sf::View\* \_view;

sf::RenderWindow\* \_app;

World\* \_world;

//Editor\* \_editor;

ImageManager\* \_imgMan;

// ----------------------------------

int \_win\_H;

int \_win\_W;

// ------------------- debug ----------------------

bool \_displayFPS;

int \_item\_counter;

// ---------- ENGINE ------------------

void initApp(int, int);

void initWorld(const char\*);

void initView();

void run();

void runEditor();

void render();

// -------- GENERIC ----------

bool dot\_in\_box(sf::Vector2f a, float b[4]);

bool bounding\_box(float a[4], float b[4], bool = false);

sf::Vector2f rotate\_vector(sf::Vector2f, float);

// ---------- SETTER ------------------

// ---------- GETTER -------------------

World\* getWorld();

sf::RenderWindow\* getApp();

sf::View\* getView();

ImageManager\* getImageManager();

void getInfo();

sf::Vector2f getRotatedVector(sf::Vector2f, float) const;

sf::Vector2i getWinSize() const;

struct Team{

Player\* p;

NPC\* ai[MAX\_AI];

HQ base;

Crafter craft;

std::list<Bullet> proj;

std::vector<Vehicle\*> veh;

};

protected :

Team tm[MAX\_TEAM];

Tile\*\* map;

Obstacle \_obst[NB\_OBSTACLE];

Spot \_spot[NB\_SPOT];