R-Type - Engine

Generated by Doxygen 1.9.1

1 Engine 1

2 Hierarchical Index 3

2.1 Class Hierarchy . . . 3

3 Class Index 5

3.1 Class List . . . 5

4 Class Documentation 7

4.1 Archetypes Class Reference . . . 7
4.2 Audio Class Reference . . . 7
4.3 Components Class Reference . . . 7
4.4 DrawableComponent Class Reference . . . 8
4.5 Entity Class Reference . . . 8
4.5.1 Detailed Description . . . 9
4.5.2 Constructor & Destructor Documentation . . . 9
4.5.2.1 Entity() [1/2] . . . 9
4.5.2.2 Entity() [2/2] . . . 9
4.5.2.3 ~Entity() . . . 10
4.5.3 Member Function Documentation . . . 10
4.5.3.1 addComponent() . . . 10
4.5.3.2 getComponent() . . . 10
4.5.3.3 getName() . . . 11
4.5.3.4 init() . . . 11
4.5.3.5 setName() . . . 12
4.6 EntityManager Class Reference . . . 12
4.6.1 Constructor & Destructor Documentation . . . 12
4.6.1.1 EntityManager() . . . 12
4.6.1.2 ~EntityManager() . . . 13
4.6.2 Member Function Documentation . . . 13
4.6.2.1 addEntity() . . . 13
4.6.2.2 getEntities() . . . 14
4.6.2.3 getEntity() . . . 14
4.6.2.4 getEntityMap() . . . 14
4.6.2.5 init() . . . 15
4.7 EntityManagerTest Class Reference . . . 15
4.8 EntityTest Class Reference . . . 16
4.9 EventEngine Class Reference . . . 16
4.9.1 Detailed Description . . . 16
4.9.2 Constructor & Destructor Documentation . . . 16
4.9.2.1 EventEngine() . . . 16
4.9.2.2 ~EventEngine() . . . 17
4.9.3 Member Function Documentation . . . 17

4.9.3.1 addKeyPressed() . . . 17
4.9.3.2 getEvent() . . . 18
4.9.3.3 getKeyPressedMap() . . . 18
4.9.3.4 init() . . . 18
4.10 GameEngine Class Reference . . . 19
4.11 Sprite Class Reference . . . 19
4.11.1 Detailed Description . . . 20
4.11.2 Constructor & Destructor Documentation . . . 20
4.11.2.1 Sprite() [1/2] . . . 21
4.11.2.2 Sprite() [2/2] . . . 21
4.11.2.3 ~Sprite() . . . 21
4.11.3 Member Function Documentation . . . 22
4.11.3.1 applyDeferredSprite() . . . 22
4.11.3.2 createSprite() [1/3] . . . 22
4.11.3.3 createSprite() [2/3] . . . 22
4.11.3.4 createSprite() [3/3] . . . 23
4.11.3.5 draw() . . . 23
4.11.3.6 getBit() . . . 23
4.11.3.7 getSprite() . . . 24
4.11.3.8 getTexture() . . . 24
4.11.3.9 init() . . . 24
4.11.3.10 isTextureLoaded() . . . 25
4.11.3.11 setDeferredSprite() . . . 25
4.11.3.12 setSprite() [1/2] . . . 25
4.11.3.13 setSprite() [2/2] . . . 26
4.11.3.14 setTexture() . . . 26
4.12 SpriteTest Class Reference . . . 27
4.13 Transform Class Reference . . . 27
4.13.1 Detailed Description . . . 27
4.13.2 Constructor & Destructor Documentation . . . 27
4.13.2.1 Transform() [1/2] . . . 27
4.13.2.2 Transform() [2/2] . . . 28
4.13.2.3 ~Transform() . . . 28
4.13.3 Member Function Documentation . . . 28
4.13.3.1 getBit() . . . 29
4.13.3.2 getPositionVector() . . . 29
4.13.3.3 getRotationVector() . . . 29
4.13.3.4 getScaleVector() . . . 30
4.13.3.5 setTransform() . . . 30
4.14 TransformTest Class Reference . . . 30
4.15 World Class Reference . . . 31
4.15.1 Member Function Documentation . . . 31

4.15.1.1 init() 31

Index **33**

Chapter 1

Engine

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Archetypes . . . 7
Audio . . . 7
Components . . . 7
  Entity . . . 8
    EntityManager . . . 12
      World . . . 31
        GameEngine . . . 19
  Sprite . . . 19
  Transform . . . 27
DrawableComponent . . . 8
  Sprite . . . 19
EventEngine . . . 16
  GameEngine . . . 19
testing::Test
  EntityManagerTest . . . 15
  EntityTest . . . 16
  SpriteTest . . . 27
  TransformTest . . . 30

Chapter 3

Class Index

3.1 Class List

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

Archetypes . . . 7
Audio . . . 7
Components . . . 7
DrawableComponent . . . 8
Entity
    Entity class: Entity is a class that represents an entity in the game . . . 8
EntityManager . . . 12
EntityManagerTest . . . 15
EntityTest . . . 16
EventEngine
    EventEngine class: EventEngine is a class that represents the event engine of the game . . . 16
GameEngine . . . 19
Sprite
    Sprite class: Sprite is a class that represents the rendering properties of a Component . . . 19
SpriteTest . . . 27
Transform
    Transform class: Transform is a class that represents the transform of a Component . . . 27
TransformTest . . . 30
World . . . 31

Chapter 4

Class Documentation

4.1 Archetypes Class Reference

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

- src/Archetype/Archetypes.h

4.2 Audio Class Reference

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

- src/Components/all_components/Audio.h

4.3 Components Class Reference

Inheritance diagram for Components:

Public Member Functions

- virtual bool **init** ()
- virtual void **update** ()
- template<typename T >
  ComponentTypeID **getComponentTypeID** () noexcept

Protected Types

- using **ComponentTypeID** = std::size_t

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

- src/Components/Components.h
- src/Components/Components.cpp

4.4 DrawableComponent Class Reference

Inheritance diagram for DrawableComponent:

Public Member Functions

- virtual void **draw** (sf::RenderWindow &window) const =0

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

- src/Components/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 init () override

  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)
- void **draw** (sf::RenderWindow &window)
- 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
- std::bitset< 3 > **getComponentBitset** () const
- std::vector< DrawableComponent * > **getDrawableComponents** () const
- std::array< Components *, 3 > **getComponentArrays** () const

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

void	

Returns

void

4.5.2.2 Entity() [2/2]

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

Entity constructor.

Parameters

nameEntity	name of the entity
newArchetype	archetype of the entity (optional, default = new archetype)

Returns

void

4.5.2.3 ~Entity()

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

Entity destructor.

Parameters

void	

Returns

void

4.5.3 Member Function Documentation

4.5.3.1 addComponent()

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

addComponent(): Add a component to the entity

Template Parameters

T	Type of the component
TArgs	Variadic template for component constructor arguments.

Parameters

args	arguments of the component

Returns

T&: reference of the component

4.5.3.2 getComponent()

```
template<typename T >
T & Entity::getComponent
```

getComponent(): Get a component from the entity

Template Parameters

T	Type of the component

Parameters

void	

Returns

T&: reference of the component

4.5.3.3 getName()

```
std::string Entity::getName ( ) const  [inline]
```

genName(): Get the name of the entity

Parameters

void	

Returns

std::string: name of the entity

4.5.3.4 init()

```
bool Entity::init ( )  [inline], [override], [virtual]
```

init(): Initialize the entity

Parameters

void	

Returns

bool: true if the entity is initialized, false otherwise

Reimplemented from Components.

Reimplemented in World, and EntityManager.

4.5.3.5 setName()

```
void Entity::setName (
            std::string newName )  [inline]
```

setName(): Set the name of the entity

Parameters

newName	new name of the entity

Returns

void

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

- src/Entity/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 init () override
  init(): Initialize the entity

Additional Inherited Members

4.6.1 Constructor & Destructor Documentation

4.6.1.1 EntityManager()

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

Default EntityManager constructor.

Parameters

void	

Returns

void

4.6.1.2 ~EntityManager()

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

EntityManager destructor.

Parameters

void	

Returns

void

4.6.2 Member Function Documentation

4.6.2.1 addEntity()

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

addEntity(): Create and add a new entity to the entity manager.

Template Parameters

T	Type of the entity.
TArgs	Type of the arguments.

Parameters

args	Arguments of the entity.

4.6.2.2 getEntities()

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

getEntities(): Get the EntityManager's entities.

Parameters

void	

Returns

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

4.6.2.3 getEntity()

```
Entity & EntityManager::getEntity (
            std::string nameEntity )  [inline]
```

getEntity(): Get an entity from the entity manager by its name.

Template Parameters

T	Type of the entity.

Parameters

nameEntity	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

void	

Returns

Entity::EntityMap: Entity map.

4.6.2.5 init()

```
bool EntityManager::init ( )  [inline], [override], [virtual]
```

init(): Initialize the entity

Parameters

void	

Returns

bool: true if the entity is initialized, false otherwise

Reimplemented from Entity.

Reimplemented in World.

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

- src/Entity/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**

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 <event.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

void	

Returns

void

4.9.2.2 ~EventEngine()

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

EventEngine destructor.

Parameters

void	

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

keyboard	SFML Keyboard::Key of the key pressed.
function	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

void	

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

void	

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

void	

Returns

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

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

- src/Event/event.h
- src/Event/event.cpp

4.10 GameEngine Class Reference

Inheritance diagram for GameEngine:

Collaboration diagram for GameEngine:

Public Member Functions

- **GameEngine** (sf::VideoMode mode, std::string type, sf::String title, sf::Uint32 style=sf::Style::Default, const sf::ContextSettings &settings=sf::ContextSettings())
- void **run** (std::map< std::string, std::unique_ptr< World >> mapWorld, std::map< std::string, std::string > pathRessources, std::string firstScene)
- void **run** ()
- void **renderGameEngine** ()
- void **eventGameEngine** ()
- bool **isWindowOpen** ()
- void **updateGameEngine** ()
- void **initialize** (std::map< std::string, std::unique_ptr< World >> mapWorld, std::map< std::string, std::string > pathRessources, std::string firstScene)
- void **initializeSprite** ()
- void **initializeTexture** (std::string path)
- void **initializeWorldMap** (std::map< std::string, std::unique_ptr< World >> mapWorld)
- const auto & **getWindow** ()
- void **setWindow** ()
- EventEngine & **getEventEngine** ()
- void **setCurrentWorld** (World *world)
- World * **getCurrentWorld** ()
- World & **addWorld** (std::string nameWorld, std::unique_ptr< World > world)
- World & **getWorld** (std::string nameWorld)
- std::map< std::string, sf::Texture > **getMapTexture** () const
- std::map< std::string, World * > **getWorldMap** () const

Additional Inherited Members

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

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

4.11 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 init () 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, 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.

Additional Inherited Members

4.11.1 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.

4.11.2 Constructor & Destructor Documentation

4.11.2.1 Sprite() [1/2]

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

Default Sprite constructor.

Parameters

void	

Returns

void

4.11.2.2 Sprite() [2/2]

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

Sprite constructor with an existing texture path.

Parameters

texturePath	Path to the texture file for the sprite.

Returns

void

4.11.2.3 ~Sprite()

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

Sprite destructor.

Parameters

void	

Returns

void

4.11.3 Member Function Documentation

4.11.3.1 applyDeferredSprite()

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

applyDeferredSprite(): Apply the deferred sprite.

Parameters

void	

Returns

void

4.11.3.2 createSprite() [1/3]

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

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

Parameters

void	

Returns

void

4.11.3.3 createSprite() [2/3]

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

createSprite(): Create the SFML Sprite with an existing texture for rendering.

Parameters

existingTexture	SFML Texture for the sprite

Returns

void

4.11.3.4 createSprite() [3/3]

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

createSprite(): Create the SFML Sprite with a texture path for rendering.

Parameters

texturePath	Path to the texture file for the sprite.

Returns

void

4.11.3.5 draw()

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

draw(): Draw the Sprite.

Parameters

window	SFML RenderWindow where the Sprite will be drawn.

Returns

void

Implements DrawableComponent.

4.11.3.6 getBit()

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

getBit(): Get the bit of the Sprite.

Parameters

void	

Returns

int: The bit of the Sprite.

4.11.3.7 getSprite()

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

getSprite(): Get the SFML Sprite for rendering.

Parameters

void	

Returns

sf::Sprite: SFML Sprite for rendering

4.11.3.8 getTexture()

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

getTexture(): Get the SFML Texture for the sprite.

Parameters

void	

Returns

sf::Texture: SFML Texture for the sprite

4.11.3.9 init()

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

init(): Initialize the Sprite.

Parameters

void	

Returns

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

4.11.3.10 isTextureLoaded()

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

isTextureLoaded(): Check if the texture is loaded.

Parameters

void	

Returns

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

4.11.3.11 setDeferredSprite()

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

setDeferredSprite(): Set the deferred sprite.

Parameters

setter	Function that will set the sprite.

Returns

void

4.11.3.12 setSprite() [1/2]

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

setSprite(): Set the SFML Sprite with an existing one for rendering.

Parameters

sprite	SFML Sprite for rendering

Returns

void

4.11.3.13 setSprite() [2/2]

```
void Sprite::setSprite (
            std::map< std::string, 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

mapTexture	Map of string and textures.
nameTexture	Name of the texture.
mapTransform	Map of string and vector of floats.

Returns

void

4.11.3.14 setTexture()

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

setTexture(): Set the texture with an existing one for the sprite.

Parameters

existingTexture	SFML Texture for the sprite

Returns

void

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

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

4.12 SpriteTest Class Reference

Inheritance diagram for SpriteTest:

4.13 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
- Transform (const 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

Additional Inherited Members

4.13.1 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.

4.13.2 Constructor & Destructor Documentation

4.13.2.1 Transform() [1/2]

`Transform::Transform ( ) [default]`

Default Transform constructor.

Parameters

void	

Returns

void

4.13.2.2 Transform() [2/2]

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

Transform constructor.

Parameters

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

Returns

void

4.13.2.3 ~Transform()

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

Transform destructor.

Parameters

void	

Returns

void

4.13.3 Member Function Documentation

4.13.3.1 getBit()

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

getBit(): Get the bitmask of the component

Parameters

void	

Returns

int: bitmask of the component

4.13.3.2 getPositionVector()

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

getPositionVector(): Get the position vector of the component;

Parameters

void	

Returns

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

4.13.3.3 getRotationVector()

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

getRotationVector(): Get the rotation vector of the component;

Parameters

void	

Returns

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

4.13.3.4 getScaleVector()

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

getScaleVector(): Get the scale vector of the component;

Parameters

void	

Returns

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

4.13.3.5 setTransform()

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

setTransform(): Set the transformation properties of the component

Parameters

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

4.14 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

4.15 World Class Reference

Inheritance diagram for World:

Collaboration diagram for World:

Public Member Functions

- void **createEntities** (std::map< std::string, std::pair< std::unique_ptr< EntityManager >, std::vector< std::string >>> &mapEntityManager, std::string keyEntityManager)
- EntityManager & **addEntityManager** (std::string NameEntityManager)
- EntityManager & **getEntityManager** (std::string NameEntityManager)
- void **setNameWorld** (std::string newName)
- std::string **getNameWorld** () const
- std::map< std::string, EntityManager * > **getEntityManagerMap** () const
- bool init () override

  init(): Initialize the entity

Additional Inherited Members

4.15.1 Member Function Documentation

4.15.1.1 init()

```
bool World::init ( )  [inline], [override], [virtual]
```

init(): Initialize the entity

Parameters

void	

Returns

bool: true if the entity is initialized, false otherwise

Reimplemented from EntityManager.

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

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

Index

~Entity
    Entity, 9
~EntityManager
    EntityManager, 13
~EventEngine
    EventEngine, 17
~Sprite
    Sprite, 21
~Transform
    Transform, 28

addComponent
    Entity, 10
addEntity
    EntityManager, 13
addKeyPressed
    EventEngine, 17
applyDeferredSprite
    Sprite, 22
Archetypes, 7
Audio, 7

Components, 7
createSprite
    Sprite, 22, 23

draw
    Sprite, 23
DrawableComponent, 8

Entity, 8
    ~Entity, 9
    addComponent, 10
    Entity, 9
    getComponent, 10
    getName, 11
    init, 11
    setName, 11
EntityManager, 12
    ~EntityManager, 13
    addEntity, 13
    EntityManager, 12
    getEntities, 13
    getEntity, 14
    getEntityMap, 14
    init, 15
EntityManagerTest, 15
EntityTest, 16
EventEngine, 16
    ~EventEngine, 17
    addKeyPressed, 17
    EventEngine, 16
    getEvent, 17
    getKeyPressedMap, 18
    init, 18

GameEngine, 19
getBit
    Sprite, 23
    Transform, 28
getComponent
    Entity, 10
getEntities
    EntityManager, 13
getEntity
    EntityManager, 14
getEntityMap
    EntityManager, 14
getEvent
    EventEngine, 17
getKeyPressedMap
    EventEngine, 18
getName
    Entity, 11
getPositionVector
    Transform, 29
getRotationVector
    Transform, 29
getScaleVector
    Transform, 29
getSprite
    Sprite, 24
getTexture
    Sprite, 24

init
    Entity, 11
    EntityManager, 15
    EventEngine, 18
    Sprite, 24
    World, 31
isTextureLoaded
    Sprite, 25

setDeferredSprite
    Sprite, 25
setName
    Entity, 11
setSprite
    Sprite, 25, 26

setTexture
    Sprite, 26
setTransform
    Transform, 30
Sprite, 19
    ∼Sprite, 21
    applyDeferredSprite, 22
    createSprite, 22, 23
    draw, 23
    getBit, 23
    getSprite, 24
    getTexture, 24
    init, 24
    isTextureLoaded, 25
    setDeferredSprite, 25
    setSprite, 25, 26
    setTexture, 26
    Sprite, 20, 21
SpriteTest, 27

Transform, 27
    ∼Transform, 28
    getBit, 28
    getPositionVector, 29
    getRotationVector, 29
    getScaleVector, 29
    setTransform, 30
    Transform, 27, 28
TransformTest, 30

World, 31
    init, 31