

Engine

- + running: bool
- + ready: bool
- + lag: float
- + lag2: float
- + kap: KAP
- + assets: dict
- + font_assets: dict
- + events: list
- + entity_id: dict
- + screen: Surface
- + event_gotten: bool
- + threads: dict
- + log_loop: float
- + config_exists: bool
- + config: dict
- + update_rate: int
- + render_rate: int
- + scene: Scene
- + update_counter: int
- + render_counter: int
- + scene_time: float
- width: int
- height: int
- engine_path: str
- log_path: str
- texture_quality: str
- log_max_size: int
- id: int
- entities: list
- update_thread: Thread
- render_thread: Thread
- start_time: float
- console_log: str
- full_log: str

- + __init__(*args, scene=None, width=1280, height=720, engine_path="kris_engine", log_path="kris_engine/engine_log.txt", texture_quality="high", log_max_size=10000000, **kwargs)
- + init_log()
- + loop_log()
- + exit_log()
- + append_log(message, name="Unknown")
- + load_config()
- + save_config()
- + get_events()
- + get_asset(path, audio=False, font=0, scale="raw")
- + load_entity(entity, scene, *args, **kwargs)
- + destroy_entity(entity)
- + load_scene(scene, *args, pbar=True, **kwargs)
- + update_loop()
- + render_loop()
- + Getters and setters have been omitted for space reasons
- scale(scale, path)
- size(filename)

Scene
+ load_with_pbar: list, tuple + update_rate: int + render_rate: int + kap: list + engine: Engine
+ __init__(engine) + background() + music()

Entity
+ persist: bool + engine: Engine + scene: Scene + id: int
+ __init__(engine, scene, id) + init() + update() + render()