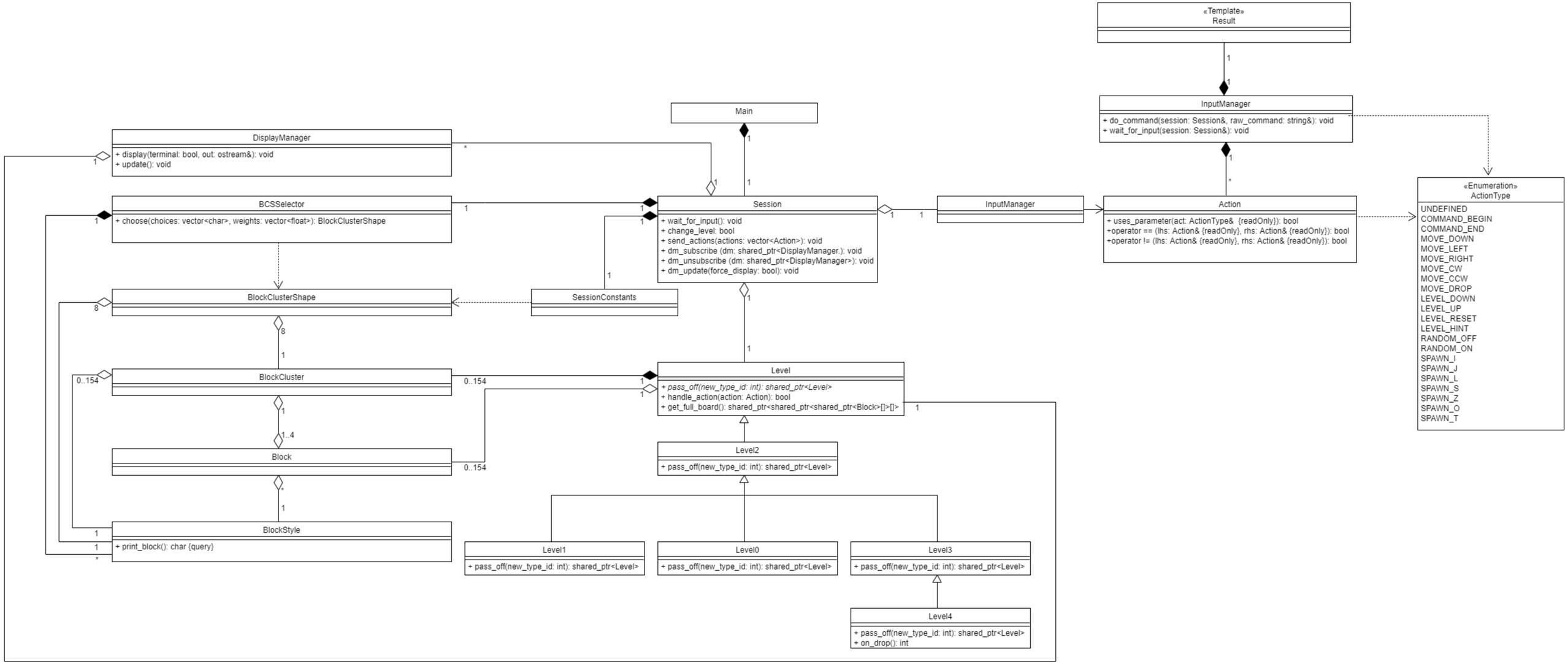
«Template»
Result
InputManager
+ do_command(session: Session&, raw_command: string&): void
+ wait_for_input(session: Session&): void
Main
DisplayManager
+ display(terminal: bool, out: ostream&): void
+ update(): void
BCSSelector
+ choose(choices: vector<char>, weights: vector<float>): BlockClusterShape
Session
+ wait_for_input(): void
+ change_level: bool
+ send_actions(actions: vector<Action>): void
+ dm_subscribe (dm: shared_ptr<DisplayManager.): void
+ dm_unsubscribe (dm: shared_ptr<DisplayManager>): void
+ dm_update(force_display: bool): void
InputManager
Action
+ uses_parameter(act: ActionType& {readOnly}): bool
+operator == (lhs: Action& {readOnly}, rhs: Action& {readOnly}): bool
+operator != (lhs: Action& {readOnly}, rhs: Action& {readOnly}): bool
«Enumeration»
ActionType
UNDEFINED
COMMAND_BEGIN
COMMAND_END
MOVE_DOWN
MOVE_LEFT
MOVE_RIGHT
MOVE_CW
MOVE_CCW
MOVE_DROP
LEVEL_DOWN
LEVEL_UP
LEVEL_RESET
LEVEL_HINT
RANDOM_OFF
RANDOM_ON
SPAWN_I
SPAWN_J
SPAWN_L
SPAWN_S
SPAWN_Z
SPAWN_O
SPAWN_T
BlockClusterShape
SessionConstants
BlockCluster
Level
+ pass_off(new_type_id: int): shared_ptr<Level>
+ handle_action(action: Action): bool
+ get_full_board(): shared_ptr<shared_ptr<shared_ptr<Block>[]>[]>
Block
Level2
+ pass_off(new_type_id: int): shared_ptr<Level>
BlockStyle
+ print_block(): char {query}
Level1
+ pass_off(new_type_id: int): shared_ptr<Level>
Level0
+ pass_off(new_type_id: int): shared_ptr<Level>
Level3
+ pass_off(new_type_id: int): shared_ptr<Level>
Level4
+ pass_off(new_type_id: int): shared_ptr<Level>
+ on_drop(): int