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heroCoreInit
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heroCoreClose
heroCoreGetDeltaTime
heroCoreModuleSetCapacity
heroCoreModuleAdd
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Window

heroWindowInit
heroWindowDestroy
heroWindowSetFullscreen
heroWindowGetFullscreen
heroWindowGetSize
heroWindowGetSdlWindow
heroWindowGetId
heroWindowGetGlContext
heroWindowHandleEvents
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Event

heroEventInit
heroEventUpdate
heroEventDestroy
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Input

heroInputInit
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heroInputDestroy
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Texture

heroTextureLoad

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heroTextureConstruct

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Shader

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heroShaderBind

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SpriteBatch

heroSpriteBatchInit

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Math

heroMathDeg2rad

heroMathRad2deg

heroMathClampI

heroMathClampF

heroMathAddI2

heroMathSubstractI2

heroMathDotProductI2

heroMathDistanceI2

heroMathAddI3

heroMathSubstract

heroMathDotProductI3

heroMathDistanceI3

heroMathAddI4

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heroMathLerpF
heroMathAddF2
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heroMathMultiplyF2
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heroMathDotProductF3
heroMathCrossProduct
heroMathMultiplyF3
heroMathNormalizeF3
heroMathLengthF3
heroMathLerpF3
heroMathDistanceF3
heroMathAddF4
heroMathSubstractF4
heroMathMultiplyF4
heroMathNormalizeF4
heroMathLengthF4
heroMathMultiplyM2x2
heroMathDeterminentM2x2
heroMathTansponeM2x2
heroMathInvertM2x2
heroMathMultiplyM2x2F2
heroMathMultiplyM3x3
heroMathDeterminentM3x3
heroMathTansponeM3x3
heroMathInvertM3x3
heroMathMultiplyM3x3F3
heroMathMultiplyM4x4
heroMathDeterminentM4x4
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heroMathRotateXM4x4
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heroMathPixelScreenMatrix
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heroMathLookAtMatrix
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Actor2D

heroActor2DGetPosition
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heroActor2DSetRotation

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