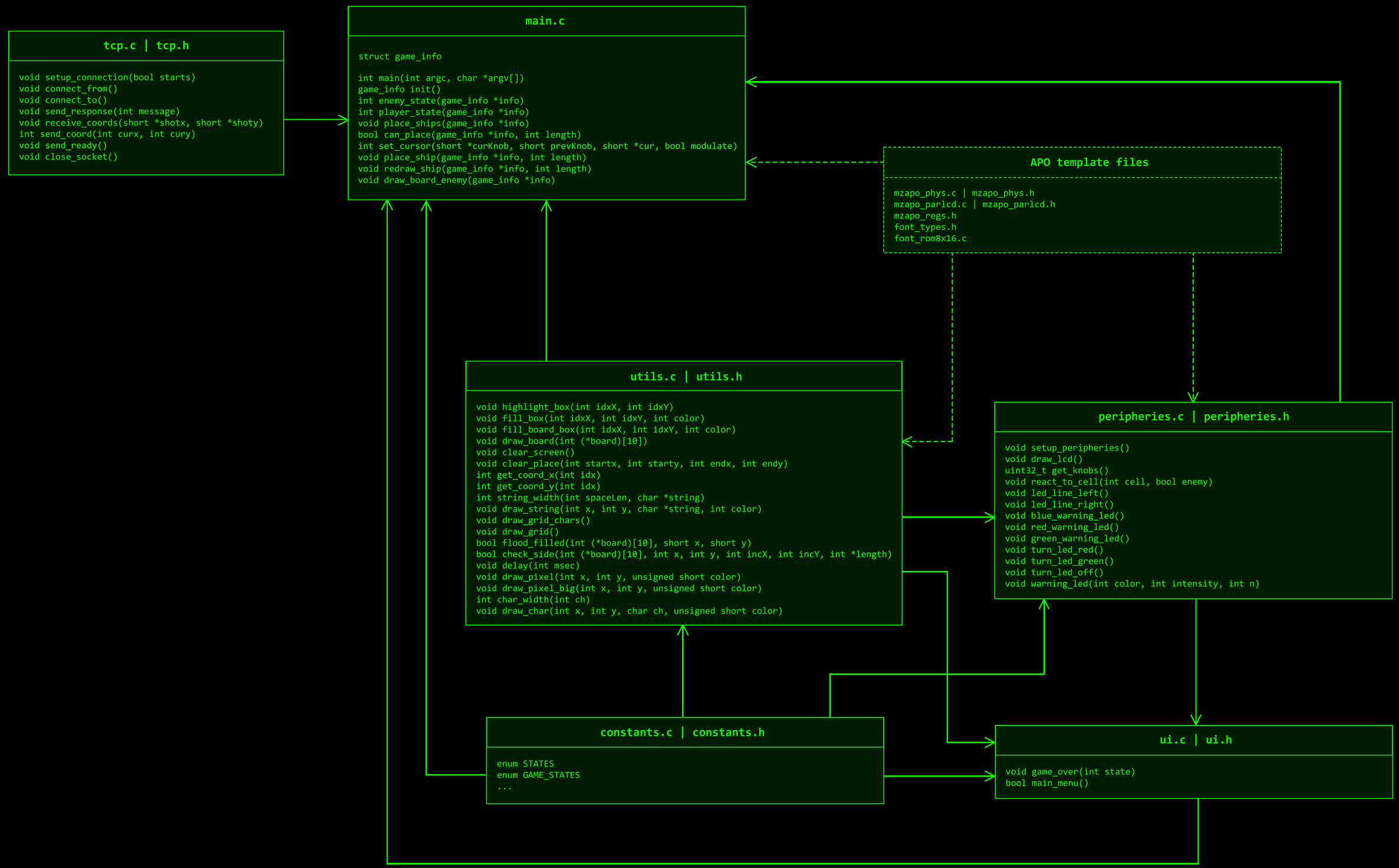
tcp.c | tcp.h
void setup_connection(bool starts)
void connect_from()
void connect_to()
void send_response(int message)
void receive_coords(short *shotx, short *shoty)
int send_coord(int curx, int cury)
void send_ready()
void close_socket()
main.c
struct game_info
int main(int argc, char *argv[])
game_info init()
int enemy_state(game_info *info)
int player_state(game_info *info)
void place_ships(game_info *info)
bool can_place(game_info *info, int length)
int set_cursor(short *curKnob, short prevKnob, short *cur, bool modulate)
void place_ship(game_info *info, int length)
void redraw_ship(game_info *info, int length)
void draw_board_enemy(game_info *info)
APO template files
mzapo_phys.c | mzapo_phys.h
mzapo_parlcd.c | mzapo_parlcd.h
mzapo_regs.h
font_types.h
font_rom8x16.c
utils.c | utils.h
void highlight_box(int idxX, int idxY)
void fill_box(int idxX, int idxY, int color)
void fill_board_box(int idxX, int idxY, int color)
void draw_board(int (*board)[10])
void clear_screen()
void clear_place(int startx, int starty, int endx, int endy)
int get_coord_x(int idx)
int get_coord_y(int idx)
int string_width(int spaceLen, char *string)
void draw_string(int x, int y, char *string, int color)
void draw_grid_chars()
void draw_grid()
bool flood_filled(int (*board)[10], short x, short y)
bool check_side(int (*board)[10], int x, int y, int incX, int incY, int *length)
void delay(int msec)
void draw_pixel(int x, int y, unsigned short color)
void draw_pixel_big(int x, int y, unsigned short color)
int char_width(int ch)
void draw_char(int x, int y, char ch, unsigned short color)
peripheries.c | peripheries.h
void setup_peripheries()
void draw_lcd()
uint32_t get_knobs()
void react_to_cell(int cell, bool enemy)
void led_line_left()
void led_line_right()
void blue_warning_led()
void red_warning_led()
void green_warning_led()
void turn_led_red()
void turn_led_green()
void turn_led_off()
void warning_led(int color, int intensity, int n)
constants.c | constants.h
enum STATES
enum GAME_STATES
...
ui.c | ui.h
void game_over(int state)
bool main_menu()