#### 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

deg2rad rad2deg heroMathOrthographicMatrix