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| 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) |

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| Scene |
| + load\_with\_pbar: list, tuple  + update\_rate: int  + render\_rate: int  + kap: list  + engine: Engine |
| + \_\_init\_\_(engine)  + background()  + music() |

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| Entity |
| + persist: bool  + engine: Engine  + scene: Scene  + id: int |
| + \_\_init\_\_(engine, scene, id)  + init()  + update()  + render() |