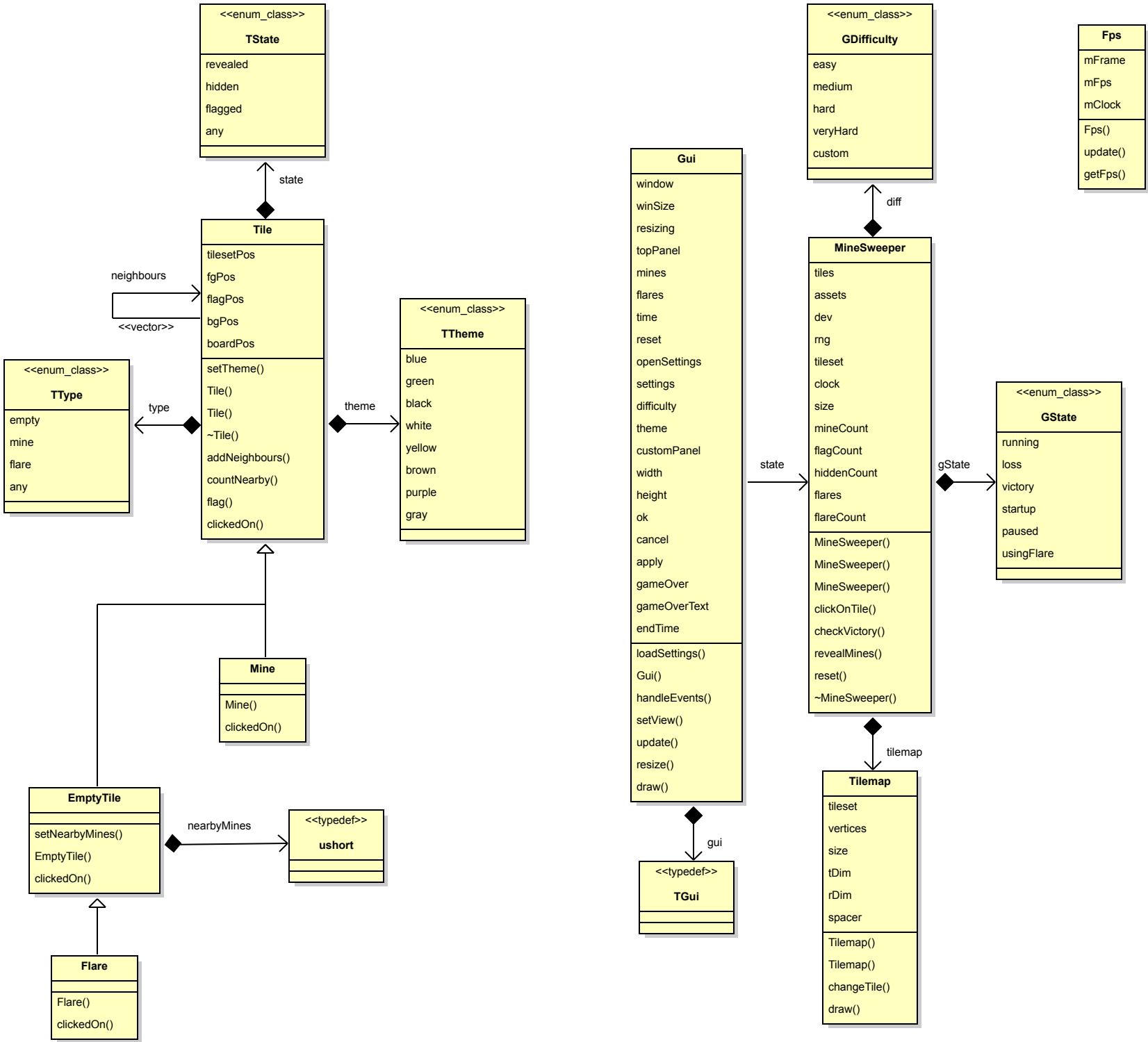
<<enum_class>>
TState
revealed
hidden
flagged
any
state
Tile
tilesetPos
fgPos
flagPos
bgPos
boardPos
setTheme()
Tile()
Tile()
~Tile()
addNeighbours()
countNearby()
flag()
clickedOn()
neighbours
<<vector>>
<<enum_class>>
TType
empty
mine
flare
any
type
theme
<<enum_class>>
TTheme
blue
green
black
white
yellow
brown
purple
gray
Mine
Mine()
clickedOn()
EmptyTile
setNearbyMines()
EmptyTile()
clickedOn()
nearbyMines
<<typedef>>
ushort
Flare
Flare()
clickedOn()
Gui
window
winSize
resizing
topPanel
mines
flares
time
reset
openSettings
settings
difficulty
theme
customPanel
width
height
ok
cancel
apply
gameOver
gameOverText
endTime
loadSettings()
Gui()
handleEvents()
setView()
update()
resize()
draw()
gui
<<typedef>>
TGui
state
<<enum_class>>
GDifficulty
easy
medium
hard
veryHard
custom
diff
MineSweeper
tiles
assets
dev
rng
tileset
clock
size
mineCount
flagCount
hiddenCount
flares
flareCount
MineSweeper()
MineSweeper()
MineSweeper()
clickOnTile()
checkVictory()
revealMines()
reset()
~MineSweeper()
gState
<<enum_class>>
GState
running
loss
victory
startup
paused
usingFlare
tilemap
Tilemap
tileset
vertices
size
tDim
rDim
spacer
Tilemap()
Tilemap()
changeTile()
draw()
Fps
mFrame
mFps
mClock
Fps()
update()
getFps()