Arcade::IModule

- + ~IModule()
- + init()
- + close()
- + shouldClose()
- + getType()



- + ~IDisplayModule()
- + pullEvents()
- + draw()
- + refresh()
- + load() + unload()
- + unloadAll()
- + playSound()

Arcade::SDLDisplay

window

Arcade::NcursesDisplay

+ colors

width

height

- _timer

+ init()

+ close()

+ draw()

+ draw()

- shouldClose

keysHolded

+ NcursesDisplay()

+ NcursesDisplay()

+ operator=()

+ shouldClose()

+ pullEvents()

and 9 more...

- _getPosX()

- _getPosY()

- _getStdKey()

setColor()

+ ~NcursesDisplay()

- windowRenderer
- windowHeight
- windowWidth
- windowTitle
- shouldClose
- loadedResources
- keysHolded
- internalWindowSize
- internalWindowOffset
- resourceMusicType
- resourceFontType
- resourceSpriteType
- + SDLDisplay()
- + ~SDLDisplay()
- + SDLDisplay()
- + operator=()
- + init()
- + close()
- + shouldClose()
- + pullEvents()
- + draw()
- + draw()
- and 9 more...
- setRendererColor()
- createResource()
- destroyResource()
- _updateInternalWindow()
- createKeyEvent()
- createClickEvent()
- createMoveEvent()
- getStdKey()
- getStdClickType()
- preciseCrossProduct()

Arcade::SFMLDisplay

- Resource
- mainWindow
- _internalWindow
- windowTitle
- keysHolded
- shouldClose
- loadedResources
- resourceMusicType
- resourceFontType
- resourceSpriteType
- + SFMLDisplay()
- + ~SFMLDisplay()
- + SFMLDisplay()
- + operator=()
- + init()
- + close()
- + shouldClose()
- + pullEvents()
- + draw()
- + draw()
- and 9 more...
- createResource()
- destroyResource()
- updateInternalWindow()
- createKeyEvent()
- createClickEvent()
- createMoveEvent()
- getStdKey()
- getStdClickType()
- preciseCrossProduct()