Tarbora Game Engine
0.1

Hierarchical Index

Class Hierarchy

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

btMotionState

Class Index

Class List

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

Class Documentation

Tarbora::ActorComponent Class Reference

Inheritance diagram for Tarbora::ActorComponent:

image

Collaboration diagram for Tarbora::ActorComponent:

image

Public Member Functions

virtual bool **Init** (JsonPtr resource, raw_json data)=0

virtual void **Destroy** ()

virtual void **AfterInit** ()

virtual void **Update** (float deltaTime)

virtual ComponentId **GetId** () const =0

Protected Member Functions

void **SetOwner** (*owner)

Protected Attributes

∗ **m_Owner**

Friends

class **ActorFactory**

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

Tarbora/GameLogic/inc/ActorComponent.hpp

Tarbora::ActorEvent Struct Reference

Inheritance diagram for Tarbora::ActorEvent:

image

Collaboration diagram for Tarbora::ActorEvent:

image

Public Member Functions

(unsigned int id)

Public Attributes

unsigned long int **actorId**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::ActorFactory Class Reference

Public Member Functions

void **AddComponentCreator** (std::string name, ActorComponentCreator func)

bool **Create** (∗actor, std::string actorResource, glm::vec3 initialPos, glm::vec3 initalRot)

Protected Member Functions

ActorComponentPtr **CreateComponent** (JsonPtr resource, std::string name, raw_json data)

Protected Attributes

ActorComponentCreatorMap **m_ActorComponentCreators**

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

Tarbora/GameLogic/inc/ActorFactory.hpp

Tarbora/GameLogic/src/ActorFactory.cpp

Tarbora::ActorMotionState Class Reference

Inheritance diagram for Tarbora::ActorMotionState:

image

Collaboration diagram for Tarbora::ActorMotionState:

image

Public Member Functions

(glm::mat4 const &transform)

virtual void **getWorldTransform** (btTransform &transform) const

virtual void **setWorldTransform** (const btTransform &transform)

void **getWorldTransform** (glm::mat4 &transform) const

void **setWorldTransform** (const glm::mat4 &transform)

glm::vec3 **getPosition** ()

glm::mat3 **getRotation** ()

Public Attributes

glm::mat4 **m_Transform**

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

Tarbora/Framework/PhysicsEngine/inc/PhysicsEngine.hpp

Tarbora/Framework/PhysicsEngine/src/PhysicsEngine.cpp

Tarbora::ActorMoveEvent Struct Reference

Inheritance diagram for Tarbora::ActorMoveEvent:

image

Collaboration diagram for Tarbora::ActorMoveEvent:

image

Public Member Functions

(unsigned int id, glm::vec3 p, glm::mat3 r)

EventType **GetType** () override

Public Attributes

glm::vec3 **position**

glm::mat3 **rotation**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::Actors Class Reference

Public Member Functions

void **Init** (ActorId maxNumber)

ActorId **Create** (std::string entity, glm::vec3 initialPos, glm::vec3 initalRot)

void **Update** (float deltaTime)

void **Destroy** (ActorId id)

void **Close** ()

ActorPtr **Get** (ActorId id)

ActorComponentPtr **GetComponent** (ActorId id, ComponentId compId)

void **AddComponentCreator** (std::string name, ActorComponentCreator func)

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

Tarbora/GameLogic/inc/Actors.hpp

Tarbora/GameLogic/src/Actors.cpp

Tarbora::ActorTest Class Reference

Public Member Functions

(ActorId id)

bool **Init** (JsonPtr resource)

void **AfterInit** ()

void **Destroy** ()

void **Update** (float deltaTime)

ActorId **GetId** () const

ActorComponentPtr **GetComponent** (ComponentId id)

∗ **GetNext** () const

void **SetNext** (∗next)

Friends

class **ActorFactory**

class **Actors**

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

Tarbora/GameLogic/inc/Actor.hpp

Tarbora/GameLogic/src/Actor.cpp

Tarbora::Application Class Reference

Public Member Functions

void **Run** ()

void **Update** ()

void **Draw** ()

void **Close** ()

void **AddView** (GameViewPtr view)

float **GetElapsedTime** ()

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

Tarbora/Application/inc/Application.hpp

Tarbora/Application/src/Application.cpp

Tarbora::ApplyForceEvent Struct Reference

Inheritance diagram for Tarbora::ApplyForceEvent:

image

Collaboration diagram for Tarbora::ApplyForceEvent:

image

Public Member Functions

(unsigned int id, float n, const glm::vec3 dir)

EventType **GetType** () override

Public Attributes

unsigned int **actorId**

float **newtons**

glm::vec3 **direction**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::ApplyTorqueEvent Struct Reference

Inheritance diagram for Tarbora::ApplyTorqueEvent:

image

Collaboration diagram for Tarbora::ApplyTorqueEvent:

image

Public Member Functions

(unsigned int id, float m, const glm::vec3 dir)

EventType **GetType** () override

Public Attributes

unsigned int **actorId**

float **magnitude**

glm::vec3 **direction**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::BoxBody Class Reference

Inheritance diagram for Tarbora::BoxBody:

image

Collaboration diagram for Tarbora::BoxBody:

image

Public Member Functions

(glm::vec3 &dimensions)

virtual Shape **GetType** () override

virtual void **Register** (unsigned int id, glm::mat4 &transform) override

virtual void **Unregister** () override

virtual void **CalcVolume** () override

void **SetDimensions** (glm::vec3 &dimensions)

glm::vec3 & **GetRadius** ()

Protected Attributes

glm::vec3 **m_Dimensions**

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

Tarbora/Framework/PhysicsEngine/inc/RigidBody.hpp

Tarbora/Framework/PhysicsEngine/src/RigidBody.cpp

Tarbora::Camera Class Reference

Inheritance diagram for Tarbora::Camera:

image

Collaboration diagram for Tarbora::Camera:

image

Public Member Functions

(ActorId actorId, std::string name)

const glm::mat4 **GetView** ()

const glm::mat4 **GetViewAngle** ()

Additional Inherited Members

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

Tarbora/GameView/inc/SceneNode.hpp

Tarbora/GameView/src/SceneNode.cpp

Tarbora::CreateActorEvent Struct Reference

Inheritance diagram for Tarbora::CreateActorEvent:

image

Collaboration diagram for Tarbora::CreateActorEvent:

image

Public Member Functions

(std::string e, glm::vec3 p=glm::vec3(0.0f, 0.0f, 0.0f), glm::vec3 r=glm::vec3(0.0f, 0.0f, 0.0f))

EventType **GetType** () override

Public Attributes

std::string **entity**

glm::vec3 **position**

glm::vec3 **rotation**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::CreateActorModelEvent Struct Reference

Inheritance diagram for Tarbora::CreateActorModelEvent:

image

Collaboration diagram for Tarbora::CreateActorModelEvent:

image

Public Member Functions

(unsigned int id, int pass, std::string m, std::string s, std::string t)

EventType **GetType** () override

Public Attributes

unsigned int **actorId**

int **renderPass**

std::string **model**

std::string **shader**

std::string **texture**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::Event Struct Reference

Inheritance diagram for Tarbora::Event:

image

Public Member Functions

virtual EventType **GetType** ()=0

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::GameLayer Class Reference

Inheritance diagram for Tarbora::GameLayer:

image

Collaboration diagram for Tarbora::GameLayer:

image

Public Member Functions

(bool start_active=true)

virtual bool **OnEvent** (*e) override

void **Update** (float deltaTime) override

void **Draw** () override

SkyboxPtr **GetSkybox** () const

void **SetTargetId** (ActorId id)

ActorId **GetTargetId** () const

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

Tarbora/GameView/inc/GameLayer.hpp

Tarbora::GameView Class Reference

Inheritance diagram for Tarbora::GameView:

image

Public Member Functions

virtual void **Update** (float elapsed_time)=0

virtual void **Draw** ()=0

virtual ActorId **GetTargetId** () const =0

virtual GameViewType **GetType** () const =0

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

Tarbora/GameView/inc/GameView.hpp

Tarbora::Gui Class Reference

Public Member Functions

void **BeforeDraw** ()

void **AfterDraw** ()

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

Tarbora/Framework/GraphicsEngine/inc/Gui.hpp

Tarbora/Framework/GraphicsEngine/src/Gui.cpp

Tarbora::HumanView Class Reference

Inheritance diagram for Tarbora::HumanView:

image

Collaboration diagram for Tarbora::HumanView:

image

Public Member Functions

(ActorId id)

virtual void **Update** (float elapsed_time) override

virtual void **Draw** () override

virtual ActorId **GetTargetId** () const override

virtual GameViewType **GetType** () const override

virtual void **PushLayer** (std::shared_ptr< > layer)

virtual void **RemoveLayer** (std::shared_ptr< > layer)

Protected Attributes

std::shared_ptr< > **m_GameLayer**

LayerList **m_Layers**

unsigned int **EvtKeyPressId**

unsigned int **EvtKeyReleaseId**

unsigned int **EvtButtonPressId**

unsigned int **EvtButtonReleaseId**

unsigned int **EvtMouseMoveId**

unsigned int **EvtMouseScrollId**

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

Tarbora/GameView/inc/HumanView.hpp

Tarbora/GameView/src/HumanView.cpp

Tarbora::Json Class Reference

Secure access files.

#include <Json.hpp>

Inheritance diagram for Tarbora::Json:

image

Collaboration diagram for Tarbora::Json:

image

Public Member Functions

const raw_json () const

Get the raw . Not recommended.

void (std::string name)

Add a name to the error path that will be shown if an error occurs.

void ()

Remove the last name from the error path.

void (const char *key, raw_json *target, options={})

Store the value of key *into* taget*, from the root of the file.*

void (const char *key, bool *target, options={})

void (const char *key, int *target, options={})

void (const char *key, float *target, options={})

void (const char *key, unsigned int *target, options={})

void (const char *key, std::string *target, options={})

void (raw_json j, const char *key, raw_json *target, options={})

Store the value of key *into* taget*, from a raw_json subfile* j.

void (raw_json j, const char *key, bool *target, options={})

void (raw_json j, const char *key, int *target, options={})

void (raw_json j, const char *key, float *target, options={})

void (raw_json j, const char *key, unsigned int *target, options={})

void (raw_json j, const char *key, std::string *target, options={})

void (raw_json j, int key, raw_json *target, options={})

void (raw_json j, int key, bool *target, options={})

void (raw_json j, int key, int *target, options={})

void (raw_json j, int key, float *target, options={})

void (raw_json j, int key, unsigned int *target, options={})

void (raw_json j, int key, std::string *target, options={})

raw_json (const char *key, options={})

Get the raw_json value of key*, from the root of the file.*

bool (const char *key, options={})

Get the bool value of key*, from the root of the file.*

int (const char *key, options={})

Get the int value of key*, from the root of the file.*

float (const char ∗key, options={})

Get the float value of key*, from the root of the file.*

unsigned int (const char ∗key, options={})

Get the unsigned int value of key*, from the root of the file.*

std::string (const char ∗key, options={})

Get the string int value of key*, from the root of the file.*

raw_json (raw_json j, const char ∗key, options={})

Get the raw_json value of key*, from a raw_json subfile* j.

raw_json (raw_json j, int key, options={})

bool (raw_json j, const char ∗key, options={})

Get the bool value of key*, from a raw_json subfile* j.

bool (raw_json j, int key, options={})

int (raw_json j, const char ∗key, options={})

Get the int value of key*, from a raw_json subfile* j.

int (raw_json j, int key, options={})

float (raw_json j, const char ∗key, options={})

Get the float value of key*, from a raw_json subfile* j.

float (raw_json j, int key, options={})

unsigned int (raw_json j, const char ∗key, options={})

Get the unsigned int value of key*, from a raw_json subfile* j.

unsigned int (raw_json j, int key, options={})

std::string (raw_json j, const char ∗key, options={})

Get the string value of key*, from a raw_json subfile* j.

std::string (raw_json j, int key, options={})

void (const char ∗key, int i, raw_json ∗target, options={})

Store the value of index i *from the array* key *into* taget*, from the root of the file.*

void (const char ∗key, int i, bool ∗target, options={})

void (const char ∗key, int i, int ∗target, options={})

void (const char ∗key, int i, float ∗target, options={})

void (const char ∗key, int i, unsigned int ∗target, options={})

void (const char ∗key, int i, std::string ∗target, options={})

void (raw_json j, const char ∗key, int i, raw_json ∗target, options={})

Store the value of index i *from the array* key *into* taget*, from a raw_json subfile* j.

void (raw_json j, const char ∗key, int i, bool ∗target, options={})

void (raw_json j, const char ∗key, int i, int ∗target, options={})

void (raw_json j, const char *key, int i, float *target, options={})

void (raw_json j, const char *key, int i, unsigned int *target, options={})

void (raw_json j, const char *key, int i, std::string *target, options={})

raw_json (const char *key, int i, options={})

Get the raw_json value of index i *from the array* key *into* taget*, from the root of the file.*

bool (const char *key, int i, options={})

Get the bool value of index i *from the array* key *into* taget*, from the root of the file.*

int (const char *key, int i, options={})

Get the int value of index i *from the array* key *into* taget*, from the root of the file.*

float (const char *key, int i, options={})

Get the float value of index i *from the array* key *into* taget*, from the root of the file.*

unsigned int (const char *key, int i, options={})

Get the unsigned int value of index i *from the array* key *into* taget*, from the root of the file.*

std::string (const char *key, int i, options={})

Get the string value of index i *from the array* key *into* taget*, from the root of the file.*

raw_json (raw_json j, const char *key, int i, options={})

Get the raw_json value of index i *from the array* key *into* taget*, from a raw_json subfile* j*.*

bool (raw_json j, const char *key, int i, options={})

Get the bool value of index i *from the array* key *into* taget*, from a raw_json subfile* j*.*

int (raw_json j, const char *key, int i, options={})

Get the int value of index i *from the array* key *into* taget*, from a raw_json subfile* j*.*

float (raw_json j, const char *key, int i, options={})

Get the float value of index i *from the array* key *into* taget*, from a raw_json subfile* j*.*

unsigned int (raw_json j, const char *key, int i, options={})

Get the unsigned int value of index i *from the array* key *into* taget*, from a raw_json subfile* j*.*

std::string (raw_json j, const char *key, int i, options={})

Get the string value of index i *from the array* key *into* taget*, from a raw_json subfile* j*.*

Friends

class **JsonResourceLoader**

Additional Inherited Members

Detailed Description

Secure access files.

The class raw_json is from the package nlohmann::json, you can find its documentation here: https://nlohmann.github.io/json/

Json resource = GET_RESOURCE(Json,);

raw_json shapes resource->GetJson(); resource->PushErrName();

(i = 0; i < shapes.size(); i++) { resource->PushErrName(, i); raw_json node = (shapes, i); std::string name = (node,); x = (node, , 0); y = (node, , 1); z = (node, , 2); size = 1.0f; (node, , &size, {});

LOG_INFO(, name.c_str(), size, x, y, z); resource->PopErrName(); } resource->PopErrName();

See also

Member Function Documentation

Get()

void Tarbora::Json::Get (

key,

target,

options = {}

)

Store the value of *key* into *taget*, from the root of the file.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

Get()

void Tarbora::Json::Get (

key,

target,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

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void Tarbora::Json::Get (

key,

target,

options = {}

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void Tarbora::Json::Get (

key,

target,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

Get()

void Tarbora::Json::Get (

j,

key,

target,

options = {}

)

Store the value of *key* into *taget*, from a raw_json subfile *j*.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

Get()

void Tarbora::Json::Get (

j,

key,

target,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

Get()

void Tarbora::Json::Get (

j,

key,

target,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

Get()

void Tarbora::Json::Get (

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target,

options = {}

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j,

key,

target,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

Get()

void Tarbora::Json::Get (

j,

key,

target,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

GetArray()

void Tarbora::Json::GetArray (

key,

i,

target,

options = {}

)

Store the value of index *i* from the array *key* into *taget*, from the root of the file.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

GetArray()

void Tarbora::Json::GetArray (

key,

i,

target,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

GetArray()

void Tarbora::Json::GetArray (

key,

i,

target,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

GetArray()

void Tarbora::Json::GetArray (

key,

i,

target,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

GetArray()

void Tarbora::Json::GetArray (

key,

i,

target,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

GetArray()

void Tarbora::Json::GetArray (

key,

i,

target,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

GetArray()

void Tarbora::Json::GetArray (

j,

key,

i,

target,

options = {}

)

Store the value of index *i* from the array *key* into *taget*, from a raw_json subfile *j*.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

GetArray()

void Tarbora::Json::GetArray (

j,

key,

i,

target,

options = {}

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void Tarbora::Json::GetArray (

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target,

options = {}

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GetArray()

void Tarbora::Json::GetArray (

j,

key,

i,

target,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

GetArray()

void Tarbora::Json::GetArray (

j,

key,

i,

target,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

GetBool()

bool Tarbora::Json::GetBool (

key,

options = {}

)

Get the bool value of *key*, from the root of the file.

If the value is incorrect or missing, stops the execution. Also, the use of and is encouraged.

GetBool()

bool Tarbora::Json::GetBool (

j,

key,

options = {}

)

Get the bool value of *key*, from a raw_json subfile *j*.

If the value is incorrect or missing, stops the execution. Also, the use of and is encouraged.

GetBool()

bool Tarbora::Json::GetBool (

j,

key,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

GetBoolArray()

bool Tarbora::Json::GetBoolArray (

key,

i,

options = {}

)

Get the bool value of index *i* from the array *key* into *taget*, from the root of the file.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

GetBoolArray()

bool Tarbora::Json::GetBoolArray (

j,

key,

i,

options = {}

)

Get the bool value of index *i* from the array *key* into *taget*, from a raw_json subfile *j*.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

GetFloat()

float Tarbora::Json::GetFloat (

key,

options = {}

)

Get the float value of *key*, from the root of the file.

If the value is incorrect or missing, stops the execution. Also, the use of and is encouraged.

GetFloat()

float Tarbora::Json::GetFloat (

j,

key,

options = {}

)

Get the float value of *key*, from a raw_json subfile *j*.

If the value is incorrect or missing, stops the execution. Also, the use of and is encouraged.

GetFloat()

float Tarbora::Json::GetFloat (

j,

key,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

GetFloatArray()

float Tarbora::Json::GetFloatArray (

key,

i,

options = {}

)

Get the float value of index *i* from the array *key* into *taget*, from the root of the file.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

GetFloatArray()

float Tarbora::Json::GetFloatArray (

j,

key,

i,

options = {}

)

Get the float value of index *i* from the array *key* into *taget*, from a raw_json subfile *j*.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

GetInt()

int Tarbora::Json::GetInt (

key,

options = {}

)

Get the int value of *key*, from the root of the file.

If the value is incorrect or missing, stops the execution. Also, the use of and is encouraged.

GetInt()

int Tarbora::Json::GetInt (

j,

key,

options = {}

)

Get the int value of *key*, from a raw_json subfile *j*.

If the value is incorrect or missing, stops the execution. Also, the use of and is encouraged.

GetInt()

int Tarbora::Json::GetInt (

j,

key,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

GetIntArray()

int Tarbora::Json::GetIntArray (

key,

i,

options = {}

)

Get the int value of index *i* from the array *key* into *taget*, from the root of the file.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

GetIntArray()

int Tarbora::Json::GetIntArray (

j,

key,

i,

options = {}

)

Get the int value of index *i* from the array *key* into *taget*, from a raw_json subfile *j*.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

GetJson()

raw_json Tarbora::Json::GetJson (

key,

options = {}

)

Get the raw_json value of *key*, from the root of the file.

If the value is incorrect or missing, stops the execution. Also, the use of and is encouraged.

GetJson()

raw_json Tarbora::Json::GetJson (

j,

key,

options = {}

)

Get the raw_json value of *key*, from a raw_json subfile *j*.

If the value is incorrect or missing, stops the execution. Also, the use of and is encouraged.

GetJson()

raw_json Tarbora::Json::GetJson (

j,

key,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

GetJsonArray()

raw_json Tarbora::Json::GetJsonArray (

key,

i,

options = {}

)

Get the raw_json value of index *i* from the array *key* into *taget*, from the root of the file.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

GetJsonArray()

raw_json Tarbora::Json::GetJsonArray (

j,

key,

i,

options = {}

)

Get the raw_json value of index *i* from the array *key* into *taget*, from a raw_json subfile *j*.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

GetString()

std::string Tarbora::Json::GetString (

key,

options = {}

)

Get the string int value of *key*, from the root of the file.

If the value is incorrect or missing, stops the execution. Also, the use of and is encouraged.

GetString()

std::string Tarbora::Json::GetString (

j,

key,

options = {}

)

Get the string value of *key*, from a raw_json subfile *j*.

If the value is incorrect or missing, stops the execution. Also, the use of and is encouraged.

GetString()

std::string Tarbora::Json::GetString (

j,

key,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

GetStringArray()

std::string Tarbora::Json::GetStringArray (

key,

i,

options = {}

)

Get the string value of index *i* from the array *key* into *taget*, from the root of the file.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

GetStringArray()

std::string Tarbora::Json::GetStringArray (

j,

key,

i,

options = {}

)

Get the string value of index *i* from the array *key* into *taget*, from a raw_json subfile *j*.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

GetUInt()

unsigned int Tarbora::Json::GetUInt (

key,

options = {}

)

Get the unsigned int value of *key*, from the root of the file.

If the value is incorrect or missing, stops the execution. Also, the use of and is encouraged.

GetUInt()

unsigned int Tarbora::Json::GetUInt (

j,

key,

options = {}

)

Get the unsigned int value of *key*, from a raw_json subfile *j*.

If the value is incorrect or missing, stops the execution. Also, the use of and is encouraged.

GetUInt()

unsigned int Tarbora::Json::GetUInt (

j,

key,

options = {}

)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

GetUIntArray()

unsigned int Tarbora::Json::GetUIntArray (

key,

i,

options = {}

)

Get the unsigned int value of index *i* from the array *key* into *taget*, from the root of the file.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

GetUIntArray()

unsigned int Tarbora::Json::GetUIntArray (

j,

key,

i,

options = {}

)

Get the unsigned int value of index *i* from the array *key* into *taget*, from a raw_json subfile *j*.

If the value is incorrect or missing, leaves *target* as is. Use *options* to configure what happens in case of error. Also, the use of and is encouraged.

PopErrName()

void Tarbora::Json::PopErrName (

)

Remove the last name from the error path.

See the class description for an example.

Use it along with .

PushErrName()

void Tarbora::Json::PushErrName (

name

)

Add a name to the error path that will be shown if an error occurs.

See the class description for an example.

Use it along with .

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

Tarbora/Framework/ResourceManager/inc/Json.hpp

Tarbora/Framework/ResourceManager/src/Json.cpp

Tarbora::JsonOptions Struct Reference

#include <Json.hpp>

Public Member Functions

(bool =false, bool =false)

Public Attributes

bool

Set this to avoid stopping the execution if the data is not found. Default: false.

bool

Set this to avoid displaying any warnings. Default: false.

Detailed Description

Options used when retrieving data from a .

See also

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

Tarbora/Framework/ResourceManager/inc/Json.hpp

Tarbora::KeyPressEvent Struct Reference

Inheritance diagram for Tarbora::KeyPressEvent:

image

Collaboration diagram for Tarbora::KeyPressEvent:

image

Public Member Functions

(int k, int m, int r)

EventType **GetType** () override

Public Attributes

int **key**

int **mods**

int **repeat**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::KeyReleaseEvent Struct Reference

Inheritance diagram for Tarbora::KeyReleaseEvent:

image

Collaboration diagram for Tarbora::KeyReleaseEvent:

image

Public Member Functions

(int k, int m)

EventType **GetType** () override

Public Attributes

int **key**

int **mods**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::Layer Class Reference

Inheritance diagram for Tarbora::Layer:

image

Public Member Functions

(bool start_active=true)

virtual void **OnActivate** ()

virtual void **OnDeactivate** ()

virtual void **Update** (float elapsed_time)

virtual void **Draw** ()

virtual bool **OnEvent** (*e)

void **SetActive** (bool active)

bool **IsActive** () const

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

Tarbora/GameView/inc/Layer.hpp

Tarbora::Logger Class Reference

Public Types

enum **LogLevel** { **DEBUG** =0, **INFO**, **WARN**, **ERR** }

Static Public Member Functions

static void (FILE *stream)

Initialize the logger to an open stream.

static void (const char *file_path)

Initialize the logger to a file.

static void ()

Close the logger.

static void (LogLevel level)

Set the log level.

static void (LogLevel level, const char *text,...)

Log a message.

Member Function Documentation

Init()

void Tarbora::Logger::Init (

stream

)

Initialize the logger to an open stream.

Parameters *stream* & The stream (file or console) where the logger will print.

Init()

void Tarbora::Logger::Init (

file_path

)

Initialize the logger to a file.

Parameters *file_path* & The name of the file where the logger will print.

Log()

void Tarbora::Logger::Log (

level,

text,

...

)

Log a message.

Parameters *level* & The log level of the message.
& The message itself, formatted as a printf.
& The extra params of the printf.

It can be called through the macros:

LOG_DEBUG(TEXT, ...) LOG_INFO(TEXT, ...) LOG_WARN(TEXT, ...) LOG_ERR(TEXT, ...)

SetLevel()

void Tarbora::Logger::SetLevel (

level

)

Set the log level.

Parameters *level* & Levels lower than that will be ignored.

It can be called through a macro:

LOG_LEVEL(LEVEL)

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

Tarbora/Framework/Utility/inc/Logger.hpp

Tarbora/Framework/Utility/src/Logger.cpp

Tarbora::MaterialNode Class Reference

Inheritance diagram for Tarbora::MaterialNode:

image

Collaboration diagram for Tarbora::MaterialNode:

image

Public Member Functions

(ActorId actorId, std::string name, std::string shader, std::string texture=‘"‘")

virtual void **Draw** (∗scene, glm::mat4 &parentTransform)

Protected Attributes

std::shared_ptr< > **m_Texture**

std::shared_ptr< > **m_Shader**

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

Tarbora/GameView/inc/SceneNode.hpp

Tarbora/GameView/src/SceneNode.cpp

Tarbora::Mesh Class Reference

Inheritance diagram for Tarbora::Mesh:

image

Collaboration diagram for Tarbora::Mesh:

image

Public Member Functions

unsigned int **GetId** () const

int **GetVertices** () const

Friends

class **MeshResourceLoader**

Additional Inherited Members

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

Tarbora/Framework/GraphicsEngine/inc/Mesh.hpp

Tarbora/Framework/GraphicsEngine/src/Mesh.cpp

Tarbora::MeshNode Class Reference

Inheritance diagram for Tarbora::MeshNode:

image

Collaboration diagram for Tarbora::MeshNode:

image

Public Member Functions

(ActorId actorId, std::string name, std::string mesh)

virtual void **Draw** (∗scene, glm::mat4 &parentTransform)

void **SetUV** (glm::vec3 &size, glm::vec2 &uv)

void **Scale** (glm::vec3 &scale)

void **Scale** (float s)

Protected Attributes

std::shared_ptr< > **m_Mesh**

glm::mat4 **m_Scale**

glm::vec2 **m_Uv**

glm::vec3 **m_TexSize**

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

Tarbora/GameView/inc/SceneNode.hpp

Tarbora/GameView/src/SceneNode.cpp

Tarbora::ModelComponent Class Reference

Inheritance diagram for Tarbora::ModelComponent:

image

Collaboration diagram for Tarbora::ModelComponent:

image

Public Member Functions

bool **Init** (JsonPtr resource, raw_json data)

void **AfterInit** ()

ComponentId **GetId** () const

void **SetRenderPass** (int renderPass)

void **SetModel** (std::string model)

void **SetTexture** (std::string texture)

void **SetShader** (std::string shader)

int **GetRenderPass** ()

std::string **GetModel** ()

std::string **GetTexture** ()

std::string **GetShader** ()

Static Public Member Functions

static ActorComponentPtr **Creator** ()

Additional Inherited Members

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

Tarbora/GameLogic/inc/Components.hpp

Tarbora/GameLogic/src/Components.cpp

Tarbora::MouseButtonPressEvent Struct Reference

Inheritance diagram for Tarbora::MouseButtonPressEvent:

image

Collaboration diagram for Tarbora::MouseButtonPressEvent:

image

Public Member Functions

(int b, int m)

EventType **GetType** () override

Public Attributes

int **button**

int **mods**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::MouseButtonReleaseEvent Struct Reference

Inheritance diagram for Tarbora::MouseButtonReleaseEvent:

image

Collaboration diagram for Tarbora::MouseButtonReleaseEvent:

image

Public Member Functions

(int b, int m)

EventType **GetType** () override

Public Attributes

int **button**

int **mods**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::MouseMoveEvent Struct Reference

Inheritance diagram for Tarbora::MouseMoveEvent:

image

Collaboration diagram for Tarbora::MouseMoveEvent:

image

Public Member Functions

(int nx, int ny)

EventType **GetType** () override

Public Attributes

int **x**

int **y**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::MouseScrollEvent Struct Reference

Inheritance diagram for Tarbora::MouseScrollEvent:

image

Collaboration diagram for Tarbora::MouseScrollEvent:

image

Public Member Functions

(int nx, int ny)

EventType **GetType** () override

Public Attributes

int **xoffset**

int **yoffset**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::PhysicsComponent Class Reference

Inheritance diagram for Tarbora::PhysicsComponent:

image

Collaboration diagram for Tarbora::PhysicsComponent:

image

Public Member Functions

ComponentId **GetId** () const

bool **Init** (JsonPtr resource, raw_json data)

void **AfterInit** ()

virtual void **Update** (float deltaTime) override

Static Public Member Functions

static ActorComponentPtr **Creator** ()

Additional Inherited Members

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

Tarbora/GameLogic/inc/PhysicsComponent.hpp

Tarbora/GameLogic/src/PhysicsComponent.cpp

Tarbora::Resource Class Reference

An abstract resource.

#include <Resource.hpp>

Inheritance diagram for Tarbora::Resource:

image

Public Member Functions

std::string () const

Returns the filename of the resource.

Protected Member Functions

(const std::string name)

Protected Attributes

std::string

The filename of the resource.

Friends

class **ResourceLoader**

Detailed Description

An abstract resource.

This resource will be shared between all the classes that use it, and loaded only once (probably in startup or level load).

If you want to implement your own resource, inherit from this class. Make sure your constructor calls the constructor with the filename of the resource.

A resource constructor must be private, as it can only be created inside a *ResourceLoader*.

A ResourceLoader is also needed, it must inherit from *ResourceLoader*, be a friend of the class and implement two private methods:

std::string GetPattern(); ResourcePtr Load(std::string path);

GetPattern returns a regex, the files that match it will be loaded with that loader.

Load loads the file in *path*, reading it from disk and parsing it or doing the needed conversions.

All ResourceLoaders need to be registered in to work.

If a file would match the pattern of several ResourceLoaders, it will be loaded by the lastest registered one.

Heres an example of the implementation of a and its *ResourceLoader* for txt files:

Text : Resource { TextResourceLoader; : std::string GetText(){ m_Text; } : Text(std::string name, std::string text) : Resource(name), m_Text(text) {}

std::string m_Text; };

TextResourceLoader : ResourceLoader { ResourceManager; : std::string GetPattern(){ ; } ResourcePtr Load(std::string path) { std::ifstream file; file.open(path.c_str()); (file.fail()) ResourcePtr();

std::string s = std::string(std::istreambuf_iterator<char>(file), std::istreambuf_iterator<char>()) ; ResourcePtr r = ResourcePtr(Text(path, s)); file.close(); r; } };

See also

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

Tarbora/Framework/ResourceManager/inc/Resource.hpp

Tarbora::ResourceManager Class Reference

Load resources and make them available to all the systems.

#include <ResourceManager.hpp>

Static Public Member Functions

static void (const std::string resourceFolderPath)

Start the .

static void (LoaderPtr loader)

Register a ResourceLoader*.*

static ResourcePtr (const std::string resource)

Get a by name.

static void (ResourcePtr resource)

Destroy a .

static void (void)

Destroy all the Resources.

static std::string ()

Get the path to folder where all the resource files are be located at.

Detailed Description

Load resources and make them available to all the systems.

See an example of usage in .

See also

Member Function Documentation

FreeResource()

void Tarbora::ResourceManager::FreeResource (

resource

)

Destroy a .

Parameters *resource* & The file name of the resource to destroy.

GetResource()

ResourcePtr Tarbora::ResourceManager::GetResource (

resource

)

Get a by name.

Parameters *resource* & The file name of the resource.

Returns A pointer to a .

The returned must be casted to the required type, so a macro is provided to make Get easier, as it typecasts the result:

GET_RESOURCE(TYPE, NAME)

If the isnt loaded yet, automatically finds the appropiate *ResourceLoader* (see) and loads it.

Init()

void Tarbora::ResourceManager::Init (

resourceFolderPath

)

Start the .

Parameters *resourceFolderPath* & The path to folder where all the resource files are be located at. It must be called on startup, before initializing any system that uses resources.

RegisterLoader()

void Tarbora::ResourceManager::RegisterLoader (

loader

)

Register a *ResourceLoader*.

Parameters *loader* & A pointer to the loader. See .

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

Tarbora/Framework/ResourceManager/inc/ResourceManager.hpp

Tarbora/Framework/ResourceManager/src/ResourceManager.cpp

Tarbora::RigidBody Class Reference

Inheritance diagram for Tarbora::RigidBody:

image

Public Member Functions

virtual Shape **GetType** ()=0

void **SetProperties** (float friction, float density, float resitution)

virtual void **Register** (unsigned int id, glm::mat4 &transform)=0

virtual void **Unregister** ()=0

btRigidBody * **Get** ()

void **SetFriction** (float friction)

void **SetDensity** (float density)

void **SetRestitution** (float restitution)

float **GetFriction** ()

float **GetDensity** ()

float **GetRestitution** ()

virtual void **CalcVolume** ()=0

void **CalcMass** ()

float **GetVolume** ()

float **GetMass** ()

void **ApplyForce** (float newtons, const glm::vec3 &direction)

void **ApplyTorque** (float magnitude, const glm::vec3 &direction)

void **SetVelocity** (const glm::vec3 &velocity)

void **Stop** ()

void **Calc** ()

Protected Attributes

float **m_Friction**

float **m_Density**

float **m_Restitution**

float **m_Volume**

float **m_Mass**

btRigidBody * **m_Body**

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

Tarbora/Framework/PhysicsEngine/inc/RigidBody.hpp

Tarbora/Framework/PhysicsEngine/src/RigidBody.cpp

Tarbora::RootNode Class Reference

Inheritance diagram for Tarbora::RootNode:

image

Collaboration diagram for Tarbora::RootNode:

image

Public Member Functions

virtual bool **AddChild** (SceneNodePtr child, RenderPass renderPass)

virtual void **DrawChildren** (*scene, glm::mat4 &parentTransform) override

virtual bool **IsVisible** (*scene) const

Additional Inherited Members

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

Tarbora/GameView/inc/SceneNode.hpp

Tarbora/GameView/src/SceneNode.cpp

Tarbora::Scene Class Reference

Public Member Functions

void **Update** (float deltaTime)

void **Draw** ()

void **AddChild** (SceneNodePtr child, RenderPass renderPass)

SceneNodePtr **GetChild** (ActorId id)

bool **RemoveChild** (ActorId id)

MeshNodePtr **CreateNode** (ActorId id, JsonPtr resource, raw_json j, float pixelDensity, float textureSize)

void **CreateActor** (ActorId id, RenderPass renderPass, std::string model, std::string shader, std::string texture)

void **SetCamera** (CameraPtr camera)

const CameraPtr **GetCamera** () const

Protected Attributes

std::shared_ptr< > **m_Root**

CameraPtr **m_Camera**

SceneActorMap **m_ActorMap**

glm::mat4 **m_Projection**

unsigned int **EvtWindowResizeId**

unsigned int **EvtActorMoveId**

unsigned int **EvtCreateActorModelId**

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

Tarbora/GameView/inc/Scene.hpp

Tarbora/GameView/src/Scene.cpp

Tarbora::SceneNode Class Reference

Inheritance diagram for Tarbora::SceneNode:

image

Collaboration diagram for Tarbora::SceneNode:

image

Public Member Functions

(ActorId actorId, std::string name)

virtual void **Update** (*scene, float deltaTime)

virtual void **Draw** (*scene, glm::mat4 &parentTransform)

virtual void **DrawChildren** (*scene, glm::mat4 &parentTransform)

virtual bool **AddChild** (SceneNodePtr child)

virtual SceneNodePtr **GetChild** (ActorId id)

virtual SceneNodePtr **GetChild** (std::string name)

virtual bool **RemoveChild** (ActorId id)

virtual bool **RemoveChild** (std::string name)

bool **OnActorEvent** (*e)

bool **IsVisible** (*scene)

ActorId **GetActorId** () const

const char * **GetName** () const

void **SetTransform** (const glm::mat4 *matrix=nullptr)

glm::mat4 const **GetGlobalMatrix** ()

glm::mat4 const & **GetLocalMatrix** () const

void **SetPosition** (const glm::vec3 &pos)

glm::vec3 const **GetPosition** ()

void **SetRotation** (const glm::mat3 &rot)

void **SetOrigin** (glm::vec3 &origin)

void **RotateGlobal** (glm::vec3 &rotation)

void **RotateLocal** (glm::vec3 &rotation)

void **RotateAround** (float angle, glm::vec3 &dir)

void **TranslateGlobal** (glm::vec3 &movement)

void **TranslateLocal** (glm::vec3 &movement)

void **SetRadius** (float radius)

float **GetRadius** () const

Protected Attributes

SceneNodeMap **m_Children**

* **m_Parent**

ActorId **m_ActorId**

std::string **m_Name**

glm::mat4 **m_LocalMatrix**

glm::vec3 **m_Origin**

float **m_Radius**

Friends

class **Scene**

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

Tarbora/GameView/inc/SceneNode.hpp

Tarbora/GameView/src/SceneNode.cpp

Tarbora::SetVelocityEvent Struct Reference

Inheritance diagram for Tarbora::SetVelocityEvent:

image

Collaboration diagram for Tarbora::SetVelocityEvent:

image

Public Member Functions

(unsigned int id, const glm::vec3 dir)

EventType **GetType** () override

Public Attributes

unsigned int **actorId**

glm::vec3 **direction**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::Shader Class Reference

Inheritance diagram for Tarbora::Shader:

image

Collaboration diagram for Tarbora::Shader:

image

Public Member Functions

void **Use** ()

unsigned int **GetId** () const

void **Set** (const std::string name, bool value)

void **Set** (const std::string name, int value)

void **Set** (const std::string name, float value)

void **Set** (const std::string name, glm::vec2 &value)

void **Set** (const std::string name, float x, float y)

void **Set** (const std::string name, glm::vec3 &value)

void **Set** (const std::string name, float x, float y, float z)

void **Set** (const std::string name, glm::vec4 &value)

void **Set** (const std::string name, float x, float y, float z, float w)

void **Set** (const std::string name, glm::mat4 &value)

Friends

class **ShaderResourceLoader**

Additional Inherited Members

The documentation for this class was generated from the following files:
Tarbora/Framework/GraphicsEngine/inc/Shader.hpp
Tarbora/Framework/GraphicsEngine/src/Shader.cpp

Tarbora::Skybox Class Reference

Public Member Functions

(&scene, std::string shader, std::string texture)

Protected Attributes

std::shared_ptr< > **m_Material**
std::shared_ptr< > **m_Mesh**
The documentation for this class was generated from the following file:
Tarbora/GameView/inc/Skybox.hpp

Tarbora::SphereBody Class Reference

Inheritance diagram for Tarbora::SphereBody:
image
Collaboration diagram for Tarbora::SphereBody:
image

Public Member Functions

(float radius)
virtual Shape **GetType** () override
virtual void **Register** (unsigned int id, glm::mat4 &transform) override
virtual void **Unregister** () override
virtual void **CalcVolume** () override
void **SetRadius** (float radius)
float **GetRadius** ()

Protected Attributes

float **m_Radius**

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

Tarbora/Framework/PhysicsEngine/inc/RigidBody.hpp

Tarbora/Framework/PhysicsEngine/src/RigidBody.cpp

Tarbora::StopEvent Struct Reference

Inheritance diagram for Tarbora::StopEvent:

image

Collaboration diagram for Tarbora::StopEvent:

image

Public Member Functions

(unsigned int id)

EventType **GetType** () override

Public Attributes

unsigned int **actorId**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::Text Class Reference

A wrapper class for a raw text file.

#include <Resource.hpp>

Inheritance diagram for Tarbora::Text:

image

Collaboration diagram for Tarbora::Text:

image

Public Member Functions

const std::string () const

Returns an string containing all the content of the file.

Friends

class **TextResourceLoader**

Additional Inherited Members

Detailed Description

A wrapper class for a raw text file.

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

Tarbora/Framework/ResourceManager/inc/Resource.hpp

Tarbora::Texture Class Reference

Inheritance diagram for Tarbora::Texture:

image

Collaboration diagram for Tarbora::Texture:

image

Public Member Functions

unsigned int **GetId** () const

int **GetWidth** () const

int **GetHeight** () const

Friends

class **TextureResourceLoader**

Additional Inherited Members

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

Tarbora/Framework/GraphicsEngine/inc/Texture.hpp

Tarbora/Framework/GraphicsEngine/src/Texture.cpp

Tarbora::TransformComponent Class Reference

Inheritance diagram for Tarbora::TransformComponent:

image

Collaboration diagram for Tarbora::TransformComponent:

image

Public Member Functions

ComponentId **GetId** () const

bool **Init** (JsonPtr resource, raw_json data)

glm::mat4 & **GetTransform** ()

void **SetTransform** (glm::mat4 transform)

glm::vec3 **GetPosition** ()

glm::mat3 **GetRotation** ()

Static Public Member Functions

static ActorComponentPtr **Creator** ()

Additional Inherited Members

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

Tarbora/GameLogic/inc/TransformComponent.hpp

Tarbora::TypeComponent Class Reference

Inheritance diagram for Tarbora::TypeComponent:

image

Collaboration diagram for Tarbora::TypeComponent:

image

Public Member Functions

bool **Init** (JsonPtr resource, raw_json data)

ComponentId **GetId** () const

bool **HasType** (std::string type)

Static Public Member Functions

static ActorComponentPtr **Creator** ()

Additional Inherited Members

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

Tarbora/GameLogic/inc/Components.hpp

Tarbora/GameLogic/src/Components.cpp

Tarbora::Window Class Reference

Public Member Functions

(const char *title, int width, int height)

void **SetTitle** (const char *title)

void **Close** ()

void **Update** ()

void **Clear** ()

int **GetWidth** ()

int **GetHeight** ()

float **GetRatio** ()

GLFWwindow * **GetWindow** ()

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

Tarbora/Framework/GraphicsEngine/inc/Window.hpp

Tarbora/Framework/GraphicsEngine/src/Window.cpp

Tarbora::WindowCloseEvent Struct Reference

Inheritance diagram for Tarbora::WindowCloseEvent:

image

Collaboration diagram for Tarbora::WindowCloseEvent:

image

Public Member Functions

EventType **GetType** () override

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::WindowFocusEvent Struct Reference

Inheritance diagram for Tarbora::WindowFocusEvent:

image

Collaboration diagram for Tarbora::WindowFocusEvent:

image

Public Member Functions

(int f)

EventType **GetType** () override

Public Attributes

char **focused**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::WindowIconifyEvent Struct Reference

Inheritance diagram for Tarbora::WindowIconifyEvent:

image

Collaboration diagram for Tarbora::WindowIconifyEvent:

image

Public Member Functions

(int ic)

EventType **GetType** () override

Public Attributes

int **iconified**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::WindowMoveEvent Struct Reference

Inheritance diagram for Tarbora::WindowMoveEvent:

image

Collaboration diagram for Tarbora::WindowMoveEvent:

image

Public Member Functions

(int nx, int ny)

EventType **GetType** () override

Public Attributes

int **x**

int **y**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp

Tarbora::WindowProps Struct Reference

Public Member Functions

(const char *title, int width, int height)

Public Attributes

const char * **m_title**

int **m_width**

int **m_height**

float **m_ratio**

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

Tarbora/Framework/GraphicsEngine/inc/Window.hpp

Tarbora::WindowResizeEvent Struct Reference

Inheritance diagram for Tarbora::WindowResizeEvent:

image

Collaboration diagram for Tarbora::WindowResizeEvent:

image

Public Member Functions

(int w, int h)

EventType **GetType** () override

Public Attributes

int **width**

int **height**

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

Tarbora/Framework/EventManager/inc/EventManager.hpp