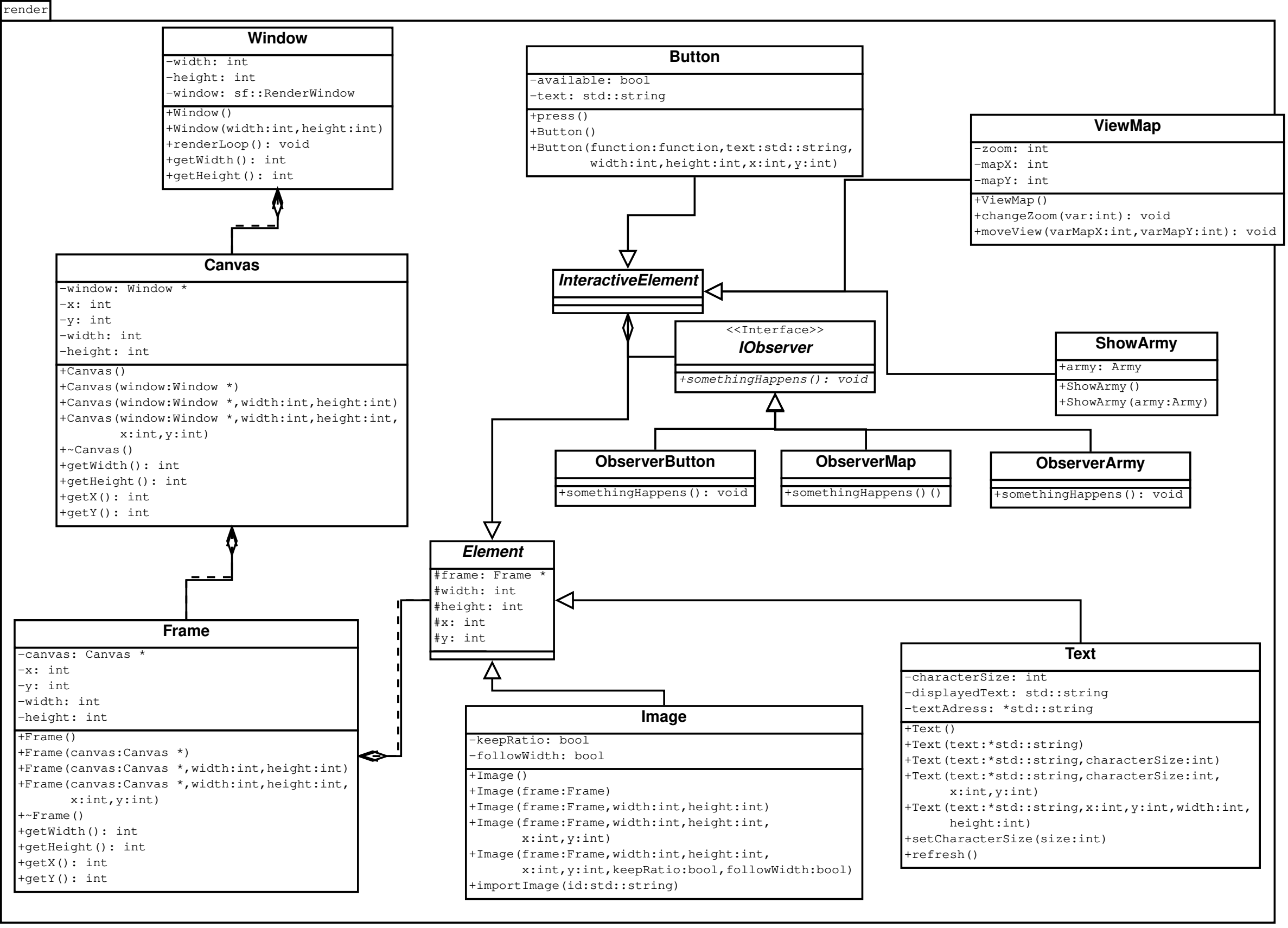
render
Window
-width: int
-height: int
-window: sf::RenderWindow
+Window()
+Window(width:int,height:int)
+renderLoop(): void
+getWidth(): int
+getHeight(): int
Button
-available: bool
-text: std::string
+press()
+Button()
+Button(function:function,text:std::string,
width:int,height:int,x:int,y:int)
ViewMap
-zoom: int
-mapX: int
-mapY: int
+ViewMap()
+changeZoom(var:int): void
+moveView(varMapX:int,varMapY:int): void
Canvas
-window: Window *
-x: int
-y: int
-width: int
-height: int
+Canvas()
+Canvas(window:Window *)
+Canvas(window:Window *,width:int,height:int)
+Canvas(window:Window *,width:int,height:int,
x:int,y:int)
+~Canvas()
+getWidth(): int
+getHeight(): int
+getX(): int
+getY(): int
InteractiveElement
<<Interface>>
IObserver
+somethingHappens(): void
ShowArmy
+army: Army
+ShowArmy()
+ShowArmy(army:Army)
ObserverButton
+somethingHappens(): void
ObserverMap
+somethingHappens()()
ObserverArmy
+somethingHappens(): void
Element
#frame: Frame *
#width: int
#height: int
#x: int
#y: int
Frame
-canvas: Canvas *
-x: int
-y: int
-width: int
-height: int
+Frame()
+Frame(canvas:Canvas *)
+Frame(canvas:Canvas *,width:int,height:int)
+Frame(canvas:Canvas *,width:int,height:int,
x:int,y:int)
+~Frame()
+getWidth(): int
+getHeight(): int
+getX(): int
+getY(): int
Image
-keepRatio: bool
-followWidth: bool
+Image()
+Image(frame:Frame)
+Image(frame:Frame,width:int,height:int)
+Image(frame:Frame,width:int,height:int,
x:int,y:int)
+Image(frame:Frame,width:int,height:int,
x:int,y:int,keepRatio:bool,followWidth:bool)
+importImage(id:std::string)
Text
-characterSize: int
-displayedText: std::string
-textAdress: *std::string
+Text()
+Text(text:*std::string)
+Text(text:*std::string,characterSize:int)
+Text(text:*std::string,characterSize:int,
x:int,y:int)
+Text(text:*std::string,x:int,y:int,width:int,
height:int)
+setCharacterSize(size:int)
+refresh()