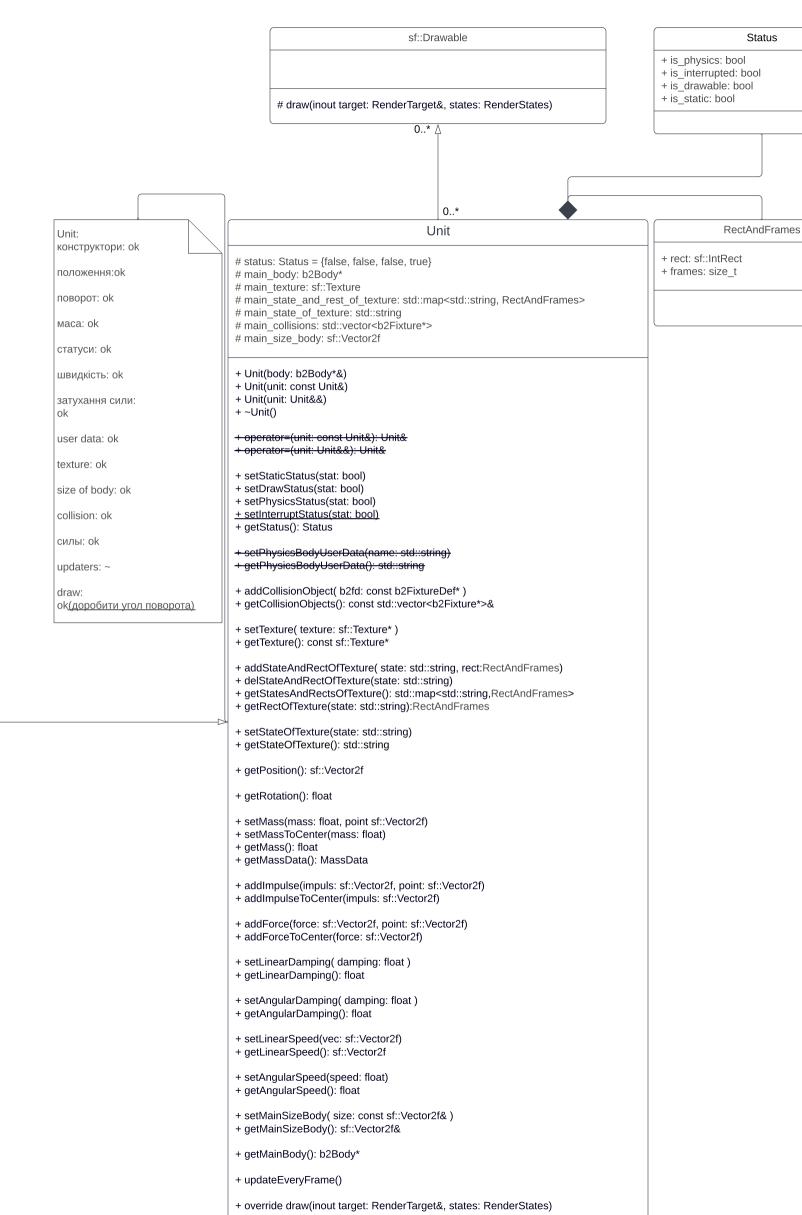
<class _Type> TailMap using Matrix_texture = Matrix<sf::Texture*> - h_size: const size_t - mtx: Matrix_texture* - w_size: const size_t + TailMap(std::string lua_file, b2Body* body) + Matrix(init: std::initializer_list<std::vector< _Type >>, h_size_: size_t, v_size_: size_t) + TailMap(const TailMap&) + Matrix(const Matrix&) + TailMap(TailMap&&) + Matrix(Matrix&&) + override ~TailMap() + Matrix& operator=(const Matrix&) + operator=(unit: const TailMap&): TailMap& + Matrix& operaotr=(Matrix&&) + operator=(unit: TailMap&&): TailMap& + getHorizontalSize(): size t + override setMainSizeBody(size: const sf::Vector2f&) + getVerticalSize(): size_t + override draw(inout target: RenderTarget&, states: RenderStates) initMainBody_after_mtx_init() override setTexture(texture: sf::Texture) override getTexture(): sf::Textue override addCollisionObject(b2fd: const b2FixtureDef*) override addStateAndRectOfTexture(state: std::string, rect: sf::Rect) override delStateAndRectOfTexture(state: std::string) override getStatesAndRectsOfTexture(): std::map<std::string, RectAndFrames> override getRectOfTexture(state: std::string): RectAndFrames override setStateOfTexture(state: std::string) - override getStateOftexture(): std::string



План:

> |file manager ok|tile map

> main program

> |final gameplay

> scene

> bullet

> lenemy

<class... _MainUnit> UnitCreator: - main_collisions: std::vector<b2FixtureDef> - main_world: b2World* add[різні види колізій] + status: Status + start_linear_speed: sf::Vector2f + start angular speed: float + start linear damping: float + start angular_damping: float + start_angle: float + start_position: sf::Vector2f + is fixed: bool + is_bullet: bool + mass: float + gravity_scale: float + textue: sf::Texture* + states_and_texture_rects: Unit::StatesAndRectsOfTexture + start_state: std::string + size_of_visible_texture: sf::Vector2f + UnitCreator(world: b2World*) + ~UnitCreator() <class... _Params> + create(_Vals: _Params...): _MainUnit* + restart() + addCollision(collision: b2FixtureDef) + addBoxCollision(size: sf::Vector2f, friction: float = 0.8) //<< change + addStateAndTextureRect(state: std::string, raf: Unit::RectAndFrames) + addStatesAndTexturesRect(init: std::initializer_list < std::pair < std::string, Unit::RectAndFrames> >)

+ loadTextureFromFile(file name: std::string)