

R-Type - Engine

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Chapter 1

Engine

1.1 Compilation

1.1.1 Linux

Use the following command to compile the engine:

```
cmake -Bbuild  
make -Cbuild
```

Use the following command to compile the engine and its tests:

```
cmake -Bbuild -DBUILD_TESTS=ON  
make -Cbuild
```


Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

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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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World	
World class: World is a class that represents the world of the game	48

Chapter 4

Class Documentation

4.1 Archetypes Class Reference

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

- `src/Archetype/include/Archetypes.h`

4.2 Audio Class Reference

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

- `src/Components/all_components/include/Audio.h`

4.3 Components Class Reference

`Components` class: `Components` is a class that represents a component in the game.

```
#include <Components.h>
```

Inheritance diagram for `Components`:

Public Member Functions

- `Components ()=default`
Default `Components` constructor.
- `virtual ~Components ()=default`
`Components` destructor.
- `virtual bool init ()`
`init()`: Initialize the component
- `virtual void update ()`
`update()`: Update the component

4.3.1 Detailed Description

[Components](#) class: [Components](#) is a class that represents a component in the game.

[Components](#) are the building blocks of the game. They are attached to entities and define their behavior.

4.3.2 Constructor & Destructor Documentation

4.3.2.1 Components()

```
Components::Components ( ) [default]
```

Default [Components](#) constructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.3.2.2 ~Components()

```
virtual Components::~~Components ( ) [virtual], [default]
```

[Components](#) destructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.3.3 Member Function Documentation

4.3.3.1 init()

```
virtual bool Components::init ( ) [inline], [virtual]
```

[init\(\)](#): Initialize the component

Parameters

<i>void</i>	
-------------	--

Returns

bool: true if the component is initialized, false otherwise

4.3.3.2 update()

```
virtual void Components::update ( ) [inline], [virtual]
```

[update\(\)](#): Update the component

Parameters

<i>void</i>	
-------------	--

Returns

void

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

- `src/Components/include/Components.h`

4.4 DrawableComponent Class Reference

[DrawableComponent](#) class: [DrawableComponent](#) is a class that represents a drawable component in the game.

```
#include <DrawableComponent.h>
```

Inheritance diagram for [DrawableComponent](#):

Public Member Functions

- virtual [~DrawableComponent](#) ()=default
Default [DrawableComponent](#) constructor.
- virtual void [draw](#) (sf::RenderWindow &window) const =0
[draw\(\)](#): Draw the component

4.4.1 Detailed Description

[DrawableComponent](#) class: [DrawableComponent](#) is a class that represents a drawable component in the game.

DrawableComponents are components that can be drawn on the screen.

4.4.2 Constructor & Destructor Documentation

4.4.2.1 ~DrawableComponent()

```
virtual DrawableComponent::~~DrawableComponent ( ) [virtual], [default]
```

Default [DrawableComponent](#) constructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.4.3 Member Function Documentation

4.4.3.1 draw()

```
virtual void DrawableComponent::draw (
    sf::RenderWindow & window ) const [pure virtual]
```

[draw\(\)](#): Draw the component

Parameters

<i>window</i>	Window to draw the component on
---------------	---------------------------------

Returns

void

Implemented in [Sprite](#).

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

- `src/Components/include/DrawableComponent.h`

4.5 Entity Class Reference

[Entity](#) class: [Entity](#) is a class that represents an entity in the game.

```
#include <entity.h>
```

Inheritance diagram for Entity:

Collaboration diagram for Entity:

Public Member Functions

- [Entity](#) ()=default
Default [Entity](#) constructor.
- [Entity](#) (std::string nameEntity, [Archetypes](#) newArchetype=[Archetypes](#)())
[Entity](#) constructor.
- [~Entity](#) () override=default
[Entity](#) destructor.
- bool [initEntity](#) ()
[init\(\)](#): Initialize the entity
- std::string [getName](#) () const
[genName\(\)](#): Get the name of the entity
- void [setName](#) (std::string newName)
[setName\(\)](#): Set the name of the entity
- void [addDrawable](#) ([Components](#) *component)
[addDrawable\(\)](#): Add a drawable component to the entity
- void [drawEntity](#) (sf::RenderWindow &window)
[drawEntity\(\)](#): Draw the entities
- template<typename T , typename... TArgs>
T & [addComponent](#) (TArgs &&... args)
[addComponent\(\)](#): Add a component to the entity
- template<typename T >
T & [getComponent](#) ()
[getComponent\(\)](#): Get a component from the entity
- template<typename T >
std::size_t [getComponentTypeID](#) () noexcept
[getComponentTypeID\(\)](#): Get the ID of a component
- std::bitset< 3 > [getComponentBitset](#) () const
[getComponentBitset\(\)](#): Get the bitset of the components
- std::vector< [DrawableComponent](#) * > [getDrawableComponents](#) () const
[getDrawableComponents\(\)](#): Get the drawable components of the entity
- std::array< [Components](#) *, 3 > [getComponentArrays](#) () const
[getComponentArrays\(\)](#): Get the array of components

Additional Inherited Members

4.5.1 Detailed Description

[Entity](#) class: [Entity](#) is a class that represents an entity in the game.

The [Entity](#) class manages components associated with the entity.

4.5.2 Constructor & Destructor Documentation

4.5.2.1 Entity() [1/2]

```
Entity::Entity ( ) [default]
```

Default [Entity](#) constructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.5.2.2 Entity() [2/2]

```
Entity::Entity (
    std::string nameEntity,
    Archetypes newArchetype = Archetypes() ) [inline], [explicit]
```

[Entity](#) constructor.

Parameters

<i>nameEntity</i>	name of the entity
<i>newArchetype</i>	archetype of the entity (optional, default = new archetype)

Returns

void

4.5.2.3 ~Entity()

```
Entity::~~Entity ( ) [override], [default]
```

[Entity](#) destructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.5.3 Member Function Documentation

4.5.3.1 addComponent()

```
template<typename T , typename... TArgs>
template Sprite & Entity::addComponent< Sprite > (
    TArgs &&... args )
```

[addComponent\(\)](#): Add a component to the entity

Template Parameters

<i>T</i>	Type of the component
<i>TArgs</i>	Variadic template for component constructor arguments.

Parameters

<i>args</i>	arguments of the component
-------------	----------------------------

Returns

T&: reference of the component

4.5.3.2 addDrawable()

```
void Entity::addDrawable (
    Components * component )
```

[addDrawable\(\)](#): Add a drawable component to the entity

Parameters

<i>component</i>	component to add
------------------	------------------

Returns

void

4.5.3.3 drawEntity()

```
void Entity::drawEntity (
    sf::RenderWindow & window )
```

[drawEntity\(\)](#): Draw the entities

Parameters

<i>window</i>	window where the entities are drawn
---------------	-------------------------------------

Returns

void

4.5.3.4 GetComponent()

```
template<typename T >
template Sprite & Entity::GetComponent< Sprite > ( )
```

[GetComponent\(\)](#): Get a component from the entity

Template Parameters

<i>T</i>	Type of the component
----------	-----------------------

Parameters

<i>void</i>	
-------------	--

Returns

T&: reference of the component

4.5.3.5 GetComponentArrays()

```
std::array<Components\*, 3> Entity::GetComponentArrays ( ) const [inline]
```

[GetComponentArrays\(\)](#): Get the array of components

Parameters

<i>void</i>	
-------------	--

Returns

std::array<[Components*](#), 3>: array of components

4.5.3.6 GetComponentBitset()

```
std::bitset<3> Entity::GetComponentBitset ( ) const [inline]
```

[GetComponentBitset\(\)](#): Get the bitset of the components

Parameters

<i>void</i>	
-------------	--

Returns

std::bitset<3>: bitset of the components

4.5.3.7 GetComponentTypeID()

```
template<typename T >
template std::size_t Entity::GetComponentTypeID< Transform > ( ) [noexcept]
```

[GetComponentTypeID\(\)](#): Get the ID of a component

Template Parameters

<i>T</i>	Type of the component
----------	-----------------------

Parameters

<i>void</i>	
-------------	--

Returns

std::size_t: ID of the component

4.5.3.8 getDrawableComponents()

```
std::vector<DrawableComponent*> Entity::getDrawableComponents ( ) const [inline]
```

[getDrawableComponents\(\)](#): Get the drawable components of the entity

Parameters

<i>void</i>	
-------------	--

Returns

`std::vector<DrawableComponent*>`: drawable components of the entity

4.5.3.9 getName()

```
std::string Entity::getName ( ) const
```

`getName()`: Get the name of the entity

Parameters

<i>void</i>	
-------------	--

Returns

`std::string`: name of the entity

4.5.3.10 initEntity()

```
bool Entity::initEntity ( )
```

`init()`: Initialize the entity

Parameters

<i>void</i>	
-------------	--

Returns

`bool`: true if the entity is initialized, false otherwise

4.5.3.11 setName()

```
void Entity::setName (
    std::string newName )
```

`setName()`: Set the name of the entity

Parameters

<i>newName</i>	new name of the entity
----------------	------------------------

Returns

void

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

- src/Entity/include/entity.h
- src/Entity/entity.cpp

4.6 EntityManager Class Reference

Inheritance diagram for EntityManager:

Collaboration diagram for EntityManager:

Public Member Functions

- [EntityManager](#) ()=default
Default [EntityManager](#) constructor.
- [~EntityManager](#) ()=default
[EntityManager](#) destructor.
- [Entity](#) & [addEntity](#) (std::string nameEntity, [Archetypes](#) newArchetype=[Archetypes](#)())
[addEntity\(\)](#): Create and add a new entity to the entity manager.
- [Entity](#) & [getEntity](#) (std::string nameEntity)
[getEntity\(\)](#): Get an entity from the entity manager by its name.
- std::map< std::string, [Entity](#) * > [getEntities](#) () const
[getEntities\(\)](#): Get the [EntityManager](#)'s entities.
- std::map< std::string, [Entity](#) * > [getEntityMap](#) () const
[getEntityMap\(\)](#): Get the [EntityManager](#)'s entity map.
- bool [initEntityManager](#) ()
[initEntityManager\(\)](#): Initialize the [EntityManager](#).

Additional Inherited Members

4.6.1 Constructor & Destructor Documentation

4.6.1.1 EntityManager()

```
EntityManager::EntityManager ( ) [default]
```

Default [EntityManager](#) constructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.6.1.2 ~EntityManager()

`EntityManager::~~EntityManager () [default]`

[EntityManager](#) destructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.6.2 Member Function Documentation

4.6.2.1 addEntity()

```
Entity & EntityManager::addEntity (
    std::string nameEntity,
    Archetypes newArchetype = Archetypes() )
```

[addEntity\(\)](#): Create and add a new entity to the entity manager.

Template Parameters

<i>T</i>	Type of the entity.
<i>TArgs</i>	Type of the arguments.

Parameters

<i>args</i>	Arguments of the entity.
-------------	--------------------------

4.6.2.2 getEntities()

```
std::map< std::string, Entity * > EntityManager::getEntities ( ) const
```

[getEntities\(\)](#): Get the [EntityManager](#)'s entities.

Parameters

<i>void</i>	
-------------	--

Returns

std::map<std::string, Entity *>: Entities.

4.6.2.3 getEntity()

```
Entity & EntityManager::getEntity (
    std::string nameEntity )
```

[getEntity\(\)](#): Get an entity from the entity manager by its name.

Template Parameters

<i>T</i>	Type of the entity.
----------	---------------------

Parameters

<i>nameEntity</i>	Name of the entity.
-------------------	---------------------

Returns

T&: Reference of the entity.

4.6.2.4 getEntityMap()

```
std::map<std::string, Entity*> EntityManager::getEntityMap ( ) const [inline]
```

[getEntityMap\(\)](#): Get the [EntityManager](#)'s entity map.

Parameters

<i>void</i>	
-------------	--

Returns

Entity::EntityMap: [Entity](#) map.

4.6.2.5 initEntityManager()

```
bool EntityManager::initEntityManager ( ) [inline]
```

[initEntityManager\(\)](#): Initialize the [EntityManager](#).

Parameters

<i>void</i>	
-------------	--

Returns

bool: true if the [EntityManager](#) is initialized, false otherwise.

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

- src/Entity/include/entityManager.h
- src/Entity/entityManager.cpp

4.7 EntityManagerTest Class Reference

Inheritance diagram for EntityManagerTest:

Collaboration diagram for EntityManagerTest:

Protected Member Functions

- void **SetUp** () override
- void **TearDown** () override

Protected Attributes

- [EntityManager](#) **entityManager** {}

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

- tests/Entity/TestEntityManager.cpp

4.8 EntityTest Class Reference

Inheritance diagram for EntityTest:

Collaboration diagram for EntityTest:

Protected Attributes

- [Entity](#) **entity**
- [Entity](#) **entity1**

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

- tests/Entity/TestEntity.cpp

4.9 EventEngine Class Reference

[EventEngine](#) class: [EventEngine](#) is a class that represents the event engine of the game.

```
#include <eventEngine.h>
```

Inheritance diagram for EventEngine:

Public Member Functions

- [EventEngine](#) ()=default
Default [EventEngine](#) constructor.
- virtual [~EventEngine](#) ()=default
[EventEngine](#) destructor.
- bool [init](#) () const
[init\(\)](#): Initialize the [EventEngine](#).
- sf::Event & [getEvent](#) ()
[getEvent\(\)](#): Get the SFML Event.
- void [addKeyPressed](#) (sf::Keyboard::Key keyboard, std::function< void()> function)
[addKeyPressed\(\)](#): Add a key pressed to the map.
- std::map< sf::Keyboard::Key, std::function< void()> > & [getKeyPressedMap](#) ()
[getKeyPressedMap\(\)](#): Get the map of the key pressed.

4.9.1 Detailed Description

[EventEngine](#) class: [EventEngine](#) is a class that represents the event engine of the game.

The [EventEngine](#) class manages the events of the game.

4.9.2 Constructor & Destructor Documentation

4.9.2.1 EventEngine()

```
EventEngine::EventEngine ( ) [default]
```

Default [EventEngine](#) constructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.9.2.2 ~EventEngine()

```
virtual EventEngine::~EventEngine ( ) [virtual], [default]
```

[EventEngine](#) destructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.9.3 Member Function Documentation

4.9.3.1 addKeyPressed()

```
void EventEngine::addKeyPressed (
    sf::Keyboard::Key keyboard,
    std::function< void()> function )
```

[addKeyPressed\(\)](#): Add a key pressed to the map.

Parameters

<i>keyboard</i>	SFML Keyboard::Key of the key pressed.
<i>function</i>	Function to execute when the key is pressed.

Returns

void

4.9.3.2 `getEvent()`

```
sf::Event& EventEngine::getEvent ( ) [inline]
```

[getEvent\(\)](#): Get the SFML Event.

Parameters

<i>void</i>	
-------------	--

Returns

sf::Event: The SFML Event.

4.9.3.3 `getKeyPressedMap()`

```
std::map<sf::Keyboard::Key, std::function<void()> >& EventEngine::getKeyPressedMap ( ) [inline]
```

[getKeyPressedMap\(\)](#): Get the map of the key pressed.

Parameters

<i>void</i>	
-------------	--

Returns

std::map<sf::Keyboard::Key, std::function<void()>>: The map of the key pressed.

4.9.3.4 `init()`

```
bool EventEngine::init ( ) const [inline]
```

[init\(\)](#): Initialize the [EventEngine](#).

Parameters

<i>void</i>	
-------------	--

Returns

bool: True if the [EventEngine](#) is initialized, false otherwise.

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

- src/Event/include/eventEngine.h
- src/Event/eventEngine.cpp

4.10 EventTest Class Reference

Inheritance diagram for EventTest:

Collaboration diagram for EventTest:

Protected Attributes

- [EventEngine](#) eventEngine

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

- tests/Event/TestEvent.cpp

4.11 GameEngine Class Reference

[GameEngine](#) class: [GameEngine](#) is a class that represents the game engine.

```
#include <gameEngine.h>
```

Inheritance diagram for GameEngine:

Collaboration diagram for GameEngine:

Public Member Functions

- [GameEngine](#) ()=default
Default [GameEngine](#) constructor.
- [GameEngine](#) (sf::VideoMode mode, std::string type, sf::String title, sf::Uint32 style=sf::Style::Default, const sf::ContextSettings &settings=sf::ContextSettings())
[GameEngine](#) constructor with parameters.
- [~GameEngine](#) ()=default
[GameEngine](#) destructor.
- void [run](#) (std::map< std::string, std::unique_ptr< [World](#) >> mapWorld, std::map< std::string, std::string > pathResources, std::string firstScene)
[run\(\)](#): Run the game engine (with parameters).
- void [run](#) ()
[run\(\)](#): Run the game engine (without parameters).
- void [renderGameEngine](#) ()
[renderGameEngine\(\)](#): Render the game engine.
- void [eventGameEngine](#) ()
[eventGameEngine\(\)](#): Manage the events of the game engine.
- bool [isWindowOpen](#) ()
[isWindowOpen\(\)](#): Check if the window is open.
- void [updateGameEngine](#) ()
[updateGameEngine\(\)](#): Update the game engine.
- std::vector< std::string > [getFilesTexture](#) (std::string pathDirectory)
[getFilesTexture\(\)](#): Get all the textures files in the given directory.

- void [initialize](#) (std::map< std::string, std::unique_ptr< [World](#) >> mapWorld, std::map< std::string, std::string > pathResources, std::string firstScene)
initialize(): Initialize the game engine.
- void [initializeSprite](#) ()
initializeSprite(): Initialize the sprites.
- void [initializeTexture](#) (std::string path)
initializeTexture(): Initialize the textures with their path.
- void [initializeWorldMap](#) (std::map< std::string, std::unique_ptr< [World](#) >> mapWorld)
initializeWorldMap(): Initialize the world map.
- const auto & [getWindow](#) ()
getWindow(): Get the window.
- void [setWindow](#) ()
setWindow(): Set the window.
- [EventEngine](#) & [getEventEngine](#) ()
getEventEngine(): Get the event engine.
- void [setCurrentWorld](#) ([World](#) *world)
setCurrentWorld(): Set [GameEngine](#)'s current world.
- [World](#) * [getCurrentWorld](#) ()
getCurrentWorld(): Get [GameEngine](#)'s current world.
- [World](#) & [addWorld](#) (std::string nameWorld, std::unique_ptr< [World](#) > world)
addWorld(): Add a world to the world map.
- [World](#) & [getWorld](#) (std::string nameWorld)
getWorld(): Get a world from the world map with its name.
- std::map< std::string, std::shared_ptr< sf::Texture > > [getMapTexture](#) () const
getMapTexture(): Get [GameEngine](#)'s map of the textures.
- std::map< std::string, [World](#) * > [getWorldMap](#) () const
getWorldMap(): Get [GameEngine](#)'s map of the worlds.

Additional Inherited Members

4.11.1 Detailed Description

[GameEngine](#) class: [GameEngine](#) is a class that represents the game engine.

The [GameEngine](#) class manages the game engine.

4.11.2 Constructor & Destructor Documentation

4.11.2.1 [GameEngine](#)() [1/2]

```
GameEngine::GameEngine ( ) [default]
```

Default [GameEngine](#) constructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.11.2.2 GameEngine() [2/2]

```
GameEngine::GameEngine (
    sf::VideoMode mode,
    std::string type,
    sf::String title,
    sf::Uint32 style = sf::Style::Default,
    const sf::ContextSettings & settings = sf::ContextSettings() ) [explicit]
```

[GameEngine](#) constructor with parameters.

Parameters

<i>mode</i>	Video mode.
<i>type</i>	Type of the graphics ("2D" or "3D").
<i>title</i>	Title of the window.
<i>style</i>	Style of the window (sf::Style::Default by default).
<i>settings</i>	Settings of the window.

Returns

void

4.11.2.3 ~GameEngine()

```
GameEngine::~~GameEngine ( ) [default]
```

[GameEngine](#) destructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.11.3 Member Function Documentation

4.11.3.1 addWorld()

```
World & GameEngine::addWorld (
    std::string nameWorld,
    std::unique_ptr< World > world )
```

[addWorld\(\)](#): Add a world to the world map.

Parameters

<i>nameWorld</i>	Name of the world.
<i>world</i>	World to add.

Returns

[World&](#): The world.

4.11.3.2 eventGameEngine()

```
void GameEngine::eventGameEngine ( )
```

[eventGameEngine\(\)](#): Manage the events of the game engine.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.11.3.3 getCurrentWorld()

```
World* GameEngine::getCurrentWorld ( ) [inline]
```

[getCurrentWorld\(\)](#): Get [GameEngine](#)'s current world.

Parameters

<i>void</i>	
-------------	--

Returns

World*: [GameEngine](#)'s current world.

4.11.3.4 [getEventEngine\(\)](#)

```
EventEngine& GameEngine::getEventEngine ( ) [inline]
```

[getEventEngine\(\)](#): Get the event engine.

Parameters

<i>void</i>	
-------------	--

Returns

[EventEngine&](#): [GameEngine](#)'s [EventEngine](#).

4.11.3.5 [getFilesTexture\(\)](#)

```
std::vector< std::string > GameEngine::getFilesTexture (
    std::string pathDirectory )
```

[getFilesTexture\(\)](#): Get all the textures files in the given directory.

Parameters

<i>pathDirectory</i>	Path of the directory.
----------------------	------------------------

Returns

std::vector<std::string>: Vector of the textures files' names.

4.11.3.6 [getMapTexture\(\)](#)

```
std::map<std::string, std::shared_ptr<sf::Texture> > GameEngine::getMapTexture ( ) const
[inline]
```

[getMapTexture\(\)](#): Get [GameEngine](#)'s map of the textures.

Parameters

<i>void</i>	
-------------	--

Returns

`std::map<std::string, std::shared_ptr<sf::Texture>>`: [GameEngine](#)'s map of the textures.

4.11.3.7 getWindow()

```
const auto& GameEngine::getWindow ( ) [inline]
```

[getWindow\(\)](#): Get the window.

Parameters

<i>void</i>	
-------------	--

Returns

`std::variant<std::unique_ptr<sf::Window>, std::unique_ptr<sf::RenderWindow>>`: The [GameEngine](#)'s window

4.11.3.8 getWorld()

```
World & GameEngine::getWorld (
    std::string nameWorld )
```

[getWorld\(\)](#): Get a world from the world map with its name.

Parameters

<i>nameWorld</i>	Name of the world.
------------------	--------------------

Returns

[World&](#): [GameEngine](#)'s world.

4.11.3.9 getWorldMap()

```
std::map<std::string, World *> GameEngine::getWorldMap ( ) const [inline]
```

[getWorldMap\(\)](#): Get [GameEngine](#)'s map of the worlds.

Parameters

<i>void</i>	
-------------	--

Returns

`std::map<std::string, World*>`: [GameEngine](#)'s map of the worlds.

4.11.3.10 initialize()

```
void GameEngine::initialize (
    std::map< std::string, std::unique_ptr< World >> mapWorld,
    std::map< std::string, std::string > pathRessources,
    std::string firstScene )
```

[initialize\(\)](#): Initialize the game engine.

Parameters

<i>mapWorld</i>	Map of World classes' unique pointers.
<i>pathRessources</i>	Map of the path of the ressources (assets).
<i>firstScene</i>	Name of the first scene.

Returns

`void`

4.11.3.11 initializeSprite()

```
void GameEngine::initializeSprite ( )
```

[initializeSprite\(\)](#): Initialize the sprites.

Parameters

<i>void</i>	
-------------	--

Returns

`void`

4.11.3.12 initializeTexture()

```
void GameEngine::initializeTexture (
    std::string path )
```

[initializeTexture\(\)](#): Initialize the textures with their path.

Parameters

<i>path</i>	Path of the texture.
-------------	----------------------

Returns

void

4.11.3.13 initializeWorldMap()

```
void GameEngine::initializeWorldMap (
    std::map< std::string, std::unique_ptr< World >> mapWorld )
```

[initializeWorldMap\(\)](#): Initialize the world map.

Parameters

<i>mapWorld</i>	Map of World classes' unique pointers.
-----------------	--

Returns

void

4.11.3.14 isWindowOpen()

```
bool GameEngine::isWindowOpen ( )
```

[isWindowOpen\(\)](#): Check if the window is open.

Parameters

<i>void</i>	
-------------	--

Returns

bool: True if the window is open, false otherwise.

4.11.3.15 renderGameEngine()

```
void GameEngine::renderGameEngine ( )
```

renderGameEngine(): Render the game engine.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.11.3.16 run() [1/2]

```
void GameEngine::run ( )
```

run(): Run the game engine (without parameters).

Parameters

<i>void</i>	
-------------	--

Returns

void

4.11.3.17 run() [2/2]

```
void GameEngine::run (
    std::map< std::string, std::unique_ptr< World >> mapWorld,
    std::map< std::string, std::string > pathResources,
    std::string firstScene )
```

run(): Run the game engine (with parameters).

Parameters

<i>mapWorld</i>	Map of World classes' unique pointers.
<i>pathResources</i>	Map of the path of the ressources (assets).
<i>firstScene</i>	Name of the first scene.

Returns

void

4.11.3.18 setCurrentWorld()

```
void GameEngine::setCurrentWorld (
    World * world )
```

[setCurrentWorld\(\)](#): Set [GameEngine](#)'s current world.

Parameters

<i>world</i>	World to set.
--------------	-------------------------------

Returns

void

4.11.3.19 setWindow()

```
void GameEngine::setWindow ( )
```

[setWindow\(\)](#): Set the window.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.11.3.20 updateGameEngine()

```
void GameEngine::updateGameEngine ( )
```

[updateGameEngine\(\)](#): Update the game engine.

Parameters

<i>void</i>	
-------------	--

Returns

void

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

- src/GameEngine/include/gameEngine.h
- src/GameEngine/gameEngine.cpp

4.12 GameEngineTest Class Reference

Inheritance diagram for GameEngineTest:

Collaboration diagram for GameEngineTest:

Protected Member Functions

- void **TearDown** () override

Protected Attributes

- [GameEngine](#) * **gameEngine**

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

- tests/GameEngine/TestGameEngine.cpp

4.13 Sprite Class Reference

[Sprite](#) class: [Sprite](#) is a class that represents the rendering properties of a Component.

```
#include <Sprite.h>
```

Inheritance diagram for Sprite:

Collaboration diagram for Sprite:

Public Member Functions

- `Sprite ()`=default
Default [Sprite](#) constructor.
- `Sprite (const std::string &texturePath)`
[Sprite](#) constructor with an existing texture path.
- `~Sprite ()` override=default
[Sprite](#) destructor.
- `bool initSprite ()` const
[init\(\)](#): Initialize the [Sprite](#).
- `int getBit ()` const
[getBit\(\)](#): Get the bit of the [Sprite](#).
- `void draw (sf::RenderWindow &window)` const override
[draw\(\)](#): Draw the [Sprite](#).
- `void createSprite (const std::string &texturePath)`
[createSprite\(\)](#): Create the SFML [Sprite](#) with a texture path for rendering.
- `void createSprite (const sf::Texture &existingTexture)`
[createSprite\(\)](#): Create the SFML [Sprite](#) with an existing texture for rendering.
- `void createSprite ()`
[createSprite\(\)](#): Create the SFML [Sprite](#) with the component's texture for rendering.
- `sf::Sprite getSprite ()` const
[getSprite\(\)](#): Get the SFML [Sprite](#) for rendering.
- `sf::Texture getTexture ()` const
[getTexture\(\)](#): Get the SFML Texture for the sprite.
- `bool isTextureLoaded ()` const
[isTextureLoaded\(\)](#): Check if the texture is loaded.
- `void setSprite (const sf::Sprite &sprite)`
[setSprite\(\)](#): Set the SFML [Sprite](#) with an existing one for rendering.
- `void setSprite (std::map< std::string, std::shared_ptr< sf::Texture >> mapTexture, std::string nameTexture, std::map< std::string, std::vector< float >> &mapTransform)`
[setSprite\(\)](#): Set the SFML [Sprite](#) with a map of string and textures, a texture name and a map of string and vector of floats.
- `void setDeferredSprite (std::function< void()> setter)`
[setDeferredSprite\(\)](#): Set the deferred sprite.
- `void applyDeferredSprite ()`
[applyDeferredSprite\(\)](#): Apply the deferred sprite.
- `void setTexture (const sf::Texture &existingTexture)`
[setTexture\(\)](#): Set the texture with an existing one for the sprite.

4.13.1 Detailed Description

[Sprite](#) class: [Sprite](#) is a class that represents the rendering properties of a Component.

The [Sprite](#) class manages the graphical representation of a Component using SFML.

4.13.2 Constructor & Destructor Documentation

4.13.2.1 `Sprite()` [1/2]

```
Sprite::Sprite ( ) [default]
```

Default [Sprite](#) constructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.13.2.2 Sprite() [2/2]

```
Sprite::Sprite (
    const std::string & texturePath ) [inline]
```

[Sprite](#) constructor with an existing texture path.

Parameters

<i>texturePath</i>	Path to the texture file for the sprite.
--------------------	--

Returns

void

4.13.2.3 ~Sprite()

```
Sprite::~Sprite ( ) [override], [default]
```

[Sprite](#) destructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.13.3 Member Function Documentation

4.13.3.1 applyDeferredSprite()

```
void Sprite::applyDeferredSprite ( )
```

[applyDeferredSprite\(\)](#): Apply the deferred sprite.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.13.3.2 createSprite() [1/3]

```
void Sprite::createSprite ( )
```

[createSprite\(\)](#): Create the SFML [Sprite](#) with the component's texture for rendering.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.13.3.3 createSprite() [2/3]

```
void Sprite::createSprite (
    const sf::Texture & existingTexture )
```

[createSprite\(\)](#): Create the SFML [Sprite](#) with an existing texture for rendering.

Parameters

<i>existingTexture</i>	SFML Texture for the sprite
------------------------	-----------------------------

Returns

void

4.13.3.4 createSprite() [3/3]

```
void Sprite::createSprite (
    const std::string & texturePath )
```

[createSprite\(\)](#): Create the SFML [Sprite](#) with a texture path for rendering.

Parameters

<i>texturePath</i>	Path to the texture file for the sprite.
--------------------	--

Returns

void

4.13.3.5 draw()

```
void Sprite::draw (
    sf::RenderWindow & window ) const [override], [virtual]
```

[draw\(\)](#): Draw the [Sprite](#).

Parameters

<i>window</i>	SFML RenderWindow where the Sprite will be drawn.
---------------	---

Returns

void

Implements [DrawableComponent](#).

4.13.3.6 getBit()

```
int Sprite::getBit ( ) const [inline]
```

[getBit\(\)](#): Get the bit of the [Sprite](#).

Parameters

<i>void</i>	
-------------	--

Returns

int: The bit of the [Sprite](#).

4.13.3.7 getSprite()

```
sf::Sprite Sprite::getSprite ( ) const
```

[getSprite\(\)](#): Get the SFML [Sprite](#) for rendering.

Parameters

<i>void</i>	
-------------	--

Returns

sf::Sprite: SFML [Sprite](#) for rendering

4.13.3.8 getTexture()

```
sf::Texture Sprite::getTexture ( ) const
```

[getTexture\(\)](#): Get the SFML Texture for the sprite.

Parameters

<i>void</i>	
-------------	--

Returns

sf::Texture: SFML Texture for the sprite

4.13.3.9 initSprite()

```
bool Sprite::initSprite ( ) const [inline]
```

[init\(\)](#): Initialize the [Sprite](#).

Parameters

<i>void</i>	
-------------	--

Returns

bool: True if the [Sprite](#) is initialized, false otherwise.

4.13.3.10 isTextureLoaded()

```
bool Sprite::isTextureLoaded ( ) const [inline]
```

[isTextureLoaded\(\)](#): Check if the texture is loaded.

Parameters

<i>void</i>	
-------------	--

Returns

bool: True if the texture is loaded, false otherwise.

4.13.3.11 setDeferredSprite()

```
void Sprite::setDeferredSprite (
    std::function< void()> setter )
```

[setDeferredSprite\(\)](#): Set the deferred sprite.

Parameters

<i>setter</i>	Function that will set the sprite.
---------------	------------------------------------

Returns

void

4.13.3.12 setSprite() [1/2]

```
void Sprite::setSprite (
    const sf::Sprite & sprite )
```

[setSprite\(\)](#): Set the SFML [Sprite](#) with an existing one for rendering.

Parameters

<i>sprite</i>	SFML Sprite for rendering
---------------	---

Returns

void

4.13.3.13 setSprite() [2/2]

```
void Sprite::setSprite (
    std::map< std::string, std::shared_ptr< sf::Texture >> mapTexture,
    std::string nameTexture,
    std::map< std::string, std::vector< float >> & mapTransform )
```

[setSprite\(\)](#): Set the SFML [Sprite](#) with a map of string and textures, a texture name and a map of string and vector of floats.

Parameters

<i>mapTexture</i>	Map of string and textures.
<i>nameTexture</i>	Name of the texture.
<i>mapTransform</i>	Map of string and vector of floats.

Returns

void

4.13.3.14 setTexture()

```
void Sprite::setTexture (
    const sf::Texture & existingTexture )
```

[setTexture\(\)](#): Set the texture with an existing one for the sprite.

Parameters

<i>existingTexture</i>	SFML Texture for the sprite
------------------------	-----------------------------

Returns

void

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

- `src/Components/all_components/include/Sprite.h`
- `src/Components/all_components/Sprite.cpp`

4.14 SpriteTest Class Reference

Inheritance diagram for SpriteTest:

4.15 TestWorld Class Reference

Inheritance diagram for TestWorld:

Collaboration diagram for TestWorld:

Protected Attributes

- [World](#) `world`

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

- `tests/World/TestWorld.cpp`

4.16 Transform Class Reference

[Transform](#) class: [Transform](#) is a class that represents the transform of a Component.

```
#include <Transform.h>
```

Inheritance diagram for Transform:

Collaboration diagram for Transform:

Public Member Functions

- [Transform](#) ()=default
Default [Transform](#) constructor.
- `bool init () const`
[init\(\)](#): Initialize the component
- [Transform](#) (std::map< std::string, std::vector< float >> &mapTransform)
[Transform](#) constructor.
- [~Transform](#) () override=default
[Transform](#) destructor.
- `int getBit () const`
[getBit\(\)](#): Get the bitmask of the component
- `std::vector< float > getPositionVector () const`
[getPositionVector\(\)](#): Get the position vector of the component;
- `std::vector< float > getRotationVector () const`
[getRotationVector\(\)](#): Get the rotation vector of the component;
- `std::vector< float > getScaleVector () const`
[getScaleVector\(\)](#): Get the scale vector of the component;
- `void setTransform (const std::map< std::string, std::vector< float >> &mapTransform)`
[setTransform\(\)](#): Set the transformation properties of the component

4.16.1 Detailed Description

[Transform](#) class: [Transform](#) is a class that represents the transform of a Component.

The [Transform](#) class manages the position, rotation and scale of a Component.

4.16.2 Constructor & Destructor Documentation

4.16.2.1 Transform() [1/2]

```
Transform::Transform ( ) [default]
```

Default [Transform](#) constructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.16.2.2 Transform() [2/2]

```
Transform::Transform (
    std::map< std::string, std::vector< float >> & mapTransform ) [inline]
```

[Transform](#) constructor.

Parameters

<i>mapTransform</i>	Map containing transformation properties (std::string, std::vector<float>).
---------------------	---

Returns

void

4.16.2.3 ~Transform()

```
Transform::~Transform ( ) [override], [default]
```

[Transform](#) destructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.16.3 Member Function Documentation

4.16.3.1 `getBit()`

```
int Transform::getBit ( ) const
```

[getBit\(\)](#): Get the bitmask of the component

Parameters

<i>void</i>	
-------------	--

Returns

int: bitmask of the component

4.16.3.2 `getPositionVector()`

```
std::vector< float > Transform::getPositionVector ( ) const
```

[getPositionVector\(\)](#): Get the position vector of the component;

Parameters

<i>void</i>	
-------------	--

Returns

std::vector<float>: position vector of the component

4.16.3.3 `getRotationVector()`

```
std::vector< float > Transform::getRotationVector ( ) const
```

[getRotationVector\(\)](#): Get the rotation vector of the component;

Parameters

<i>void</i>	
-------------	--

Returns

`std::vector<float>`: rotation vector of the component

4.16.3.4 `getScaleVector()`

```
std::vector< float > Transform::getScaleVector ( ) const
```

[`getScaleVector\(\)`](#): Get the scale vector of the component;

Parameters

<i>void</i>	
-------------	--

Returns

`std::vector<float>`: scale vector of the component

4.16.3.5 `init()`

```
bool Transform::init ( ) const [inline]
```

[`init\(\)`](#): Initialize the component

Parameters

<i>void</i>	
-------------	--

Returns

`bool`: true if the component is initialized, false otherwise

4.16.3.6 `setTransform()`

```
void Transform::setTransform (
    const std::map< std::string, std::vector< float >> & mapTransform )
```

[`setTransform\(\)`](#): Set the transformation properties of the component

Parameters

<i>mapTransform</i>	Map containing transformation properties (std::string, std::vector<float>).
---------------------	---

Returns

void

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

- src/Components/all_components/include/Transform.h
- src/Components/all_components/Transform.cpp

4.17 TransformTest Class Reference

Inheritance diagram for TransformTest:

Collaboration diagram for TransformTest:

Protected Attributes

- [Transform](#) transform

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

- tests/Components/all_components/TestTransform.cpp

4.18 World Class Reference

[World](#) class: [World](#) is a class that represents the world of the game.

```
#include <world.h>
```

Inheritance diagram for World:

Collaboration diagram for World:

Public Member Functions

- [World](#) ()=default
Default [World](#) constructor.
- [~World](#) () override=default
[World](#) destructor.
- void [createEntities](#) (std::map< std::string, std::pair< std::unique_ptr< [EntityManager](#) >, std::vector< std::string >>> &mapEntityManager, std::string keyEntityManager)
[createEntities\(\)](#): Create the entities.
- [EntityManager](#) & [addEntityManager](#) (std::string NameEntityManager)
[addEntityManager\(\)](#): Add an entity manager to the map.
- [EntityManager](#) & [getEntityManager](#) (std::string NameEntityManager)
[getEntityManager\(\)](#): Get the entity manager.
- void [setNameWorld](#) (std::string newName)
[setNameWorld\(\)](#): Set the name of the world.
- std::string [getNameWorld](#) () const
[getNameWorld\(\)](#): Get the name of the world.
- std::map< std::string, [EntityManager](#) * > [getEntityManagerMap](#) () const
[getEntityManagerMap\(\)](#): Get the map of the entity manager.
- bool [initWorld](#) ()
[init\(\)](#): Initialize the [World](#).

Additional Inherited Members

4.18.1 Detailed Description

[World](#) class: [World](#) is a class that represents the world of the game.

The [World](#) class manages the world of the game.

4.18.2 Constructor & Destructor Documentation

4.18.2.1 World()

```
World::World ( ) [default]
```

Default [World](#) constructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.18.2.2 ~World()

```
World::~~World ( ) [override], [default]
```

[World](#) destructor.

Parameters

<i>void</i>	
-------------	--

Returns

void

4.18.3 Member Function Documentation

4.18.3.1 addEntityManager()

```
EntityManager & World::addEntityManager (
    std::string NameEntityManager )
```

[addEntityManager\(\)](#): Add an entity manager to the map.

Parameters

<i>NameEntityManager</i>	Name of the entity manager.
--------------------------	-----------------------------

Returns

[EntityManager&](#): The entity manager.

4.18.3.2 createEntities()

```
void World::createEntities (
    std::map< std::string, std::pair< std::unique_ptr< EntityManager >, std::vector<
std::string >>> & mapEntityManager,
    std::string keyEntityManager )
```

[createEntities\(\)](#): Create the entities.

Parameters

<i>mapEntityManager</i>	Map of the entities manager's unique pointers.
<i>keyEntityManager</i>	Key of the entities manager.

Returns

void

4.18.3.3 getEntityManager()

```
EntityManager & World::getEntityManager (
    std::string NameEntityManager )
```

[getEntityManager\(\)](#): Get the entity manager.

Parameters

<i>NameEntityManager</i>	Name of the entity manager.
--------------------------	-----------------------------

Returns

[EntityManager&](#): The entity manager.

4.18.3.4 getEntityManagerMap()

```
std::map<std::string, EntityManager*> World::getEntityManagerMap ( ) const [inline]
```

[getEntityManagerMap\(\)](#): Get the map of the entity manager.

Parameters

<i>void</i>	
-------------	--

Returns

`std::map<std::string, EntityManager*>`: The map of the entity manager.

4.18.3.5 getNameWorld()

```
std::string World::getNameWorld ( ) const [inline]
```

[getNameWorld\(\)](#): Get the name of the world.

Parameters

<i>void</i>	
-------------	--

Returns

std::string: The name of the world.

4.18.3.6 initWorld()

```
bool World::initWorld ( ) [inline]
```

[init\(\)](#): Initialize the [World](#).

Parameters

<i>void</i>	
-------------	--

Returns

bool: True if the world is initialized, false otherwise.

4.18.3.7 setNameWorld()

```
void World::setNameWorld (
    std::string newName )
```

[setNameWorld\(\)](#): Set the name of the world.

Parameters

<i>newName</i>	New name of the world.
----------------	------------------------

Returns

void

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

- src/World/include/world.h
- src/World/world.cpp

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