

```
1  #ifndef HELPPAGE_H
2  #define HELPPAGE_H
3
4  #include <SFML\Graphics.hpp>
5
6  /// <summary>
7  /// @author Peter Lowe
8  /// @version 1.0
9  /// @date may 2016
10 ///
11 /// \brief simple page to display help text.
12 ///
13 /// </summary>
14 class HelpPage
15 {
16 public:
17     HelpPage();
18     ~HelpPage();
19     void initialise(sf::Font& t_font);
20     void render(sf::RenderWindow& t_window);
21     void processInput(sf::Event t_event);
22     void update(sf::Time t_deltaTime);
23
24 protected:
25     /// local refrence to font used by whole game
26     sf::Font m_font;
27     /// multiline text message for user help
28     sf::Text m_message;
29     /// boolean to control pressing escape from process to update
30     bool m_exitPressed{ false };
31 };
32
33 #endif // !HELPPAGE_H
34
```