

Ostendo

1.0

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 2

Class Documentation

2.1 ostendo::Pos Struct Reference

Public Member Functions

- **Pos** (int value_x, int value_y)
- **Pos** (int value_x, int value_y, int value_w, int value_h)

Public Attributes

- int **x**
- int **y**
- int **w**
- int **h**

The documentation for this struct was generated from the following file:

- ostendo_files/types.hpp

2.2 ostendo::Var Struct Reference

Public Member Functions

- **Var** (int value)
- **Var** (double value)
- **Var** (std::string value)
- **Var** (bool value)
- **Var** (std::string str_name, int value)
- **Var** (std::string str_name, double value)
- **Var** (std::string str_name, std::string value)
- **Var** (std::string str_name, bool value)
- **Var** (std::string str_name, std::vector< int > set, int value=0)
- **Var** (std::string str_name, std::vector< double > set, int value=0)
- **Var** (std::string str_name, std::vector< std::string > set, int value=0)

- void **operator=** (int value)
- void **operator=** (double value)
- void **operator=** (std::string value)
- void **operator=** (bool value)
- void **SetSet** (std::vector< int > set)
- void **SetSet** (std::vector< double > set)
- void **SetSet** (std::vector< std::string > set)
- int **Int** ()
- double **Double** ()
- std::string **String** ()
- bool **Bool** ()
- std::string **Name** ()

Public Attributes

- bool **has_set**
- std::string **name**
- int **var_type**
- int **int_value**
- double **double_value**
- std::string **str_value**
- bool **bool_value**
- std::vector< int > **int_set**
- std::vector< double > **double_set**
- std::vector< std::string > **str_set**

The documentation for this struct was generated from the following file:

- ostendo_files/types.hpp

2.3 ostendo::Window Class Reference

Public Member Functions

- **Window** (int width, int height)
- **Window** (double width, double height)
- **Window** (int width, int height, int pos_x, int pos_y)
- **Window** (double width, double height, double pos_x, double pos_y)
- **Window** ([Pos](#) pos)
- **Window** (const [Window](#) &win)
- void **DelWin** ()
- void **NewWindow** ()
- void **NewWindow** (int width, int height)
- void **NewWindow** (double width, double height)
- void **NewWindow** (int width, int height, int pos_x, int pos_y)
- void **NewWindow** (double width, double height, double pos_x, double pos_y)
- void **Update** ()
- void **ToggleBorder** ()
- void **ToggleScroll** ()
- void **ToggleTitle** (std::string setting="")

- void **SetAutoUpdate** (bool setting=true)
- void **ColorOn** (int attrs)
- void **ColorOff** (int attrs)
- void **AttrOn** (int attrs)
- void **AttrOff** (int attrs)
- void **SetColor** (int color, int value)
- void **Clear** (bool all=false)
- void **ClearLine** (int line=-1)
- int **Print** (std::string str,...)
- void **SetCurs** (int y=-1, int x=-1)
- WINDOW * **operator**() ()

Public Attributes

- [Pos](#) **window_space**

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

- ostendo_files/window.hpp
- ostendo_files/window.cpp

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