

## Core

heroCoreInit  
heroCoreStart  
heroCoreClose  
heroCoreGetDeltaTime  
heroCoreModuleSetCapacity  
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## Window

heroWindowInit  
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heroWindowSetFullscreen  
heroWindowGetFullscreen  
heroWindowGetSize  
heroWindowGetSdlWindow  
heroWindowGetId  
heroWindowGetGlContext  
heroWindowHandleEvents  
heroWindowSetEvent

## Event

heroEventInit  
heroEventUpdate  
heroEventDestroy  
heroEventAddWindow  
heroEventRemoveWindow

## Input

heroInputInit  
heroInputUpdate  
heroInputDestroy  
heroInputKeyPressed  
heroInputKeyDown  
heroInputKeyUp  
heroInputMouseButtonPressed  
heroInputMouseButtonDown  
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heroInputGetMousePosition  
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## Debug

glCheckError  
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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  
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heroMathCrossProduct  
heroMathMultiplyF3  
heroMathNormalizeF3  
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heroMathLerpF3  
heroMathDistanceF3  
heroMathAddF4  
heroMathSubstractF4  
heroMathMultiplyF4  
heroMathNormalizeF4  
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heroMathOrthographicMatrix