SFMLCollision

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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 Line Class Reference

Public Member Functions

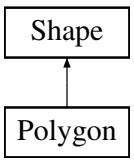
- **Line** (Vector2f p1, Vector2f p2)
- float **y** (float x)
- bool **intersects** (Line line)
- bool **intersects** (Line line, Vector2f &intersectionPoint, bool extendLine=false)
- float **getAngle** ()
- float **getIntercept** ()
- float **getSlope** ()
- Vector2f **getStart** ()
- Vector2f **getEnd** ()
- Vector2f **getPerpendicular** ()
- void **offset** (Vector2f offset)
- RectangleShape ∗ **getDrawable** (Color color=Color::Cyan)
- void **rotate** (Vector2f center, float angle)

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

- src/Line.hpp
- src/Line.cpp

3.2 Polygon Class Reference

Inheritance diagram for Polygon:



Public Member Functions

- Polygon (Texture *texture, Detail detail=Detail::Optimal, vector< Color > ignoredColors={})
- **Polygon** (vector< Vector2f > points)
- **Polygon** (CircleShape shape)
- **Polygon** (RectangleShape shape)
- **Polygon** (ConvexShape shape)
- virtual size_t **getPointCount** () const
- virtual Vector2f **getPoint** (size_t index) const
- vector< Vector2f > **getPoints** ()
- vector< Line > getLines ()

  Return the lines that represent the polygon's outline/border.
- float **getFarthestVertex** ()
- Vector2f **getCentroid** ()
- void **setSolid** (bool state)
- bool **isSolid** ()
- void **setRigidity** (float value)
- float **getRigidity** ()
- void **setMovableByCollision** (bool value)
- bool **isMovableByCollision** ()
- void **setDensity** (float newDensity)
- float **getDensity** ()
- float **getMass** ()
- float **getMomentOfInertia** ()
- void **setVelocity** (Vector2f newVelocity)
- Vector2f **getVelocity** ()
- void **setAngularVelocity** (float newAngularVelocity)
- float **getAngularVelocity** ()
- void **update** (float elapsedTime)
- void **adjustVelocityFromCollision** (Vector2f resultant, Polygon shape)
- void **setScale** (const Vector2f &scale)
- void **setScale** (float xScale, float yScale)
- void **scale** (const Vector2f &scale)
- void **scale** (float xFactor, float yFactor)
- void **setRotation** (const float angle)
- void **rotate** (float angle)
- void **rotate** (const float angle)
- void **setPosition** (const Vector2f position)
- void **setPosition** (float x, float y)
- void **move** (const Vector2f &offset)
- void **move** (float xOffset, float yOffset)
- bool **intersects** (Polygon shape)
- bool **intersects** (RectangleShape shape)
- bool **intersects** (CircleShape shape)
- bool **intersects** (ConvexShape shape)
- bool **intersects** (Polygon shape, Vector2f &resultant)
- bool **intersects** (RectangleShape shape, Vector2f &resultant)
- bool **intersects** (CircleShape shape, Vector2f &resultant)
- bool **intersects** (ConvexShape shape, Vector2f &resultant)
- bool **contains** (Polygon shape)
- bool **contains** (RectangleShape shape)
- bool **contains** (CircleShape shape)
- bool **contains** (ConvexShape shape)
- float **getArea** ()