**§ 9.1 – SFEngine**

SFEngine is the main engine class. It contains the core API that is used to work with the engine and many of its internal parts

The class is defined in SFEngine/Source/Headers/Engine/Engine.h

The class has only one constructor: SFEngine();

Copying of the engine is not allowed, so the copy constructor and move constructor have been deleted.

SFEngine(const SFEngine &) = delete; //No copy constructor allowed

SFEngine(const SFEngine &&) = delete;

Public Methods:

UINT32 Go(int argc, char \*\*argv)

– Used to invoke the engine

UINT32 Init(int argc, char \*\*argv)

– Used to initialize the engine

UINT32 Startup()

– Used to formally start the engine

void HandleEngineCrash()

– Last ditch crash handler, attempts to clean up and log the error