

arcade

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Chapter 1

Namespace Index

1.1 Namespace List

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

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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Arcade::Core	11
std::exception	
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Arcade::IGame	14
Arcade::IRenderer	15
Arcade::NCursesRenderer	22
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Arcade::SfmlRenderer	35
Arcade::ISprite	19
Arcade::IWindow	20
Arcade::NCursesWindow	26
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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	
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Arcade::NCursesRenderer	
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Arcade::SfmlRenderer	
SfmlRenderer class	35
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Chapter 4

File Index

4.1 File List

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

Core/include/Arcade/ Constants.hpp	
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File declaring RuntimeException	46
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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** , **SWITCH_GRAPHIC** , **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 [switchGraphicLib](#) ()
Switch Graphic librarie.
- 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:

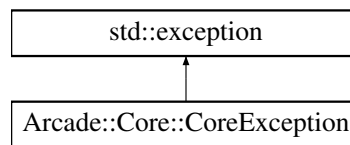
- Core/include/Arcade/[Core.hpp](#)

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:

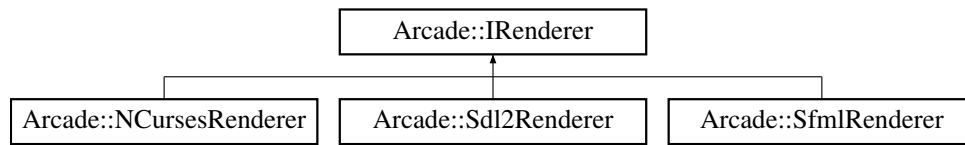
- Core/include/Arcade/abstractions/[IGame.hpp](#)

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:

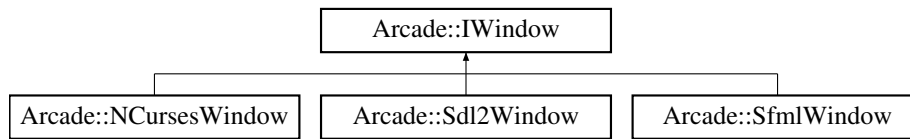
- [Core/include/Arcade/abstractions/ISprite.hpp](#)

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:

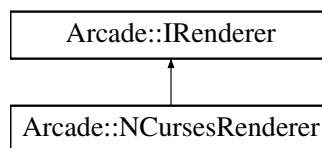
- [Core/include/Arcade/abstractions/IWindow.hpp](#)

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:

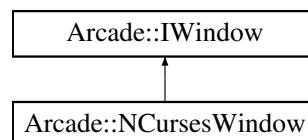
- Graphics/NCurses/include/Arcade/[NCursesRenderer.hpp](#)

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:

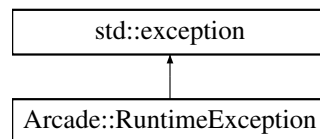
- Graphics/NCurses/include/Arcade/NCursesWindow.hpp

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:

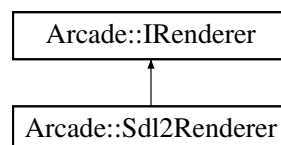
- Core/include/Arcade/[RuntimeException.hpp](#)

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:

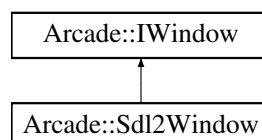
- Graphics/SDL2/include/Arcade/[Sdl2Renderer.hpp](#)

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:

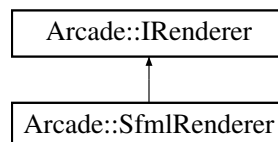
- Graphics/SDL2/include/Arcade/[Sdl2Window.hpp](#)

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:

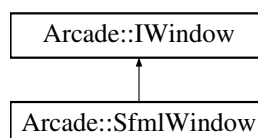
- Graphics/SFML/include/Arcade/[SfmlRenderer.hpp](#)

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 <iostream>
#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** , **SWITCH_GRAPHIC** ,
 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.

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