

arcade

0.1.0

Generated by Doxygen 1.9.1

1 Namespace Index	1
1.1 Namespace List	1
2 Hierarchical Index	3
2.1 Class Hierarchy	3
3 Class Index	5
3.1 Class List	5
4 File Index	7
4.1 File List	7
5 Namespace Documentation	9
5.1 Arcade Namespace Reference	9
5.1.1 Detailed Description	10
5.1.2 Enumeration Type Documentation	10
5.1.2.1 GameEvent	10
6 Class Documentation	11
6.1 Arcade::Core Class Reference	11
6.1.1 Detailed Description	12
6.1.2 Member Function Documentation	12
6.1.2.1 gameLoop()	12
6.1.2.2 getRenderer()	12
6.1.2.3 handleEvents()	12
6.1.2.4 parser()	12
6.1.2.5 runArcade()	13
6.1.2.6 setMode()	13
6.2 Arcade::Core::CoreException Class Reference	13
6.2.1 Detailed Description	14
6.3 Arcade::IGame Class Reference	14
6.3.1 Detailed Description	14
6.4 Arcade::IRenderer Class Reference	15
6.4.1 Detailed Description	15
6.4.2 Member Function Documentation	15
6.4.2.1 createSprite()	15
6.4.2.2 createText()	16
6.4.2.3 displaySprite()	16
6.4.2.4 displayText()	17
6.4.2.5 getEvent()	17
6.4.2.6 getWindow()	17
6.4.2.7 isASCII()	17
6.4.2.8 loadFont()	18
6.4.2.9 loadTexture()	19

6.5 Arcade::ISprite Class Reference	19
6.5.1 Detailed Description	20
6.5.2 Member Function Documentation	20
6.5.2.1 createSprite()	20
6.5.2.2 setPosition()	20
6.6 Arcade::IWindow Class Reference	20
6.6.1 Detailed Description	21
6.6.2 Member Function Documentation	21
6.6.2.1 openWindow()	21
6.6.2.2 setTitle()	22
6.7 Arcade::NCursesRenderer Class Reference	22
6.7.1 Detailed Description	23
6.7.2 Member Function Documentation	23
6.7.2.1 createSprite()	23
6.7.2.2 createText()	23
6.7.2.3 displaySprite()	24
6.7.2.4 displayText()	24
6.7.2.5 getEvent()	24
6.7.2.6 getWindow()	25
6.7.2.7 isASCII()	25
6.7.2.8 loadFont()	25
6.7.2.9 loadTexture()	26
6.8 Arcade::NCursesWindow Class Reference	26
6.8.1 Detailed Description	27
6.8.2 Member Function Documentation	27
6.8.2.1 getWindow()	27
6.8.2.2 openWindow()	27
6.8.2.3 setTitle()	27
6.9 Arcade::RuntimeException Class Reference	28
6.9.1 Detailed Description	28
6.10 Arcade::Sdl2Renderer Class Reference	28
6.10.1 Detailed Description	29
6.10.2 Member Function Documentation	29
6.10.2.1 createSprite()	29
6.10.2.2 createText()	30
6.10.2.3 displaySprite()	30
6.10.2.4 displayText()	30
6.10.2.5 getEvent()	31
6.10.2.6 getWindow()	31
6.10.2.7 isASCII()	31
6.10.2.8 loadFont()	31
6.10.2.9 loadTexture()	32

6.11 Arcade::Sdl2Window Class Reference	32
6.11.1 Detailed Description	33
6.11.2 Member Function Documentation	33
6.11.2.1 getHeight()	33
6.11.2.2 getRenderer()	34
6.11.2.3 getWidth()	34
6.11.2.4 getWindow()	34
6.11.2.5 openWindow()	34
6.11.2.6 setTitle()	35
6.12 Arcade::SfmlRenderer Class Reference	35
6.12.1 Detailed Description	36
6.12.2 Member Function Documentation	36
6.12.2.1 createSprite()	36
6.12.2.2 createText()	36
6.12.2.3 displaySprite()	37
6.12.2.4 displayText()	37
6.12.2.5 getEvent()	38
6.12.2.6 getWindow()	38
6.12.2.7 isASCII()	38
6.12.2.8 loadFont()	38
6.12.2.9 loadTexture()	39
6.13 Arcade::SfmlWindow Class Reference	39
6.13.1 Detailed Description	40
6.13.2 Member Function Documentation	40
6.13.2.1 getWindow()	40
6.13.2.2 openWindow()	40
6.13.2.3 setTitle()	41
7 File Documentation	43
7.1 Core/include/Arcade/abstractions/IGame.hpp File Reference	43
7.1.1 Detailed Description	43
7.2 Core/include/Arcade/abstractions/IRenderer.hpp File Reference	43
7.2.1 Detailed Description	44
7.3 Core/include/Arcade/abstractions/ISprite.hpp File Reference	44
7.3.1 Detailed Description	44
7.4 Core/include/Arcade/abstractions/IWindow.hpp File Reference	44
7.4.1 Detailed Description	45
7.5 Core/include/Arcade/Constants.hpp File Reference	45
7.5.1 Detailed Description	45
7.6 Core/include/Arcade/Core.hpp File Reference	45
7.6.1 Detailed Description	46
7.7 Core/include/Arcade/Enum.hpp File Reference	46

7.7.1 Detailed Description	46
7.8 Core/include/Arcade/RuntimeException.hpp File Reference	46
7.8.1 Detailed Description	47
7.9 Graphics/NCurses/include/Arcade/NCursesRenderer.hpp File Reference	47
7.9.1 Detailed Description	47
7.10 Graphics/NCurses/include/Arcade/NCursesWindow.hpp File Reference	47
7.10.1 Detailed Description	48
7.11 Graphics/SDL2/include/Arcade/Sdl2Renderer.hpp File Reference	48
7.11.1 Detailed Description	48
7.12 Graphics/SDL2/include/Arcade/Sdl2Window.hpp File Reference	48
7.12.1 Detailed Description	49
7.13 Graphics/SFML/include/Arcade/SfmlRenderer.hpp File Reference	49
7.13.1 Detailed Description	49
7.14 Graphics/SFML/include/Arcade/SfmlWindow.hpp File Reference	49
7.14.1 Detailed Description	50
Index	51

Chapter 1

Namespace Index

1.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

Arcade	Main namespace for the Arcade project	9
------------------------	---	---

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Arcade::Core	11
std::exception	
Arcade::Core::CoreException	13
Arcade::RuntimeException	28
Arcade::IGame	14
Arcade::IRenderer	15
Arcade::NCursesRenderer	22
Arcade::Sdl2Renderer	28
Arcade::SfmlRenderer	35
Arcade::ISprite	19
Arcade::IWindow	20
Arcade::NCursesWindow	26
Arcade::Sdl2Window	32
Arcade::SfmlWindow	39

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Arcade::Core	
Core class	11
Arcade::Core::CoreException	
CoreException class	13
Arcade::IGame	
Game Interface	14
Arcade::IRenderer	
Graphic Interface	15
Arcade::ISprite	
Sprite Interface	19
Arcade::IWindow	
Window Interface	20
Arcade::NCursesRenderer	
NCursesRenderer class	22
Arcade::NCursesWindow	
NCursesWindow class	26
Arcade::RuntimeException	
RuntimeException class	28
Arcade::Sdl2Renderer	
Sdl2Renderer class	28
Arcade::Sdl2Window	
Sdl2Window class	32
Arcade::SfmlRenderer	
SfmlRenderer class	35
Arcade::SfmlWindow	
SfmlWindow class	39

Chapter 4

File Index

4.1 File List

Here is a list of all documented files with brief descriptions:

Core/include/Arcade/ Constants.hpp	
File containing constant values used in the Arcade project	45
Core/include/Arcade/ Core.hpp	
File declaring Core	45
Core/include/Arcade/ Enum.hpp	
File declaring Enum	46
Core/include/Arcade/ RuntimeException.hpp	
File declaring RuntimeException	46
Core/include/Arcade/abstractions/ IGame.hpp	
File declaring Game Interface	43
Core/include/Arcade/abstractions/ IRenderer.hpp	
File declaring Graphic Interface	43
Core/include/Arcade/abstractions/ ISprite.hpp	
File declaring Sprite Interface	44
Core/include/Arcade/abstractions/ IWindow.hpp	
File declaring Window Interface	44
Graphics/NCurses/include/Arcade/ NCursesRenderer.hpp	
File declaring NCursesRenderer	47
Graphics/NCurses/include/Arcade/ NCursesWindow.hpp	
File declaring NCursesWindow	47
Graphics/SDL2/include/Arcade/ Sdl2Renderer.hpp	
File declaring Sdl2Renderer class	48
Graphics/SDL2/include/Arcade/ Sdl2Window.hpp	
File declaring Sdl2Window class	48
Graphics/SFML/include/Arcade/ SfmlRenderer.hpp	
File declaring SfmlRenderer class	49
Graphics/SFML/include/Arcade/ SfmlWindow.hpp	
File declaring SfmlWindow class	49

Chapter 5

Namespace Documentation

5.1 Arcade Namespace Reference

Main namespace for the [Arcade](#) project.

Classes

- class [IGame](#)
Game Interface.
- class [IRenderer](#)
Graphic Interface.
- class [ISprite](#)
Sprite Interface.
- class [IWindow](#)
Window Interface.
- class [Core](#)
Core class.
- class [RuntimeException](#)
RuntimeException class.
- class [Sdl2Renderer](#)
Sdl2Renderer class.
- class [Sdl2Window](#)
Sdl2Window class.
- class [NCursesRenderer](#)
NCursesRenderer class.
- class [NCursesWindow](#)
NCursesWindow class.
- class [SfmlRenderer](#)
SfmlRenderer class.
- class [SfmlWindow](#)
SfmlWindow class.

Enumerations

- enum class **CoreMode** { **GAME** , **MENU** , **PAUSE** , **QUIT** }
- enum class **GameMode** {
 GAME , **GAME_OVER** , **MENU** , **PAUSE** ,
 QUIT }
- enum class **GameEvent** {
 UP , **DOWN** , **LEFT** , **RIGHT** ,
 SHOOT , **PAUSE** , **QUIT** , **NONE** }

Enum for the GameEvent.

5.1.1 Detailed Description

Main namespace for the [Arcade](#) project.

5.1.2 Enumeration Type Documentation

5.1.2.1 GameEvent

```
enum Arcade::GameEvent [strong]
```

Enum for the GameEvent.

Set of enum used for the game event

Chapter 6

Class Documentation

6.1 Arcade::Core Class Reference

Core class.

```
#include <Arcade/Core.hpp>
```

Classes

- class [CoreException](#)
CoreException class.

Public Member Functions

- **Core** (const [Core](#) &)=delete
- **Core** & **operator=** (const [Core](#) &)=delete
- **Core** (const [Core](#) &&)=delete
- **Core** & **operator=** (const [Core](#) &&)=delete
- void [parser](#) (const std::string &path)
parse arguments
- int [runArcade](#) (const std::string &path)
Run Arcade.
- void [getLibraries](#) ()
Get actives libraries.
- void [gameLoop](#) ()
Game loop.
- void [handleEvents](#) (const [GameEvent](#) &event)
Handle events.
- void [setMode](#) (const CoreMode &gameMode)
Set the game mode.
- void [loadGraphic](#) ()
load graphic
- void [displayMenu](#) ()
display menu
- [IRenderer](#) * [getRenderer](#) ()
Get the renderer.

6.1.1 Detailed Description

[Core](#) class.

[Core](#) class for the [Arcade](#) project

6.1.2 Member Function Documentation

6.1.2.1 `gameLoop()`

```
void Arcade::Core::gameLoop ( )
```

Game loop.

Main game loop

6.1.2.2 `getRenderer()`

```
IRenderer* Arcade::Core::getRenderer ( ) [inline]
```

Get the renderer.

Returns

The renderer

6.1.2.3 `handleEvents()`

```
void Arcade::Core::handleEvents (
    const GameEvent & event )
```

Handle events.

Parameters

<i>event</i>	
--------------	--

6.1.2.4 `parser()`

```
void Arcade::Core::parser (
    const std::string & path )
```

parse arguments

Parameters

<i>path</i>	
-------------	--

6.1.2.5 runArcade()

```
int Arcade::Core::runArcade (
    const std::string & path )
```

Run [Arcade](#).

Parameters

<i>path</i>	
-------------	--

Returns

int

6.1.2.6 setMode()

```
void Arcade::Core::setMode (
    const CoreMode & gameMode ) [inline]
```

Set the game mode.

Parameters

<i>gameMode</i>	
-----------------	--

The documentation for this class was generated from the following file:

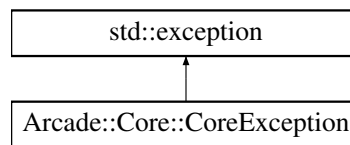
- Core/include/Arcade/[Core.hpp](#)

6.2 Arcade::Core::CoreException Class Reference

[CoreException](#) class.

```
#include <Arcade/Core.hpp>
```

Inheritance diagram for `Arcade::Core::CoreException`:



Public Member Functions

- **CoreException** (std::string msg)
- **CoreException** (const [CoreException](#) &)=delete
- **CoreException** & **operator=** (const [CoreException](#) &)=delete
- **CoreException** (const [CoreException](#) &&)=delete
- **CoreException** & **operator=** (const [CoreException](#) &&)=delete
- const char * **what** () const noexcept override

6.2.1 Detailed Description

[CoreException](#) class.

Exception class for the [Core](#) class

The documentation for this class was generated from the following file:

- Core/include/Arcade/[Core.hpp](#)

6.3 Arcade::IGame Class Reference

Game Interface.

```
#include <Arcade/abstractions/IGame.hpp>
```

Public Member Functions

- **IGame** (const [IGame](#) &)=delete
- **IGame** & **operator=** (const [IGame](#) &)=delete
- virtual void **start** ()=0
start the game
- virtual void **stop** ()=0
stop the game

6.3.1 Detailed Description

Game Interface.

Set of method to implement for the business logic of the [Arcade](#) project

The documentation for this class was generated from the following file:

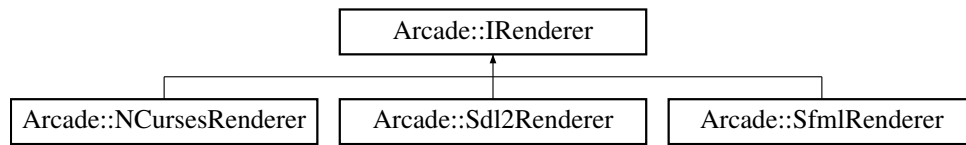
- Core/include/Arcade/abstractions/[IGame.hpp](#)

6.4 Arcade::IRenderer Class Reference

Graphic Interface.

```
#include <Arcade/abstractions/IRenderer.hpp>
```

Inheritance diagram for Arcade::IRenderer:



Public Member Functions

- virtual [IWindow](#) * [getWindow](#) ()=0
Retrieve the window associated with the renderer.
- virtual [GameEvent](#) [getEvent](#) ()=0
Retrieve the current event from the window.
- virtual bool [isASCII](#) ()=0
Check if the renderer supports only ASCII characters.
- virtual bool [loadTexture](#) (const std::string &filepath, const std::string &name)=0
Load a texture from a file.
- virtual bool [loadFont](#) (const std::string &filepath, const std::string &name)=0
Load a font from a file.
- virtual void [createSprite](#) (const std::string &textureName, float pos_x, float pos_y, float scale_x, float scale_y)=0
Create a sprite with the specified parameters.
- virtual void [displaySprite](#) (const std::string &spriteName)=0
Display a sprite with the specified name.
- virtual void [createText](#) (const std::string &fontName, const std::string &text, int size, float pos_x, float pos_y)=0
Create a text object with the specified parameters.
- virtual void [displayText](#) (const std::string &textName)=0
Display a text object with the specified name.

6.4.1 Detailed Description

Graphic Interface.

Set of method for the [Arcade](#) project

6.4.2 Member Function Documentation

6.4.2.1 createSprite()

```
virtual void Arcade::IRenderer::createSprite (
    const std::string & textureName,
    float pos_x,
    float pos_y,
    float scale_x,
    float scale_y ) [pure virtual]
```

Create a sprite with the specified parameters.

Parameters

<i>textureName</i>	The name of the texture to use for the sprite
<i>pos_x</i>	The x-coordinate of the sprite's position
<i>pos_y</i>	The y-coordinate of the sprite's position
<i>scale_x</i>	The scale factor for the sprite's width
<i>scale_y</i>	The scale factor for the sprite's height

Implemented in [Arcade::SfmlRenderer](#), [Arcade::Sdl2Renderer](#), and [Arcade::NCursesRenderer](#).

6.4.2.2 createText()

```
virtual void Arcade::IRenderer::createText (
    const std::string & fontName,
    const std::string & text,
    int size,
    float pos_x,
    float pos_y ) [pure virtual]
```

Create a text object with the specified parameters.

Parameters

<i>fontName</i>	The name of the font to use for the text
<i>text</i>	The text to display
<i>size</i>	The size of the text
<i>pos_x</i>	The x-coordinate of the text's position
<i>pos_y</i>	The y-coordinate of the text's position

Implemented in [Arcade::SfmlRenderer](#), [Arcade::Sdl2Renderer](#), and [Arcade::NCursesRenderer](#).

6.4.2.3 displaySprite()

```
virtual void Arcade::IRenderer::displaySprite (
    const std::string & spriteName ) [pure virtual]
```

Display a sprite with the specified name.

Parameters

<i>spriteName</i>	The name of the sprite to display
-------------------	-----------------------------------

Implemented in [Arcade::SfmlRenderer](#), [Arcade::Sdl2Renderer](#), and [Arcade::NCursesRenderer](#).

6.4.2.4 displayText()

```
virtual void Arcade::IRenderer::displayText (
    const std::string & textName ) [pure virtual]
```

Display a text object with the specified name.

Parameters

<i>textName</i>	The name of the text to display
-----------------	---------------------------------

Implemented in [Arcade::SfmlRenderer](#), [Arcade::Sdl2Renderer](#), and [Arcade::NCursesRenderer](#).

6.4.2.5 getEvent()

```
virtual GameEvent Arcade::IRenderer::getEvent ( ) [pure virtual]
```

Retrieve the current event from the window.

Returns

The current event

Implemented in [Arcade::SfmlRenderer](#), [Arcade::Sdl2Renderer](#), and [Arcade::NCursesRenderer](#).

6.4.2.6 getWindow()

```
virtual IWindow\* Arcade::IRenderer::getWindow ( ) [pure virtual]
```

Retrieve the window associated with the renderer.

Returns

The window associated with the renderer

Implemented in [Arcade::SfmlRenderer](#), [Arcade::Sdl2Renderer](#), and [Arcade::NCursesRenderer](#).

6.4.2.7 isASCII()

```
virtual bool Arcade::IRenderer::isASCII ( ) [pure virtual]
```

Check if the renderer supports only ASCII characters.

Returns

True if the renderer supports ASCII, false otherwise

Implemented in [Arcade::SfmlRenderer](#), [Arcade::Sdl2Renderer](#), and [Arcade::NCursesRenderer](#).

6.4.2.8 loadFont()

```
virtual bool Arcade::IRenderer::loadFont (  
    const std::string & filepath,  
    const std::string & name ) [pure virtual]
```

Load a font from a file.

Parameters

<i>filepath</i>	The path to the font file
<i>name</i>	The name to associate with the font

Returns

True if the font was loaded successfully, false otherwise

Implemented in [Arcade::SfmlRenderer](#), [Arcade::Sdl2Renderer](#), and [Arcade::NCursesRenderer](#).

6.4.2.9 loadTexture()

```
virtual bool Arcade::IRenderer::loadTexture (
    const std::string & filepath,
    const std::string & name ) [pure virtual]
```

Load a texture from a file.

Parameters

<i>filepath</i>	The path to the texture file
<i>name</i>	The name to associate with the texture

Returns

True if the texture was loaded successfully, false otherwise

Implemented in [Arcade::SfmlRenderer](#), [Arcade::NCursesRenderer](#), and [Arcade::Sdl2Renderer](#).

The documentation for this class was generated from the following file:

- [Core/include/Arcade/abstractions/IRenderer.hpp](#)

6.5 Arcade::ISprite Class Reference

Sprite Interface.

```
#include <Arcade/abstractions/ISprite.hpp>
```

Public Member Functions

- **ISprite** (const [ISprite](#) &)=delete
- **ISprite** & **operator=** (const [ISprite](#) &)=delete
- virtual void [createSprite](#) (const std::vector< std::string > &sprite)=0
create the sprite
- virtual void [draw](#) ()=0
draw the sprite
- virtual void [setPosition](#) (int x, int y)=0
set the position of the sprite

6.5.1 Detailed Description

Sprite Interface.

Set of method to implement for the business logic of the [Arcade](#) project

6.5.2 Member Function Documentation

6.5.2.1 createSprite()

```
virtual void Arcade::ISprite::createSprite (  
    const std::vector< std::string > & sprite ) [pure virtual]
```

create the sprite

Parameters

<i>sprite</i>	
---------------	--

create the sprite with the given sprite, can be a filePath, or a ASCII art

6.5.2.2 setPosition()

```
virtual void Arcade::ISprite::setPosition (  
    int x,  
    int y ) [pure virtual]
```

set the position of the sprite

Parameters

<i>x</i>	
<i>y</i>	

The documentation for this class was generated from the following file:

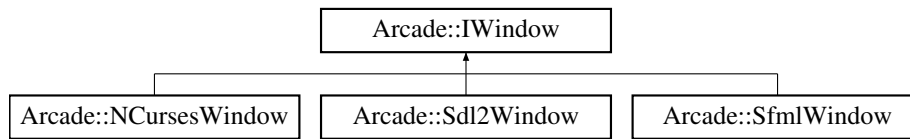
- [Core/include/Arcade/abstractions/ISprite.hpp](#)

6.6 Arcade::IWindow Class Reference

Window Interface.

```
#include <Arcade/abstractions/IWindow.hpp>
```

Inheritance diagram for Arcade::IWindow:



Public Member Functions

- virtual void [openWindow](#) (unsigned int width, unsigned int height)=0
Create a window with the specified dimensions.
- virtual void [displayWindow](#) ()=0
Display the current window.
- virtual void [clearWindow](#) ()=0
Clear the contents of the current window.
- virtual void [closeWindow](#) ()=0
Close the current window.
- virtual void [setTitle](#) (const std::string &title)=0
Set the title of the window.

6.6.1 Detailed Description

Window Interface.

Set of method to implement for the business logic of the [Arcade](#) project

6.6.2 Member Function Documentation

6.6.2.1 openWindow()

```
virtual void Arcade::IWindow::openWindow (
    unsigned int width,
    unsigned int height ) [pure virtual]
```

Create a window with the specified dimensions.

Parameters

<i>width</i>	The width of the window
<i>height</i>	The height of the window

Implemented in [Arcade::SfmlWindow](#), [Arcade::Sdl2Window](#), and [Arcade::NCursesWindow](#).

6.6.2.2 setTitle()

```
virtual void Arcade::IWindow::setTitle (
    const std::string & title ) [pure virtual]
```

Set the title of the window.

Parameters

<i>title</i>	The new title of the window
--------------	-----------------------------

Implemented in [Arcade::SfmlWindow](#), [Arcade::Sdl2Window](#), and [Arcade::NCursesWindow](#).

The documentation for this class was generated from the following file:

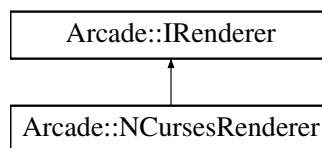
- [Core/include/Arcade/abstractions/IWindow.hpp](#)

6.7 Arcade::NCursesRenderer Class Reference

[NCursesRenderer](#) class.

```
#include <Arcade/NCursesRenderer.hpp>
```

Inheritance diagram for Arcade::NCursesRenderer:



Public Member Functions

- [GameEvent](#) [getEvent](#) () override
Retrieve the current event from the window.
- bool [loadTexture](#) (const std::string &texture, const std::string &name) override
Load a texture from a file.
- void [createSprite](#) (const std::string &textureName, float pos_x, float pos_y, float scale_x, float scale_y) override
Create a sprite with the specified parameters.
- void [displaySprite](#) (const std::string &spriteName) override
Display a sprite with the specified name.
- bool [loadFont](#) (const std::string &filepath, const std::string &name) override
Load a font from a file.
- void [createText](#) (const std::string &fontName, const std::string &text, int size, float pos_x, float pos_y) override
Create a text object with the specified parameters.
- void [displayText](#) (const std::string &textName) override
Display a text object with the specified name.
- bool [isASCII](#) () override
Check if the renderer supports only ASCII characters.
- [IWindow](#) * [getWindow](#) () override
Retrieve the window associated with the renderer.

6.7.1 Detailed Description

[NCursesRenderer](#) class.

[NCursesRenderer](#) class for the [Arcade](#) project

6.7.2 Member Function Documentation

6.7.2.1 createSprite()

```
void Arcade::NCursesRenderer::createSprite (
    const std::string & textureName,
    float pos_x,
    float pos_y,
    float scale_x,
    float scale_y ) [inline], [override], [virtual]
```

Create a sprite with the specified parameters.

Parameters

<i>textureName</i>	The name of the texture to use for the sprite
<i>pos_x</i>	The x-coordinate of the sprite's position
<i>pos_y</i>	The y-coordinate of the sprite's position
<i>scale_x</i>	The scale factor for the sprite's width
<i>scale_y</i>	The scale factor for the sprite's height

Implements [Arcade::IRenderer](#).

6.7.2.2 createText()

```
void Arcade::NCursesRenderer::createText (
    const std::string & fontName,
    const std::string & text,
    int size,
    float pos_x,
    float pos_y ) [inline], [override], [virtual]
```

Create a text object with the specified parameters.

Parameters

<i>fontName</i>	The name of the font to use for the text
<i>text</i>	The text to display
<i>size</i>	The size of the text
<i>pos_x</i>	The x-coordinate of the text's position
<i>pos_y</i>	The y-coordinate of the text's position

Implements [Arcade::IRenderer](#).

6.7.2.3 displaySprite()

```
void Arcade::NCursesRenderer::displaySprite (
    const std::string & spriteName ) [inline], [override], [virtual]
```

Display a sprite with the specified name.

Parameters

<i>spriteName</i>	The name of the sprite to display
-------------------	-----------------------------------

Implements [Arcade::IRenderer](#).

6.7.2.4 displayText()

```
void Arcade::NCursesRenderer::displayText (
    const std::string & textName ) [inline], [override], [virtual]
```

Display a text object with the specified name.

Parameters

<i>textName</i>	The name of the text to display
-----------------	---------------------------------

Implements [Arcade::IRenderer](#).

6.7.2.5 getEvent()

```
GameEvent Arcade::NCursesRenderer::getEvent ( ) [override], [virtual]
```

Retrieve the current event from the window.

Returns

The current event

Implements [Arcade::IRenderer](#).

6.7.2.6 getWindow()

```
IWindow* Arcade::NCursesRenderer::getWindow ( ) [inline], [override], [virtual]
```

Retrieve the window associated with the renderer.

Returns

The window associated with the renderer

Implements [Arcade::IRenderer](#).

6.7.2.7 isASCII()

```
bool Arcade::NCursesRenderer::isASCII ( ) [inline], [override], [virtual]
```

Check if the renderer supports only ASCII characters.

Returns

True if the renderer supports ASCII, false otherwise

Implements [Arcade::IRenderer](#).

6.7.2.8 loadFont()

```
bool Arcade::NCursesRenderer::loadFont (
    const std::string & filepath,
    const std::string & name ) [inline], [override], [virtual]
```

Load a font from a file.

Parameters

<i>filepath</i>	The path to the font file
<i>name</i>	The name to associate with the font

Returns

True if the font was loaded successfully, false otherwise

Implements [Arcade::IRenderer](#).

6.7.2.9 loadTexture()

```
bool Arcade::NCursesRenderer::loadTexture (
    const std::string & filepath,
    const std::string & name ) [inline], [override], [virtual]
```

Load a texture from a file.

Parameters

<i>filepath</i>	The path to the texture file
<i>name</i>	The name to associate with the texture

Returns

True if the texture was loaded successfully, false otherwise

Implements [Arcade::IRenderer](#).

The documentation for this class was generated from the following file:

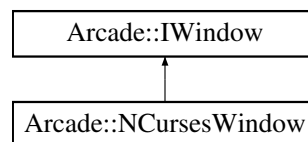
- Graphics/NCurses/include/Arcade/[NCursesRenderer.hpp](#)

6.8 Arcade::NCursesWindow Class Reference

[NCursesWindow](#) class.

```
#include <Arcade/NCursesWindow.hpp>
```

Inheritance diagram for Arcade::NCursesWindow:



Public Member Functions

- void [openWindow](#) (unsigned int width, unsigned int height) override
Create a window with the specified dimensions.
- void [displayWindow](#) () override
Display the current window.
- void [clearWindow](#) () override
Clear the contents of the current window.
- void [closeWindow](#) () override
Close the current window.
- void [setTitle](#) (const std::string &title) override
Set the title of the window.
- WINDOW * [getWindow](#) ()
Get the current window.

6.8.1 Detailed Description

[NCursesWindow](#) class.

[NCursesWindow](#) class for the [Arcade](#) project

6.8.2 Member Function Documentation

6.8.2.1 getWindow()

```
WINDOW* Arcade::NCursesWindow::getWindow ( ) [inline]
```

Get the current window.

Returns

The current window

6.8.2.2 openWindow()

```
void Arcade::NCursesWindow::openWindow (
    unsigned int width,
    unsigned int height ) [override], [virtual]
```

Create a window with the specified dimensions.

Parameters

<i>width</i>	The width of the window
<i>height</i>	The height of the window

Implements [Arcade::IWindow](#).

6.8.2.3 setTitle()

```
void Arcade::NCursesWindow::setTitle (
    const std::string & title ) [inline], [override], [virtual]
```

Set the title of the window.

Parameters

<i>title</i>	The new title of the window
--------------	-----------------------------

Implements [Arcade::IWindow](#).

The documentation for this class was generated from the following file:

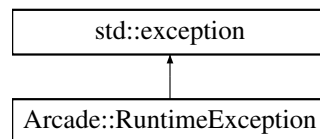
- Graphics/NCurses/include/Arcade/NCursesWindow.hpp

6.9 Arcade::RuntimeException Class Reference

[RuntimeException](#) class.

```
#include <Arcade/RuntimeException.hpp>
```

Inheritance diagram for Arcade::RuntimeException:



Public Member Functions

- **RuntimeException** (std::string msg)
- **RuntimeException** ([RuntimeException](#) const &)=delete
- const char * **what** () const noexcept override

6.9.1 Detailed Description

[RuntimeException](#) class.

[RuntimeException](#) class for the [Arcade](#) project

The documentation for this class was generated from the following file:

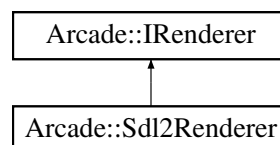
- Core/include/Arcade/[RuntimeException.hpp](#)

6.10 Arcade::Sdl2Renderer Class Reference

[Sdl2Renderer](#) class.

```
#include <Arcade/Sdl2Renderer.hpp>
```

Inheritance diagram for Arcade::Sdl2Renderer:



Public Member Functions

- [GameEvent](#) [getEvent](#) () override
Retrieve the current event from the window.
- bool [loadTexture](#) (const std::string &filePath, const std::string &name) override
Load a texture from a file.
- bool [loadFont](#) (const std::string &filepath, const std::string &name) override
Load a font from a file.
- void [createSprite](#) (const std::string &textureName, float pos_x, float pos_y, float scale_x, float scale_y) override
Create a sprite with the specified parameters.
- void [createText](#) (const std::string &fontName, const std::string &text, int size, float pos_x, float pos_y) override
Create a text object with the specified parameters.
- void [displaySprite](#) (const std::string &spriteName) override
Display a sprite with the specified name.
- void [displayText](#) (const std::string &textName) override
Display a text object with the specified name.
- bool [isASCII](#) () override
Check if the renderer supports only ASCII characters.
- [IWindow](#) * [getWindow](#) () override
Retrieve the window associated with the renderer.

6.10.1 Detailed Description

[Sdl2Renderer](#) class.

[Sdl2Renderer](#) class for the [Arcade](#) project

6.10.2 Member Function Documentation

6.10.2.1 createSprite()

```
void Arcade::Sdl2Renderer::createSprite (
    const std::string & textureName,
    float pos_x,
    float pos_y,
    float scale_x,
    float scale_y ) [override], [virtual]
```

Create a sprite with the specified parameters.

Parameters

<i>textureName</i>	The name of the texture to use for the sprite
<i>pos_x</i>	The x-coordinate of the sprite's position
<i>pos_y</i>	The y-coordinate of the sprite's position
<i>scale_x</i>	The scale factor for the sprite's width
<i>scale_y</i>	The scale factor for the sprite's height

Implements [Arcade::IRenderer](#).

6.10.2.2 createText()

```
void Arcade::Sdl2Renderer::createText (
    const std::string & fontName,
    const std::string & text,
    int size,
    float pos_x,
    float pos_y ) [override], [virtual]
```

Create a text object with the specified parameters.

Parameters

<i>fontName</i>	The name of the font to use for the text
<i>text</i>	The text to display
<i>size</i>	The size of the text
<i>pos_x</i>	The x-coordinate of the text's position
<i>pos_y</i>	The y-coordinate of the text's position

Implements [Arcade::IRenderer](#).

6.10.2.3 displaySprite()

```
void Arcade::Sdl2Renderer::displaySprite (
    const std::string & spriteName ) [override], [virtual]
```

Display a sprite with the specified name.

Parameters

<i>spriteName</i>	The name of the sprite to display
-------------------	-----------------------------------

Implements [Arcade::IRenderer](#).

6.10.2.4 displayText()

```
void Arcade::Sdl2Renderer::displayText (
    const std::string & textName ) [override], [virtual]
```

Display a text object with the specified name.

Parameters

<i>textName</i>	The name of the text to display
-----------------	---------------------------------

Implements [Arcade::IRenderer](#).

6.10.2.5 getEvent()

```
GameEvent Arcade::Sdl2Renderer::getEvent ( ) [override], [virtual]
```

Retrieve the current event from the window.

Returns

The current event

Implements [Arcade::IRenderer](#).

6.10.2.6 getWindow()

```
IWindow* Arcade::Sdl2Renderer::getWindow ( ) [inline], [override], [virtual]
```

Retrieve the window associated with the renderer.

Returns

The window associated with the renderer

Implements [Arcade::IRenderer](#).

6.10.2.7 isASCII()

```
bool Arcade::Sdl2Renderer::isASCII ( ) [inline], [override], [virtual]
```

Check if the renderer supports only ASCII characters.

Returns

True if the renderer supports ASCII, false otherwise

Implements [Arcade::IRenderer](#).

6.10.2.8 loadFont()

```
bool Arcade::Sdl2Renderer::loadFont (
    const std::string & filepath,
    const std::string & name ) [override], [virtual]
```

Load a font from a file.

Parameters

<i>filepath</i>	The path to the font file
<i>name</i>	The name to associate with the font

Returns

True if the font was loaded successfully, false otherwise

Implements [Arcade::IRenderer](#).

6.10.2.9 loadTexture()

```
bool Arcade::Sdl2Renderer::loadTexture (
    const std::string & filepath,
    const std::string & name ) [override], [virtual]
```

Load a texture from a file.

Parameters

<i>filepath</i>	The path to the texture file
<i>name</i>	The name to associate with the texture

Returns

True if the texture was loaded successfully, false otherwise

Implements [Arcade::IRenderer](#).

The documentation for this class was generated from the following file:

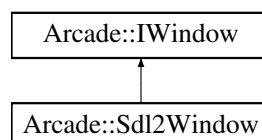
- Graphics/SDL2/include/Arcade/[Sdl2Renderer.hpp](#)

6.11 Arcade::Sdl2Window Class Reference

[Sdl2Window](#) class.

```
#include <Arcade/Sdl2Window.hpp>
```

Inheritance diagram for Arcade::Sdl2Window:



Public Member Functions

- void [openWindow](#) (unsigned int width, unsigned int height) override
Create a window with the specified dimensions.
- void [displayWindow](#) () override
Display the current window.
- void [clearWindow](#) () override
Clear the contents of the current window.
- void [closeWindow](#) () override
Close the current window.
- void [setTitle](#) (const std::string &title) override
Set the title of the window.
- SDL_Window * [getWindow](#) ()
Get the current window.
- SDL_Renderer * [getRenderer](#) ()
Get the current renderer.
- int [getWidth](#) () const
Get the width of the window.
- int [getHeight](#) () const
Get the height of the window.

6.11.1 Detailed Description

[Sdl2Window](#) class.

[Sdl2Window](#) class for the [Arcade](#) project

6.11.2 Member Function Documentation

6.11.2.1 getHeight()

```
int Arcade::Sdl2Window::getHeight ( ) const [inline]
```

Get the height of the window.

Returns

The height of the window

6.11.2.2 `getRenderer()`

```
SDL_Renderer* Arcade::Sdl2Window::getRenderer ( ) [inline]
```

Get the current renderer.

Returns

The current renderer

6.11.2.3 `getWidth()`

```
int Arcade::Sdl2Window::getWidth ( ) const [inline]
```

Get the width of the window.

Returns

The width of the window

6.11.2.4 `getWindow()`

```
SDL_Window* Arcade::Sdl2Window::getWindow ( ) [inline]
```

Get the current window.

Returns

The current window

6.11.2.5 `openWindow()`

```
void Arcade::Sdl2Window::openWindow (
    unsigned int width,
    unsigned int height ) [override], [virtual]
```

Create a window with the specified dimensions.

Parameters

<i>width</i>	The width of the window
<i>height</i>	The height of the window

Implements [Arcade::IWindow](#).

6.11.2.6 setTitle()

```
void Arcade::Sdl2Window::setTitle (
    const std::string & title ) [inline], [override], [virtual]
```

Set the title of the window.

Parameters

<i>title</i>	The new title of the window
--------------	-----------------------------

Implements [Arcade::IWindow](#).

The documentation for this class was generated from the following file:

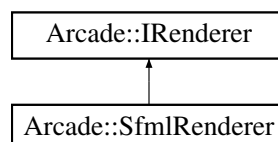
- Graphics/SDL2/include/Arcade/[Sdl2Window.hpp](#)

6.12 Arcade::SfmlRenderer Class Reference

[SfmlRenderer](#) class.

```
#include <Arcade/SfmlRenderer.hpp>
```

Inheritance diagram for Arcade::SfmlRenderer:



Public Member Functions

- [GameEvent](#) [getEvent](#) () override
Retrieve the current event from the window.
- bool [loadTexture](#) (const std::string &texture, const std::string &name) override
Load a texture from a file.
- bool [loadFont](#) (const std::string &filepath, const std::string &name) override
Load a font from a file.
- void [createSprite](#) (const std::string &textureName, float pos_x, float pos_y, float scale_x, float scale_y) override
Create a sprite with the specified parameters.
- void [createText](#) (const std::string &fontName, const std::string &text, int size, float pos_x, float pos_y) override
Create a text object with the specified parameters.

- void [displaySprite](#) (const std::string &spriteName) override
Display a sprite with the specified name.
- void [displayText](#) (const std::string &textName) override
Display a text object with the specified name.
- bool [isASCII](#) () override
Check if the renderer supports only ASCII characters.
- [IWindow](#) * [getWindow](#) () override
Retrieve the window associated with the renderer.

6.12.1 Detailed Description

[SfmlRenderer](#) class.

[SfmlRenderer](#) class for the [Arcade](#) project

6.12.2 Member Function Documentation

6.12.2.1 createSprite()

```
void Arcade::SfmlRenderer::createSprite (
    const std::string & textureName,
    float pos_x,
    float pos_y,
    float scale_x,
    float scale_y ) [override], [virtual]
```

Create a sprite with the specified parameters.

Parameters

<i>textureName</i>	The name of the texture to use for the sprite
<i>pos_x</i>	The x-coordinate of the sprite's position
<i>pos_y</i>	The y-coordinate of the sprite's position
<i>scale_x</i>	The scale factor for the sprite's width
<i>scale_y</i>	The scale factor for the sprite's height

Implements [Arcade::IRenderer](#).

6.12.2.2 createText()

```
void Arcade::SfmlRenderer::createText (
    const std::string & fontName,
    const std::string & text,
```

```
int size,  
float pos_x,  
float pos_y ) [override], [virtual]
```

Create a text object with the specified parameters.

Parameters

<i>fontName</i>	The name of the font to use for the text
<i>text</i>	The text to display
<i>size</i>	The size of the text
<i>pos_x</i>	The x-coordinate of the text's position
<i>pos_y</i>	The y-coordinate of the text's position

Implements [Arcade::IRenderer](#).

6.12.2.3 displaySprite()

```
void Arcade::SfmlRenderer::displaySprite (  
    const std::string & spriteName ) [override], [virtual]
```

Display a sprite with the specified name.

Parameters

<i>spriteName</i>	The name of the sprite to display
-------------------	-----------------------------------

Implements [Arcade::IRenderer](#).

6.12.2.4 displayText()

```
void Arcade::SfmlRenderer::displayText (  
    const std::string & textName ) [override], [virtual]
```

Display a text object with the specified name.

Parameters

<i>textName</i>	The name of the text to display
-----------------	---------------------------------

Implements [Arcade::IRenderer](#).

6.12.2.5 `getEvent()`

```
GameEvent Arcade::SfmlRenderer::getEvent ( ) [override], [virtual]
```

Retrieve the current event from the window.

Returns

The current event

Implements [Arcade::IRenderer](#).

6.12.2.6 `getWindow()`

```
IWindow* Arcade::SfmlRenderer::getWindow ( ) [inline], [override], [virtual]
```

Retrieve the window associated with the renderer.

Returns

The window associated with the renderer

Implements [Arcade::IRenderer](#).

6.12.2.7 `isASCII()`

```
bool Arcade::SfmlRenderer::isASCII ( ) [inline], [override], [virtual]
```

Check if the renderer supports only ASCII characters.

Returns

True if the renderer supports ASCII, false otherwise

Implements [Arcade::IRenderer](#).

6.12.2.8 `loadFont()`

```
bool Arcade::SfmlRenderer::loadFont (
    const std::string & filepath,
    const std::string & name ) [override], [virtual]
```

Load a font from a file.

Parameters

<i>filepath</i>	The path to the font file
<i>name</i>	The name to associate with the font

Returns

True if the font was loaded successfully, false otherwise

Implements [Arcade::IRenderer](#).

6.12.2.9 loadTexture()

```
bool Arcade::SfmlRenderer::loadTexture (
    const std::string & filepath,
    const std::string & name ) [override], [virtual]
```

Load a texture from a file.

Parameters

<i>filepath</i>	The path to the texture file
<i>name</i>	The name to associate with the texture

Returns

True if the texture was loaded successfully, false otherwise

Implements [Arcade::IRenderer](#).

The documentation for this class was generated from the following file:

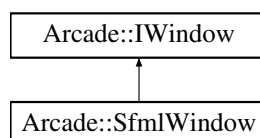
- Graphics/SFML/include/Arcade/[SfmlRenderer.hpp](#)

6.13 Arcade::SfmlWindow Class Reference

[SfmlWindow](#) class.

```
#include <Arcade/SfmlWindow.hpp>
```

Inheritance diagram for Arcade::SfmlWindow:



Public Member Functions

- void [openWindow](#) (unsigned int width, unsigned int height) override
Create a window with the specified dimensions.
- void [displayWindow](#) () override
Display the current window.
- void [clearWindow](#) () override
Clear the contents of the current window.
- void [closeWindow](#) () override
Close the current window.
- void [setTitle](#) (const std::string &title) override
Set the title of the window.
- sf::RenderWindow * [getWindow](#) ()
Get the current window.

6.13.1 Detailed Description

[SfmlWindow](#) class.

[SfmlWindow](#) class for the [Arcade](#) project

6.13.2 Member Function Documentation

6.13.2.1 getWindow()

```
sf::RenderWindow* Arcade::SfmlWindow::getWindow ( ) [inline]
```

Get the current window.

Returns

The current window

6.13.2.2 openWindow()

```
void Arcade::SfmlWindow::openWindow (
    unsigned int width,
    unsigned int height ) [override], [virtual]
```

Create a window with the specified dimensions.

Parameters

<i>width</i>	The width of the window
<i>height</i>	The height of the window

Implements [Arcade::IWindow](#).

6.13.2.3 setTitle()

```
void Arcade::SfmlWindow::setTitle (
    const std::string & title ) [inline], [override], [virtual]
```

Set the title of the window.

Parameters

<i>title</i>	The new title of the window
--------------	-----------------------------

Implements [Arcade::IWindow](#).

The documentation for this class was generated from the following file:

- Graphics/SFML/include/Arcade/[SfmlWindow.hpp](#)

Chapter 7

File Documentation

7.1 Core/include/Arcade/abstractions/IGame.hpp File Reference

File declaring Game Interface.

Classes

- class [Arcade::IGame](#)
Game Interface.

Namespaces

- [Arcade](#)
Main namespace for the [Arcade](#) project.

7.1.1 Detailed Description

File declaring Game Interface.

7.2 Core/include/Arcade/abstractions/IRenderer.hpp File Reference

File declaring Graphic Interface.

```
#include "Arcade/Enum.hpp"  
#include "Arcade/abstractions/IWindow.hpp"
```

Classes

- class [Arcade::IRenderer](#)
Graphic Interface.

Namespaces

- [Arcade](#)

Main namespace for the [Arcade](#) project.

7.2.1 Detailed Description

File declaring Graphic Interface.

7.3 Core/include/Arcade/abstractions/ISprite.hpp File Reference

File declaring Sprite Interface.

```
#include <string>
#include <vector>
```

Classes

- class [Arcade::ISprite](#)

Sprite Interface.

Namespaces

- [Arcade](#)

Main namespace for the [Arcade](#) project.

7.3.1 Detailed Description

File declaring Sprite Interface.

7.4 Core/include/Arcade/abstractions/IWindow.hpp File Reference

File declaring Window Interface.

```
#include <iostream>
```

Classes

- class [Arcade::IWindow](#)

Window Interface.

Namespaces

- [Arcade](#)

Main namespace for the [Arcade](#) project.

7.4.1 Detailed Description

File declaring Window Interface.

7.5 Core/include/Arcade/Constants.hpp File Reference

File containing constant values used in the [Arcade](#) project.

Variables

- constexpr int [EPITECH_ERROR](#) = 84
Exit code for Epitech errors.
- constexpr int [SUCCESS](#) = 0
Exit code indicating that the program has executed successfully.
- constexpr int [ERROR](#) = -1
Exit code indicating that an error has occurred.

7.5.1 Detailed Description

File containing constant values used in the [Arcade](#) project.

This file provides a set of constant values that are used throughout the [Arcade](#) project.

7.6 Core/include/Arcade/Core.hpp File Reference

File declaring Core.

```
#include <memory>
#include <vector>
#include "Arcade/Enum.hpp"
#include "Arcade/abstractions/IRenderer.hpp"
#include "Arcade/abstractions/IWindow.hpp"
```

Classes

- class [Arcade::Core](#)
Core class.
- class [Arcade::Core::CoreException](#)
CoreException class.

Namespaces

- [Arcade](#)

Main namespace for the [Arcade](#) project.

7.6.1 Detailed Description

File declaring Core.

7.7 Core/include/Arcade/Enum.hpp File Reference

File declaring Enum.

Namespaces

- [Arcade](#)

Main namespace for the [Arcade](#) project.

Enumerations

- enum class **CoreMode** { **GAME** , **MENU** , **PAUSE** , **QUIT** }
- enum class **GameMode** {
 GAME , **GAME_OVER** , **MENU** , **PAUSE** ,
 QUIT }
- enum class [Arcade::GameEvent](#) {
 UP , **DOWN** , **LEFT** , **RIGHT** ,
 SHOOT , **PAUSE** , **QUIT** , **NONE** }

Enum for the GameEvent.

7.7.1 Detailed Description

File declaring Enum.

Set of enum used in the [Arcade](#) project

7.8 Core/include/Arcade/RuntimeException.hpp File Reference

File declaring RuntimeException.

```
#include <iostream>
#include <exception>
```

Classes

- class [Arcade::RuntimeException](#)
[RuntimeException](#) class.

Namespaces

- [Arcade](#)
Main namespace for the [Arcade](#) project.

7.8.1 Detailed Description

File declaring RuntimeException.

7.9 Graphics/NCurses/include/Arcade/NCursesRenderer.hpp File Reference

File declaring NCursesRenderer.

```
#include <ncurses.h>
#include "Arcade/abstractions/IRenderer.hpp"
#include "Arcade/NCursesWindow.hpp"
```

Classes

- class [Arcade::NCursesRenderer](#)
[NCursesRenderer](#) class.

Namespaces

- [Arcade](#)
Main namespace for the [Arcade](#) project.

7.9.1 Detailed Description

File declaring NCursesRenderer.

7.10 Graphics/NCurses/include/Arcade/NCursesWindow.hpp File Reference

File declaring NCursesWindow.

```
#include <ncurses.h>
#include "Arcade/abstractions/IWindow.hpp"
```

Classes

- class [Arcade::NCursesWindow](#)
[NCursesWindow](#) class.

Namespaces

- [Arcade](#)
Main namespace for the [Arcade](#) project.

7.10.1 Detailed Description

File declaring NCursesWindow.

7.11 Graphics/SDL2/include/Arcade/Sdl2Renderer.hpp File Reference

File declaring Sdl2Renderer class.

```
#include <map>
#include <SDL2/SDL.h>
#include <SDL2/SDL_ttf.h>
#include <SDL2/SDL_image.h>
#include "Arcade/abstractions/IRenderer.hpp"
#include "Arcade/Sdl2Window.hpp"
```

Classes

- class [Arcade::Sdl2Renderer](#)
[Sdl2Renderer](#) class.

Namespaces

- [Arcade](#)
Main namespace for the [Arcade](#) project.

7.11.1 Detailed Description

File declaring Sdl2Renderer class.

7.12 Graphics/SDL2/include/Arcade/Sdl2Window.hpp File Reference

File declaring Sdl2Window class.

```
#include <SDL2/SDL.h>
#include <SDL2/SDL_ttf.h>
#include <SDL2/SDL_image.h>
#include "Arcade/abstractions/IWindow.hpp"
```

Classes

- class [Arcade::Sdl2Window](#)
Sdl2Window class.

Namespaces

- [Arcade](#)
Main namespace for the [Arcade](#) project.

7.12.1 Detailed Description

File declaring Sdl2Window class.

7.13 Graphics/SFML/include/Arcade/SfmlRenderer.hpp File Reference

File declaring SfmlRenderer class.

```
#include <SFML/Graphics.hpp>
#include "Arcade/abstractions/IRenderer.hpp"
#include "Arcade/abstractions/IWindow.hpp"
#include "Arcade/SfmlWindow.hpp"
```

Classes

- class [Arcade::SfmlRenderer](#)
SfmlRenderer class.

Namespaces

- [Arcade](#)
Main namespace for the [Arcade](#) project.

7.13.1 Detailed Description

File declaring SfmlRenderer class.

7.14 Graphics/SFML/include/Arcade/SfmlWindow.hpp File Reference

File declaring SfmlWindow class.

```
#include <SFML/Graphics.hpp>
#include "Arcade/abstractions/IRenderer.hpp"
#include "Arcade/abstractions/IWindow.hpp"
```

Classes

- class [Arcade::SfmlWindow](#)
[SfmlWindow](#) class.

Namespaces

- [Arcade](#)
Main namespace for the [Arcade](#) project.

7.14.1 Detailed Description

File declaring SfmlWindow class.

Index

- Arcade, [9](#)
 - GameEvent, [10](#)
- Arcade::Core, [11](#)
 - gameLoop, [12](#)
 - getRenderer, [12](#)
 - handleEvents, [12](#)
 - parser, [12](#)
 - runArcade, [13](#)
 - setMode, [13](#)
- Arcade::Core::CoreException, [13](#)
- Arcade::IGame, [14](#)
- Arcade::IRenderer, [15](#)
 - createSprite, [15](#)
 - createText, [16](#)
 - displaySprite, [16](#)
 - displayText, [16](#)
 - getEvent, [17](#)
 - getWindow, [17](#)
 - isASCII, [17](#)
 - loadFont, [17](#)
 - loadTexture, [19](#)
- Arcade::ISprite, [19](#)
 - createSprite, [20](#)
 - setPosition, [20](#)
- Arcade::IWindow, [20](#)
 - openWindow, [21](#)
 - setTitle, [21](#)
- Arcade::NCursesRenderer, [22](#)
 - createSprite, [23](#)
 - createText, [23](#)
 - displaySprite, [24](#)
 - displayText, [24](#)
 - getEvent, [24](#)
 - getWindow, [24](#)
 - isASCII, [25](#)
 - loadFont, [25](#)
 - loadTexture, [25](#)
- Arcade::NCursesWindow, [26](#)
 - getWindow, [27](#)
 - openWindow, [27](#)
 - setTitle, [27](#)
- Arcade::RuntimeException, [28](#)
- Arcade::Sdl2Renderer, [28](#)
 - createSprite, [29](#)
 - createText, [30](#)
 - displaySprite, [30](#)
 - displayText, [30](#)
 - getEvent, [31](#)
 - getWindow, [31](#)
- isASCII, [31](#)
- loadFont, [31](#)
- loadTexture, [32](#)
- Arcade::Sdl2Window, [32](#)
 - getHeight, [33](#)
 - getRenderer, [33](#)
 - getWidth, [34](#)
 - getWindow, [34](#)
 - openWindow, [34](#)
 - setTitle, [35](#)
- Arcade::SfmlRenderer, [35](#)
 - createSprite, [36](#)
 - createText, [36](#)
 - displaySprite, [37](#)
 - displayText, [37](#)
 - getEvent, [37](#)
 - getWindow, [38](#)
 - isASCII, [38](#)
 - loadFont, [38](#)
 - loadTexture, [39](#)
- Arcade::SfmlWindow, [39](#)
 - getWindow, [40](#)
 - openWindow, [40](#)
 - setTitle, [41](#)
- Core/include/Arcade/abstractions/IGame.hpp, [43](#)
- Core/include/Arcade/abstractions/IRenderer.hpp, [43](#)
- Core/include/Arcade/abstractions/ISprite.hpp, [44](#)
- Core/include/Arcade/abstractions/IWindow.hpp, [44](#)
- Core/include/Arcade/Constants.hpp, [45](#)
- Core/include/Arcade/Core.hpp, [45](#)
- Core/include/Arcade/Enum.hpp, [46](#)
- Core/include/Arcade/RuntimeException.hpp, [46](#)
- createSprite
 - Arcade::IRenderer, [15](#)
 - Arcade::ISprite, [20](#)
 - Arcade::NCursesRenderer, [23](#)
 - Arcade::Sdl2Renderer, [29](#)
 - Arcade::SfmlRenderer, [36](#)
- createText
 - Arcade::IRenderer, [16](#)
 - Arcade::NCursesRenderer, [23](#)
 - Arcade::Sdl2Renderer, [30](#)
 - Arcade::SfmlRenderer, [36](#)
- displaySprite
 - Arcade::IRenderer, [16](#)
 - Arcade::NCursesRenderer, [24](#)
 - Arcade::Sdl2Renderer, [30](#)
 - Arcade::SfmlRenderer, [37](#)

displayText
 Arcade::IRenderer, 16
 Arcade::NCursesRenderer, 24
 Arcade::Sdl2Renderer, 30
 Arcade::SfmlRenderer, 37

GameEvent
 Arcade, 10

gameLoop
 Arcade::Core, 12

getEvent
 Arcade::IRenderer, 17
 Arcade::NCursesRenderer, 24
 Arcade::Sdl2Renderer, 31
 Arcade::SfmlRenderer, 37

getHeight
 Arcade::Sdl2Window, 33

getRenderer
 Arcade::Core, 12
 Arcade::Sdl2Window, 33

getWidth
 Arcade::Sdl2Window, 34

getWindow
 Arcade::IRenderer, 17
 Arcade::NCursesRenderer, 24
 Arcade::NCursesWindow, 27
 Arcade::Sdl2Renderer, 31
 Arcade::Sdl2Window, 34
 Arcade::SfmlRenderer, 38
 Arcade::SfmlWindow, 40

Graphics/NCurses/include/Arcade/NCursesRenderer.hpp, 47

Graphics/NCurses/include/Arcade/NCursesWindow.hpp, 47

Graphics/SDL2/include/Arcade/Sdl2Renderer.hpp, 48

Graphics/SDL2/include/Arcade/Sdl2Window.hpp, 48

Graphics/SFML/include/Arcade/SfmlRenderer.hpp, 49

Graphics/SFML/include/Arcade/SfmlWindow.hpp, 49

handleEvents
 Arcade::Core, 12

isASCII
 Arcade::IRenderer, 17
 Arcade::NCursesRenderer, 25
 Arcade::Sdl2Renderer, 31
 Arcade::SfmlRenderer, 38

loadFont
 Arcade::IRenderer, 17
 Arcade::NCursesRenderer, 25
 Arcade::Sdl2Renderer, 31
 Arcade::SfmlRenderer, 38

loadTexture
 Arcade::IRenderer, 19
 Arcade::NCursesRenderer, 25
 Arcade::Sdl2Renderer, 32
 Arcade::SfmlRenderer, 39

openWindow
 Arcade::IWindow, 21
 Arcade::NCursesWindow, 27
 Arcade::Sdl2Window, 34
 Arcade::SfmlWindow, 40

parser
 Arcade::Core, 12

runArcade
 Arcade::Core, 13

setMode
 Arcade::Core, 13

setPosition
 Arcade::ISprite, 20

setTitle
 Arcade::IWindow, 21
 Arcade::NCursesWindow, 27
 Arcade::Sdl2Window, 35
 Arcade::SfmlWindow, 41