

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

glProgramCheckError

Font

heroFontLoad

heroFontUnload

Texture

heroTextureLoad

heroTextureUnload

heroTextureBind

heroTextureUnbind

heroTextureFromText

heroTextureConstruct

heroTextureGetGLID

heroTextureGetSize

Shader

heroShaderLoad

heroShaderUnload

heroShaderBind

heroShaderGetUniformLocation

SpriteBatch

heroSpriteBatchInit

heroSpriteBatchDestroy

heroSpriteBatchBegin

heroSpriteBatchEnd

heroSpriteBatchDrawTexture

heroSpriteBatchDrawTextureEx

Math

heroMathDeg2rad

heroMathRad2deg

heroMathClampI

heroMathClampF

heroMathAddI2

heroMathSubstractI2

heroMathDotProductI2

heroMathDistanceI2

heroMathAddI3

heroMathSubstract

heroMathDotProductI3

heroMathDistanceI3

heroMathAddI4

heroMathSubstractI4

heroMathLerpF
heroMathAddF2
heroMathSubstractF2
heroMathDotProductF2
heroMathMultiplyF2
heroMathNormalizeF2
heroMathLengthF2
heroMathDistanceF2
heroMathAddF3
heroMathSubstractF3
heroMathDotProductF3
heroMathCrossProduct
heroMathMultiplyF3
heroMathNormalizeF3
heroMathLengthF3
heroMathLerpF3
heroMathDistanceF3
heroMathAddF4
heroMathSubstractF4
heroMathMultiplyF4
heroMathNormalizeF4
heroMathLengthF4
heroMathMultiplyM2x2
heroMathDeterminentM2x2
heroMathTansponeM2x2
heroMathInvertM2x2
heroMathMultiplyM2x2F2
heroMathRotateM2x2F2
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