Core

heroCoreInit heroCoreStart heroCoreClose heroCoreGetDeltaTime heroCoreModuleSetCapacity heroCoreModuleAdd heroCoreModuleGet heroCoreModuleRemove

Window

heroWindowInit heroWindowDestroy heroWindowSetFullscreen heroWindowGetFullscreen heroWindowGetSize heroWindowGetSdlWindow heroWindowGetId heroWindowGetGlContext heroWindowHandleEvents heroWindowSetEvent

Event

heroEventInit heroEventUpdate heroEventDestroy heroEventAddWindow heroEventRemoveWindow

Input

heroInputInit
heroInputUpdate
heroInputDestroy
heroInputKeyPressed
heroInputKeyDown
heroInputKeyUp
heroInputMouseButtonPressed
heroInputMouseButtonDown
heroInputMouseButtonUp
heroInputGetMousePosition
heroInputSetMousePosition

Debug

glCheckError glShaderCheckError

Font

heroFontLoad heroFontUnload

Texture

heroTextureLoad heroTextureUnload heroTextureBind heroTextureUnbind heroTextureFromText heroTextureConstruct heroTextureGetGIID heroTextureGetSize

Shader

heroShaderLoad heroShaderUnload heroShaderBind heroShaderGetUniformLocation

SpriteBatch

heroSpriteBatchInit heroSpriteBatchDestroy heroSpriteBatchBegin heroSpriteBatchEnd heroSpriteBatchDrawTexture heroSpriteBatchDrawTextureEx

Math

heroMathDeg2rad heroMathRad2deg heroMathClampI heroMathClampF heroMathAddI2 heroMathDotProductI2 heroMathDistanceI2 heroMathAddI3 heroMathSubstract heroMathDotProductI3 heroMathDistanceI3 heroMathDistanceI3 heroMathAddI4 heroMathSubstractI4 heroMathLerpF

heroMathAddF2

heroMathSubstractF2

heroMathDotProductF2

heroMathMultiplyF2

heroMathNormalizeF2

heroMathLengthF2

heroMathDistanceF2

heroMathRotateF2

heroMathAddF3

heroMathSubstractF3

heroMathDotProductF3

heroMathCrossProduct

heroMathMultiplyF3

heroMathNormalizeF3

heroMathLengthF3

heroMathLerpF3

heroMathDistanceF3

heroMathAddF4

heroMathSubstractF4

heroMathMultiplyF4

heroMathNormalizeF4

heroMathLengthF4

heroMathMultiplyM2x2

heroMathDeterminentM2x2

heroMathTansponeM2x2

heroMathInvertM2x2

heroMathMultiplyM2x2F2

heroMathMultiplyM3x3

heroMathDeterminentM3x3

heroMathTansponeM3x3

heroMathInvertM3x3

heroMathMultiplyM3x3F3

heroMathMultiplyM4x4

heroMathDeterminentM4x4

heroMathTansponeM4x4

heroMathInvertM4x4

heroMathMultiplyM4x4F4

heroMathM4x4ToArray

heroMathArrayToM4x4

heroMathTranslateM4x4

heroMathScaleM4x4

heroMathRotateXM4x4

heroMathRotateYM4x4

heroMathRotateZM4x4

heroMathRotateXYZM4x4

heroMathPixelScreenMatrix

heroMathProjectionMatrix

heroMathLookAtMatrix

heroMathOrthographicMatrix

Actor2D

heroActor2DGetPosition heroActor2DSetPosition heroActor2DGetSize heroActor2DSetSize heroActor2DGetRotation heroActor2DSetRotation

Random

heroRandomSetSeed heroRandomGetInt heroRandomGetFloat

Audio

heroAudioInit
heroAudioDestroy
heroAudioMusicLoad
heroAudioMusicUnload
heroAudioMusicPlay
heroAudioMusicResume
heroAudioMusicResume
heroAudioMusicIsPlaying
heroAudioMusicIsPlaying
heroAudioMusicSetVolume
heroAudioSoundLoad
heroAudioSoundUnload
heroAudioSoundSetVolume