

Gwent

1.2.5

Generated by Doxygen 1.9.1

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Chapter 1

Gwent - A Calculator

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1.2 Overview

Gwent - A Calculator is an Android app ([available in Play Store](#)) that enables the user to play the Gwent card game from The Witcher 3: Wild Hunt with analog cards. This is accomplished by providing an easy-to-use interface which allows adding cards with certain attributes that correspond to the cards played analogously. The app then calculates the power score of the player including weather effects and card abilities. To see what this looks like, please visit the [Play Store entry](#)!

1.3 Printing analog cards

To actually play Gwent using *Gwent - A Calculator*, you need to print out analog Gwent cards. The card images can be downloaded from the following links:

Language	zip	tar
English	gwent_cards_en.zip	gwent_cards_en.tar.gz
German	gwent_cards_de.zip	gwent_cards_de.tar.gz

Please be aware that the Skellige faction is only available in the german packages! [This PDF](#) summarizes in which quantity you need to print which card.

When you installed the app, printed out your deck and found a friend, you are ready to go and can start playing the original Gwent game from The Witcher 3: Wild Hunt.

1.4 Documentation

If you are a developer and interested in improving the app by adding new features or fixing bugs, you are always welcome to open pull requests. An extensive reference specification of the whole app can be found on [this website](#) or in [this PDF-file](#).

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Unit	20
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SettingsActivity.HeaderFragment	7
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Chapter 3

Class Index

3.1 Class List

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

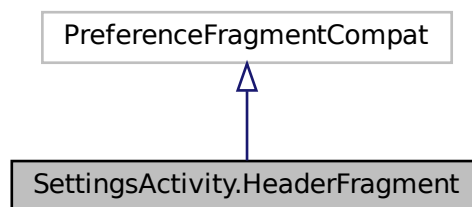
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Chapter 4

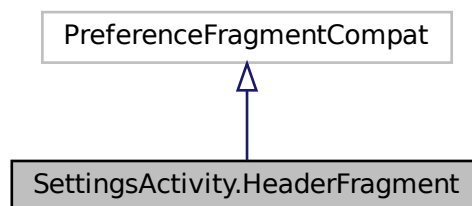
Class Documentation

4.1 SettingsActivity.HeaderFragment Class Reference

Inheritance diagram for SettingsActivity.HeaderFragment:



Collaboration diagram for SettingsActivity.HeaderFragment:



Public Member Functions

- void **onCreatePreferences** (Bundle savedInstanceState, String rootKey)

4.1.1 Detailed Description

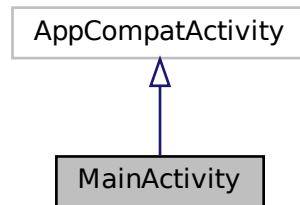
Definition at line 93 of file SettingsActivity.java.

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

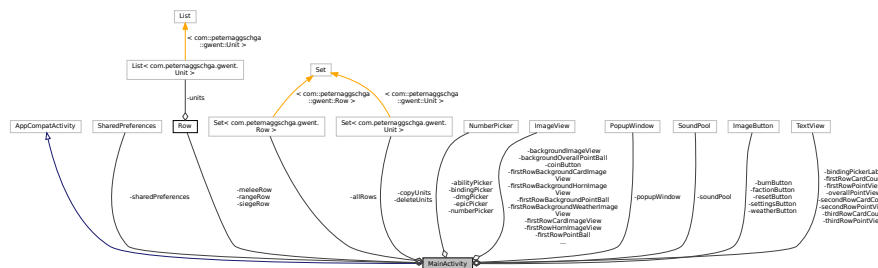
- gwent/SettingsActivity.java

4.2 MainActivity Class Reference

Inheritance diagram for MainActivity:



Collaboration diagram for MainActivity:



Classes

- enum [THEME](#)

Public Member Functions

- void **onWindowFocusChanged** (boolean hasFocus)

Static Public Member Functions

- static void **ImageViewAnimatedChange** (Context context, @NonNull final ImageView view, @NonNull final ImageView backgroundView, @DrawableRes final int resId)
- static void **hideSystemUI** (@NonNull Window window)
- static void **keepScreenOn** (@NonNull Window window)

Protected Member Functions

- void **onCreate** (Bundle savedInstanceState)
- void **onResume** ()
- void **onPause** ()

Private Member Functions

- void **initViews** ()
- void **inflateFactionPopup** (View view)
- void **changeHorn** (@NonNull [Row](#) row)
- void **resetHorns** ()
- void **changeWeather** (@NonNull ImageView view, @NonNull [Row](#) row)
- void **resetWeather** ()
- void **checkSidebarButtons** ()
- void **resetAll** (boolean keepRdmUnit)
- void **inflateRevengeDialog** (final int revengeUnits)
- void **burn** (@NonNull List< [Unit](#) > burnUnits, int revengeUnits)
- List< [Unit](#) > **getBurnUnits** ()
- AlertDialog.Builder **getAlertDialogBuilder** ()
- void **inflatePopup** (View view, @NonNull View popupView, boolean dismissOnTouch)
- void **inflateFactionLayout** (boolean init)
- void **inflateAddCardPopup** (@NonNull final [Row](#) row, View view)
- void **inflateCoinflipPopup** (View view)
- void **inflateCardPopup** (@NonNull final [Row](#) row, View view)
- void **changeTheme** (final [THEME](#) theme)
- void **playAddCardSound** (boolean epic, int rowType)
- void **playSound** (@RawRes int soundResourceId)
- void **updateBackground** ()
- void **setRowImages** ()
- void **updateRows** ()
- void **saveRows** () throws JSONException, IOException
- [Row](#) **retrieveRow** (String filename, int rowType) throws IOException, JSONException

Private Attributes

- final Set< [Row](#) > **allRows** = new HashSet<>()
- final Set< [Unit](#) > **copyUnits** = new HashSet<>()
- final Set< [Unit](#) > **deleteUnits** = new HashSet<>()
- SharedPreferences **sharedPreferences**
- SoundPool **soundPool**
- PopupWindow **popupWindow**
- NumberPicker **epicPicker**
- NumberPicker **dmgPicker**
- NumberPicker **abilityPicker**
- TextView **bindingPickerLabel**
- NumberPicker **bindingPicker**
- NumberPicker **numberPicker**
- [Row](#) **meleeRow**
- [Row](#) **rangeRow**
- [Row](#) **siegeRow**
- ImageView **backgroundImageView**
- ImageView **firstRowBackgroundPointBall**
- ImageView **firstRowPointBall**
- TextView **firstRowPointView**
- ImageView **firstRowBackgroundWeatherImageView**
- ImageView **firstRowWeatherImageView**
- ImageView **firstRowBackgroundHornImageView**
- ImageView **firstRowHornImageView**
- ImageView **firstRowBackgroundCardImageView**
- ImageView **firstRowCardImageView**

- TextView **firstRowCardCount**
- ImageView **secondRowBackgroundPointBall**
- ImageView **secondRowPointBall**
- TextView **secondRowPointView**
- ImageView **secondRowBackgroundWeatherImageView**
- ImageView **secondRowWeatherImageView**
- ImageView **secondRowBackgroundHornImageView**
- ImageView **secondRowHornImageView**
- ImageView **secondRowBackgroundCardImageView**
- ImageView **secondRowCardImageView**
- TextView **secondRowCardCount**
- ImageView **thirdRowBackgroundPointBall**
- ImageView **thirdRowPointBall**
- TextView **thirdRowPointView**
- ImageView **thirdRowBackgroundWeatherImageView**
- ImageView **thirdRowWeatherImageView**
- ImageView **thirdRowBackgroundHornImageView**
- ImageView **thirdRowHornImageView**
- ImageView **thirdRowBackgroundCardImageView**
- ImageView **thirdRowCardImageView**
- TextView **thirdRowCardCount**
- ImageView **backgroundOverallPointBall**
- ImageView **overallPointBall**
- TextView **overallPointView**
- ImageButton **factionButton**
- ImageButton **resetButton**
- ImageButton **weatherButton**
- ImageButton **burnButton**
- ImageView **coinButton**
- ImageButton **settingsButton**

Static Private Attributes

- static final String **FILE_NAME_BACKUP_MELEE_ROW** = "melee.json"
- static final String **FILE_NAME_BACKUP_RANGE_ROW** = "range.json"
- static final String **FILE_NAME_BACKUP_SIEGE_ROW** = "siege.json"

4.2.1 Detailed Description

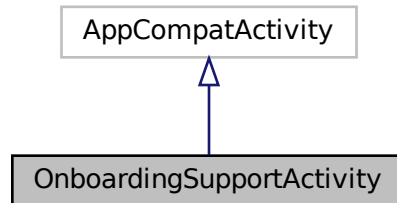
Definition at line 57 of file MainActivity.java.

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

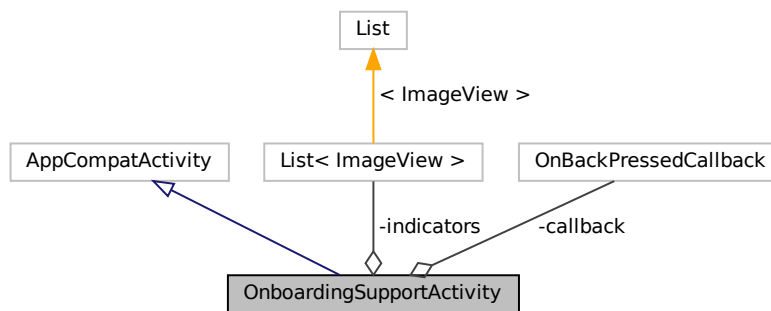
- gwent/MainActivity.java

4.3 OnboardingSupportActivity Class Reference

Inheritance diagram for OnboardingSupportActivity:



Collaboration diagram for OnboardingSupportActivity:



Protected Member Functions

- void **onCreate** (Bundle savedInstanceState)

Package Functions

- void **updateIndicators** (int position)

Private Attributes

- OnBackPressedCallback **callback**
- final List< ImageView > **indicators** = new ArrayList<>()

4.3.1 Detailed Description

Definition at line 21 of file `OnboardingSupportActivity.java`.

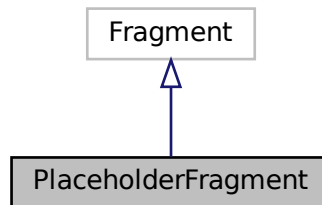
The documentation for this class was generated from the following file:

- gwent/OnboardingSupportActivity.java

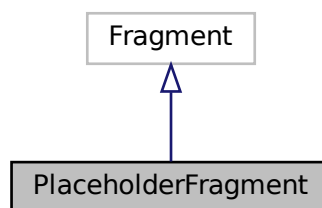
4.4 PlaceholderFragment Class Reference

A placeholder fragment containing a simple view.

Inheritance diagram for PlaceholderFragment:



Collaboration diagram for PlaceholderFragment:



Public Member Functions

- View **onCreateView** (@NonNull LayoutInflater inflater, ViewGroup container, Bundle savedInstanceState)

Static Public Member Functions

- static PlaceholderFragment **newInstance** (int index)

Static Public Attributes

- static final int **PAGES_COUNT** = 5

Private Attributes

- final int[] **stringIds** = {R.string.onboarding_page1, R.string.onboarding_page2, R.string.onboarding_page3, R.string.onboarding_page4, R.string.onboarding_page5}
- final int[] **imageIds** = {R.drawable.onboarding_support_1, R.drawable.onboarding_support_2, R.drawable.onboarding_support_3, R.drawable.onboarding_support_4, -1}

Static Private Attributes

- static final String **ARG_SECTION_NUMBER** = "section_number"

4.4.1 Detailed Description

A placeholder fragment containing a simple view.

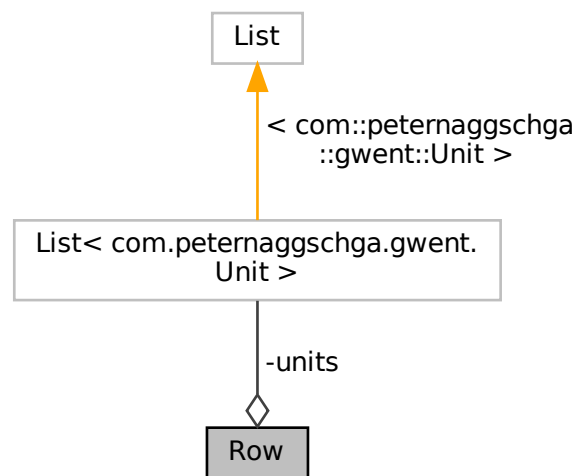
Definition at line 22 of file PlaceholderFragment.java.

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

- gwent/ui/main/PlaceholderFragment.java

4.5 Row Class Reference

Collaboration diagram for Row:



Public Member Functions

- **Row** (@NonNull JSONObject jsonObject, int type) throws JSONException, IllegalArgumentException
- **Row** (int type) throws IllegalArgumentException
- int **getType** ()
- void **addUnit** (@NonNull Unit unit)
- void **removeUnit** (int i)
- void **removeUnit** (Unit unit)
- List< Unit > **getAllUnits** ()
- boolean **isWeather** ()
- void **setWeather** (boolean weather)
- boolean **isHorn** ()
- void **setHorn** (boolean horn)
- boolean **isRevenge** ()
- int **getOverallDamage** ()
- List< Unit > **getBindingUnits** (int binding)
- int[] **getJaskierMoralBoosterRevengeCount** ()
- int **getCardCount** ()
- boolean **isEpicOnly** ()
- JSONObject **toJson** () throws JSONException
- void **clear** (boolean keepRandomUnit)

Static Public Attributes

- static final int **ROW_ALL** = 0
- static final int **ROW_MELEE** = 1
- static final int **ROW_RANGE** = 2
- static final int **ROW_SIEGE** = 3

Private Member Functions

- void **updateOverallDamage** ()

Private Attributes

- final int **type**
- final List< [Unit](#) > **units** = new ArrayList<>()
- boolean **weather** = false
- boolean **horn** = false
- boolean **jaskier** = false
- boolean **revenge** = false
- int **overallDamage** = 0

Static Private Attributes

- static final String **JSON_KEY_WEATHER** = "weather"
- static final String **JSON_KEY_HORN** = "horn"
- static final String **JSON_KEY_JASKIER** = "jaskier"
- static final String **JSON_KEY_REVENGE** = "revenge"
- static final String **JSON_KEY_UNIT_ARRAY** = "units"

4.5.1 Detailed Description

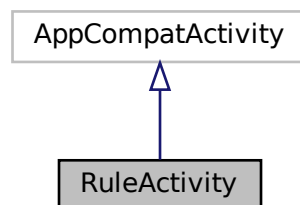
Definition at line 13 of file Row.java.

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

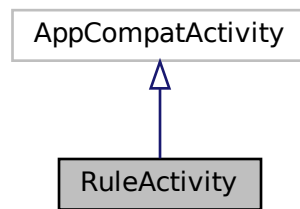
- gwent/Row.java

4.6 RuleActivity Class Reference

Inheritance diagram for RuleActivity:



Collaboration diagram for RuleActivity:



Classes

- enum [RULES](#)

Public Member Functions

- void **onCreate** (Bundle savedInstanceState)
- boolean **onOptionsItemSelected** (@NonNull MenuItem item)

Static Public Attributes

- static final String **INTENT_EXTRA_TAG** = "rule_type"

4.6.1 Detailed Description

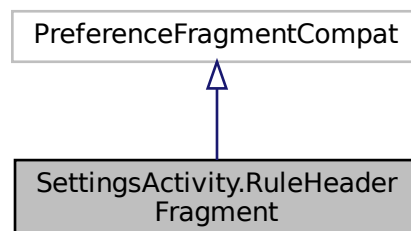
Definition at line 14 of file RuleActivity.java.

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

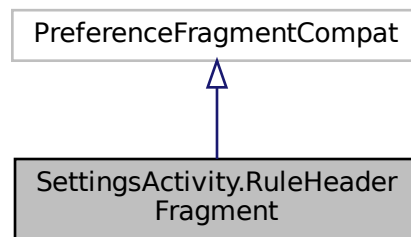
- gwent/RuleActivity.java

4.7 SettingsActivity.RuleHeaderFragment Class Reference

Inheritance diagram for SettingsActivity.RuleHeaderFragment:



Collaboration diagram for `SettingsActivity.RuleHeaderFragment`:



Public Member Functions

- void **onCreatePreferences** (Bundle savedInstanceState, String rootKey)

4.7.1 Detailed Description

Definition at line 131 of file `SettingsActivity.java`.

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

- gwent/SettingsActivity.java

4.8 RuleActivity.RULES Enum Reference

Collaboration diagram for `RuleActivity.RULES`:



Public Attributes

- GENERAL
- COURSE
- FACTIONS
- COMMANDER
- CARDS
- CARD_ABILITIES
- SPECIAL_CARDS

4.8.1 Detailed Description

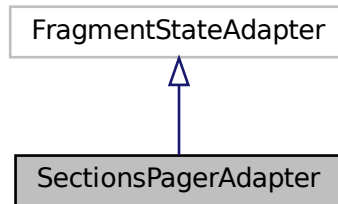
Definition at line 64 of file `RuleActivity.java`.

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

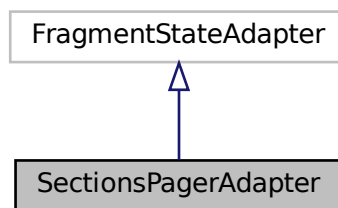
- gwent/RuleActivity.java

4.9 SectionsPagerAdapter Class Reference

A [FragmentManager] that returns a fragment corresponding to one of the sections/tabs/pages.
Inheritance diagram for SectionsPagerAdapter:



Collaboration diagram for SectionsPagerAdapter:



Public Member Functions

- **SectionsPagerAdapter** (@NonNull FragmentActivity fragmentActivity)
- int **getItemCount** ()
- Fragment **createFragment** (int position)

4.9.1 Detailed Description

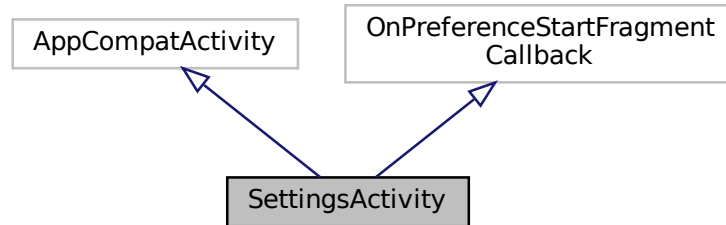
A [FragmentManager] that returns a fragment corresponding to one of the sections/tabs/pages.
Definition at line 12 of file SectionsPagerAdapter.java.

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

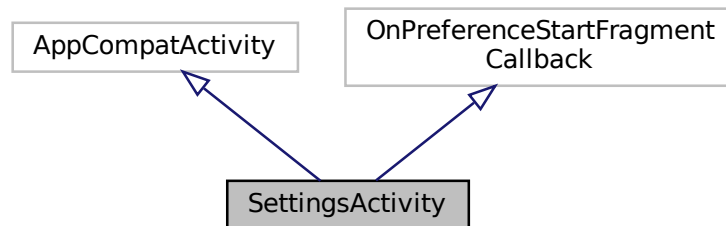
- gwent/ui/main/SectionsPagerAdapter.java

4.10 SettingsActivity Class Reference

Inheritance diagram for SettingsActivity:



Collaboration diagram for SettingsActivity:



Classes

- class [HeaderFragment](#)
- class [RuleHeaderFragment](#)
- class [SoundFragment](#)

Public Member Functions

- void **onSaveInstanceState** (@NonNull Bundle outState)
- boolean **onSupportNavigateUp** ()
- boolean **onOptionsItemSelected** (@NonNull MenuItem item)
- boolean **onPreferenceStartFragment** (@NonNull PreferenceFragmentCompat caller, @NonNull Preference pref)

Protected Member Functions

- void **onCreate** (@Nullable Bundle savedInstanceState)

Static Private Attributes

- static final String **TITLE_TAG** = "settingsActivityTitle"

4.10.1 Detailed Description

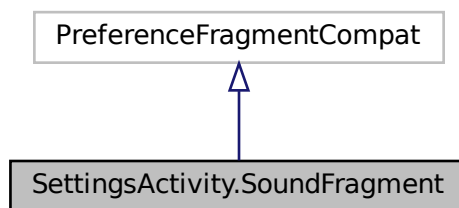
Definition at line 20 of file SettingsActivity.java.

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

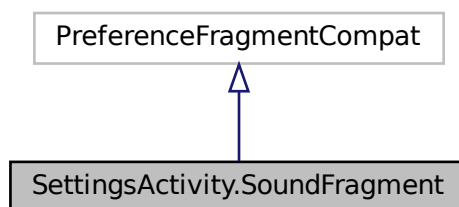
- gwent/SettingsActivity.java

4.11 SettingsActivity.SoundFragment Class Reference

Inheritance diagram for SettingsActivity.SoundFragment:



Collaboration diagram for SettingsActivity.SoundFragment:



Public Member Functions

- void **onCreatePreferences** (Bundle savedInstanceState, String rootKey)

4.11.1 Detailed Description

Definition at line 123 of file SettingsActivity.java.

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

- gwent/SettingsActivity.java

4.12 MainActivity.THEME Enum Reference

Collaboration diagram for MainActivity.THEME:



```
graph TD; MainActivity.THEME[MainActivity.THEME];
```

Public Attributes

- **MONSTER**
- **NILFGAARD**
- **NORTHERN_KINGDOMS**
- **SCOIATAEL**

4.12.1 Detailed Description

Definition at line 1136 of file MainActivity.java.

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

- gwent/MainActivity.java

4.13 Unit Class Reference

Collaboration diagram for Unit:



```
graph TD; Unit[Unit];
```

Public Member Functions

- **Unit** (@NonNull JSONObject jsonObject) throws JSONException
- **Unit** (int baseAD, boolean epic, boolean jaskier, boolean revenge, int binding, boolean moralBoost)
- **Unit** (@NonNull [Unit](#) unit)
- int **getBaseAD** ()
- int **getBuffAD** ()
- void **setBuffAD** (int buffAD)
- boolean **isEpic** ()
- boolean **isJaskier** ()
- boolean **isRevenge** ()
- int **getBinding** ()
- boolean **isMoralBoost** ()
- boolean **isBuffed** ()

- void **setBuffed** (boolean buffed)
- int **getRow** ()
- void **setRow** (int row)
- JSONObject **toJson** () throws JSONException
- String **toString** (@NonNull Context context, @Nullable Object object)

Private Attributes

- final int **baseAD**
- final boolean **epic**
- final boolean **jaskier**
- final boolean **revenge**
- final int **binding**
- final boolean **moralBoost**
- int **buffAD** = -1
- boolean **buffed** = false
- int **row** = Row.ROW_ALL

Static Private Attributes

- static final String **JSON_KEY_BASE_AD** = "baseAD"
- static final String **JSON_KEY_EPIC** = "epic"
- static final String **JSON_KEY_JASKIER** = "jaskier"
- static final String **JSON_KEY_REVENGE** = "revenge"
- static final String **JSON_KEY_BINDING** = "binding"
- static final String **JSON_KEY_MORAL_BOOST** = "moralBoost"
- static final String **JSON_KEY_ROW** = "row"

4.13.1 Detailed Description

Definition at line 17 of file Unit.java.

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

- gwent/Unit.java

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