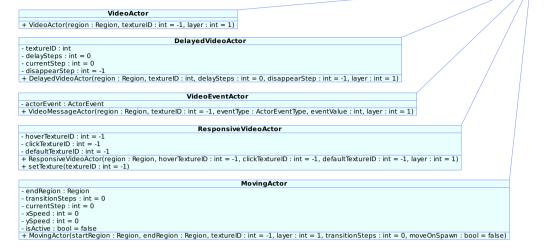
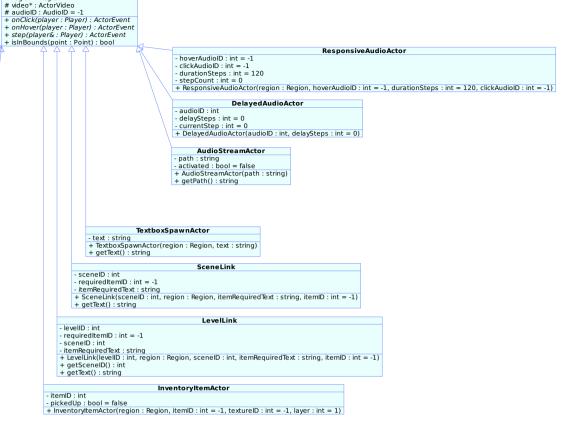


Main

Diagram: MainClasses Page 1





BaseActor

region : Region

Engine + EngineState(&audioEngine : AudioEngine, &videoEngine : VideoEngine) + run()

AudioEngine

- + loadSound(&path : string, id : AudioID)
- + playSound(id : AudioID)
- + playStream(&path : string) + deleteSound(id : AudioID)
- + deleteSoundGroup(resourceGroup) : ResourceGroup)

AudioPlayer

- + load stream(&file path : string)
- + stream_audio(loops : int = -1)
- + load_sample(id : AudioID, &file_path : string)
- + play_sample(id : AudioID)
- + delete sample(id : AudioID)
- + clear samples()

VideoEngine

- + VideoEngine(&title : string, width : unsigned int, height : unsigned int)
- + loadTexture(&path: string, id: TextureID, resourceGroupName: ResourceGroup)
- + render(®ion : Region, layer : unsigned int, textureID : TextureID)
- + renderRotate(®ion : Region, layer : unsigned int, textureID : TextureID, angle : float = 0.0)
- + isShowingTextbox(): bool
- + showTextbox(&text : string)
- + hideTextbox()
- + deleteTexture(textureID : TextureID)
- + deleteResourceGroup(resourceGroup) : ResourceGroup)

VideoContext

- + VideoContext(&title: string, width: unsigned int, height: unsigned int)
- + display()
- + load texture(id: TextureID, &image path: string, blend: BlendMode = BLENDMODE BLEND): Region
- + load font(&font path : string, font size : int)
- + create texture(id: TextureID, width: int, height: int, blend: BlendMode = BLENDMODE BLEND): Region
- + fill texture(id : TextureID, r : int, g : int, b : int, a : int)
- + render(id : TextureID, *dest : Region, *src : Region)
- + render onto(dest id : TextureID, src id : TextureID, *dest region : Region, *src region : Region)
- + render rotate(dest id : TextureID, src id : TextureID, *dest region : Region : TextureID, angle : double = 0.0, flip : Flip = FLIP NONE)
- + render clear()
- + render clear(id : TextureID)
- + render text(dest id : TextureID, *dest region : Region, &text : string, r : Uint8, g : Uint8, b : Uint8, a : Uint8)
- + delete_texture(id : TextureID)

VideoDisplay

- + VideoDisplay(&title: string, width: unsigned int, height: unsigned int)
- + *get renderer(): SDL Renderer