal)
- [RouteDetails](#) **getPathDetailled** (Entity ∗entity, const Vector3 &goal)

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/pathfinding/Pathfinding.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/pathfinding/Pathfinding.cpp

## 3.48 PathWalker Class Reference

Inheritance diagram for PathWalker:

```
        ┌─────────────┐
        │  Composite  │
        └─────────────┘
               ▲
               │
        ┌─────────────┐
        │  PathWalker │
        └─────────────┘
```

**Public Member Functions**

- void **onParentChange** (Composite ∗parent)
- void **setPath** (Pathfinding::Route route)
- virtual void **update** (const PhantomTime &time)
- virtual MessageState **handleMessage** (AbstractMessage ∗message)
- const Vector3 & **getTarget** ()

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/pathfinding/PathWalker.h

## 3.49 PlayerModel Class Reference

**Public Member Functions**

- Data **toData** ()

**Static Public Member Functions**

- static PlayerModel **fromData** (Data &data)

**Public Attributes**

- int **id**
- string **nickname**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/models/PlayerModel.h

## 3.50 Rocket Class Reference

Inheritance diagram for Rocket:

```
AbstractBehaviour
        ↑
  BulletBehaviour
        ↑
      Rocket
```

**Public Member Functions**

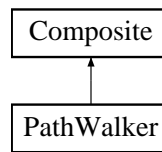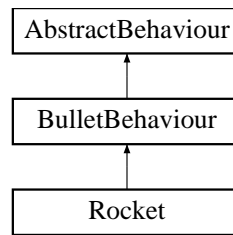- virtual void **render** (Graphics ∗g)
- void **onDestroy** (Graphics ∗g)

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/behaviours/Rocket.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/behaviours/Rocket.cpp

## 3.51 RocketLauncher Class Reference

Inheritance diagram for RocketLauncher:

```
AbstractBehaviour
        ↑
  WeaponBehaviour
        ↑
  RocketLauncher
```

**Public Member Functions**

- virtual void **render** (phantom::Graphics ∗g)

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/behaviours/Rocket-Launcher.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/behaviours/Rocket-Launcher.cpp

## 3.52 RouteDetails Struct Reference

**Public Member Functions**

- **RouteDetails** (phantom::Entity ∗_entity, Route _route, float _distanceSq)

- bool **operator**< (const RouteDetails &other) const

**Public Attributes**

- Entity ∗ **entity**
- Route **route**
- float **distanceSq**

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

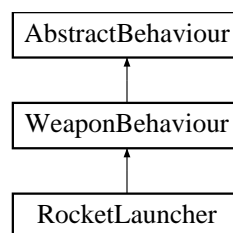- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/pathfinding/RouteDetails.h

## 3.53 Serializable Class Reference

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/serialization/Serializable.h

## 3.54 Services Class Reference

**Static Public Member Functions**

- static void **broadcast** (GameObject ∗recipient, Message< Data > ∗message)
- static void **setBroadcast** (IBroadcast ∗broadcast)
- static void **setSettings** (ISettings ∗settings)
- static ISettings ∗ **settings** ()

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/services/Services.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/services/Services.cpp

## 3.55 SharedException Class Reference

Inheritance diagram for SharedException:
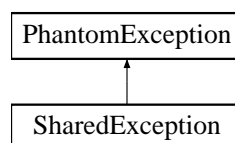


**Public Member Functions**

- **SharedException** (std::string error)

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/SharedException.h

## 3.56 Space Class Reference

**Public Member Functions**

- **Space** (float x, float y, float width, float height, const unsigned smallestSize)
- void **insert** (Entity ∗entity)
- void **remove** (Entity ∗entity)
- void **clear** ()
- bool **contains** (Entity ∗entity)
- void **render** (Graphics &g)
- vector< Entity ∗ > & **getEntities** ()
- Space ∗ **getSpaceAt** (const Vector3 &v)
- Space ∗ **getSpaceAtUsingHeuristic** (const Vector3 &v, Entity ∗entity)
- vector< Space ∗ > & **getNeighboursOf** (Space ∗whom, Entity ∗entity=nullptr)
- void **addNeighbour** (Space ∗neighbour)
- bool **isLeaf** ()
- Box3 & **getArea** ()
- Vector3 **getCenter** ()
- float **getF** () const
- void **getCollisionSpaces** (vector< Space ∗ > &out, const unsigned int &maxPerSpace)
- void **cleanPathfinding** ()

**Public Attributes**

- Space ∗ **astarParent**
- bool **isInOpenList**
- float **g**
- float **h**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/pathfinding/Space.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/pathfinding/Space.cpp

## 3.57 Squad Class Reference

Inheritance diagram for Squad:
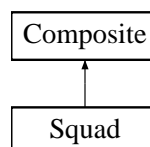


**Public Member Functions**

- **Squad** (GameObject ∗leader)
- **Squad** (const Squad &original)
- void **attack** (GameObject ∗victim)
- void **march** (Vector3 where)
- void **removeLeader** ()
- void **removeMember** (GameObject ∗member)

- void **addMember** (GameObject ∗member)
- GameObject ∗ **getLeader** ()
- bool **isLeader** (GameObject ∗who) const
- unsigned **size** () const

**Static Public Member Functions**

- static vector< Squad ∗ > **createSquads** (vector< GameObject ∗ > gameobjects, const Vector3 &target, const float &distanceToLeader)

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/models/Squad.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/models/Squad.cpp

## 3.58 SquadAttack Class Reference

Inheritance diagram for SquadAttack:
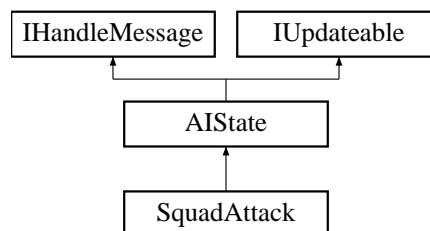


**Public Member Functions**

- void **setVictim** (GameObject ∗gameobject)
- virtual void **construct** ()
- virtual void **update** (const phantom::PhantomTime &time)
- virtual MessageState **handleMessage** (AbstractMessage ∗message)
- virtual void **destruct** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/artificialintelligence/squad/Squad-Attack.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/artificialintelligence/squad/Squad-Attack.cpp

## 3.59 SquadFlocking Class Reference

Inheritance diagram for SquadFlocking:

```
┌─────────────────┐   ┌─────────────────┐
│  IHandleMessage │   │   IUpdateable   │
└─────────────────┘   └─────────────────┘
         ▲                     ▲
         └──────────┬──────────┘
              ┌──────────────┐
              │    AIState    │
              └──────────────┘
                     ▲
              ┌──────────────┐
              │ SquadFlocking │
              └──────────────┘
```

**Public Member Functions**

- virtual void **setLeader** ([GameObject](#) ∗leader)
- virtual void **construct** ()
- virtual void **update** (const phantom::PhantomTime &time)
- virtual void **destruct** ()
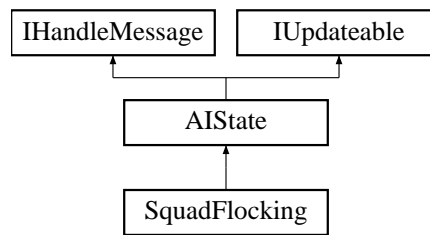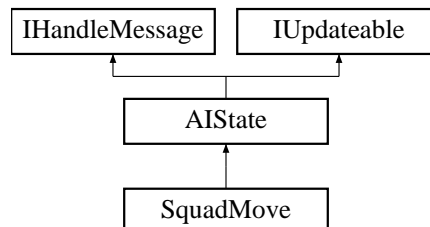- virtual MessageState **handleMessage** (AbstractMessage ∗message)

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/artificialintelligence/squad/Squad-Flocking.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/artificialintelligence/squad/Squad-Flocking.cpp

## 3.60 SquadMove Class Reference

Inheritance diagram for SquadMove:

```
┌─────────────────┐   ┌─────────────────┐
│  IHandleMessage │   │   IUpdateable   │
└─────────────────┘   └─────────────────┘
         ▲                     ▲
         └──────────┬──────────┘
              ┌──────────────┐
              │    AIState    │
              └──────────────┘
                     ▲
              ┌──────────────┐
              │   SquadMove   │
              └──────────────┘
```

**Public Member Functions**

- void **setTarget** (const Vector3 &target)
- virtual void **construct** ()
- virtual void **update** (const phantom::PhantomTime &time)
- virtual void **destruct** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/artificialintelligence/squad/Squad-Move.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/artificialintelligence/squad/Squad-Move.cpp

## 3.61 StandardBullet Class Reference

Inheritance diagram for StandardBullet:

```
┌─────────────────────┐
│  AbstractBehaviour  │
└─────────────────────┘
           ▲
┌─────────────────────┐
│   BulletBehaviour   │
└─────────────────────┘
           ▲
┌─────────────────────┐
│   StandardBullet    │
└─────────────────────┘
```

**Public Member Functions**

- virtual void **onCollision** (Composite ∗entity)
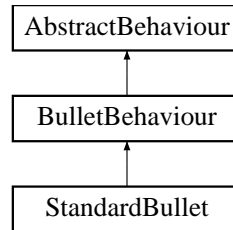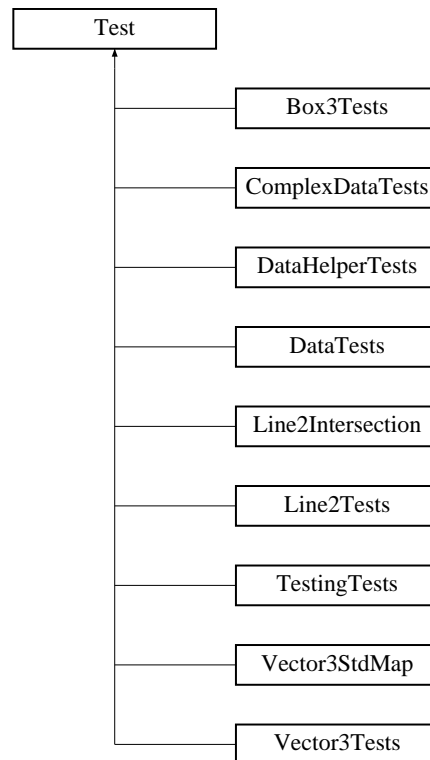
- virtual void **render** (Graphics ∗g)

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/behaviours/Standard-Bullet.h

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/behaviours/Standard-Bullet.cpp

## 3.62 Test Class Reference

Inheritance diagram for Test:

```
          ┌──────────┐
          │   Test   │
          └──────────┘
               ▲
               │
               │      ┌──────────────────┐
               ├──────│    Box3Tests     │
               │      └──────────────────┘
               │      ┌──────────────────┐
               ├──────│ ComplexDataTests │
               │      └──────────────────┘
               │      ┌──────────────────┐
               ├──────│  DataHelperTests │
               │      └──────────────────┘
               │      ┌──────────────────┐
               ├──────│    DataTests     │
               │      └──────────────────┘
               │      ┌──────────────────┐
               ├──────│ Line2Intersection│
               │      └──────────────────┘
               │      ┌──────────────────┐
               ├──────│    Line2Tests    │
               │      └──────────────────┘
               │      ┌──────────────────┐
               ├──────│   TestingTests   │
               │      └──────────────────┘
               │      ┌──────────────────┐
               ├──────│  Vector3StdMap   │
               │      └──────────────────┘
               │      ┌──────────────────┐
               └──────│   Vector3Tests   │
                      └──────────────────┘
```

## Public Member Functions

- **Test** (string name)
- string **getName** ()
- virtual void **run** (void)=0
- int **getFailed** ()
- int **getPassed** ()
- const std::string **getTraceBuffer** ()
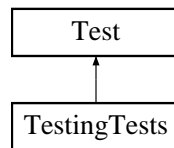
## Protected Member Functions

- bool **assertTrue** (const bool condition)
- bool **assertFalse** (const bool condition)
- bool **assertEquals** (const string a, const string b)
- bool **assertEquals** (const char ∗a, const char ∗b, const int len)
- bool **assertEquals** (const Vector3 &v, const float &x, const float &y, const float &z=0.0f)
- bool **assertWithinRange** (const float &number, const float &expected, const float &epsilon)
- void **trace** (string data)
- void **trace** (string data, string data1)
- void **trace** (string data, string data1, string data2)

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/testsuite/Test.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/testsuite/Test.cpp

## 3.63 TestingTests Class Reference

Inheritance diagram for TestingTests:

```
┌──────────────┐
│     Test     │
└──────────────┘
        ▲
┌──────────────┐
│ TestingTests │
└──────────────┘
```

**Public Member Functions**

- virtual void **run** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/testsuite/tests/TestingTests.h

## 3.64 TestSuite Class Reference

**Public Member Functions**

- void **run** ()
- void **addTest** ([Test](#) ∗test)
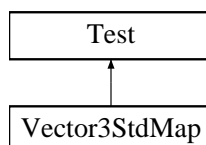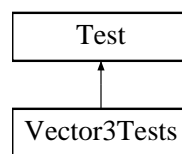
The documentation for this class was generated from the following files:

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/testsuite/TestSuite.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/testsuite/TestSuite.cpp

## 3.65 ThreadedReader Class Reference

Inheritance diagram for ThreadedReader:

```
┌──────────────┐   ┌─────────────────────┐
│    Thread    │   │  IPacketEventHandler │
└──────────────┘   └─────────────────────┘
         ▲                    ▲
         └─────────┬──────────┘
           ┌──────────────────┐
           │  ThreadedReader  │
           └──────────────────┘
```
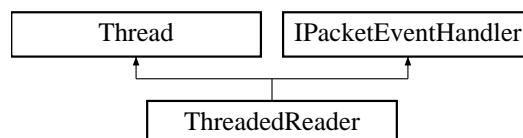
**Public Member Functions**

- **ThreadedReader** (yaxl::socket::Socket ∗socket, [IPacketEventHandler](#) ∗handler=nullptr)
- void **forceQuit** (void)
- virtual void **run** (void)
- void **onDisconnect** (std::function< void(void)> callback)
- virtual void **onPacket** ([Packet](#) ∗packet)

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/networking/ThreadedReader.h

## 3.66 ThreadedWriter Class Reference

Inheritance diagram for ThreadedWriter:
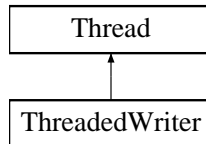


**Public Member Functions**

- **ThreadedWriter** (yaxl::socket::Socket ∗socket)
- void **forceQuit** (void)
- void **write** (Packet ∗packet)
- void **run** (void)

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/networking/ThreadedWriter.h

## 3.67 UID Class Reference

**Public Types**

- typedef string **Type**

**Static Public Member Functions**

- static string **generate** ()

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/networking/UID.h
- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/networking/UID.cpp

## 3.68 Vector3StdMap Class Reference

Inheritance diagram for Vector3StdMap:
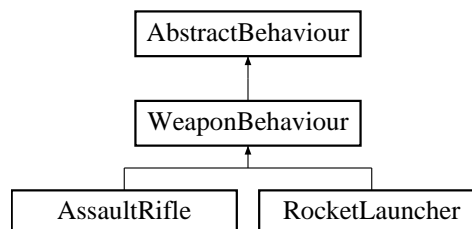
**Public Member Functions**

- virtual void **run** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/testsuite/tests/Vector3StdMap.h

## 3.69 Vector3Tests Class Reference

Inheritance diagram for Vector3Tests:



**Public Member Functions**

- virtual void **run** ()

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/testsuite/tests/Vector3Tests.h

## 3.70 WeaponBehaviour Class Reference

Inheritance diagram for WeaponBehaviour:



**Public Member Functions**

- virtual float **getRange** (void)
- virtual float **getRangeSq** (void)
- virtual bool **isCoolDownExpired** (void)
- virtual void **startCoolDown** (void)
- virtual void **render** (phantom::Graphics ∗g)=0

**Protected Attributes**

- float **_rateOfFire**
- float **_range**
- double **_cooldownTimeSeconds**
- double **_lastShootTime**

**Additional Inherited Members**

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

- C:/Users/Sander/Documents/Projects/PCCS/sharedlib/src/sharedlib/gameobjects/behaviours/Weapon-Behaviour.h

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