painter

StatePainter
- SetWhiteBg()
- SetGreenBg()
- SetBgRectangle(topLeft image.Point, bottomRight image.Point)
- MoveTFigures(offsetX int, offsetY int)
- DrawTFigure(centralPoint image.Point)
- ResetPainterState()
- Update()
- ResetBg()
- ResetUpdateOp()
- GetOperationsList() []Operation

lang

func(*Parser, []string) error

Parser
- Parse(in io.Reader) ([]painter.Operation, error)

alias of

CommandFunc

[]Operation

func(screen.Texture)

alias of

OperationList
- Do(t screen.Texture) bool

implements

OperationFunc
- Do(t screen.Texture) bool

implements

Operation
- Do(t screen.Texture) bool

MessageQueue
- Push(op Operation)
- Pull() Operation
- Empty() bool

Loop
- Receiver Receiver
- Start(s screen.Screen)
- Post(op Operation)
- StopAndWait()

uses

updateOp
- Do(t screen.Texture) bool

implements

MoveNewTFigure
- OffsetX int
- OffsetY int
- Targets []*NewTFigure
- Do(t screen.Texture) bool

implements

BgRectangle
- TopLeftPoint image.Point
- BottomRightPoint image.Point
- Do(t screen.Texture) bool

implements

Receiver
- Update(t screen.Texture)

implements

Visualizer
- Title string
- Debug bool
- OnScreenReady func(screen.Screen)
- Main()
- Update(t screen.Texture)

uses

NewTFigure
- CentralPoint image.Point
- Do(t screen.Texture) bool

uses

uses

image

Point