

Structs

Sprites

```
struct Sprite {  
    int rotation;  
    char substitute;  
    std::string name;  
    std::string path;  
    arc::Color color;  
    arc::Color backgroudColor;  
};
```

- substitute is a char that can be used if the display doesn't support real sprites;
- name is the name of the sprite;
- path is where the sprite is stored;
- colour is the colour of the sprite to use with the substitute;
- backgroudColor is the colour to put behind the sprite when used with the substitute.

Items

```
struct Item {  
    std::string name;  
    std::string spritesPath;  
    SpriteList sprites;  
    int currSpriteIdx;  
    int x;  
    int y;  
};
```

- spritePath is where the sprite conf file can be found for the current object (depreciated);
- SpriteList is the list of sprite related to the current Item;
- currSpriteIdx is the index at which the active sprite can be found;
- x and y are the coordinates of the object.

Using

```
using SpriteList = std::vector<Sprite>;  
using ItemList = std::vector<Item>;  
using InteractionList = std::queue<Interaction>;
```