

cae  
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1	cae	1
1.1	Cross-API-Engine   Rendering Engine with multiple dynamic backends	1
1.1.1	Prerequisites	2
1.1.2	External Libraries	2
1.1.3	Contributing	2
1.1.4	License	2
2	README	3
3	README	5
4	README	7
5	README	9
6	README	11
7	Commit Norms	13
8	LICENSE	15
9	Namespace Index	17
9.1	Namespace List	17
10	Hierarchical Index	19
10.1	Class Hierarchy	19
11	Class Index	21
11.1	Class List	21
12	File Index	23
12.1	File List	23
13	Namespace Documentation	25
13.1	cae Namespace Reference	25
13.1.1	Enumeration Type Documentation	27
13.1.1.1	GamepadAxis	27
13.1.1.2	GamepadButton	27
13.1.1.3	KeyCode	27
13.1.1.4	KeyState	29
13.1.1.5	MouseButton	30
13.2	cae::Audio Namespace Reference	30
13.2.1	Variable Documentation	30
13.2.1.1	MUTED	30
13.2.1.2	VOLUME	30
13.3	cae::Message Namespace Reference	31
13.3.1	Variable Documentation	31
13.3.1.1	HELP_MSG	31

13.3.1.2	VERSION_MSG	31
13.4	cae::Network Namespace Reference	31
13.4.1	Variable Documentation	31
13.4.1.1	HOST	31
13.4.1.2	PORT	32
13.5	cae::Plugins Namespace Reference	32
13.6	cae::Plugins::Name Namespace Reference	32
13.6.1	Variable Documentation	32
13.6.1.1	RENDERER_OPENGL	32
13.6.1.2	RENDERER_VULKAN	32
13.6.1.3	WINDOW_GLFW	32
13.7	cae::Renderer Namespace Reference	32
13.7.1	Variable Documentation	33
13.7.1.1	FRAME_RATE_LIMIT	33
13.7.1.2	VSYNC	33
13.8	cae::User Namespace Reference	33
13.8.1	Variable Documentation	33
13.8.1.1	NAME	33
13.9	cae::Window Namespace Reference	33
13.9.1	Variable Documentation	33
13.9.1.1	FULLSCREEN	33
13.9.1.2	HEIGHT	34
13.9.1.3	NAME	34
13.9.1.4	WIDTH	34
14	Class Documentation	35
14.1	cae::AppConfig Struct Reference	35
14.1.1	Detailed Description	36
14.1.2	Member Data Documentation	37
14.1.2.1	engineConfig	37
14.1.2.2	envConfig	37
14.2	cae::Application Class Reference	37
14.2.1	Detailed Description	39
14.2.2	Constructor & Destructor Documentation	39
14.2.2.1	Application() [1/3]	39
14.2.2.2	~Application()	39
14.2.2.3	Application() [2/3]	40
14.2.2.4	Application() [3/3]	40
14.2.3	Member Function Documentation	40
14.2.3.1	operator=() [1/2]	40
14.2.3.2	operator=() [2/2]	40
14.2.3.3	parseEngineConf()	40
14.2.3.4	setupEngine()	41

14.2.3.5	start()	41
14.2.3.6	stop()	41
14.2.4	Member Data Documentation	41
14.2.4.1	m_appConfig	41
14.2.4.2	m_engine	42
14.2.4.3	m_pluginLoader	42
14.3	cae::ArgsConfig Struct Reference	42
14.3.1	Detailed Description	43
14.3.2	Member Data Documentation	43
14.3.2.1	config_path	43
14.3.2.2	run	43
14.4	cae::ArgsHandler Class Reference	43
14.4.1	Detailed Description	44
14.4.2	Constructor & Destructor Documentation	44
14.4.2.1	ArgsHandler() [1/3]	44
14.4.2.2	~ArgsHandler()	44
14.4.2.3	ArgsHandler() [2/3]	44
14.4.2.4	ArgsHandler() [3/3]	44
14.4.3	Member Function Documentation	44
14.4.3.1	operator=() [1/2]	44
14.4.3.2	operator=() [2/2]	45
14.4.3.3	ParseArgs()	45
14.4.3.4	ParseEnv()	45
14.5	cae::Engine Class Reference	46
14.5.1	Detailed Description	47
14.5.2	Constructor & Destructor Documentation	47
14.5.2.1	Engine() [1/3]	47
14.5.2.2	~Engine()	47
14.5.2.3	Engine() [2/3]	48
14.5.2.4	Engine() [3/3]	48
14.5.3	Member Function Documentation	48
14.5.3.1	getAudio()	48
14.5.3.2	getClock()	48
14.5.3.3	getInput()	48
14.5.3.4	getNetwork()	48
14.5.3.5	getRenderer()	49
14.5.3.6	getWindow()	49
14.5.3.7	operator=() [1/2]	49
14.5.3.8	operator=() [2/2]	49
14.5.3.9	run()	49
14.5.3.10	stop()	49
14.5.4	Member Data Documentation	49
14.5.4.1	m_audioPlugin	49

14.5.4.2	<a href="#">m_clock</a>	50
14.5.4.3	<a href="#">m_inputPlugin</a>	50
14.5.4.4	<a href="#">m_networkPlugin</a>	50
14.5.4.5	<a href="#">m_rendererPlugin</a>	50
14.5.4.6	<a href="#">m_windowPlugin</a>	50
14.6	<a href="#">cae::EngineConfig Struct Reference</a>	51
14.6.1	<a href="#">Detailed Description</a>	52
14.6.2	<a href="#">Member Data Documentation</a>	52
14.6.2.1	<a href="#">audio_master_volume</a>	52
14.6.2.2	<a href="#">audio_muted</a>	52
14.6.2.3	<a href="#">network_host</a>	52
14.6.2.4	<a href="#">network_port</a>	52
14.6.2.5	<a href="#">renderer_frame_rate_limit</a>	52
14.6.2.6	<a href="#">renderer_vsync</a>	53
14.6.2.7	<a href="#">window_fullscreen</a>	53
14.6.2.8	<a href="#">window_height</a>	53
14.6.2.9	<a href="#">window_name</a>	53
14.6.2.10	<a href="#">window_width</a>	53
14.7	<a href="#">cae::EnvConfig Struct Reference</a>	54
14.7.1	<a href="#">Detailed Description</a>	54
14.7.2	<a href="#">Member Data Documentation</a>	54
14.7.2.1	<a href="#">pwd</a>	54
14.7.2.2	<a href="#">user_name</a>	55
14.8	<a href="#">cae::GLFW Class Reference</a>	55
14.8.1	<a href="#">Detailed Description</a>	58
14.8.2	<a href="#">Constructor &amp; Destructor Documentation</a>	58
14.8.2.1	<a href="#">GLFW() [1/3]</a>	58
14.8.2.2	<a href="#">~GLFW()</a>	58
14.8.2.3	<a href="#">GLFW() [2/3]</a>	58
14.8.2.4	<a href="#">GLFW() [3/3]</a>	59
14.8.3	<a href="#">Member Function Documentation</a>	59
14.8.3.1	<a href="#">close()</a>	59
14.8.3.2	<a href="#">create()</a>	59
14.8.3.3	<a href="#">frameBufferResizeCallback()</a>	59
14.8.3.4	<a href="#">getName()</a>	59
14.8.3.5	<a href="#">getNativeHandle()</a>	59
14.8.3.6	<a href="#">getPlatform()</a>	60
14.8.3.7	<a href="#">getType()</a>	60
14.8.3.8	<a href="#">getWindowSize()</a>	60
14.8.3.9	<a href="#">operator=() [1/2]</a>	60
14.8.3.10	<a href="#">operator=() [2/2]</a>	60
14.8.3.11	<a href="#">pollEvents()</a>	60
14.8.3.12	<a href="#">resetResizedFlag()</a>	60

14.8.3.13 setIcon()	61
14.8.3.14 shouldClose()	61
14.8.3.15 wasResized()	61
14.8.4 Member Data Documentation	61
14.8.4.1 m_frameBufferResized	61
14.8.4.2 m_frameBufferSize	61
14.8.4.3 m_window	62
14.9 cae::IAudio Interface Reference	62
14.9.1 Detailed Description	63
14.9.2 Constructor & Destructor Documentation	63
14.9.2.1 ~IAudio()	63
14.10 cae::IGamepad Interface Reference	64
14.10.1 Detailed Description	65
14.10.2 Constructor & Destructor Documentation	65
14.10.2.1 ~IGamepad()	65
14.11 cae::IInput Interface Reference	65
14.11.1 Detailed Description	67
14.11.2 Constructor & Destructor Documentation	67
14.11.2.1 ~IInput()	67
14.11.3 Member Function Documentation	67
14.11.3.1 getGamepads()	67
14.11.3.2 getKeyboard()	67
14.11.3.3 getMouse()	67
14.11.4 Member Data Documentation	67
14.11.4.1 m_gamepads	67
14.11.4.2 m_keyboard	67
14.11.4.3 m_mouse	68
14.12 cae::IKeyboard Interface Reference	68
14.12.1 Detailed Description	69
14.12.2 Constructor & Destructor Documentation	69
14.12.2.1 ~IKeyboard()	69
14.12.3 Member Function Documentation	69
14.12.3.1 isKeyPressed()	69
14.12.4 Member Data Documentation	70
14.12.4.1 m_keyMap	70
14.13 cae::IMouse Interface Reference	70
14.13.1 Detailed Description	71
14.13.2 Constructor & Destructor Documentation	71
14.13.2.1 ~IMouse()	71
14.14 cae::INetwork Interface Reference	72
14.14.1 Detailed Description	73
14.14.2 Constructor & Destructor Documentation	73
14.14.2.1 ~INetwork()	73

14.14.3 Member Function Documentation . . . . .	73
14.14.3.1 connect() . . . . .	73
14.15 cae::IRenderer Interface Reference . . . . .	73
14.15.1 Detailed Description . . . . .	75
14.15.2 Constructor & Destructor Documentation . . . . .	75
14.15.2.1 ~IRenderer() . . . . .	75
14.15.3 Member Function Documentation . . . . .	75
14.15.3.1 initialize() . . . . .	75
14.16 cae::IWindow Interface Reference . . . . .	76
14.16.1 Detailed Description . . . . .	77
14.16.2 Constructor & Destructor Documentation . . . . .	78
14.16.2.1 ~IWindow() . . . . .	78
14.16.3 Member Function Documentation . . . . .	78
14.16.3.1 close() . . . . .	78
14.16.3.2 create() . . . . .	78
14.16.3.3 getNativeHandle() . . . . .	78
14.16.3.4 getWindowSize() . . . . .	78
14.16.3.5 pollEvents() . . . . .	78
14.16.3.6 resetResizedFlag() . . . . .	78
14.16.3.7 setIcon() . . . . .	79
14.16.3.8 shouldClose() . . . . .	79
14.16.3.9 wasResized() . . . . .	79
14.17 cae::NativeWindowHandle Struct Reference . . . . .	79
14.17.1 Detailed Description . . . . .	80
14.17.2 Member Data Documentation . . . . .	80
14.17.2.1 display . . . . .	80
14.17.2.2 window . . . . .	80
14.18 cae::OPGL Class Reference . . . . .	80
14.18.1 Detailed Description . . . . .	83
14.18.2 Constructor & Destructor Documentation . . . . .	83
14.18.2.1 OPGL() [1/3] . . . . .	83
14.18.2.2 ~OPGL() . . . . .	83
14.18.2.3 OPGL() [2/3] . . . . .	83
14.18.2.4 OPGL() [3/3] . . . . .	83
14.18.3 Member Function Documentation . . . . .	83
14.18.3.1 getName() . . . . .	83
14.18.3.2 getPlatform() . . . . .	83
14.18.3.3 getType() . . . . .	83
14.18.3.4 initialize() . . . . .	84
14.18.3.5 operator=() [1/2] . . . . .	84
14.18.3.6 operator=() [2/2] . . . . .	84
14.19 cae::VULKAN Class Reference . . . . .	84
14.19.1 Detailed Description . . . . .	87



14.19.2 Constructor & Destructor Documentation	87
14.19.2.1 VULKN() [1/3]	87
14.19.2.2 ~VULKN()	87
14.19.2.3 VULKN() [2/3]	87
14.19.2.4 VULKN() [3/3]	87
14.19.3 Member Function Documentation	87
14.19.3.1 getName()	87
14.19.3.2 getPlatform()	87
14.19.3.3 getType()	87
14.19.3.4 initialize()	88
14.19.3.5 operator=() [1/2]	88
14.19.3.6 operator=() [2/2]	88
14.20 cae::WindowSize Struct Reference	88
14.20.1 Detailed Description	89
14.20.2 Member Data Documentation	89
14.20.2.1 height	89
14.20.2.2 width	89
14.21 cae::X11 Class Reference	89
14.21.1 Detailed Description	92
14.21.2 Constructor & Destructor Documentation	92
14.21.2.1 X11() [1/3]	92
14.21.2.2 ~X11()	92
14.21.2.3 X11() [2/3]	92
14.21.2.4 X11() [3/3]	93
14.21.3 Member Function Documentation	93
14.21.3.1 close()	93
14.21.3.2 create()	93
14.21.3.3 getName()	93
14.21.3.4 getNativeHandle()	93
14.21.3.5 getPlatform()	93
14.21.3.6 getType()	94
14.21.3.7 getWindowSize()	94
14.21.3.8 operator=() [1/2]	94
14.21.3.9 operator=() [2/2]	94
14.21.3.10 pollEvents()	94
14.21.3.11 resetResizedFlag()	94
14.21.3.12 setIcon()	95
14.21.3.13 shouldClose()	95
14.21.3.14 wasResized()	95
14.21.4 Member Data Documentation	95
14.21.4.1 m_display	95
14.21.4.2 m_frameBufferResized	95
14.21.4.3 m_frameBufferSize	95

14.21.4.4 m_shouldClose . . . . .	96
14.21.4.5 m_window . . . . .	96
14.21.4.6 m_wmDeleteMessage . . . . .	96
15 File Documentation . . . . .	97
15.1 CONTRIBUTING.md File Reference . . . . .	97
15.2 include/CAE/Application.hpp File Reference . . . . .	97
15.2.1 Detailed Description . . . . .	98
15.3 Application.hpp . . . . .	98
15.4 include/CAE/ArgsHandler.hpp File Reference . . . . .	99
15.4.1 Detailed Description . . . . .	99
15.5 ArgsHandler.hpp . . . . .	100
15.6 include/CAE/Common.hpp File Reference . . . . .	100
15.6.1 Detailed Description . . . . .	102
15.6.2 Macro Definition Documentation . . . . .	102
15.6.2.1 APP_EXTENSION . . . . .	102
15.7 Common.hpp . . . . .	102
15.8 include/CAE/Engine/Engine.hpp File Reference . . . . .	103
15.8.1 Detailed Description . . . . .	104
15.9 Engine.hpp . . . . .	104
15.10 include/CAE/Generated/Version.hpp File Reference . . . . .	105
15.10.1 Macro Definition Documentation . . . . .	106
15.10.1.1 BUILD_TYPE . . . . .	106
15.10.1.2 GIT_COMMIT_HASH . . . . .	106
15.10.1.3 GIT_TAG . . . . .	106
15.10.1.4 PROJECT_NAME . . . . .	106
15.10.1.5 PROJECT_VERSION . . . . .	106
15.10.1.6 PROJECT_VERSION_MAJOR . . . . .	106
15.10.1.7 PROJECT_VERSION_MINOR . . . . .	106
15.10.1.8 PROJECT_VERSION_PATCH . . . . .	107
15.11 Version.hpp . . . . .	107
15.12 LICENSE.md File Reference . . . . .	107
15.13 modules/Interfaces/include/Interfaces/IAudio.hpp File Reference . . . . .	107
15.13.1 Detailed Description . . . . .	108
15.14 IAudio.hpp . . . . .	108
15.15 modules/Interfaces/include/Interfaces/INetwork.hpp File Reference . . . . .	109
15.15.1 Detailed Description . . . . .	110
15.16 INetwork.hpp . . . . .	110
15.17 modules/Interfaces/include/Interfaces/Input/IGamepad.hpp File Reference . . . . .	110
15.17.1 Detailed Description . . . . .	112
15.18 IGamepad.hpp . . . . .	112
15.19 modules/Interfaces/include/Interfaces/Input/IInput.hpp File Reference . . . . .	112
15.19.1 Detailed Description . . . . .	113

15.20	<a href="#">Input.hpp</a>	113
15.21	<a href="#">modules/Interfaces/include/Interfaces/Input/IKeyboard.hpp File Reference</a>	114
15.21.1	Detailed Description	115
15.22	<a href="#">IKeyboard.hpp</a>	115
15.23	<a href="#">modules/Interfaces/include/Interfaces/Input/IMouse.hpp File Reference</a>	116
15.23.1	Detailed Description	117
15.24	<a href="#">IMouse.hpp</a>	117
15.25	<a href="#">modules/Interfaces/include/Interfaces/Input/Key/Gamepad.hpp File Reference</a>	118
15.26	<a href="#">Gamepad.hpp</a>	119
15.27	<a href="#">modules/Interfaces/include/Interfaces/Input/Key/Keyboard.hpp File Reference</a>	119
15.27.1	Detailed Description	121
15.28	<a href="#">Keyboard.hpp</a>	121
15.29	<a href="#">modules/Interfaces/include/Interfaces/Input/Key/Mouse.hpp File Reference</a>	122
15.29.1	Detailed Description	123
15.30	<a href="#">Mouse.hpp</a>	123
15.31	<a href="#">modules/Interfaces/include/Interfaces/IRenderer.hpp File Reference</a>	124
15.31.1	Detailed Description	124
15.32	<a href="#">IRenderer.hpp</a>	125
15.33	<a href="#">modules/Interfaces/include/Interfaces/IWindow.hpp File Reference</a>	125
15.33.1	Detailed Description	126
15.34	<a href="#">IWindow.hpp</a>	126
15.35	<a href="#">plugins/Renderer/OpenGL/include/OPGL/OPGL.hpp File Reference</a>	127
15.35.1	Detailed Description	128
15.36	<a href="#">OPGL.hpp</a>	128
15.37	<a href="#">plugins/Renderer/Vulkan/include/VULKN/VULKN.hpp File Reference</a>	129
15.37.1	Detailed Description	130
15.38	<a href="#">VULKN.hpp</a>	130
15.39	<a href="#">plugins/Renderer/Vulkan/src/VULKN.cpp File Reference</a>	130
15.40	<a href="#">VULKN.cpp</a>	130
15.41	<a href="#">plugins/Audio/ALSA/src/entrypoint.cpp File Reference</a>	131
15.42	<a href="#">entrypoint.cpp</a>	131
15.43	<a href="#">plugins/Audio/Core/src/entrypoint.cpp File Reference</a>	131
15.44	<a href="#">entrypoint.cpp</a>	131
15.45	<a href="#">plugins/Audio/OpenAL/src/entrypoint.cpp File Reference</a>	131
15.46	<a href="#">entrypoint.cpp</a>	131
15.47	<a href="#">plugins/Audio/Pulse/src/entrypoint.cpp File Reference</a>	131
15.48	<a href="#">entrypoint.cpp</a>	131
15.49	<a href="#">plugins/Audio/XAudio2/src/entrypoint.cpp File Reference</a>	131
15.50	<a href="#">entrypoint.cpp</a>	131
15.51	<a href="#">plugins/Input/Cocoa/src/entrypoint.cpp File Reference</a>	131
15.52	<a href="#">entrypoint.cpp</a>	131
15.53	<a href="#">plugins/Input/Win32/src/entrypoint.cpp File Reference</a>	132
15.54	<a href="#">entrypoint.cpp</a>	132

15.55 plugins/Input/X11/src/entrypoint.cpp File Reference . . . . .	132
15.56 entrypoint.cpp . . . . .	132
15.57 plugins/Network/Asio/src/entrypoint.cpp File Reference . . . . .	132
15.58 entrypoint.cpp . . . . .	132
15.59 plugins/Network/Posix/src/entrypoint.cpp File Reference . . . . .	132
15.60 entrypoint.cpp . . . . .	132
15.61 plugins/Network/WinSock/src/entrypoint.cpp File Reference . . . . .	132
15.62 entrypoint.cpp . . . . .	132
15.63 plugins/Renderer/DirectX12/src/entrypoint.cpp File Reference . . . . .	132
15.64 entrypoint.cpp . . . . .	132
15.65 plugins/Renderer/Metal/src/entrypoint.cpp File Reference . . . . .	133
15.66 entrypoint.cpp . . . . .	133
15.67 plugins/Renderer/OpenGL/src/entrypoint.cpp File Reference . . . . .	133
15.67.1 Function Documentation . . . . .	133
15.67.1.1 entryPoint() . . . . .	133
15.68 entrypoint.cpp . . . . .	134
15.69 plugins/Renderer/Vulkan/src/entrypoint.cpp File Reference . . . . .	134
15.69.1 Function Documentation . . . . .	134
15.69.1.1 entryPoint() . . . . .	134
15.70 entrypoint.cpp . . . . .	135
15.71 plugins/Window/Cocoa/src/entrypoint.cpp File Reference . . . . .	135
15.72 entrypoint.cpp . . . . .	135
15.73 plugins/Window/GLFW/src/entrypoint.cpp File Reference . . . . .	135
15.73.1 Function Documentation . . . . .	136
15.73.1.1 entryPoint() . . . . .	136
15.74 entrypoint.cpp . . . . .	136
15.75 plugins/Window/Win32/src/entrypoint.cpp File Reference . . . . .	136
15.76 entrypoint.cpp . . . . .	136
15.77 plugins/Window/X11/src/entrypoint.cpp File Reference . . . . .	136
15.77.1 Function Documentation . . . . .	137
15.77.1.1 entryPoint() . . . . .	137
15.78 entrypoint.cpp . . . . .	137
15.79 plugins/Window/GLFW/include/GLFW/GLFW.hpp File Reference . . . . .	138
15.79.1 Detailed Description . . . . .	139
15.80 GLFW.hpp . . . . .	139
15.81 plugins/Window/GLFW/src/glfw.cpp File Reference . . . . .	140
15.82 glfw.cpp . . . . .	140
15.83 plugins/Audio/README.md File Reference . . . . .	141
15.84 plugins/Input/README.md File Reference . . . . .	141
15.85 plugins/Network/README.md File Reference . . . . .	141
15.86 plugins/Renderer/README.md File Reference . . . . .	141
15.87 plugins/Window/README.md File Reference . . . . .	141
15.88 README.md File Reference . . . . .	141

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15.89	<a href="#">plugins/Window/X11/include/X11/X11.hpp File Reference</a>	141
15.89.1	Detailed Description	142
15.90	<a href="#">X11.hpp</a>	143
15.91	<a href="#">plugins/Window/X11/src/x11.cpp File Reference</a>	143
15.92	<a href="#">x11.cpp</a>	144
15.93	<a href="#">src/application.cpp File Reference</a>	145
15.93.1	Function Documentation	146
15.93.1.1	<a href="#">loadPlugins()</a>	146
15.94	<a href="#">application.cpp</a>	146
15.95	<a href="#">src/argsHandler.cpp File Reference</a>	147
15.96	<a href="#">argsHandler.cpp</a>	148
15.97	<a href="#">src/conf.cpp File Reference</a>	149
15.97.1	Typedef Documentation	149
15.97.1.1	<a href="#">json</a>	149
15.98	<a href="#">conf.cpp</a>	149
15.99	<a href="#">src/engine/engine.cpp File Reference</a>	151
15.100	<a href="#">engine.cpp</a>	151
15.101	<a href="#">src/main.cpp File Reference</a>	152
15.101.1	Function Documentation	152
15.101.1.1	<a href="#">main()</a>	152
15.102	<a href="#">main.cpp</a>	153
	<a href="#">Index</a>	155



# Chapter 1

## cae

### 1.1 Cross-API-Engine | Rendering Engine with multiple dynamic backends

Cross-API-Engine is a rendering engine designed to support multiple graphics APIs dynamically. It allows developers to switch between different rendering backends such as OpenGL, Vulkan, DirectX at runtime. It is useful to do benchmarks during development or to support multiple platforms with different graphics APIs.

flowchart LR

```
subgraph CORE[" Engine Core"]
    Engine["Engine"]
end

subgraph Interfaces[" Interfaces"]
    Engine --> IAudio["IAudio"]
    Engine --> INetwork["INetwork"]
    Engine --> IRenderer["IRenderer"]
    Engine --> IWindow["IWindow"]
    Engine --> IInput["Input"]
end

subgraph AUDIO[" Audio Plugins"]
    WASAPI["WASAPI / XAudio2 (Windows)"]
    Pulse["Pulse / ALSA (Linux)"]
    CoreAudio["CoreAudio (macOS)"]
end
IAudio --> WASAPI & Pulse & CoreAudio

subgraph NETWORK[" Network Plugins"]
    WinSock["WinSock (Windows)"]
    POSIX["POSIX Sockets (Linux/macOS)"]
end
INetwork --> WinSock & POSIX

subgraph RENDERER[" Renderer Plugins"]
    DirectX["DirectX (Windows)"]
    Vulkan["Vulkan (Cross-platform)"]
    OpenGL["OpenGL (Cross-platform)"]
    Metal["Metal (macOS)"]
end
IRenderer --> DirectX & Vulkan & OpenGL & Metal

subgraph WINDOW[" Window System Plugins"]
    Win32["Win32 (Windows)"]
    X11["X11 / Wayland (Linux)"]
    Cocoa["Cocoa (macOS)"]
end
IWindow --> Win32 & X11 & Cocoa

subgraph INPUT[" Input Plugins"]
    Keyboard["Keyboard"]
    Mouse["Mouse"]
    Controller["Gamepad / Controller"]
end
IInput --> Keyboard & Mouse & Controller
```

### 1.1.1 Prerequisites

Make sure you have the following dependencies installed on your system:

- [CMake 4.0.0](#)
- [C++23](#)
- [Vulkan SDK](#)

### 1.1.2 External Libraries

- [GLFW](#): For creating windows, receiving input, and managing OpenGL and Vulkan contexts.
- [Google Test](#): A testing framework for C++.
- [ImGui](#): Immediate Mode Graphical User Interface for real-time debugging and tool development.
- [stb](#): A set of single-file public domain libraries for graphics, image loading, and more.

### 1.1.3 Contributing

Want to contribute? See [CONTRIBUTING.md](#).

### 1.1.4 License

This project is licensed under the MIT License - see the [LICENSE](#) file for details.



## Chapter 2

# README



## Chapter 3

# README



## Chapter 4

# README



## Chapter 5

# README





## Chapter 6

# README



# Chapter 7

## Commit Norms

Commit Type	Description
build	Changes that affect the build system or external dependencies (npm, make, etc.)
ci	Changes related to integration files and scripts or configuration (Travis, Ansible, BrowserStack, etc.)
feat	Addition of a new feature
fix	Bug fix
perf	Performance improvements
refactor	Modification that neither adds a new feature nor improves performance
style	Change that does not affect functionality or semantics (indentation, formatting, adding space, renaming a variable, etc.)
docs	Writing or updating documentation
test	Addition or modification of tests



## Chapter 8

# LICENSE

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## Chapter 9

# Namespace Index

### 9.1 Namespace List

Here is a list of all namespaces with brief descriptions:

<a href="#">cae</a>	25
<a href="#">cae::Audio</a>	30
<a href="#">cae::Message</a>	31
<a href="#">cae::Network</a>	31
<a href="#">cae::Plugins</a>	32
<a href="#">cae::Plugins::Name</a>	32
<a href="#">cae::Renderer</a>	32
<a href="#">cae::User</a>	33
<a href="#">cae::Window</a>	33





## Chapter 10

# Hierarchical Index

### 10.1 Class Hierarchy

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

cae::AppConfig . . . . .	35
cae::Application . . . . .	37
cae::ArgsConfig . . . . .	42
cae::ArgsHandler . . . . .	43
cae::Engine . . . . .	46
cae::EngineConfig . . . . .	51
cae::EnvConfig . . . . .	54
utl::IPlugin	
cae::IAudio . . . . .	62
cae::IGamepad . . . . .	64
cae::IInput . . . . .	65
cae::IKeyboard . . . . .	68
cae::IMouse . . . . .	70
cae::INetwork . . . . .	72
cae::IRenderer . . . . .	73
cae::OPGL . . . . .	80
cae::VULKAN . . . . .	84
cae::IWindow . . . . .	76
cae::GLFW . . . . .	55
cae::X11 . . . . .	89
cae::NativeWindowHandle . . . . .	79
cae::WindowSize . . . . .	88



# Chapter 11

## Class Index

### 11.1 Class List

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

<a href="#">cae::AppConfig</a>	35
<a href="#">cae::Application</a>	
Main class	37
<a href="#">cae::ArgsConfig</a>	42
<a href="#">cae::ArgsHandler</a>	
Class to handle command line arguments	43
<a href="#">cae::Engine</a>	
Engine class	46
<a href="#">cae::EngineConfig</a>	51
<a href="#">cae::EnvConfig</a>	54
<a href="#">cae::GLFW</a>	
Class for the <a href="#">GLFW</a> plugin	55
<a href="#">cae::IAudio</a>	
Interface for audio	62
<a href="#">cae::IGamepad</a>	
Interface for gamepad	64
<a href="#">cae::IInput</a>	
Interface for audio	65
<a href="#">cae::IKeyboard</a>	
Interface for keyboard	68
<a href="#">cae::IMouse</a>	
Interface for mouse	70
<a href="#">cae::INetwork</a>	
Interface for network	72
<a href="#">cae::IRenderer</a>	
Interface for renderer	73
<a href="#">cae::IWindow</a>	
Interface for window	76
<a href="#">cae::NativeWindowHandle</a>	79
<a href="#">cae::OPGL</a>	
Class for the OpenGL plugin	80
<a href="#">cae::VULKN</a>	
Class for the Vulkan plugin	84
<a href="#">cae::WindowSize</a>	88
<a href="#">cae::X11</a>	
Class for the <a href="#">X11</a> plugin	89



# Chapter 12

## File Index

### 12.1 File List

Here is a list of all files with brief descriptions:

include/CAE/ <a href="#">Application.hpp</a>	
This file contains the Application class declaration	97
include/CAE/ <a href="#">ArgsHandler.hpp</a>	
This file contains the ArgsHandler class declaration	99
include/CAE/ <a href="#">Common.hpp</a>	
This file contains	100
include/CAE/Engine/ <a href="#">Engine.hpp</a>	
This file contains the engine class declaration	103
include/CAE/Generated/ <a href="#">Version.hpp</a>	105
modules/Interfaces/include/Interfaces/ <a href="#">IAudio.hpp</a>	
This file contains the audio interface	107
modules/Interfaces/include/Interfaces/ <a href="#">INetwork.hpp</a>	
This file contains the network interface	109
modules/Interfaces/include/Interfaces/ <a href="#">IRenderer.hpp</a>	
This file contains the Renderer interface	124
modules/Interfaces/include/Interfaces/ <a href="#">IWindow.hpp</a>	
This file contains the Window interface	125
modules/Interfaces/include/Interfaces/Input/ <a href="#">IGamepad.hpp</a>	
This file contains the input gamepad interface	110
modules/Interfaces/include/Interfaces/Input/ <a href="#">IInput.hpp</a>	
This file contains the input interface	112
modules/Interfaces/include/Interfaces/Input/ <a href="#">IKeyboard.hpp</a>	
This file contains the input keyboard interface	114
modules/Interfaces/include/Interfaces/Input/ <a href="#">IMouse.hpp</a>	
This file contains the input mouse interface	116
modules/Interfaces/include/Interfaces/Input/Key/ <a href="#">Gamepad.hpp</a>	118
modules/Interfaces/include/Interfaces/Input/Key/ <a href="#">Keyboard.hpp</a>	
This file contains the keyboard keys	119
modules/Interfaces/include/Interfaces/Input/Key/ <a href="#">Mouse.hpp</a>	
This file contains the gamepad keys	122
plugins/Audio/ALSA/src/ <a href="#">entrypoint.cpp</a>	131
plugins/Audio/Core/src/ <a href="#">entrypoint.cpp</a>	131
plugins/Audio/OpenAL/src/ <a href="#">entrypoint.cpp</a>	131
plugins/Audio/Pulse/src/ <a href="#">entrypoint.cpp</a>	131
plugins/Audio/XAudio2/src/ <a href="#">entrypoint.cpp</a>	131

plugins/Input/Cocoa/src/entrypoint.cpp	131
plugins/Input/Win32/src/entrypoint.cpp	132
plugins/Input/X11/src/entrypoint.cpp	132
plugins/Network/Asio/src/entrypoint.cpp	132
plugins/Network/Posix/src/entrypoint.cpp	132
plugins/Network/WinSock/src/entrypoint.cpp	132
plugins/Renderer/DirectX12/src/entrypoint.cpp	132
plugins/Renderer/Metal/src/entrypoint.cpp	133
plugins/Renderer/OpenGL/include/OPGL/OPGL.hpp	
This file contains the OPGL class declaration	127
plugins/Renderer/OpenGL/src/entrypoint.cpp	133
plugins/Renderer/Vulkan/include/VULKN/VULKN.hpp	
This file contains the VULKN class declaration	129
plugins/Renderer/Vulkan/src/entrypoint.cpp	134
plugins/Renderer/Vulkan/src/VULKN.cpp	130
plugins/Window/Cocoa/src/entrypoint.cpp	135
plugins/Window/GLFW/include/GLFW/GLFW.hpp	
This file contains the GLFW class declaration	138
plugins/Window/GLFW/src/entrypoint.cpp	135
plugins/Window/GLFW/src/glfw.cpp	140
plugins/Window/Win32/src/entrypoint.cpp	136
plugins/Window/X11/include/X11/X11.hpp	
This file contains the X11 class declaration	141
plugins/Window/X11/src/entrypoint.cpp	136
plugins/Window/X11/src/x11.cpp	143
src/application.cpp	145
src/argsHandler.cpp	147
src/conf.cpp	149
src/main.cpp	152
src/engine/engine.cpp	151

# Chapter 13

## Namespace Documentation

### 13.1 cae Namespace Reference

#### Namespaces

- namespace [Audio](#)
- namespace [Message](#)
- namespace [Network](#)
- namespace [Plugins](#)
- namespace [Renderer](#)
- namespace [User](#)
- namespace [Window](#)

#### Classes

- struct [AppConfig](#)
- class [Application](#)  
Main class.
- struct [ArgsConfig](#)
- class [ArgsHandler](#)  
Class to handle command line arguments.
- class [Engine](#)  
[Engine](#) class.
- struct [EngineConfig](#)
- struct [EnvConfig](#)
- class [GLFW](#)  
Class for the [GLFW](#) plugin.
- interface [IAudio](#)  
Interface for audio.
- interface [IGamepad](#)  
Interface for gamepad.
- interface [IInput](#)  
Interface for audio.
- interface [IKeyboard](#)  
Interface for keyboard.
- interface [IMouse](#)

- Interface for mouse.
- interface [INetwork](#)
  - Interface for network.
- interface [IRenderer](#)
  - Interface for renderer.
- interface [IWindow](#)
  - Interface for window.
- struct [NativeWindowHandle](#)
- class [OPGL](#)
  - Class for the OpenGL plugin.
- class [VULKN](#)
  - Class for the Vulkan plugin.
- struct [WindowSize](#)
- class [X11](#)
  - Class for the [X11](#) plugin.

## Enumerations

- enum class [GamepadButton](#) : uint8\_t {  
[A](#) = 0 , [B](#) , [X](#) , [Y](#) ,  
[Back](#) , [Guide](#) , [Start](#) , [LThumb](#) ,  
[RThumb](#) , [LShoulder](#) , [RShoulder](#) , [DPadUp](#) ,  
[DPadDown](#) , [DPadLeft](#) , [DPadRight](#) }
- enum class [GamepadAxis](#) : uint8\_t {  
[LeftX](#) = 0 , [LeftY](#) , [RightX](#) , [RightY](#) ,  
[TriggerLeft](#) , [TriggerRight](#) }
- enum [KeyState](#) : std::uint8\_t { [Pressed](#) = 0 , [Released](#) = 1 , [Held](#) = 2 , [Toggled](#) = 3 }
- enum class [KeyCode](#) : uint8\_t {  
[A](#) , [B](#) , [C](#) , [D](#) ,  
[E](#) , [F](#) , [G](#) , [H](#) ,  
[I](#) , [J](#) , [K](#) , [L](#) ,  
[M](#) , [N](#) , [O](#) , [P](#) ,  
[Q](#) , [R](#) , [S](#) , [T](#) ,  
[U](#) , [V](#) , [W](#) , [X](#) ,  
[Y](#) , [Z](#) , [Num0](#) , [Num1](#) ,  
[Num2](#) , [Num3](#) , [Num4](#) , [Num5](#) ,  
[Num6](#) , [Num7](#) , [Num8](#) , [Num9](#) ,  
[Escape](#) , [F1](#) , [F2](#) , [F3](#) ,  
[F4](#) , [F5](#) , [F6](#) , [F7](#) ,  
[F8](#) , [F9](#) , [F10](#) , [F11](#) ,  
[F12](#) , [Left](#) , [Right](#) , [Up](#) ,  
[Down](#) , [Home](#) , [End](#) , [PageUp](#) ,  
[PageDown](#) , [Insert](#) , [Delete](#) , [Backspace](#) ,  
[Tab](#) , [Enter](#) , [Space](#) , [LShift](#) ,  
[RShift](#) , [LCtrl](#) , [RCtrl](#) , [LAlt](#) ,  
[RAlt](#) , [LSuper](#) , [RSuper](#) , [Numpad0](#) ,  
[Numpad1](#) , [Numpad2](#) , [Numpad3](#) , [Numpad4](#) ,  
[Numpad5](#) , [Numpad6](#) , [Numpad7](#) , [Numpad8](#) ,  
[Numpad9](#) , [NumpadAdd](#) , [NumpadSubtract](#) , [NumpadMultiply](#) ,  
[NumpadDivide](#) , [CapsLock](#) , [NumLock](#) , [ScrollLock](#) ,  
[Count](#) }
- enum class [MouseButton](#) : uint8\_t {  
[Left](#) = 0 , [Right](#) , [Middle](#) , [XButton1](#) ,  
[XButton2](#) , [WheelUp](#) , [WheelDown](#) }



### 13.1.1 Enumeration Type Documentation

#### 13.1.1.1 GamepadAxis

enum class [cae::GamepadAxis](#) : uint8\_t [strong]

Enumerator

LeftX	
LeftY	
RightX	
RightY	
TriggerLeft	
TriggerRight	

Definition at line 32 of file [Gamepad.hpp](#).

#### 13.1.1.2 GamepadButton

enum class [cae::GamepadButton](#) : uint8\_t [strong]

Enumerator

A	
B	
X	
Y	
Back	
Guide	
Start	
LThumb	
RThumb	
LShoulder	
RShoulder	
DPadUp	
DPadDown	
DPadLeft	
DPadRight	

Definition at line 13 of file [Gamepad.hpp](#).

#### 13.1.1.3 KeyCode

enum class [cae::KeyCode](#) : uint8\_t [strong]

Enumerator

A	
---	--

## Enumerator

B	
C	
D	
E	
F	
G	
H	
I	
J	
K	
L	
M	
N	
O	
P	
Q	
R	
S	
T	
U	
V	
W	
X	
Y	
Z	
Num0	
Num1	
Num2	
Num3	
Num4	
Num5	
Num6	
Num7	
Num8	
Num9	
Escape	
F1	
F2	
F3	
F4	
F5	
F6	
F7	
F8	
F9	
F10	
F11	
F12	
Left	

## Enumerator

Right	
Up	
Down	
Home	
End	
PageUp	
PageDown	
Insert	
Delete	
Backspace	
Tab	
Enter	
Space	
LShift	
RShift	
LCtrl	
RCtrl	
LAlt	
RAlt	
LSuper	
RSuper	
Numpad0	
Numpad1	
Numpad2	
Numpad3	
Numpad4	
Numpad5	
Numpad6	
Numpad7	
Numpad8	
Numpad9	
NumpadAdd	
NumpadSubtract	
NumpadMultiply	
NumpadDivide	
CapsLock	
NumLock	
ScrollLock	
Count	

Definition at line 22 of file [Keyboard.hpp](#).

## 13.1.1.4 KeyState

```
enum cae::KeyState : std::uint8_t
```

## Enumerator

Pressed	
Released	
Held	
Toggled	

Definition at line 14 of file [Keyboard.hpp](#).

## 13.1.1.5 MouseButton

```
enum class cae::MouseButton : uint8_t [strong]
```

## Enumerator

Left	
Right	
Middle	
XButton1	
XButton2	
WheelUp	
WheelDown	

Definition at line 13 of file [Mouse.hpp](#).

## 13.2 cae::Audio Namespace Reference

## Variables

- constexpr auto [VOLUME](#) = 1.F
- constexpr auto [MUTED](#) = false

## 13.2.1 Variable Documentation

## 13.2.1.1 MUTED

```
auto cae::Audio::MUTED = false [inline], [constexpr]
```

Definition at line 25 of file [Common.hpp](#).

## 13.2.1.2 VOLUME

```
auto cae::Audio::VOLUME = 1.F [inline], [constexpr]
```

Definition at line 24 of file [Common.hpp](#).

## 13.3 cae::Message Namespace Reference

### Variables

- static constexpr std::string\_view [HELP\\_MSG](#)
- static constexpr std::string\_view [VERSION\\_MSG](#)

### 13.3.1 Variable Documentation

#### 13.3.1.1 [HELP\\_MSG](#)

std::string\_view cae::Message::HELP\_MSG [static], [constexpr]

Initial value:

```
= "Usage: " PROJECT\_NAME APP\_EXTENSION " [options]\n\n"
    "Options:\n"
    "  -h, --help           Show this help message\n"
    "  -v, --version        Show version information\n"
    "  -c, --config <path> Specify JSON configuration file"
```

Definition at line 30 of file [Common.hpp](#).

Referenced by [cae::ArgsHandler::ParseArgs\(\)](#).

#### 13.3.1.2 [VERSION\\_MSG](#)

std::string\_view cae::Message::VERSION\_MSG [static], [constexpr]

Initial value:

```
= PROJECT\_NAME
    " v" PROJECT\_VERSION " " BUILD\_TYPE " (" GIT\_TAG ", commit " GIT\_COMMIT\_HASH ")" " __DATE__ "
    " __TIME__"
```

Definition at line 35 of file [Common.hpp](#).

Referenced by [cae::Application::Application\(\)](#), and [cae::ArgsHandler::ParseArgs\(\)](#).

## 13.4 cae::Network Namespace Reference

### Variables

- constexpr auto [HOST](#) = "127.0.0.1"
- constexpr auto [PORT](#) = 4242

### 13.4.1 Variable Documentation

#### 13.4.1.1 [HOST](#)

auto cae::Network::HOST = "127.0.0.1" [inline], [constexpr]

Definition at line 41 of file [Common.hpp](#).

#### 13.4.1.2 PORT

auto cae::Network::PORT = 4242 [inline], [constexpr]

Definition at line 42 of file [Common.hpp](#).

### 13.5 cae::Plugins Namespace Reference

Namespaces

- namespace [Name](#)

### 13.6 cae::Plugins::Name Namespace Reference

Variables

- constexpr auto [RENDERER\\_OPENGL](#) = "OpenGL"
- constexpr auto [RENDERER\\_VULKAN](#) = "Vulkan"
- constexpr auto [WINDOW\\_Glfw](#) = "Glfw"

#### 13.6.1 Variable Documentation

##### 13.6.1.1 RENDERER\_OPENGL

auto cae::Plugins::Name::RENDERER\_OPENGL = "OpenGL" [inline], [constexpr]

Definition at line 47 of file [Common.hpp](#).

##### 13.6.1.2 RENDERER\_VULKAN

auto cae::Plugins::Name::RENDERER\_VULKAN = "Vulkan" [inline], [constexpr]

Definition at line 48 of file [Common.hpp](#).

##### 13.6.1.3 WINDOW\_Glfw

auto cae::Plugins::Name::WINDOW\_Glfw = "Glfw" [inline], [constexpr]

Definition at line 49 of file [Common.hpp](#).

### 13.7 cae::Renderer Namespace Reference

Variables

- constexpr auto [VSYNC](#) = false
- constexpr auto [FRAME\\_RATE\\_LIMIT](#) = 90

### 13.7.1 Variable Documentation

#### 13.7.1.1 FRAME\_RATE\_LIMIT

```
auto cae::Renderer::FRAME_RATE_LIMIT = 90 [inline], [constexpr]
```

Definition at line 55 of file [Common.hpp](#).

#### 13.7.1.2 VSYNC

```
auto cae::Renderer::VSYNC = false [inline], [constexpr]
```

Definition at line 54 of file [Common.hpp](#).

## 13.8 cae::User Namespace Reference

### Variables

- constexpr auto [NAME](#) = "User"

### 13.8.1 Variable Documentation

#### 13.8.1.1 NAME

```
auto cae::User::NAME = "User" [inline], [constexpr]
```

Definition at line 60 of file [Common.hpp](#).

## 13.9 cae::Window Namespace Reference

### Variables

- constexpr uint16\_t [WIDTH](#) = 1920
- constexpr uint16\_t [HEIGHT](#) = 1080
- constexpr auto [NAME](#) = "CAE - Cross API Engine"
- constexpr auto [FULLSCREEN](#) = false

### 13.9.1 Variable Documentation

#### 13.9.1.1 FULLSCREEN

```
auto cae::Window::FULLSCREEN = false [inline], [constexpr]
```

Definition at line 68 of file [Common.hpp](#).

### 13.9.1.2 HEIGHT

```
uint16_t cae::Window::HEIGHT = 1080 [inline], [constexpr]
```

Definition at line 66 of file [Common.hpp](#).

### 13.9.1.3 NAME

```
auto cae::Window::NAME = "CAE - Cross API Engine" [inline], [constexpr]
```

Definition at line 67 of file [Common.hpp](#).

### 13.9.1.4 WIDTH

```
uint16_t cae::Window::WIDTH = 1920 [inline], [constexpr]
```

Definition at line 65 of file [Common.hpp](#).



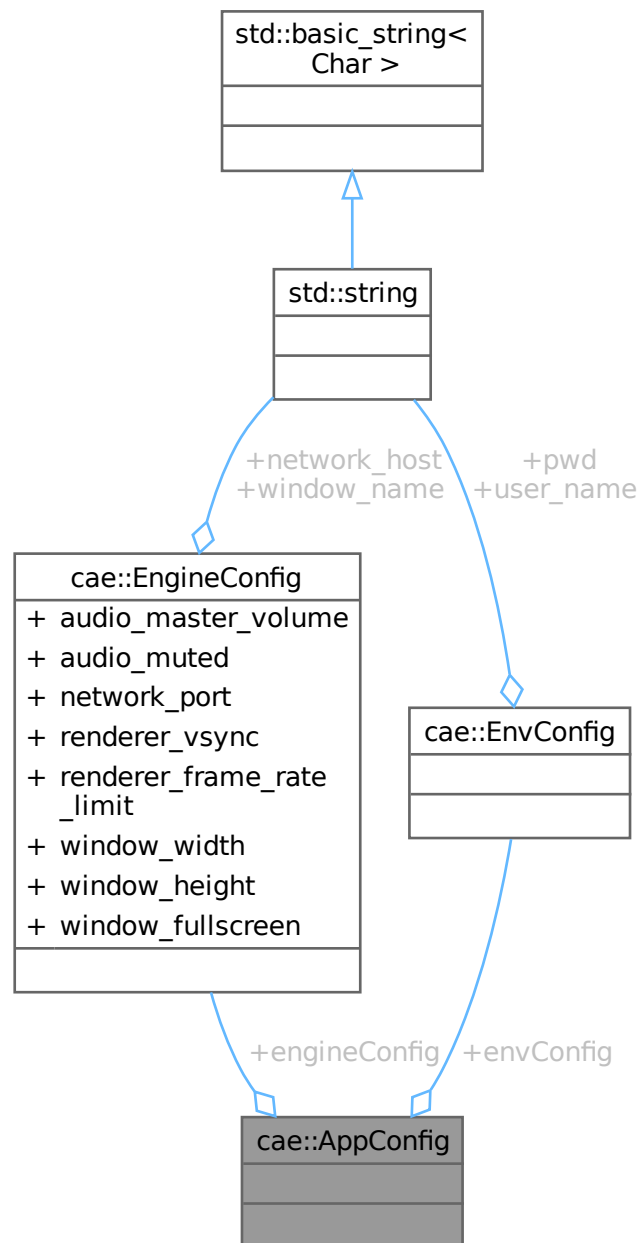
## Chapter 14

# Class Documentation

### 14.1 cae::AppConfig Struct Reference

```
#include <Application.hpp>
```

Collaboration diagram for cae::AppConfig:



Public Attributes

- [EngineConfig](#) `engineConfig`
- [EnvConfig](#) `envConfig`

#### 14.1.1 Detailed Description

Definition at line 17 of file [Application.hpp](#).

### 14.1.2 Member Data Documentation

#### 14.1.2.1 engineConfig

[EngineConfig](#) cae::AppConfig::engineConfig

Definition at line 19 of file [Application.hpp](#).

Referenced by [cae::Application::Application\(\)](#).

#### 14.1.2.2 envConfig

[EnvConfig](#) cae::AppConfig::envConfig

Definition at line 20 of file [Application.hpp](#).

Referenced by [cae::Application::Application\(\)](#).

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

- [include/CAE/Application.hpp](#)

## 14.2 cae::Application Class Reference

Main class.

```
#include <Application.hpp>
```



### Private Member Functions

- void [setupEngine](#) (const std::string &rendererName, const std::string &windowName)

### Static Private Member Functions

- static [EngineConfig](#) [parseEngineConf](#) (const std::string &path)

### Private Attributes

- std::unique\_ptr< utl::PluginLoader > [m\\_pluginLoader](#) = nullptr
- std::unique\_ptr< [Engine](#) > [m\\_engine](#) = nullptr
- [AppConfig](#) [m\\_appConfig](#)

## 14.2.1 Detailed Description

Main class.

Definition at line 28 of file [Application.hpp](#).

## 14.2.2 Constructor & Destructor Documentation

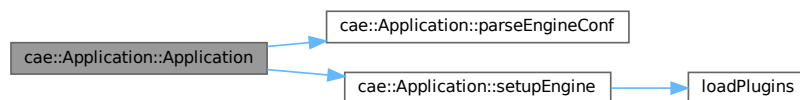
### 14.2.2.1 Application() [1/3]

```
cae::Application::Application (
    const ArgsConfig & argsConfig,
    const EnvConfig & envConfig)
```

Definition at line 34 of file [application.cpp](#).

References [cae::ArgsConfig::config\\_path](#), [cae::AppConfig::engineConfig](#), [cae::AppConfig::envConfig](#), [m\\_appConfig](#), [parseEngineConf\(\)](#), [setupEngine\(\)](#), and [cae::Message::VERSION\\_MSG](#).

Here is the call graph for this function:



### 14.2.2.2 ~Application()

```
cae::Application::~Application () [default]
```

### 14.2.2.3 Application() [2/3]

```
cae::Application::Application (
    const Application & ) [delete]
```

### 14.2.2.4 Application() [3/3]

```
cae::Application::Application (
    Application && ) [delete]
```

## 14.2.3 Member Function Documentation

### 14.2.3.1 operator=() [1/2]

```
Application & cae::Application::operator= (
    Application && ) [delete]
```

### 14.2.3.2 operator=() [2/2]

```
Application & cae::Application::operator= (
    const Application & ) [delete]
```

### 14.2.3.3 parseEngineConf()

```
cae::EngineConfig cae::Application::parseEngineConf (
    const std::string & path) [static], [private]
```

Definition at line 10 of file [conf.cpp](#).

References [cae::EngineConfig::audio\\_master\\_volume](#), [cae::EngineConfig::audio\\_muted](#), [cae::EngineConfig::network\\_host](#), [cae::EngineConfig::network\\_port](#), [cae::EngineConfig::renderer\\_frame\\_rate\\_limit](#), [cae::EngineConfig::renderer\\_vsync](#), [cae::EngineConfig::window\\_fullscreen](#), [cae::EngineConfig::window\\_height](#), [cae::EngineConfig::window\\_name](#), and [cae::EngineConfig::window\\_width](#).

Referenced by [Application\(\)](#).

Here is the caller graph for this function:



#### 14.2.3.4 setupEngine()

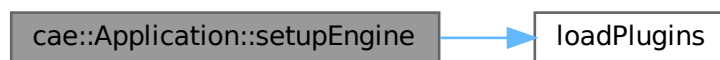
```
void cae::Application::setupEngine (
    const std::string & rendererName,
    const std::string & windowName) [private]
```

Definition at line 55 of file [application.cpp](#).

References [loadPlugins\(\)](#).

Referenced by [Application\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



#### 14.2.3.5 start()

```
void cae::Application::start () const
```

Definition at line 82 of file [application.cpp](#).

#### 14.2.3.6 stop()

```
void cae::Application::stop ()
```

Definition at line 84 of file [application.cpp](#).

### 14.2.4 Member Data Documentation

#### 14.2.4.1 m\_appConfig

```
AppConfig cae::Application::m_appConfig [private]
```

Definition at line 51 of file [Application.hpp](#).

Referenced by [Application\(\)](#).

#### 14.2.4.2 m\_engine

```
std::unique_ptr<Engine> cae::Application::m_engine = nullptr [private]
```

Definition at line 49 of file [Application.hpp](#).

#### 14.2.4.3 m\_pluginLoader

```
std::unique_ptr<utl::PluginLoader> cae::Application::m_pluginLoader = nullptr [private]
```

Definition at line 48 of file [Application.hpp](#).

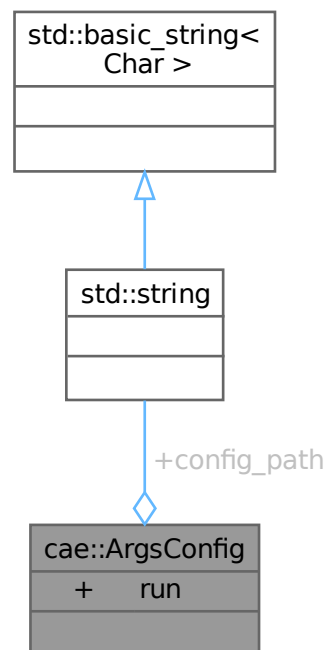
The documentation for this class was generated from the following files:

- [include/CAE/Application.hpp](#)
- [src/application.cpp](#)
- [src/conf.cpp](#)

### 14.3 cae::ArgsConfig Struct Reference

```
#include <ArgsHandler.hpp>
```

Collaboration diagram for cae::ArgsConfig:





## Public Attributes

- bool [run](#) = false
- std::string [config\\_path](#)

## 14.3.1 Detailed Description

Definition at line 14 of file [ArgsHandler.hpp](#).

## 14.3.2 Member Data Documentation

## 14.3.2.1 config\_path

std::string cae::ArgsConfig::config\_path

Definition at line 17 of file [ArgsHandler.hpp](#).

Referenced by [cae::Application::Application\(\)](#), and [cae::ArgsHandler::ParseArgs\(\)](#).

## 14.3.2.2 run

bool cae::ArgsConfig::run = false

Definition at line 16 of file [ArgsHandler.hpp](#).

Referenced by [main\(\)](#), and [cae::ArgsHandler::ParseArgs\(\)](#).

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

- include/CAE/[ArgsHandler.hpp](#)

## 14.4 cae::ArgsHandler Class Reference

Class to handle command line arguments.

#include <ArgsHandler.hpp>

Collaboration diagram for cae::ArgsHandler:

cae::ArgsHandler
<ul style="list-style-type: none"> <li>+ ArgsHandler()</li> <li>+ ~ArgsHandler()</li> <li>+ ArgsHandler()</li> <li>+ operator=()</li> <li>+ ArgsHandler()</li> <li>+ operator=()</li> <li>+ ParseArgs()</li> <li>+ ParseEnv()</li> </ul>

## Public Member Functions

- [ArgsHandler](#) ()=default
- [~ArgsHandler](#) ()=default
- [ArgsHandler](#) (const [ArgsHandler](#) &)=delete
- [ArgsHandler](#) & operator= (const [ArgsHandler](#) &)=delete
- [ArgsHandler](#) ([ArgsHandler](#) &&)=delete
- [ArgsHandler](#) & operator= ([ArgsHandler](#) &&)=delete

## Static Public Member Functions

- static [ArgsConfig ParseArgs](#) (int argc, const char \*const \*argv)
- static [EnvConfig ParseEnv](#) (const char \*const \*envp)

### 14.4.1 Detailed Description

Class to handle command line arguments.

Definition at line 30 of file [ArgsHandler.hpp](#).

### 14.4.2 Constructor & Destructor Documentation

#### 14.4.2.1 [ArgsHandler](#)() [1/3]

cae::ArgsHandler::ArgsHandler () [default]

#### 14.4.2.2 [~ArgsHandler](#)()

cae::ArgsHandler::~~ArgsHandler () [default]

#### 14.4.2.3 [ArgsHandler](#)() [2/3]

cae::ArgsHandler::ArgsHandler (  
const [ArgsHandler](#) & ) [delete]

#### 14.4.2.4 [ArgsHandler](#)() [3/3]

cae::ArgsHandler::ArgsHandler (  
[ArgsHandler](#) && ) [delete]

### 14.4.3 Member Function Documentation

#### 14.4.3.1 operator=() [1/2]

[ArgsHandler](#) & cae::ArgsHandler::operator= (  
[ArgsHandler](#) && ) [delete]

## 14.4.3.2 operator=() [2/2]

[ArgsHandler](#) & cae::ArgsHandler::operator= (  
    const [ArgsHandler](#) & ) [delete]

## 14.4.3.3 ParseArgs()

[cae::ArgsConfig](#) cae::ArgsHandler::ParseArgs (  
    int argc,  
    const char \*const \* argv) [static]

Definition at line 8 of file [argsHandler.cpp](#).

References [cae::ArgsConfig::config\\_path](#), [cae::Message::HELP\\_MSG](#), [cae::ArgsConfig::run](#), and [cae::Message::VERSION\\_MSG](#).

Referenced by [main\(\)](#).

Here is the caller graph for this function:



## 14.4.3.4 ParseEnv()

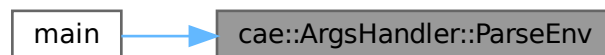
[cae::EnvConfig](#) cae::ArgsHandler::ParseEnv (  
    const char \*const \* envp) [static]

Definition at line 52 of file [argsHandler.cpp](#).

References [cae::EnvConfig::pwd](#), and [cae::EnvConfig::user\\_name](#).

Referenced by [main\(\)](#).

Here is the caller graph for this function:



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

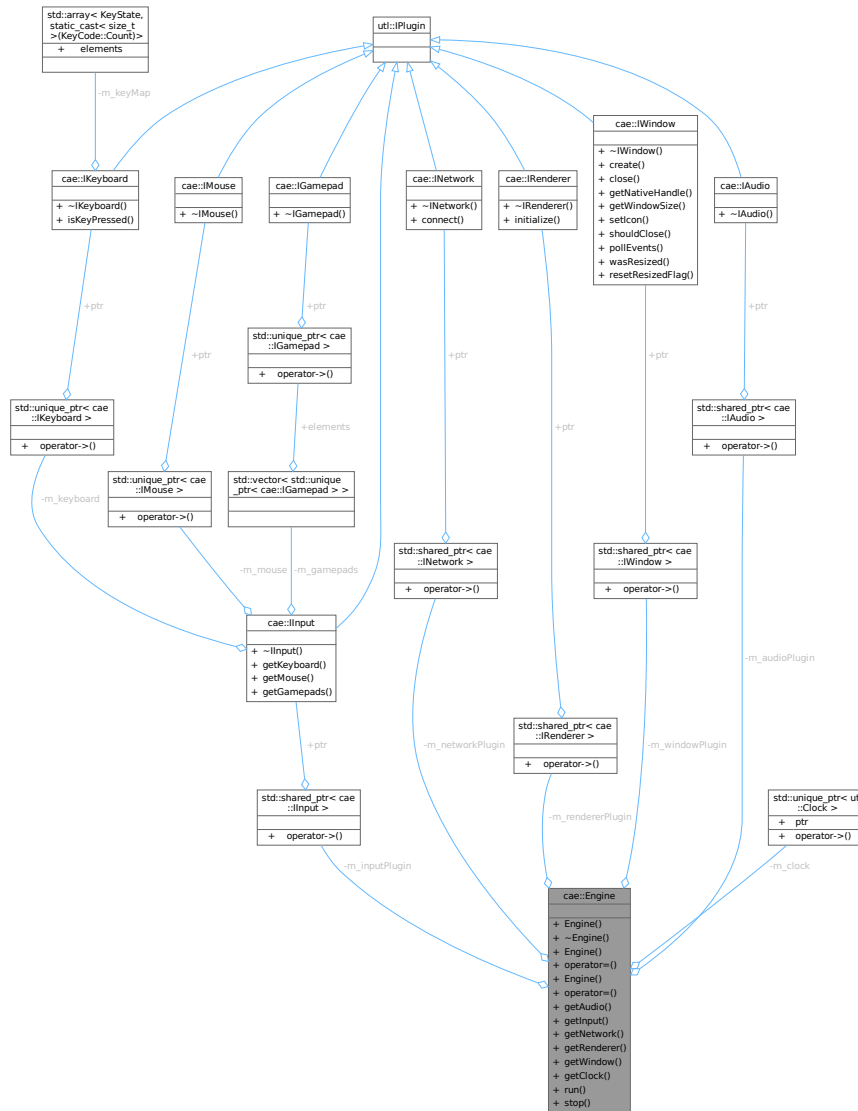
- [include/CAE/ArgsHandler.hpp](#)
- [src/argsHandler.cpp](#)

## 14.5 cae::Engine Class Reference

[Engine](#) class.

```
#include <Engine.hpp>
```

Collaboration diagram for cae::Engine:



### Public Member Functions

- [Engine](#) (const [EngineConfig](#) &config, const std::function< std::shared\_ptr< [IAudio](#) >()> &audioFactory, const std::function< std::shared\_ptr< [IInput](#) >()> &inputFactory, const std::function< std::shared\_ptr< [INetwork](#) >()> &networkFactory, const std::function< std::shared\_ptr< [IRenderer](#) >()> &rendererFactory, const std::function< std::shared\_ptr< [IWindow](#) >()> &windowFactory)
- [~Engine](#) ()=default
- [Engine](#) (const [Engine](#) &)=delete

- [Engine](#) & [operator=](#) (const [Engine](#) &)=delete
- [Engine](#) ([Engine](#) &&)=delete
- [Engine](#) & [operator=](#) ([Engine](#) &&)=delete
- const std::shared\_ptr< [IAudio](#) > & [getAudio](#) () const
- const std::shared\_ptr< [IInput](#) > & [getInput](#) () const
- const std::shared\_ptr< [INetwork](#) > & [getNetwork](#) () const
- const std::shared\_ptr< [IRenderer](#) > & [getRenderer](#) () const
- const std::shared\_ptr< [IWindow](#) > & [getWindow](#) () const
- const std::unique\_ptr< utl::Clock > & [getClock](#) ()
- void [run](#) () const
- void [stop](#) ()

#### Private Attributes

- std::shared\_ptr< [IAudio](#) > [m\\_audioPlugin](#) = nullptr
- std::shared\_ptr< [IInput](#) > [m\\_inputPlugin](#) = nullptr
- std::shared\_ptr< [INetwork](#) > [m\\_networkPlugin](#) = nullptr
- std::shared\_ptr< [IRenderer](#) > [m\\_rendererPlugin](#) = nullptr
- std::shared\_ptr< [IWindow](#) > [m\\_windowPlugin](#) = nullptr
- std::unique\_ptr< utl::Clock > [m\\_clock](#) = nullptr

### 14.5.1 Detailed Description

[Engine](#) class.

Definition at line 45 of file [Engine.hpp](#).

### 14.5.2 Constructor & Destructor Documentation

#### 14.5.2.1 Engine() [1/3]

```
cae::Engine::Engine (
    const EngineConfig & config,
    const std::function< std::shared_ptr< IAudio >()> & audioFactory,
    const std::function< std::shared_ptr< IInput >()> & inputFactory,
    const std::function< std::shared_ptr< INetwork >()> & networkFactory,
    const std::function< std::shared_ptr< IRenderer >()> & rendererFactory,
    const std::function< std::shared_ptr< IWindow >()> & windowFactory)
```

Definition at line 5 of file [engine.cpp](#).

References [cae::EngineConfig::audio\\_master\\_volume](#), [cae::EngineConfig::audio\\_muted](#), [m\\_windowPlugin](#), [cae::EngineConfig::network\\_host](#), [cae::EngineConfig::network\\_port](#), [cae::EngineConfig::renderer\\_frame\\_rate\\_limit](#), [cae::EngineConfig::renderer\\_vsync](#), [cae::EngineConfig::window\\_fullscreen](#), [cae::EngineConfig::window\\_height](#), [cae::EngineConfig::window\\_name](#), and [cae::EngineConfig::window\\_width](#).

#### 14.5.2.2 ~Engine()

```
cae::Engine::~Engine () [default]
```

#### 14.5.2.3 Engine() [2/3]

```
cae::Engine::Engine (  
    const Engine & ) [delete]
```

#### 14.5.2.4 Engine() [3/3]

```
cae::Engine::Engine (  
    Engine && ) [delete]
```

### 14.5.3 Member Function Documentation

#### 14.5.3.1 getAudio()

```
const std::shared_ptr< IAudio > & cae::Engine::getAudio () const [inline], [nodiscard]
```

Definition at line 61 of file [Engine.hpp](#).

References [m\\_audioPlugin](#).

#### 14.5.3.2 getClock()

```
const std::unique_ptr< utl::Clock > & cae::Engine::getClock () [inline], [nodiscard]
```

Definition at line 67 of file [Engine.hpp](#).

References [m\\_clock](#).

#### 14.5.3.3 getInput()

```
const std::shared_ptr< IInput > & cae::Engine::getInput () const [inline], [nodiscard]
```

Definition at line 62 of file [Engine.hpp](#).

References [m\\_inputPlugin](#).

#### 14.5.3.4 getNetwork()

```
const std::shared_ptr< INetwork > & cae::Engine::getNetwork () const [inline], [nodiscard]
```

Definition at line 63 of file [Engine.hpp](#).

References [m\\_networkPlugin](#).

### 14.5.3.5 getRenderer()

```
const std::shared_ptr< IRenderer > & cae::Engine::getRenderer () const    [inline], [nodiscard]
```

Definition at line 64 of file [Engine.hpp](#).

References [m\\_rendererPlugin](#).

### 14.5.3.6 getWindow()

```
const std::shared_ptr< IWindow > & cae::Engine::getWindow () const    [inline], [nodiscard]
```

Definition at line 65 of file [Engine.hpp](#).

References [m\\_windowPlugin](#).

### 14.5.3.7 operator=() [1/2]

```
Engine & cae::Engine::operator= (
    const Engine & )    [delete]
```

### 14.5.3.8 operator=() [2/2]

```
Engine & cae::Engine::operator= (
    Engine && )    [delete]
```

### 14.5.3.9 run()

```
void cae::Engine::run () const
```

Definition at line 29 of file [engine.cpp](#).

### 14.5.3.10 stop()

```
void cae::Engine::stop ()
```

Definition at line 37 of file [engine.cpp](#).

## 14.5.4 Member Data Documentation

### 14.5.4.1 m\_audioPlugin

```
std::shared_ptr<IAudio> cae::Engine::m_audioPlugin = nullptr    [private]
```

Definition at line 73 of file [Engine.hpp](#).

Referenced by [getAudio\(\)](#).

#### 14.5.4.2 m\_clock

```
std::unique_ptr<utl::Clock> cae::Engine::m_clock = nullptr [private]
```

Definition at line 79 of file [Engine.hpp](#).

Referenced by [getClock\(\)](#).

#### 14.5.4.3 m\_inputPlugin

```
std::shared_ptr<IInput> cae::Engine::m_inputPlugin = nullptr [private]
```

Definition at line 74 of file [Engine.hpp](#).

Referenced by [getInput\(\)](#).

#### 14.5.4.4 m\_networkPlugin

```
std::shared_ptr<INetwork> cae::Engine::m_networkPlugin = nullptr [private]
```

Definition at line 75 of file [Engine.hpp](#).

Referenced by [getNetwork\(\)](#).

#### 14.5.4.5 m\_rendererPlugin

```
std::shared_ptr<IRenderer> cae::Engine::m_rendererPlugin = nullptr [private]
```

Definition at line 76 of file [Engine.hpp](#).

Referenced by [getRenderer\(\)](#).

#### 14.5.4.6 m\_windowPlugin

```
std::shared_ptr<IWindow> cae::Engine::m_windowPlugin = nullptr [private]
```

Definition at line 77 of file [Engine.hpp](#).

Referenced by [Engine\(\)](#), and [getWindow\(\)](#).

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

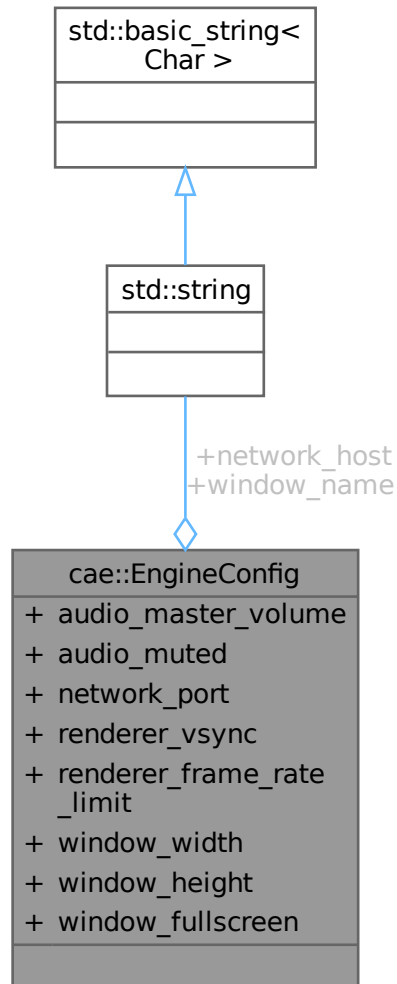
- [include/CAE/Engine/Engine.hpp](#)
- [src/engine/engine.cpp](#)



## 14.6 cae::EngineConfig Struct Reference

```
#include <Engine.hpp>
```

Collaboration diagram for cae::EngineConfig:



### Public Attributes

- float [audio\\_master\\_volume](#) = [Audio::VOLUME](#)
- bool [audio\\_muted](#) = [Audio::MUTED](#)
- std::string [network\\_host](#) = [Network::HOST](#)
- uint16\_t [network\\_port](#) = [Network::PORT](#)
- bool [renderer\\_vsync](#) = [Renderer::VSYNC](#)
- uint16\_t [renderer\\_frame\\_rate\\_limit](#) = [Renderer::FRAME\\_RATE\\_LIMIT](#)
- uint16\_t [window\\_width](#) = [Window::WIDTH](#)
- uint16\_t [window\\_height](#) = [Window::HEIGHT](#)
- bool [window\\_fullscreen](#) = [Window::FULLSCREEN](#)
- std::string [window\\_name](#) = [Window::NAME](#)

### 14.6.1 Detailed Description

Definition at line 23 of file [Engine.hpp](#).

### 14.6.2 Member Data Documentation

#### 14.6.2.1 audio\_master\_volume

```
float cae::EngineConfig::audio_master_volume = Audio::VOLUME
```

Definition at line 25 of file [Engine.hpp](#).

Referenced by [cae::Engine::Engine\(\)](#), and [cae::Application::parseEngineConf\(\)](#).

#### 14.6.2.2 audio\_muted

```
bool cae::EngineConfig::audio_muted = Audio::MUTED
```

Definition at line 26 of file [Engine.hpp](#).

Referenced by [cae::Engine::Engine\(\)](#), and [cae::Application::parseEngineConf\(\)](#).

#### 14.6.2.3 network\_host

```
std::string cae::EngineConfig::network_host = Network::HOST
```

Definition at line 28 of file [Engine.hpp](#).

Referenced by [cae::Engine::Engine\(\)](#), and [cae::Application::parseEngineConf\(\)](#).

#### 14.6.2.4 network\_port

```
uint16_t cae::EngineConfig::network_port = Network::PORT
```

Definition at line 29 of file [Engine.hpp](#).

Referenced by [cae::Engine::Engine\(\)](#), and [cae::Application::parseEngineConf\(\)](#).

#### 14.6.2.5 renderer\_frame\_rate\_limit

```
uint16_t cae::EngineConfig::renderer_frame_rate_limit = Renderer::FRAME\_RATE\_LIMIT
```

Definition at line 32 of file [Engine.hpp](#).

Referenced by [cae::Engine::Engine\(\)](#), and [cae::Application::parseEngineConf\(\)](#).

#### 14.6.2.6 renderer\_vsync

bool cae::EngineConfig::renderer\_vsync = [Renderer::VSYNC](#)

Definition at line 31 of file [Engine.hpp](#).

Referenced by [cae::Engine::Engine\(\)](#), and [cae::Application::parseEngineConf\(\)](#).

#### 14.6.2.7 window\_fullscreen

bool cae::EngineConfig::window\_fullscreen = [Window::FULLSCREEN](#)

Definition at line 36 of file [Engine.hpp](#).

Referenced by [cae::Engine::Engine\(\)](#), and [cae::Application::parseEngineConf\(\)](#).

#### 14.6.2.8 window\_height

uint16\_t cae::EngineConfig::window\_height = [Window::HEIGHT](#)

Definition at line 35 of file [Engine.hpp](#).

Referenced by [cae::Engine::Engine\(\)](#), and [cae::Application::parseEngineConf\(\)](#).

#### 14.6.2.9 window\_name

std::string cae::EngineConfig::window\_name = [Window::NAME](#)

Definition at line 37 of file [Engine.hpp](#).

Referenced by [cae::Engine::Engine\(\)](#), and [cae::Application::parseEngineConf\(\)](#).

#### 14.6.2.10 window\_width

uint16\_t cae::EngineConfig::window\_width = [Window::WIDTH](#)

Definition at line 34 of file [Engine.hpp](#).

Referenced by [cae::Engine::Engine\(\)](#), and [cae::Application::parseEngineConf\(\)](#).

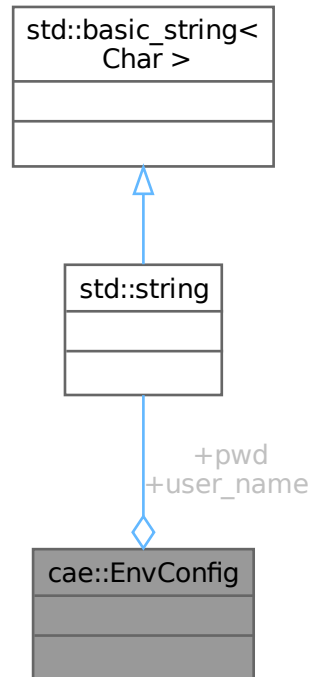
The documentation for this struct was generated from the following file:

- [include/CAE/Engine/Engine.hpp](#)

## 14.7 cae::EnvConfig Struct Reference

#include <ArgsHandler.hpp>

Collaboration diagram for cae::EnvConfig:



### Public Attributes

- `std::string` [user\\_name](#)
- `std::string` [pwd](#)

### 14.7.1 Detailed Description

Definition at line 19 of file [ArgsHandler.hpp](#).

### 14.7.2 Member Data Documentation

#### 14.7.2.1 pwd

`std::string cae::EnvConfig::pwd`

Definition at line 22 of file [ArgsHandler.hpp](#).

Referenced by [cae::ArgsHandler::ParseEnv\(\)](#).

#### 14.7.2.2 user\_name

`std::string cae::EnvConfig::user_name`

Definition at line 21 of file [ArgsHandler.hpp](#).

Referenced by [cae::ArgsHandler::ParseEnv\(\)](#).

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

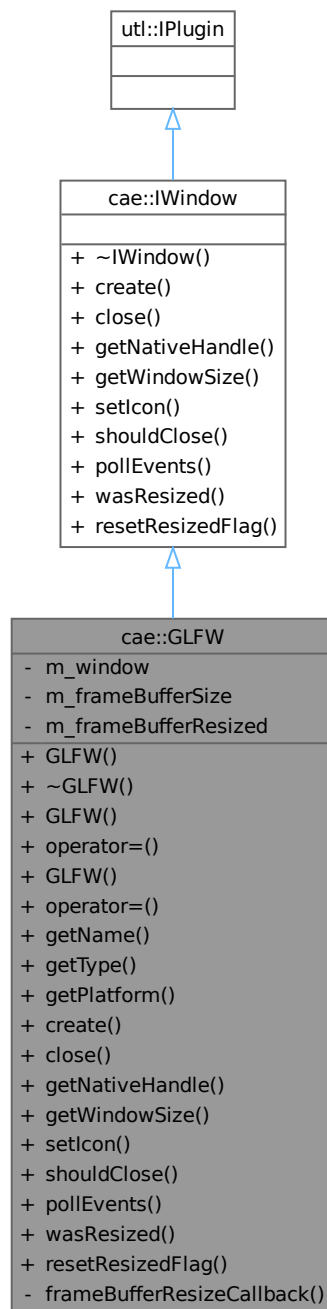
- `include/CAE/ArgsHandler.hpp`

## 14.8 cae::GLFW Class Reference

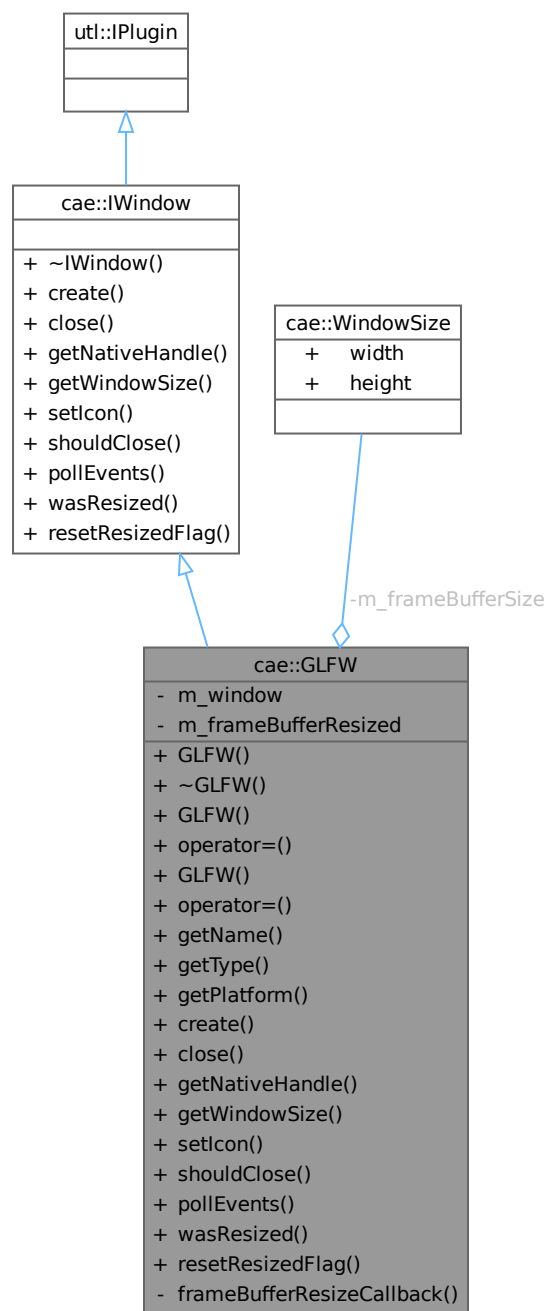
Class for the [GLFW](#) plugin.

```
#include <GLFW.hpp>
```

Inheritance diagram for cae::GLFW:



Collaboration diagram for cae::GLFW:



## Public Member Functions

- `GLFW ()`=default
- `~GLFW ()` override=default
- `GLFW (const GLFW &)=delete`
- `GLFW & operator= (const GLFW &)=delete`
- `GLFW (GLFW &&)=delete`

- [GLFW](#) & [operator=](#) ([GLFW](#) &&)=delete
- std::string [getName](#) () const override
- utl::PluginType [getType](#) () const override
- utl::PluginPlatform [getPlatform](#) () const override
- bool [create](#) (const std::string &name, [WindowSize](#) size) override
- void [close](#) () override
- [NativeWindowHandle](#) [getNativeHandle](#) () const override
- [WindowSize](#) [getWindowSize](#) () const override
- bool [setIcon](#) (const std::string &path) const override
- bool [shouldClose](#) () const override
- void [pollEvents](#) () override
- bool [wasResized](#) () const override
- void [resetResizedFlag](#) () override

### Public Member Functions inherited from [cae::IWindow](#)

- [~IWindow](#) () override=default

### Static Private Member Functions

- static void [frameBufferResizeCallback](#) (GLFWwindow \*window, int width, int height)

### Private Attributes

- GLFWwindow \* [m\\_window](#) = nullptr
- [WindowSize](#) [m\\_frameBufferSize](#)
- bool [m\\_frameBufferResized](#) = false

## 14.8.1 Detailed Description

Class for the [GLFW](#) plugin.

Definition at line 30 of file [GLFW.hpp](#).

## 14.8.2 Constructor & Destructor Documentation

### 14.8.2.1 [GLFW\(\)](#) [1/3]

[cae::GLFW::GLFW](#) () [default]

### 14.8.2.2 [~GLFW\(\)](#)

[cae::GLFW::~~GLFW](#) () [override], [default]

### 14.8.2.3 [GLFW\(\)](#) [2/3]

[cae::GLFW::GLFW](#) (  
const [GLFW](#) & ) [delete]



#### 14.8.2.4 GLFW() [3/3]

cae::GLFW::GLFW (  
    [GLFW](#) && ) [delete]

### 14.8.3 Member Function Documentation

#### 14.8.3.1 close()

void cae::GLFW::close () [override], [virtual]

Implements [cae::IWindow](#).

Definition at line 37 of file [glfw.cpp](#).

#### 14.8.3.2 create()

bool cae::GLFW::create (  
    const std::string & name,  
    [WindowSize](#) size) [override], [virtual]

Implements [cae::IWindow](#).

Definition at line 13 of file [glfw.cpp](#).

References [cae::WindowSize::height](#), and [cae::WindowSize::width](#).

#### 14.8.3.3 framebufferResizeCallback()

void cae::GLFW::framebufferResizeCallback (  
    GLFWwindow \* window,  
    int width,  
    int height) [static], [private]

Definition at line 6 of file [glfw.cpp](#).

References [m\\_frameBufferResized](#).

#### 14.8.3.4 getName()

std::string cae::GLFW::getName () const [inline], [nodiscard], [override]

Definition at line 42 of file [GLFW.hpp](#).

#### 14.8.3.5 getNativeHandle()

[cae::NativeWindowHandle](#) cae::GLFW::getNativeHandle () const [nodiscard], [override], [virtual]

Implements [cae::IWindow](#).

Definition at line 55 of file [glfw.cpp](#).

References [cae::NativeWindowHandle::window](#).

#### 14.8.3.6 getPlatform()

utl::PluginPlatform cae::GLFW::getPlatform () const [inline], [nodiscard], [override]

Definition at line 44 of file [GLFW.hpp](#).

#### 14.8.3.7 getType()

utl::PluginType cae::GLFW::getType () const [inline], [nodiscard], [override]

Definition at line 43 of file [GLFW.hpp](#).

#### 14.8.3.8 getWindowSize()

[cae::WindowSize](#) cae::GLFW::getWindowSize () const [nodiscard], [override], [virtual]

Implements [cae::IWindow](#).

Definition at line 47 of file [glfw.cpp](#).

#### 14.8.3.9 operator=() [1/2]

[GLFW](#) & cae::GLFW::operator= (   
 const [GLFW](#) & ) [delete]

#### 14.8.3.10 operator=() [2/2]

[GLFW](#) & cae::GLFW::operator= (   
 [GLFW](#) && ) [delete]

#### 14.8.3.11 pollEvents()

void cae::GLFW::pollEvents () [inline], [override], [virtual]

Implements [cae::IWindow](#).

Definition at line 55 of file [GLFW.hpp](#).

#### 14.8.3.12 resetResizedFlag()

void cae::GLFW::resetResizedFlag () [inline], [override], [virtual]

Implements [cae::IWindow](#).

Definition at line 58 of file [GLFW.hpp](#).

References [m\\_frameBufferResized](#).

#### 14.8.3.13 setIcon()

```
bool cae::GLFW::setIcon (
    const std::string & path) const    [nodiscard], [override], [virtual]
```

Implements [cae::IWindow](#).

Definition at line 71 of file [glfw.cpp](#).

#### 14.8.3.14 shouldClose()

```
bool cae::GLFW::shouldClose () const    [inline], [nodiscard], [override], [virtual]
```

Implements [cae::IWindow](#).

Definition at line 54 of file [GLFW.hpp](#).

References [m\\_window](#).

#### 14.8.3.15 wasResized()

```
bool cae::GLFW::wasResized () const    [inline], [override], [virtual]
```

Implements [cae::IWindow](#).

Definition at line 57 of file [GLFW.hpp](#).

References [m\\_frameBufferResized](#).

### 14.8.4 Member Data Documentation

#### 14.8.4.1 m\_frameBufferResized

```
bool cae::GLFW::m_frameBufferResized = false    [private]
```

Definition at line 65 of file [GLFW.hpp](#).

Referenced by [frameBufferResizeCallback\(\)](#), [resetResizedFlag\(\)](#), and [wasResized\(\)](#).

#### 14.8.4.2 m\_frameBufferSize

```
WindowSize cae::GLFW::m_frameBufferSize    [private]
```

Definition at line 64 of file [GLFW.hpp](#).

#### 14.8.4.3 m\_window

GLFWwindow\* cae::GLFW::m\_window = nullptr [private]

Definition at line 63 of file [GLFW.hpp](#).

Referenced by [shouldClose\(\)](#).

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

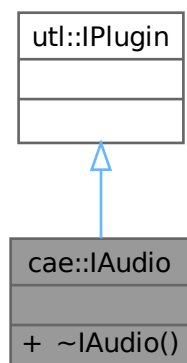
- [plugins/Window/GLFW/include/GLFW/GLFW.hpp](#)
- [plugins/Window/GLFW/src/glfw.cpp](#)

### 14.9 cae::IAudio Interface Reference

Interface for audio.

```
#include <IAudio.hpp>
```

Inheritance diagram for cae::IAudio:



Collaboration diagram for cae::IAudio:



#### Public Member Functions

- [~IAudio](#) () override=default

#### 14.9.1 Detailed Description

Interface for audio.

Definition at line 19 of file [IAudio.hpp](#).

#### 14.9.2 Constructor & Destructor Documentation

##### 14.9.2.1 ~IAudio()

`cae::IAudio::~~IAudio ()` [override], [default]

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

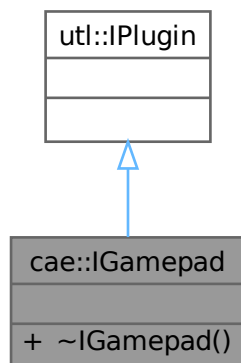
- `modules/Interfaces/include/Interfaces/IAudio.hpp`

## 14.10 cae::IGamepad Interface Reference

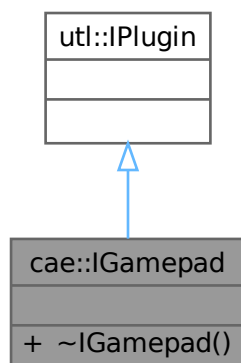
Interface for gamepad.

```
#include <IGamepad.hpp>
```

Inheritance diagram for cae::IGamepad:



Collaboration diagram for cae::IGamepad:



Public Member Functions

- [~IGamepad](#) () override=default

### 14.10.1 Detailed Description

Interface for gamepad.

Definition at line 19 of file [IGamepad.hpp](#).

### 14.10.2 Constructor & Destructor Documentation

#### 14.10.2.1 ~IGamepad()

cae::IGamepad::~IGamepad () [override], [default]

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

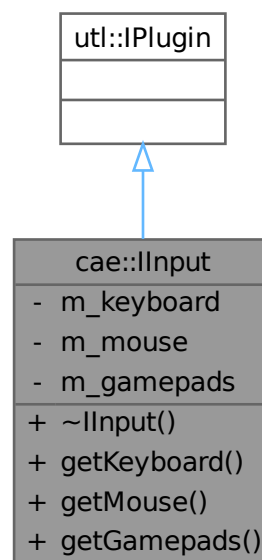
- [modules/Interfaces/include/Interfaces/Input/IGamepad.hpp](#)

## 14.11 cae::IInput Interface Reference

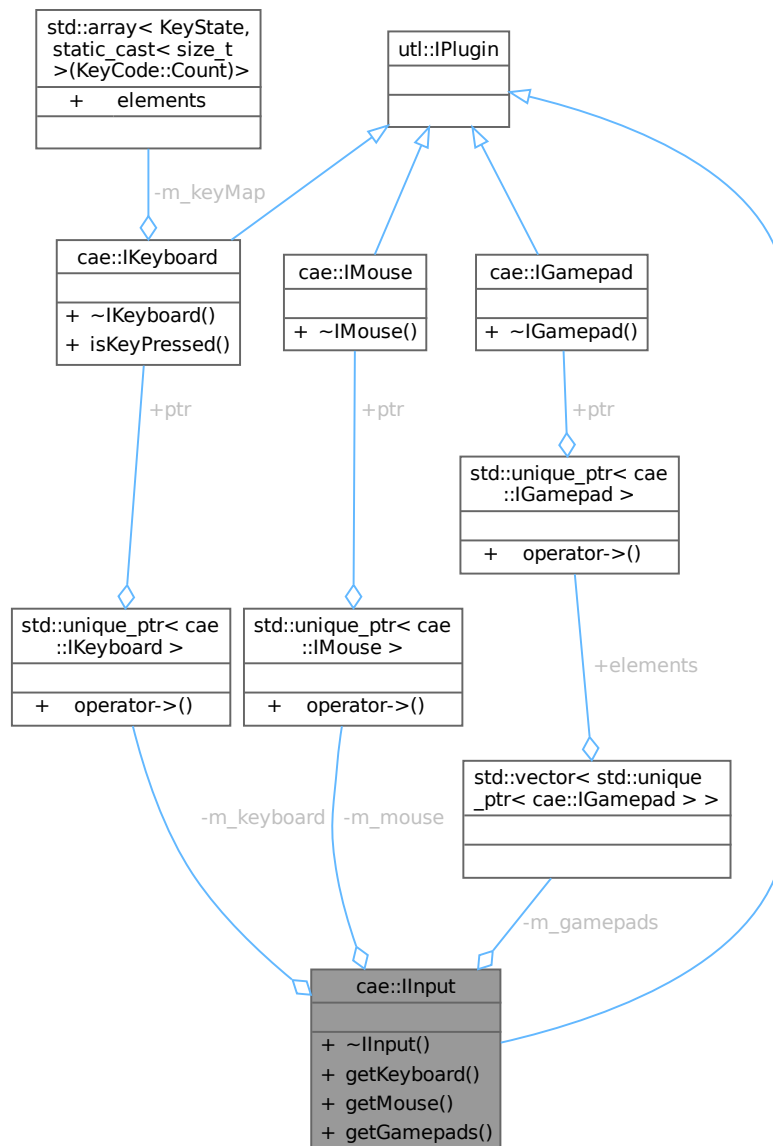
Interface for audio.

#include <IInput.hpp>

Inheritance diagram for cae::IInput:



Collaboration diagram for cae::IInput:



## Public Member Functions

- `~IInput()` override=default
- virtual const `std::unique_ptr< IKeyboard > & getKeyboard()` const =0
- virtual const `std::unique_ptr< IMouse > & getMouse()` const =0
- virtual const `std::vector< std::unique_ptr< IGamepad > > & getGamepads()` const =0

## Private Attributes

- `std::unique_ptr< IKeyboard > m_keyboard`
- `std::unique_ptr< IMouse > m_mouse`
- `std::vector< std::unique_ptr< IGamepad > > m_gamepads`



### 14.11.1 Detailed Description

Interface for audio.

Definition at line 25 of file [IInput.hpp](#).

### 14.11.2 Constructor & Destructor Documentation

#### 14.11.2.1 ~IInput()

cae::IInput::~IInput () [override], [default]

### 14.11.3 Member Function Documentation

#### 14.11.3.1 getGamepads()

virtual const std::vector< std::unique\_ptr< [IGamepad](#) > > & cae::IInput::getGamepads () const [pure virtual]

#### 14.11.3.2 getKeyboard()

virtual const std::unique\_ptr< [IKeyboard](#) > & cae::IInput::getKeyboard () const [pure virtual]

#### 14.11.3.3 getMouse()

virtual const std::unique\_ptr< [IMouse](#) > & cae::IInput::getMouse () const [pure virtual]

### 14.11.4 Member Data Documentation

#### 14.11.4.1 m\_gamepads

std::vector<std::unique\_ptr<[IGamepad](#)> > cae::IInput::m\_gamepads [private]

Definition at line 38 of file [IInput.hpp](#).

#### 14.11.4.2 m\_keyboard

std::unique\_ptr<[IKeyboard](#)> cae::IInput::m\_keyboard [private]

Definition at line 36 of file [IInput.hpp](#).

#### 14.11.4.3 m\_mouse

```
std::unique_ptr<IMouse> cae::IInput::m_mouse [private]
```

Definition at line 37 of file [IInput.hpp](#).

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

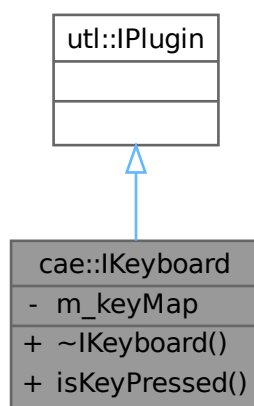
- [modules/Interfaces/include/Interfaces/Input/IInput.hpp](#)

### 14.12 cae::IKeyboard Interface Reference

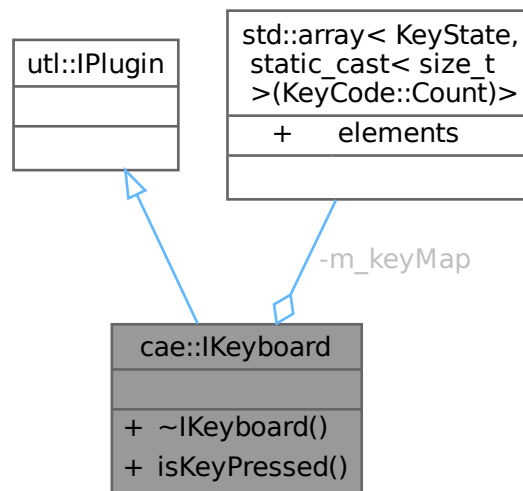
Interface for keyboard.

```
#include <IKeyboard.hpp>
```

Inheritance diagram for cae::IKeyboard:



Collaboration diagram for cae::IKeyboard:



#### Public Member Functions

- [~IKeyboard](#) () override=default
- virtual bool [isKeyPressed](#) ([KeyCode](#) keyCode) const =0

#### Private Attributes

- std::array< [KeyState](#), static\_cast< size\_t >([KeyCode::Count](#))> [m\\_keyMap](#) {}

### 14.12.1 Detailed Description

Interface for keyboard.

Definition at line 23 of file [IKeyboard.hpp](#).

### 14.12.2 Constructor & Destructor Documentation

#### 14.12.2.1 ~IKeyboard()

cae::IKeyboard::~~IKeyboard () [override], [default]

### 14.12.3 Member Function Documentation

#### 14.12.3.1 isKeyPressed()

virtual bool cae::IKeyboard::isKeyPressed (  
[KeyCode](#) keyCode) const [pure virtual]

## 14.12.4 Member Data Documentation

### 14.12.4.1 m\_keyMap

```
std::array<KeyState, static_cast<size_t>(KeyCode::Count)> cae::IKeyboard::m_keyMap {} [private]
```

Definition at line 32 of file [IKeyboard.hpp](#).

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

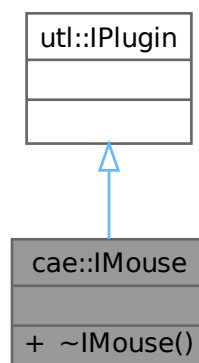
- [modules/Interfaces/include/Interfaces/Input/IKeyboard.hpp](#)

## 14.13 cae::IMouse Interface Reference

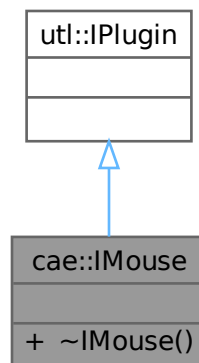
Interface for mouse.

```
#include <IMouse.hpp>
```

Inheritance diagram for cae::IMouse:



Collaboration diagram for cae::IMouse:



#### Public Member Functions

- [~IMouse](#) () override=default

#### 14.13.1 Detailed Description

Interface for mouse.

Definition at line 19 of file [IMouse.hpp](#).

#### 14.13.2 Constructor & Destructor Documentation

##### 14.13.2.1 ~IMouse()

cae::IMouse::~~IMouse () [override], [default]

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

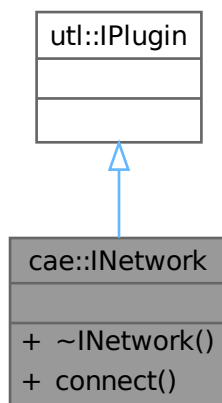
- modules/Interfaces/include/Interfaces/Input/[IMouse.hpp](#)

## 14.14 cae::INetwork Interface Reference

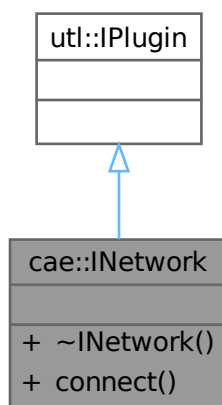
Interface for network.

```
#include <INetwork.hpp>
```

Inheritance diagram for cae::INetwork:



Collaboration diagram for cae::INetwork:



### Public Member Functions

- `~INetwork` () override=default
- virtual bool `connect` (const std::string &host, uint16\_t port)=0

### 14.14.1 Detailed Description

Interface for network.

Definition at line 19 of file [INetwork.hpp](#).

### 14.14.2 Constructor & Destructor Documentation

#### 14.14.2.1 ~INetwork()

```
cae::INetwork::~INetwork () [override], [default]
```

### 14.14.3 Member Function Documentation

#### 14.14.3.1 connect()

```
virtual bool cae::INetwork::connect (  
    const std::string & host,  
    uint16_t port) [pure virtual]
```

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

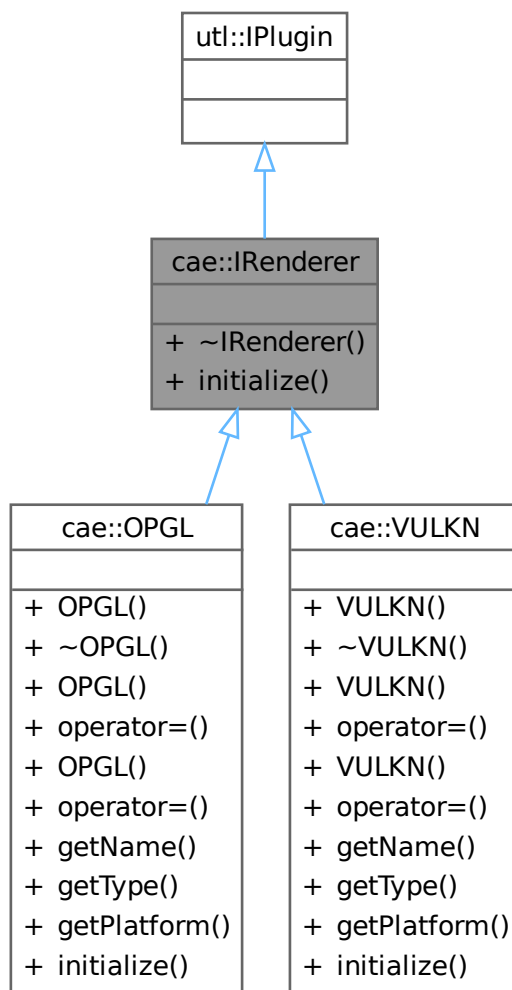
- modules/Interfaces/include/Interfaces/[INetwork.hpp](#)

## 14.15 cae::IRenderer Interface Reference

Interface for renderer.

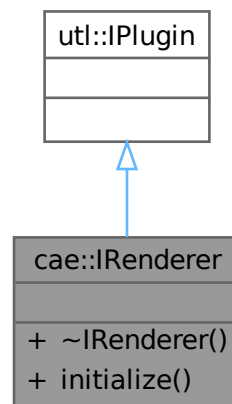
```
#include <IRenderer.hpp>
```

Inheritance diagram for cae::IRenderer:





Collaboration diagram for cae::IRenderer:



#### Public Member Functions

- `~IRenderer()` override=default
- virtual void `initialize()` (void \*nativeWindowHandle)=0

### 14.15.1 Detailed Description

Interface for renderer.

Definition at line 19 of file [IRenderer.hpp](#).

### 14.15.2 Constructor & Destructor Documentation

#### 14.15.2.1 ~IRenderer()

`cae::IRenderer::~~IRenderer()` [override], [default]

### 14.15.3 Member Function Documentation

#### 14.15.3.1 initialize()

virtual void `cae::IRenderer::initialize()` (void \* nativeWindowHandle) [pure virtual]

Implemented in [cae::OPGL](#), and [cae::VULKAN](#).

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

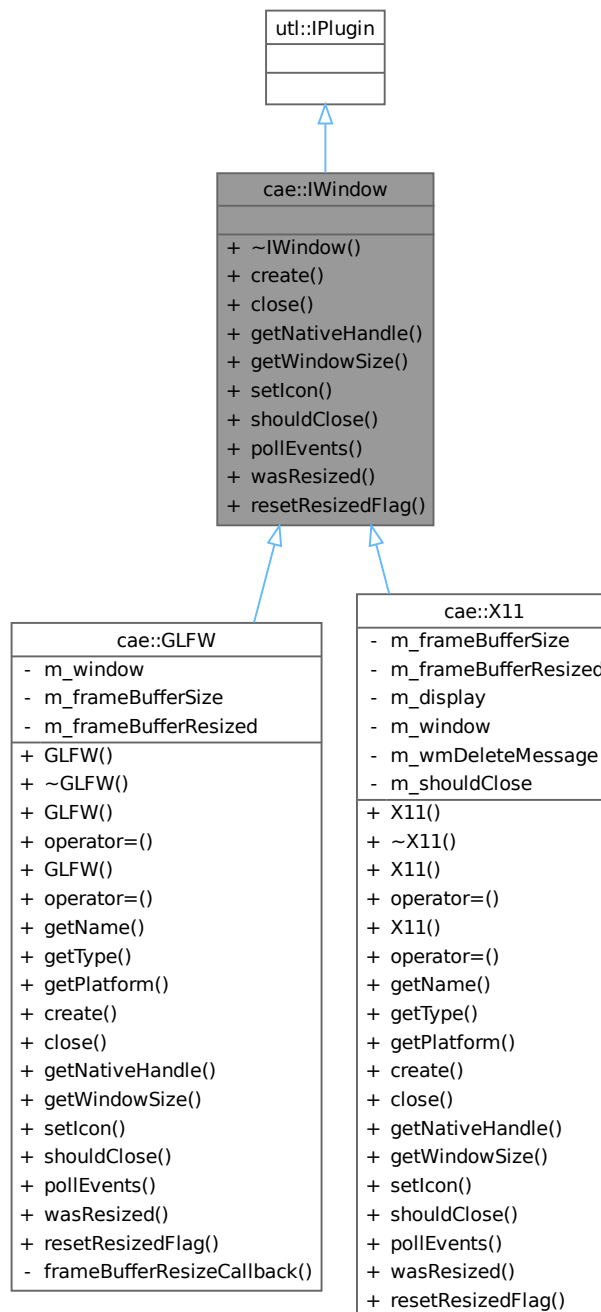
- `modules/Interfaces/include/Interfaces/IRenderer.hpp`

## 14.16 cae::IWindow Interface Reference

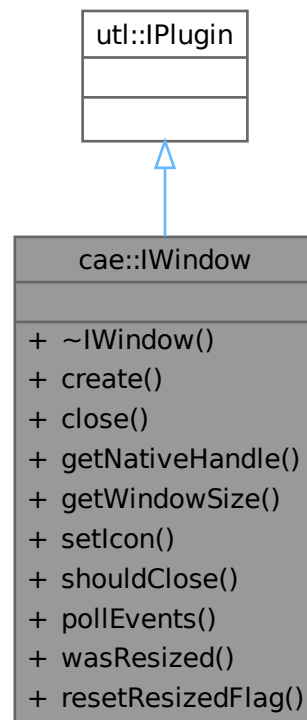
Interface for window.

```
#include <IWindow.hpp>
```

Inheritance diagram for cae::IWindow:



Collaboration diagram for cae::IWindow:



## Public Member Functions

- `~IWindow ()` override=default
- virtual bool `create` (const std::string &name, `WindowSize` size)=0
- virtual void `close` ()=0
- virtual `NativeWindowHandle` `getNativeHandle` () const =0
- virtual `WindowSize` `getWindowSize` () const =0
- virtual bool `setIcon` (const std::string &path) const =0
- virtual bool `shouldClose` () const =0
- virtual void `pollEvents` ()=0
- virtual bool `wasResized` () const =0
- virtual void `resetResizedFlag` ()=0

### 14.16.1 Detailed Description

Interface for window.

Definition at line 31 of file `IWindow.hpp`.

## 14.16.2 Constructor & Destructor Documentation

### 14.16.2.1 ~IWindow()

`cae::IWindow::~IWindow ()` [override], [default]

## 14.16.3 Member Function Documentation

### 14.16.3.1 close()

`virtual void cae::IWindow::close ()` [pure virtual]

Implemented in [cae::GLFW](#), and [cae::X11](#).

### 14.16.3.2 create()

`virtual bool cae::IWindow::create (`  
    `const std::string & name,`  
    `WindowSize size)` [pure virtual]

Implemented in [cae::GLFW](#), and [cae::X11](#).

### 14.16.3.3 getNativeHandle()

`virtual NativeWindowHandle cae::IWindow::getNativeHandle () const` [pure virtual]

Implemented in [cae::GLFW](#), and [cae::X11](#).

### 14.16.3.4 getWindowSize()

`virtual WindowSize cae::IWindow::getWindowSize () const` [pure virtual]

Implemented in [cae::GLFW](#), and [cae::X11](#).

### 14.16.3.5 pollEvents()

`virtual void cae::IWindow::pollEvents ()` [pure virtual]

Implemented in [cae::GLFW](#), and [cae::X11](#).

### 14.16.3.6 resetResizedFlag()

`virtual void cae::IWindow::resetResizedFlag ()` [pure virtual]

Implemented in [cae::GLFW](#), and [cae::X11](#).

## 14.16.3.7 setIcon()

```
virtual bool cae::IWindow::setIcon (
    const std::string & path) const    [pure virtual]
```

Implemented in [cae::GLFW](#), and [cae::X11](#).

## 14.16.3.8 shouldClose()

```
virtual bool cae::IWindow::shouldClose () const    [pure virtual]
```

Implemented in [cae::GLFW](#), and [cae::X11](#).

## 14.16.3.9 wasResized()

```
virtual bool cae::IWindow::wasResized () const    [pure virtual]
```

Implemented in [cae::GLFW](#), and [cae::X11](#).

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

- [modules/Interfaces/include/Interfaces/IWindow.hpp](#)

## 14.17 cae::NativeWindowHandle Struct Reference

```
#include <IWindow.hpp>
```

Collaboration diagram for cae::NativeWindowHandle:

cae::NativeWindowHandle	
+	window
+	display

## Public Attributes

- void \* [window](#)
- void \* [display](#)

### 14.17.1 Detailed Description

Definition at line 20 of file [IWindow.hpp](#).

### 14.17.2 Member Data Documentation

#### 14.17.2.1 display

```
void* cae::NativeWindowHandle::display
```

Definition at line 23 of file [IWindow.hpp](#).

#### 14.17.2.2 window

```
void* cae::NativeWindowHandle::window
```

Definition at line 22 of file [IWindow.hpp](#).

Referenced by [cae::GLFW::getNativeHandle\(\)](#), and [cae::X11::getNativeHandle\(\)](#).

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

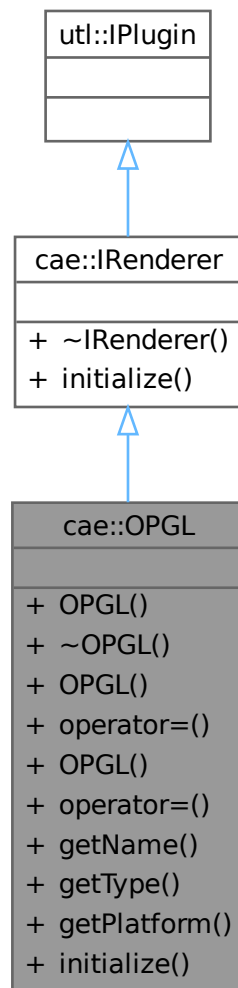
- [modules/Interfaces/include/Interfaces/IWindow.hpp](#)

## 14.18 cae::OPGL Class Reference

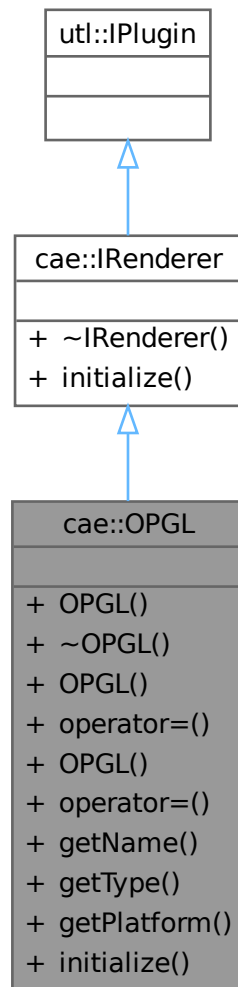
Class for the OpenGL plugin.

```
#include <OPGL.hpp>
```

Inheritance diagram for cae::OPGL:



Collaboration diagram for `cae::OPGL`:



#### Public Member Functions

- `OPGL()`=default
- `~OPGL()` override=default
- `OPGL(const OPGL &)=delete`
- `OPGL & operator=(const OPGL &)=delete`
- `OPGL(OPGL &&)=delete`
- `OPGL & operator=(OPGL &&)=delete`
- `std::string getName()` const override
- `utl::PluginType getType()` const override
- `utl::PluginPlatform getPlatform()` const override
- `void initialize(void *nativeWindowHandle)` override

#### Public Member Functions inherited from `cae::IRenderer`

- `~IRenderer()` override=default



### 14.18.1 Detailed Description

Class for the OpenGL plugin.

Definition at line 19 of file [OPGL.hpp](#).

### 14.18.2 Constructor & Destructor Documentation

#### 14.18.2.1 OPGL() [1/3]

cae::OPGL::OPGL () [default]

#### 14.18.2.2 ~OPGL()

cae::OPGL::~~OPGL () [override], [default]

#### 14.18.2.3 OPGL() [2/3]

cae::OPGL::OPGL (  
    const [OPGL](#) & ) [delete]

#### 14.18.2.4 OPGL() [3/3]

cae::OPGL::OPGL (  
    [OPGL](#) && ) [delete]

### 14.18.3 Member Function Documentation

#### 14.18.3.1 getName()

std::string cae::OPGL::getName () const [inline], [nodiscard], [override]

Definition at line 31 of file [OPGL.hpp](#).

#### 14.18.3.2 getPlatform()

utl::PluginPlatform cae::OPGL::getPlatform () const [inline], [nodiscard], [override]

Definition at line 33 of file [OPGL.hpp](#).

#### 14.18.3.3 getType()

utl::PluginType cae::OPGL::getType () const [inline], [nodiscard], [override]

Definition at line 32 of file [OPGL.hpp](#).

#### 14.18.3.4 initialize()

```
void cae::OPGL::initialize (  
    void * nativeWindowHandle)    [inline], [override], [virtual]
```

Implements [cae::IRenderer](#).

Definition at line 35 of file [OPGL.hpp](#).

#### 14.18.3.5 operator=() [1/2]

```
OPGL & cae::OPGL::operator= (  
    const OPGL & )    [delete]
```

#### 14.18.3.6 operator=() [2/2]

```
OPGL & cae::OPGL::operator= (  
    OPGL && )    [delete]
```

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

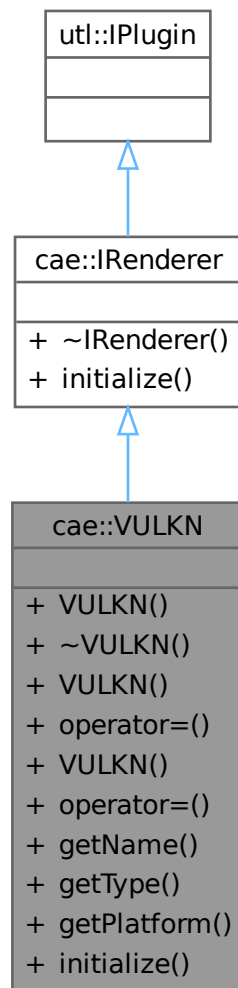
- [plugins/Renderer/OpenGL/include/OPGL/OPGL.hpp](#)

## 14.19 cae::VULKN Class Reference

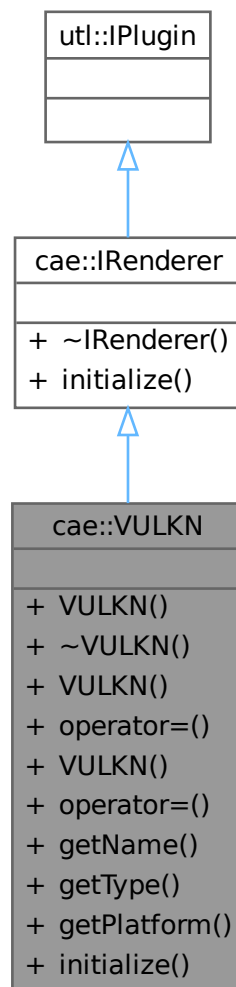
Class for the Vulkan plugin.

```
#include <VULKN.hpp>
```

Inheritance diagram for cae::VULKN:



Collaboration diagram for cae::VULKN:



#### Public Member Functions

- `VULKN ()`=default
- `~VULKN ()` override=default
- `VULKN (const VULKN &)=delete`
- `VULKN & operator= (const VULKN &)=delete`
- `VULKN (VULKN &&)=delete`
- `VULKN & operator= (VULKN &&)=delete`
- `std::string getName ()` const override
- `utl::PluginType getType ()` const override
- `utl::PluginPlatform getPlatform ()` const override
- `void initialize (void *nativeWindowHandle)` override

#### Public Member Functions inherited from `cae::IRenderer`

- `~IRenderer ()` override=default

### 14.19.1 Detailed Description

Class for the Vulkan plugin.

Definition at line 19 of file [VULKN.hpp](#).

### 14.19.2 Constructor & Destructor Documentation

#### 14.19.2.1 VULKN() [1/3]

cae::VULKN::VULKN () [default]

#### 14.19.2.2 ~VULKN()

cae::VULKN::~~VULKN () [override], [default]

#### 14.19.2.3 VULKN() [2/3]

cae::VULKN::VULKN (  
    const [VULKN](#) & ) [delete]

#### 14.19.2.4 VULKN() [3/3]

cae::VULKN::VULKN (  
    [VULKN](#) && ) [delete]

### 14.19.3 Member Function Documentation

#### 14.19.3.1 getName()

std::string cae::VULKN::getName () const [inline], [nodiscard], [override]

Definition at line 31 of file [VULKN.hpp](#).

#### 14.19.3.2 getPlatform()

utl::PluginPlatform cae::VULKN::getPlatform () const [inline], [nodiscard], [override]

Definition at line 33 of file [VULKN.hpp](#).

#### 14.19.3.3 getType()

utl::PluginType cae::VULKN::getType () const [inline], [nodiscard], [override]

Definition at line 32 of file [VULKN.hpp](#).

#### 14.19.3.4 initialize()

```
void cae::VULKN::initialize (
    void * nativeWindowHandle)    [inline], [override], [virtual]
```

Implements [cae::IRenderer](#).

Definition at line 35 of file [VULKN.hpp](#).

#### 14.19.3.5 operator=() [1/2]

```
VULKN & cae::VULKN::operator= (
    const VULKN & )    [delete]
```

#### 14.19.3.6 operator=() [2/2]

```
VULKN & cae::VULKN::operator= (
    VULKN && )    [delete]
```

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

- [plugins/Renderer/Vulkan/include/VULKN/VULKN.hpp](#)

## 14.20 cae::WindowSize Struct Reference

#include <IWindow.hpp>

Collaboration diagram for cae::WindowSize:

cae::WindowSize	
+	width
+	height

### Public Attributes

- uint16\_t [width](#)
- uint16\_t [height](#)

### 14.20.1 Detailed Description

Definition at line 14 of file [IWindow.hpp](#).

### 14.20.2 Member Data Documentation

#### 14.20.2.1 height

uint16\_t cae::WindowSize::height

Definition at line 17 of file [IWindow.hpp](#).

Referenced by [cae::GLFW::create\(\)](#), and [cae::X11::create\(\)](#).

#### 14.20.2.2 width

uint16\_t cae::WindowSize::width

Definition at line 16 of file [IWindow.hpp](#).

Referenced by [cae::GLFW::create\(\)](#), and [cae::X11::create\(\)](#).

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

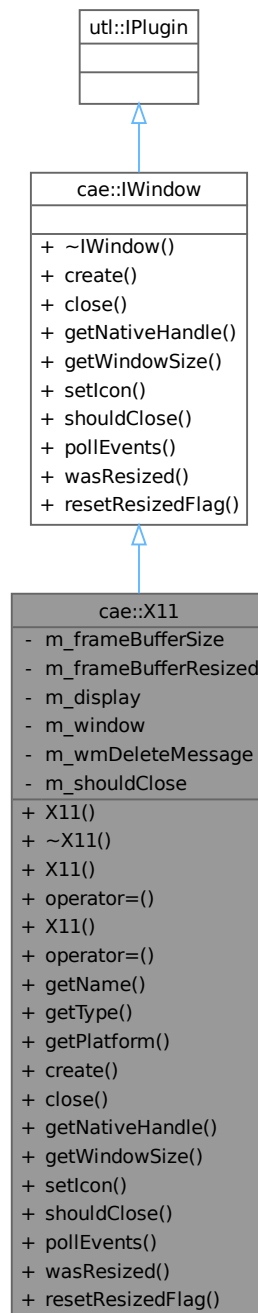
- [modules/Interfaces/include/Interfaces/IWindow.hpp](#)

## 14.21 cae::X11 Class Reference

Class for the [X11](#) plugin.

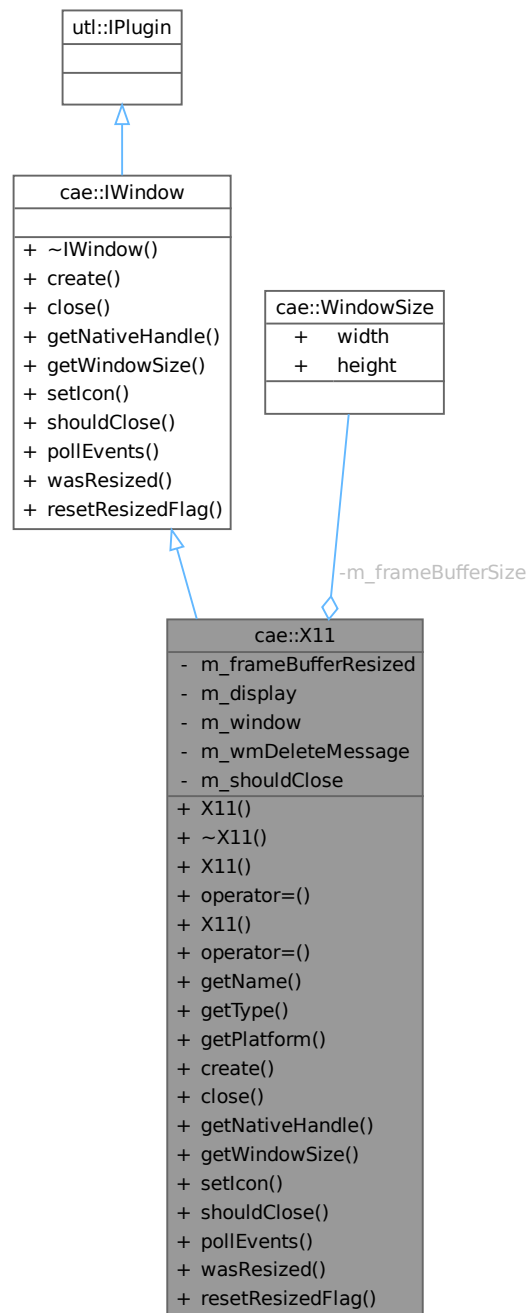
```
#include <X11.hpp>
```

Inheritance diagram for cae::X11:





Collaboration diagram for cae::X11:



## Public Member Functions

- [X11](#) ()=default
- [~X11](#) () override=default
- [X11](#) (const [X11](#) &)=delete
- [X11](#) & [operator=](#) (const [X11](#) &)=delete
- [X11](#) ([X11](#) &&)=delete

- [X11](#) & [operator=](#) ([X11](#) &&)=delete
- std::string [getName](#) () const override
- utl::PluginType [getType](#) () const override
- utl::PluginPlatform [getPlatform](#) () const override
- bool [create](#) (const std::string &name, [WindowSize](#) size) override
- void [close](#) () override
- [NativeWindowHandle](#) [getNativeHandle](#) () const override
- [WindowSize](#) [getWindowSize](#) () const override
- bool [setIcon](#) (const std::string &path) const override
- bool [shouldClose](#) () const override
- void [pollEvents](#) () override
- bool [wasResized](#) () const override
- void [resetResizedFlag](#) () override

### Public Member Functions inherited from [cae::IWindow](#)

- [~IWindow](#) () override=default

### Private Attributes

- [WindowSize](#) [m\\_frameBufferSize](#)
- bool [m\\_frameBufferResized](#) = false
- Display \* [m\\_display](#) = nullptr
- Window [m\\_window](#) = 0
- Atom [m\\_wmDeleteMessage](#) = 0
- bool [m\\_shouldClose](#) = false

## 14.21.1 Detailed Description

Class for the [X11](#) plugin.

Definition at line 19 of file [X11.hpp](#).

## 14.21.2 Constructor & Destructor Documentation

### 14.21.2.1 [X11\(\)](#) [1/3]

[cae::X11::X11](#) () [default]

### 14.21.2.2 [~X11\(\)](#)

[cae::X11::~~X11](#) () [override], [default]

### 14.21.2.3 [X11\(\)](#) [2/3]

[cae::X11::X11](#) (  
const [X11](#) & ) [delete]

#### 14.21.2.4 X11() [3/3]

cae::X11::X11 (  
    [X11](#) && ) [delete]

### 14.21.3 Member Function Documentation

#### 14.21.3.1 close()

void cae::X11::close () [override], [virtual]

Implements [cae::IWindow](#).

Definition at line 44 of file [x11.cpp](#).

References [cae::U](#).

#### 14.21.3.2 create()

bool cae::X11::create (  
    const std::string & name,  
    [WindowSize](#) size) [override], [virtual]

Implements [cae::IWindow](#).

Definition at line 8 of file [x11.cpp](#).

References [cae::WindowSize::height](#), [m\\_display](#), [m\\_frameBufferSize](#), [m\\_window](#), [m\\_wmDeleteMessage](#), [cae::U](#), and [cae::WindowSize::width](#).

#### 14.21.3.3 getName()

std::string cae::X11::getName () const [inline], [nodiscard], [override]

Definition at line 31 of file [X11.hpp](#).

#### 14.21.3.4 getNativeHandle()

[NativeWindowHandle](#) cae::X11::getNativeHandle () const [inline], [nodiscard], [override], [virtual]

Implements [cae::IWindow](#).

Definition at line 38 of file [X11.hpp](#).

References [m\\_display](#), [m\\_window](#), and [cae::NativeWindowHandle::window](#).

#### 14.21.3.5 getPlatform()

utl::PluginPlatform cae::X11::getPlatform () const [inline], [nodiscard], [override]

Definition at line 33 of file [X11.hpp](#).

#### 14.21.3.6 getType()

util::PluginType cae::X11::getType () const [inline], [nodiscard], [override]

Definition at line 32 of file [X11.hpp](#).

#### 14.21.3.7 getWindowSize()

[cae::WindowSize](#) cae::X11::getWindowSize () const [nodiscard], [override], [virtual]

Implements [cae::IWindow](#).

Definition at line 55 of file [x11.cpp](#).

References [cae::U](#).

#### 14.21.3.8 operator=() [1/2]

[X11](#) & cae::X11::operator= (  
const [X11](#) & ) [delete]

#### 14.21.3.9 operator=() [2/2]

[X11](#) & cae::X11::operator= (  
[X11](#) && ) [delete]

#### 14.21.3.10 pollEvents()

void cae::X11::pollEvents () [override], [virtual]

Implements [cae::IWindow](#).

Definition at line 75 of file [x11.cpp](#).

#### 14.21.3.11 resetResizedFlag()

void cae::X11::resetResizedFlag () [inline], [override], [virtual]

Implements [cae::IWindow](#).

Definition at line 50 of file [X11.hpp](#).

References [m\\_frameBufferResized](#).

#### 14.21.3.12 setIcon()

bool cae::X11::setIcon (  
    const std::string & path) const [nodiscard], [override], [virtual]

Implements [cae::IWindow](#).

Definition at line 67 of file [x11.cpp](#).

#### 14.21.3.13 shouldClose()

bool cae::X11::shouldClose () const [nodiscard], [override], [virtual]

Implements [cae::IWindow](#).

Definition at line 73 of file [x11.cpp](#).

#### 14.21.3.14 wasResized()

bool cae::X11::wasResized () const [inline], [override], [virtual]

Implements [cae::IWindow](#).

Definition at line 49 of file [X11.hpp](#).

References [m\\_frameBufferResized](#).

### 14.21.4 Member Data Documentation

#### 14.21.4.1 m\_display

Display\* cae::X11::m\_display = nullptr [private]

Definition at line 56 of file [X11.hpp](#).

Referenced by [create\(\)](#), and [getNativeHandle\(\)](#).

#### 14.21.4.2 m\_frameBufferResized

bool cae::X11::m\_frameBufferResized = false [mutable], [private]

Definition at line 54 of file [X11.hpp](#).

Referenced by [resetResizedFlag\(\)](#), and [wasResized\(\)](#).

#### 14.21.4.3 m\_frameBufferSize

[WindowSize](#) cae::X11::m\_frameBufferSize [private]

Definition at line 53 of file [X11.hpp](#).

Referenced by [create\(\)](#).

#### 14.21.4.4 m\_shouldClose

```
bool cae::X11::m_shouldClose = false [private]
```

Definition at line 59 of file [X11.hpp](#).

#### 14.21.4.5 m\_window

```
Window cae::X11::m_window = 0 [private]
```

Definition at line 57 of file [X11.hpp](#).

Referenced by [create\(\)](#), and [getNativeHandle\(\)](#).

#### 14.21.4.6 m\_wmDeleteMessage

```
Atom cae::X11::m_wmDeleteMessage = 0 [private]
```

Definition at line 58 of file [X11.hpp](#).

Referenced by [create\(\)](#).

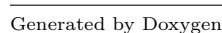
The documentation for this class was generated from the following files:

- [plugins/Window/X11/include/X11/X11.hpp](#)
- [plugins/Window/X11/src/x11.cpp](#)

# File Documentation

## 15.2 include/CAE/Application.hpp File Reference

```
#include <Utils/PluginLoader.hpp>
#include "CAE/ArgsHandler.hpp"
#include "CAE/Engine/Engine.hpp"
Include dependency graph for Application.hpp:
```



## Classes

- struct [cae::AppConfig](#)
- class [cae::Application](#)  
Main class.

## Namespaces

- namespace [cae](#)

## 15.2.1 Detailed Description

This file contains the Application class declaration.

Definition in file [Application.hpp](#).

## 15.3 Application.hpp

[Go to the documentation of this file.](#)

```

00001 ///  

00002 ///  

00003 ///  

00004 ///  

00005 ///  

00006 ///  

00007 #pragma once  

00008  

00009 #include <Utils/PluginLoader.hpp>  

00010  

00011 #include "CAE/ArgsHandler.hpp"  

00012 #include "CAE/Engine/Engine.hpp"  

00013  

00014 namespace cae  

00015 {  

00016  

00017     struct AppConfig  

00018     {  

00019         EngineConfig engineConfig;  

00020         EnvConfig envConfig;  

00021     };  

00022  

00023     ///  

00024     ///  

00025     ///  

00026     ///  

00027     ///  

00028     class Application  

00029     {  

00030  

00031     public:  

00032         Application(const ArgsConfig &argsConfig, const EnvConfig &envConfig);  

00033         ~Application() = default;  

00034  

00035         Application(const Application &) = delete;  

00036         Application &operator=(const Application &) = delete;  

00037         Application(Application &&) = delete;  

00038         Application &operator=(Application &&) = delete;  

00039  

00040         void start() const;  

00041         void stop();  

00042  

00043     private:  

00044         void setupEngine(const std::string &rendererName, const std::string &windowName);  

00045  

00046         static EngineConfig parseEngineConf(const std::string &path);  

00047  

00048         std::unique_ptr<utl::PluginLoader> m_pluginLoader = nullptr;  

00049         std::unique_ptr<Engine> m_engine = nullptr;  

00050  

00051         AppConfig m_appConfig;  

00052     }; // class Application  

00053  

00054 } // namespace cae

```

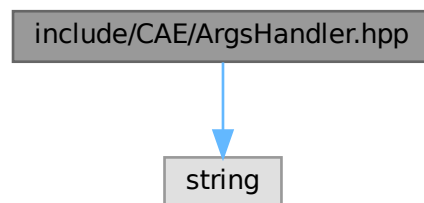


## 15.4 include/CAE/ArgsHandler.hpp File Reference

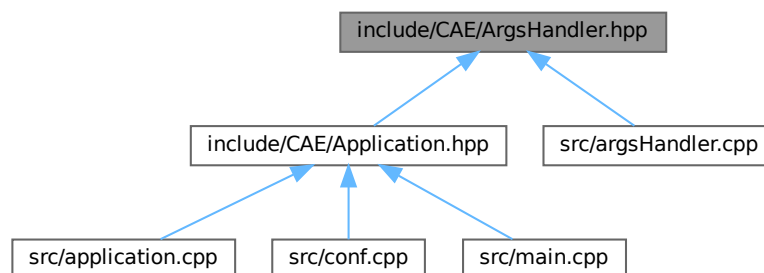
This file contains the ArgsHandler class declaration.

```
#include <string>
```

Include dependency graph for ArgsHandler.hpp:



This graph shows which files directly or indirectly include this file:



### Classes

- struct [cae::ArgsConfig](#)
- struct [cae::EnvConfig](#)
- class [cae::ArgsHandler](#)

Class to handle command line arguments.

### Namespaces

- namespace [cae](#)

#### 15.4.1 Detailed Description

This file contains the ArgsHandler class declaration.

Definition in file [ArgsHandler.hpp](#).

## 15.5 ArgsHandler.hpp

[Go to the documentation of this file.](#)

```

00001 ///
00002 /// @file ArgsHandler.hpp
00003 /// @brief This file contains the ArgsHandler class declaration
00004 /// @namespace cae
00005 ///
00006
00007 #pragma once
00008
00009 #include <string>
00010
00011 namespace cae
00012 {
00013
00014     struct ArgsConfig
00015     {
00016         bool run = false;
00017         std::string config_path;
00018     };
00019     struct EnvConfig
00020     {
00021         std::string user_name;
00022         std::string pwd;
00023     };
00024
00025     ///
00026     /// @class ArgsHandler
00027     /// @brief Class to handle command line arguments
00028     /// @namespace cae
00029     ///
00030     class ArgsHandler
00031     {
00032     public:
00033         ArgsHandler() = default;
00034         ~ArgsHandler() = default;
00035
00036         ArgsHandler(const ArgsHandler &) = delete;
00037         ArgsHandler &operator=(const ArgsHandler &) = delete;
00038         ArgsHandler(ArgsHandler &&) = delete;
00039         ArgsHandler &operator=(ArgsHandler &&) = delete;
00040
00041         static ArgsConfig ParseArgs(int argc, const char *const *argv);
00042         static EnvConfig ParseEnv(const char *const *envp);
00043
00044     private:
00045     }; // class ArgsHandler
00046
00047 } // namespace cae

```

## 15.6 include/CAE/Common.hpp File Reference

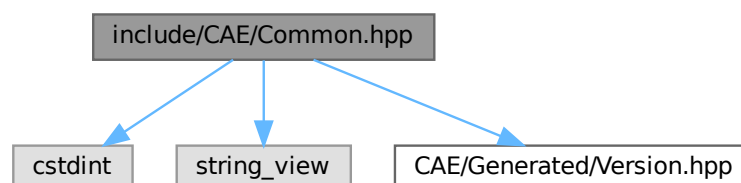
This file contains.

```
#include <cstdint>
```

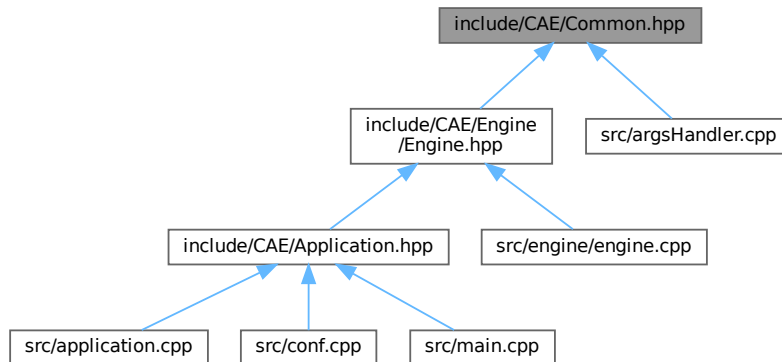
```
#include <string_view>
```

```
#include "CAE/Generated/Version.hpp"
```

Include dependency graph for Common.hpp:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace `cae`
- namespace `cae::Audio`
- namespace `cae::Message`
- namespace `cae::Network`
- namespace `cae::Plugins`
- namespace `cae::Plugins::Name`
- namespace `cae::Renderer`
- namespace `cae::User`
- namespace `cae::Window`

## Macros

- `#define APP_EXTENSION ""`

## Variables

- `constexpr auto cae::Audio::VOLUME = 1.F`
- `constexpr auto cae::Audio::MUTED = false`
- `static constexpr std::string_view cae::Message::HELP_MSG`
- `static constexpr std::string_view cae::Message::VERSION_MSG`
- `constexpr auto cae::Network::HOST = "127.0.0.1"`
- `constexpr auto cae::Network::PORT = 4242`
- `constexpr auto cae::Plugins::Name::RENDERER_OPENGL = "OpenGL"`
- `constexpr auto cae::Plugins::Name::RENDERER_VULKAN = "Vulkan"`
- `constexpr auto cae::Plugins::Name::WINDOW_Glfw = "Glfw"`
- `constexpr auto cae::Renderer::VSYNC = false`
- `constexpr auto cae::Renderer::FRAME_RATE_LIMIT = 90`
- `constexpr auto cae::User::NAME = "User"`
- `constexpr uint16_t cae::Window::WIDTH = 1920`
- `constexpr uint16_t cae::Window::HEIGHT = 1080`
- `constexpr auto cae::Window::NAME = "CAE - Cross API Engine"`
- `constexpr auto cae::Window::FULLSCREEN = false`

### 15.6.1 Detailed Description

This file contains.

Definition in file [Common.hpp](#).

### 15.6.2 Macro Definition Documentation

#### 15.6.2.1 APP\_EXTENSION

```
#define APP_EXTENSION ""
```

Definition at line 15 of file [Common.hpp](#).

## 15.7 Common.hpp

[Go to the documentation of this file.](#)

```
00001 ///  
00002 ///  
00003 ///  
00004 ///  
00005 ///  
00006 ///  
00007 #pragma once  
00008  
00009 #include <cstdint>  
00010 #include <string_view>  
00011  
00012 #ifdef _WIN32  
00013 #define APP_EXTENSION ".exe"  
00014 #else  
00015 #define APP_EXTENSION ""  
00016 #endif  
00017  
00018 #include "CAE/Generated/Version.hpp"  
00019  
00020 namespace cae  
00021 {  
00022     namespace Audio  
00023     {  
00024         inline constexpr auto VOLUME = 1.F;  
00025         inline constexpr auto MUTED = false;  
00026     } // namespace Audio  
00027  
00028     namespace Message  
00029     {  
00030         static constexpr std::string_view HELP_MSG = "Usage: " PROJECT_NAME APP_EXTENSION " [options]\n\n"  
00031             "Options:\n"  
00032             " -h, --help          Show this help message\n"  
00033             " -v, --version        Show version information\n"  
00034             " -c, --config <path> Specify JSON configuration file";  
00035         static constexpr std::string_view VERSION_MSG = PROJECT_NAME  
00036             " v" PROJECT_VERSION " " BUILD_TYPE " ( GIT_TAG ", commit " GIT_COMMIT_HASH ") "  
00037             "DATE" " " TIME";  
00038     } // namespace Message  
00039  
00040     namespace Network  
00041     {  
00042         inline constexpr auto HOST = "127.0.0.1";  
00043         inline constexpr auto PORT = 4242;  
00044     } // namespace Network  
00045  
00046     namespace Plugins::Name  
00047     {  
00048         inline constexpr auto RENDERER_OPENGL = "OpenGL";  
00049         inline constexpr auto RENDERER_VULKAN = "Vulkan";  
00050         inline constexpr auto WINDOW_Glfw = "GLFW";  
00051     } // namespace Plugins::Name  
00052  
00053     namespace Renderer  
00054     {
```

```

00054     inline constexpr auto VSYNC = false;
00055     inline constexpr auto FRAME_RATE_LIMIT = 90;
00056 } // namespace Renderer
00057
00058 namespace User
00059 {
00060     inline constexpr auto NAME = "User";
00061 } // namespace User
00062
00063 namespace Window
00064 {
00065     inline constexpr uint16_t WIDTH = 1920;
00066     inline constexpr uint16_t HEIGHT = 1080;
00067     inline constexpr auto NAME = "CAE - Cross API Engine";
00068     inline constexpr auto FULLSCREEN = false;
00069 } // namespace Window
00070 } // namespace cae

```

## 15.8 include/CAE/Engine/Engine.hpp File Reference

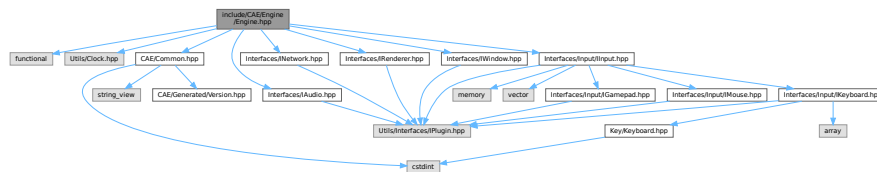
This file contains the engine class declaration.

```

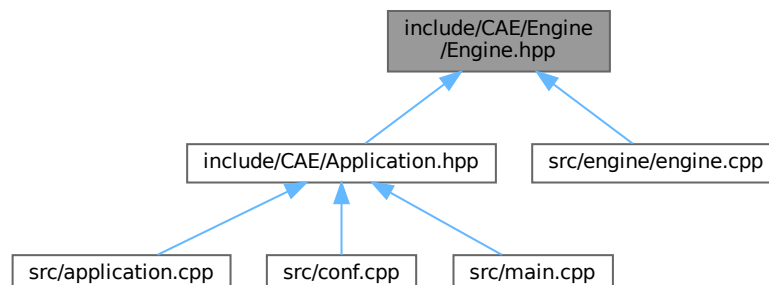
#include <functional>
#include <Utils/Clock.hpp>
#include "CAE/Common.hpp"
#include "Interfaces/IAudio.hpp"
#include "Interfaces/INetwork.hpp"
#include "Interfaces/IRenderer.hpp"
#include "Interfaces/IWindow.hpp"
#include "Interfaces/Input/IInput.hpp"

```

Include dependency graph for Engine.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- struct [cae::EngineConfig](#)
- class [cae::Engine](#)  
[Engine](#) class.

## Namespaces

- namespace [cae](#)

## 15.8.1 Detailed Description

This file contains the engine class declaration.

Definition in file [Engine.hpp](#).

## 15.9 Engine.hpp

[Go to the documentation of this file.](#)

```

00001 ///  

00002 ///  

00003 ///  

00004 ///  

00005 ///  

00006 ///  

00007 #pragma once  

00008  

00009 #include <functional>  

00010  

00011 #include <Utils/Clock.hpp>  

00012  

00013 #include "CAE/Common.hpp"  

00014 #include "Interfaces/IAudio.hpp"  

00015 #include "Interfaces/INetwork.hpp"  

00016 #include "Interfaces/IRenderer.hpp"  

00017 #include "Interfaces/IWindow.hpp"  

00018 #include "Interfaces/Input/IInput.hpp"  

00019  

00020 namespace cae  

00021 {  

00022  

00023     struct EngineConfig  

00024     {  

00025         float audio_master_volume = Audio::VOLUME;  

00026         bool audio_muted = Audio::MUTED;  

00027  

00028         std::string network_host = Network::HOST;  

00029         uint16_t network_port = Network::PORT;  

00030  

00031         bool renderer_vsync = Renderer::VSYNC;  

00032         uint16_t renderer_frame_rate_limit = Renderer::FRAME_RATE_LIMIT;  

00033  

00034         uint16_t window_width = Window::WIDTH;  

00035         uint16_t window_height = Window::HEIGHT;  

00036         bool window_fullscreen = Window::FULLSCREEN;  

00037         std::string window_name = Window::NAME;  

00038     };  

00039  

00040     ///  

00041     ///  

00042     ///  

00043     ///  

00044     ///  

00045     class Engine  

00046     {  

00047  

00048     public:  

00049         Engine(const EngineConfig &config, const std::function<std::shared_ptr<IAudio>()> &audioFactory,  

00050             const std::function<std::shared_ptr<IInput>()> &inputFactory,  

00051             const std::function<std::shared_ptr<INetwork>()> &networkFactory,
```

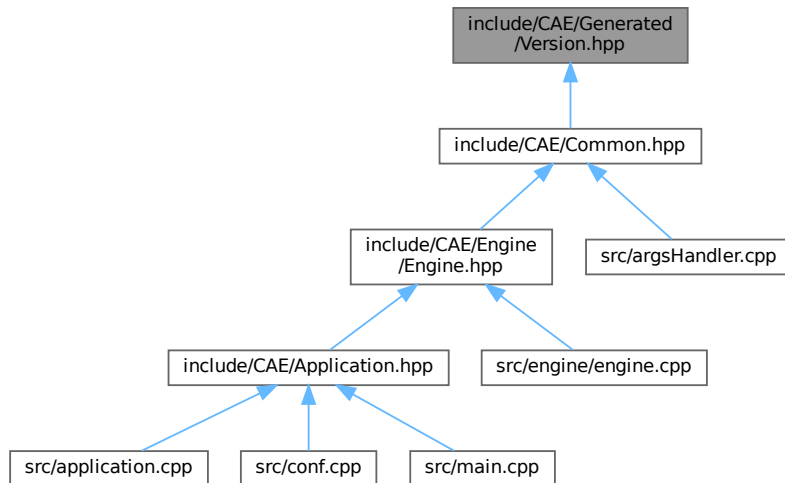
```

00052         const std::function<std::shared_ptr<IRenderer>()> &rendererFactory,
00053         const std::function<std::shared_ptr<IWindow>()> &windowFactory);
00054     ~Engine() = default;
00055
00056     Engine(const Engine &) = delete;
00057     Engine &operator=(const Engine &) = delete;
00058     Engine(Engine &&) = delete;
00059     Engine &operator=(Engine &&) = delete;
00060
00061     [[nodiscard]] const std::shared_ptr<IAudio> &getAudio() const { return m_audioPlugin; }
00062     [[nodiscard]] const std::shared_ptr<IInput> &getInput() const { return m_inputPlugin; }
00063     [[nodiscard]] const std::shared_ptr<INetwork> &getNetwork() const { return m_networkPlugin; }
00064     [[nodiscard]] const std::shared_ptr<IRenderer> &getRenderer() const { return m_rendererPlugin; }
00065     [[nodiscard]] const std::shared_ptr<IWindow> &getWindow() const { return m_windowPlugin; }
00066
00067     [[nodiscard]] const std::unique_ptr<utl::Clock> &getClock() { return m_clock; }
00068
00069     void run() const;
00070     void stop();
00071
00072 private:
00073     std::shared_ptr<IAudio> m_audioPlugin = nullptr;
00074     std::shared_ptr<IInput> m_inputPlugin = nullptr;
00075     std::shared_ptr<INetwork> m_networkPlugin = nullptr;
00076     std::shared_ptr<IRenderer> m_rendererPlugin = nullptr;
00077     std::shared_ptr<IWindow> m_windowPlugin = nullptr;
00078
00079     std::unique_ptr<utl::Clock> m_clock = nullptr;
00080
00081 }; // class Engine
00082 } // namespace cae

```

## 15.10 include/CAE/Generated/Version.hpp File Reference

This graph shows which files directly or indirectly include this file:



### Macros

- #define PROJECT\_NAME "cae"
- #define PROJECT\_VERSION "0.0.0"
- #define PROJECT\_VERSION\_MAJOR "0"
- #define PROJECT\_VERSION\_MINOR "0"
- #define PROJECT\_VERSION\_PATCH "0"
- #define GIT\_COMMIT\_HASH "9438779"
- #define GIT\_TAG "9438779"
- #define BUILD\_TYPE "Release"

## 15.10.1 Macro Definition Documentation

### 15.10.1.1 BUILD\_TYPE

```
#define BUILD_TYPE "Release"
```

Definition at line 15 of file [Version.hpp](#).

### 15.10.1.2 GIT\_COMMIT\_HASH

```
#define GIT_COMMIT_HASH "9438779"
```

Definition at line 13 of file [Version.hpp](#).

### 15.10.1.3 GIT\_TAG

```
#define GIT_TAG "9438779"
```

Definition at line 14 of file [Version.hpp](#).

### 15.10.1.4 PROJECT\_NAME

```
#define PROJECT_NAME "cae"
```

Definition at line 7 of file [Version.hpp](#).

### 15.10.1.5 PROJECT\_VERSION

```
#define PROJECT_VERSION "0.0.0"
```

Definition at line 8 of file [Version.hpp](#).

### 15.10.1.6 PROJECT\_VERSION\_MAJOR

```
#define PROJECT_VERSION_MAJOR "0"
```

Definition at line 9 of file [Version.hpp](#).

### 15.10.1.7 PROJECT\_VERSION\_MINOR

```
#define PROJECT_VERSION_MINOR "0"
```

Definition at line 10 of file [Version.hpp](#).



## 15.10.1.8 PROJECT\_VERSION\_PATCH

```
#define PROJECT_VERSION_PATCH "0"
```

Definition at line 11 of file [Version.hpp](#).

## 15.11 Version.hpp

[Go to the documentation of this file.](#)

```
00001 #pragma once
00002
00003 //
=====
00004 // DO NOT EDIT THIS FILE MANUALLY. IT IS GENERATED BY CMAKE DURING THE BUILD PROCESS.
00005 //
=====
00006
00007 #define PROJECT_NAME "cae"
00008 #define PROJECT_VERSION "0.0.0"
00009 #define PROJECT_VERSION_MAJOR "0"
00010 #define PROJECT_VERSION_MINOR "0"
00011 #define PROJECT_VERSION_PATCH "0"
00012
00013 #define GIT_COMMIT_HASH "9438779"
00014 #define GIT_TAG "9438779"
00015 #define BUILD_TYPE "Release"
```

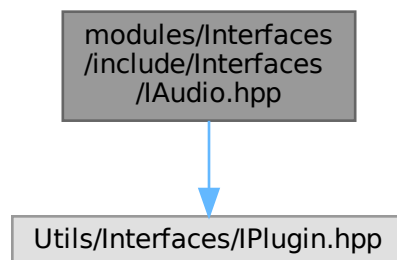
## 15.12 LICENSE.md File Reference

## 15.13 modules/Interfaces/include/Interfaces/IAudio.hpp File Reference

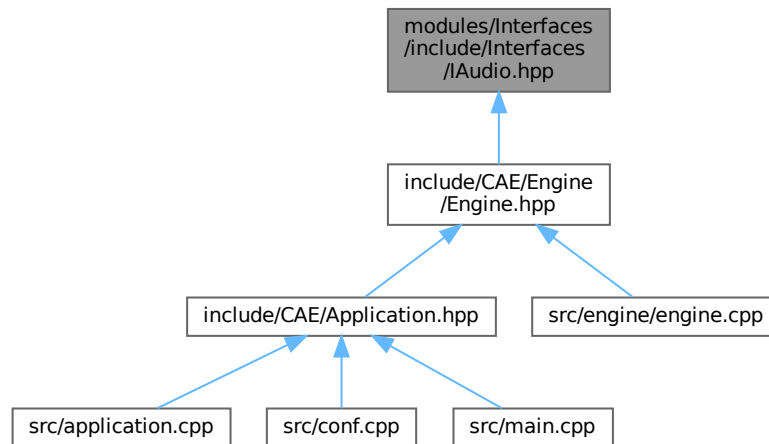
This file contains the audio interface.

```
#include "Utils/Interfaces/IPlugin.hpp"
```

Include dependency graph for IAudio.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- interface [cae::IAudio](#)  
Interface for audio.

## Namespaces

- namespace [cae](#)

### 15.13.1 Detailed Description

This file contains the audio interface.

Definition in file [IAudio.hpp](#).

## 15.14 IAudio.hpp

[Go to the documentation of this file.](#)

```

00001 ///
00002 /// @file IAudio.hpp
00003 /// @brief This file contains the audio interface
00004 /// @namespace cae
00005 ///
00006
00007 #pragma once
00008
00009 #include "Utils/Interfaces/IPugin.hpp"
00010
00011 namespace cae
00012 {
00013
00014     ///
00015     /// @interface IAudio
00016     /// @brief Interface for audio

```

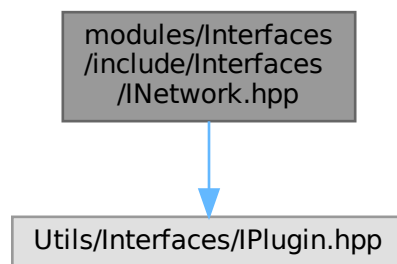
```
00017  ///@namespace cae
00018  ///
00019  class IAudio : public utl::IPlugin
00020  {
00021
00022      public:
00023          ~IAudio() override = default;
00024
00025  }; ///interface IAudio
00026
00027 } ///namespace cae
```

## 15.15 modules/Interfaces/include/Interfaces/INetwork.hpp File Reference

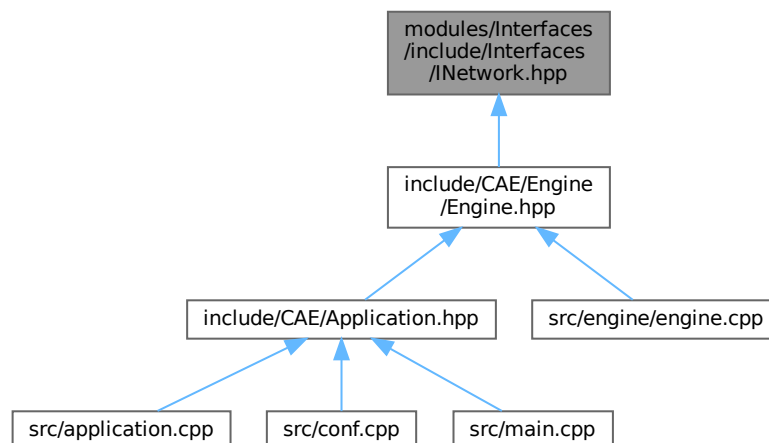
This file contains the network interface.

```
#include "Utils/Interfaces/IPlugin.hpp"
```

Include dependency graph for INetwork.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- interface [cae::INetwork](#)  
Interface for network.

## Namespaces

- namespace [cae](#)

## 15.15.1 Detailed Description

This file contains the network interface.

Definition in file [INetwork.hpp](#).

## 15.16 INetwork.hpp

[Go to the documentation of this file.](#)

```

00001 ///  

00002 ///  

00003 ///  

00004 ///  

00005 ///  

00006 ///  

00007 #pragma once  

00008  

00009 #include "Utils/Interfaces/IPPlugin.hpp"  

00010  

00011 namespace cae  

00012 {  

00013  

00014     ///  

00015     ///  

00016     ///  

00017     ///  

00018     ///  

00019     class INetwork : public utl::IPPlugin  

00020     {  

00021  

00022     public:  

00023         ~INetwork() override = default;  

00024  

00025         virtual bool connect(const std::string &host, uint16_t port) = 0;  

00026  

00027     }; // interface INetwork  

00028  

00029 } // namespace cae

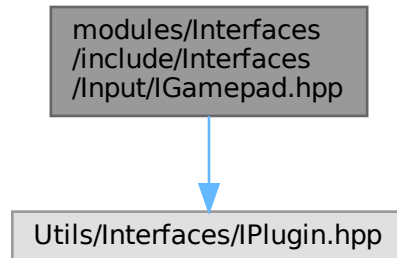
```

## 15.17 modules/Interfaces/include/Interfaces/Input/IGamepad.hpp File Reference

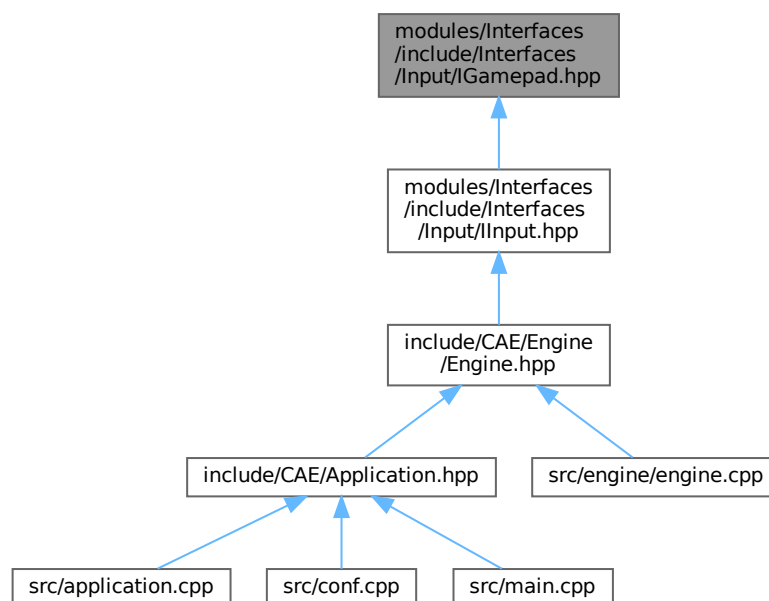
This file contains the input gamepad interface.

```
#include "Utils/Interfaces/IPlugin.hpp"
```

Include dependency graph for IGamepad.hpp:



This graph shows which files directly or indirectly include this file:



#### Classes

- interface `cae::IGamepad`  
Interface for gamepad.

#### Namespaces

- namespace `cae`

### 15.17.1 Detailed Description

This file contains the input gamepad interface.

Definition in file [IGamepad.hpp](#).

## 15.18 IGamepad.hpp

[Go to the documentation of this file.](#)

```

00001 ///  

00002 ///  

00003 ///  

00004 ///  

00005 ///  

00006 ///  

00007 #pragma once  

00008  

00009 #include "Utils/Interfaces/IPlugin.hpp"  

00010  

00011 namespace cae  

00012 {  

00013  

00014     ///  

00015     ///  

00016     ///  

00017     ///  

00018     ///  

00019     class IGamepad : public utl::IPlugin  

00020     {  

00021  

00022     public:  

00023         ~IGamepad() override = default;  

00024  

00025     }; // interface IGamepad  

00026  

00027 } // namespace cae

```

## 15.19 modules/Interfaces/include/Interfaces/Input/IInput.hpp File Reference

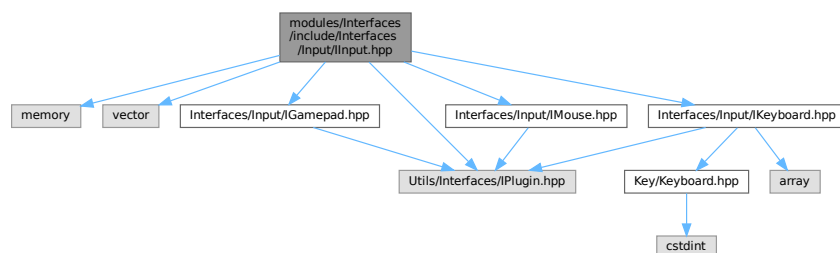
This file contains the input interface.

```

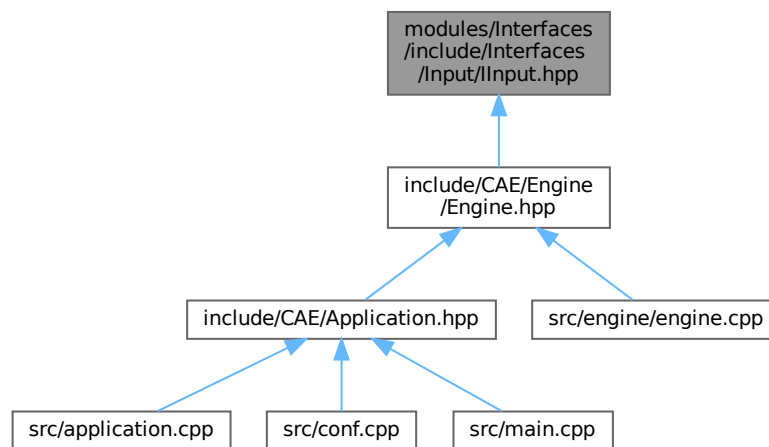
#include <memory>
#include <vector>
#include "Interfaces/Input/IGamepad.hpp"
#include "Interfaces/Input/IKeyboard.hpp"
#include "Interfaces/Input/IMouse.hpp"
#include "Utils/Interfaces/IPlugin.hpp"

```

Include dependency graph for IInput.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- interface `cae::Input`  
Interface for audio.

## Namespaces

- namespace `cae`

### 15.19.1 Detailed Description

This file contains the input interface.

Definition in file [IInput.hpp](#).

## 15.20 IInput.hpp

[Go to the documentation of this file.](#)

```

00001 ///
00002 /// @file IInput.hpp
00003 /// @brief This file contains the input interface
00004 /// @namespace cae
00005 ///
00006
00007 #pragma once
00008
00009 #include <memory>
00010 #include <vector>
00011
00012 #include "Interfaces/Input/IGamepad.hpp"
00013 #include "Interfaces/Input/IKeyboard.hpp"
00014 #include "Interfaces/Input/IMouse.hpp"
00015 #include "Utils/Interfaces/IPlugin.hpp"
00016

```

```

00017 namespace cae
00018 {
00019     ///
00020     /// @interface IInput
00021     /// @brief Interface for audio
00022     /// @namespace cae
00023     ///
00024     class IInput : public utl::IPlugin
00025     {
00026     public:
00027         ~IInput() override = default;
00028
00029         virtual const std::unique_ptr<IKeyboard> &getKeyboard() const = 0;
00030         virtual const std::unique_ptr<IMouse> &getMouse() const = 0;
00031         virtual const std::vector<std::unique_ptr<IGamepad>> &getGamepads() const = 0;
00032     private:
00033         std::unique_ptr<IKeyboard> m_keyboard;
00034         std::unique_ptr<IMouse> m_mouse;
00035         std::vector<std::unique_ptr<IGamepad>> m_gamepads;
00036     }; // interface IInput
00037 } // namespace cae
00038
00039
00040
00041 } // namespace cae

```

## 15.21 modules/Interfaces/include/Interfaces/Input/IKeyboard.hpp File Reference

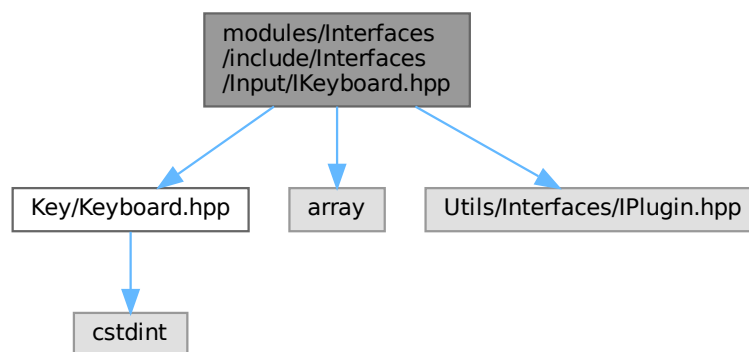
This file contains the input keyboard interface.

```
#include "Key/Keyboard.hpp"
```

```
#include <array>
```

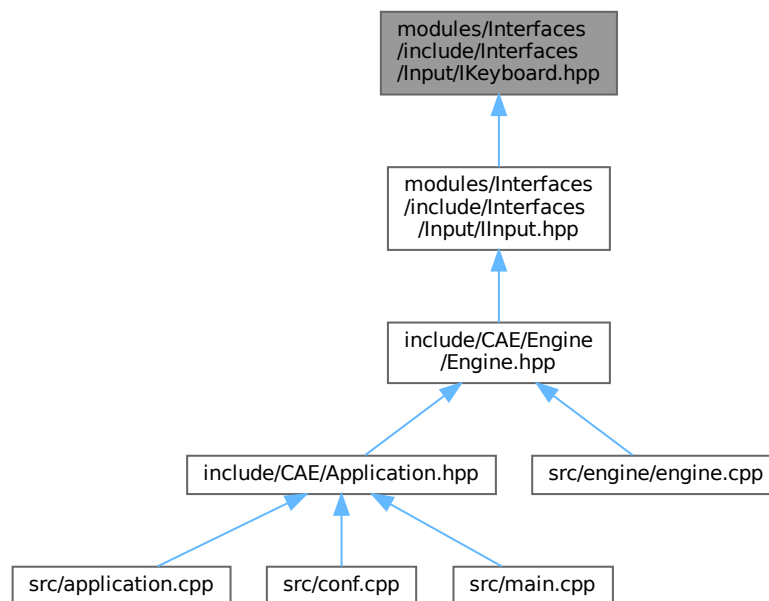
```
#include "Utils/Interfaces/IPlugin.hpp"
```

Include dependency graph for IKeyboard.hpp:





This graph shows which files directly or indirectly include this file:



#### Classes

- interface `cae::IKeyboard`  
Interface for keyboard.

#### Namespaces

- namespace `cae`

### 15.21.1 Detailed Description

This file contains the input keyboard interface.

Definition in file [IKeyboard.hpp](#).

## 15.22 IKeyboard.hpp

[Go to the documentation of this file.](#)

```

00001 ///  

00002 ///  

00003 ///  

00004 ///  

00005 ///  

00006 ///  

00007 #pragma once  

00008  

00009 #include "Key/Keyboard.hpp"
  
```

```

00010
00011 #include <array>
00012
00013 #include "Utils/Interfaces/IPlugin.hpp"
00014
00015 namespace cae
00016 {
00017
00018     ///
00019     /// @interface IKeyboard
00020     /// @brief Interface for keyboard
00021     /// @namespace cae
00022     ///
00023     class IKeyboard : public utl::IPlugin
00024     {
00025
00026     public:
00027         ~IKeyboard() override = default;
00028
00029         virtual bool isKeyPressed(KeyCode keyCode) const = 0;
00030
00031     private:
00032         std::array<KeyState, static_cast<size_t>(KeyCode::Count)> m_keyMap{};
00033     }; // interface IKeyboard
00034
00035 } // namespace cae

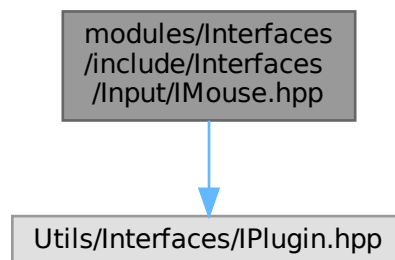
```

## 15.23 modules/Interfaces/include/Interfaces/Input/IMouse.hpp File Reference

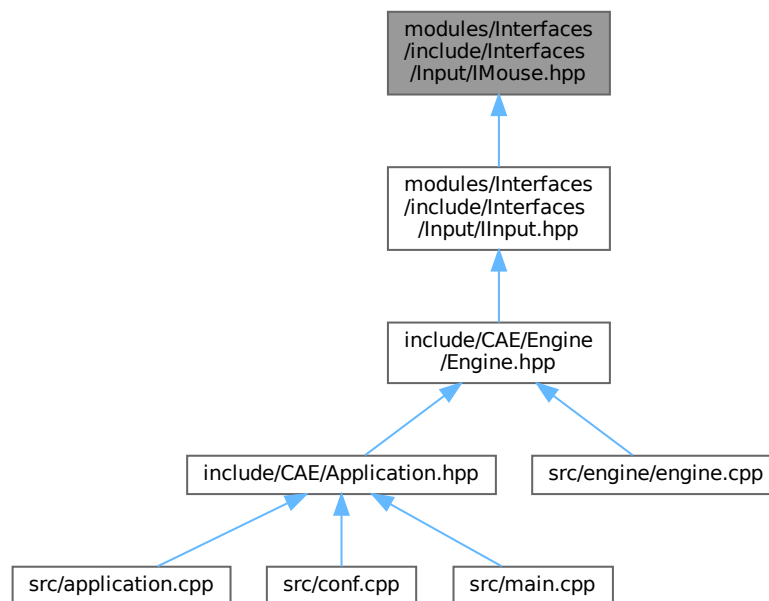
This file contains the input mouse interface.

```
#include "Utils/Interfaces/IPlugin.hpp"
```

Include dependency graph for IMouse.hpp:



This graph shows which files directly or indirectly include this file:



#### Classes

- interface `cae::IMouse`  
Interface for mouse.

#### Namespaces

- namespace `cae`

### 15.23.1 Detailed Description

This file contains the input mouse interface.

Definition in file [IMouse.hpp](#).

## 15.24 IMouse.hpp

[Go to the documentation of this file.](#)

```

00001 ///  

00002 ///  

00003 ///  

00004 ///  

00005 ///  

00006 ///  

00007 #pragma once  

00008  

00009 #include "Utils/Interfaces/IPPlugin.hpp"
  
```

```

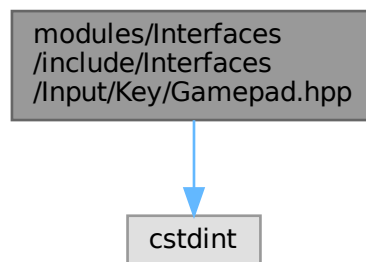
00010
00011 namespace cae
00012 {
00013
00014     ///
00015     /// @interface IMouse
00016     /// @brief Interface for mouse
00017     /// @namespace cae
00018     ///
00019     class IMouse : public utl::IPlugin
00020     {
00021
00022     public:
00023         ~IMouse() override = default;
00024
00025     }; // interface IMouse
00026
00027 } // namespace cae

```

## 15.25 modules/Interfaces/include/Interfaces/Input/Key/Gamepad.hpp File Reference

#include <cstdint>

Include dependency graph for Gamepad.hpp:



### Namespaces

- namespace `cae`

### Enumerations

- enum class `cae::GamepadButton` : `uint8_t` {  
`cae::A` = 0 , `cae::B` , `cae::X` , `cae::Y` ,  
`cae::Back` , `cae::Guide` , `cae::Start` , `cae::LThumb` ,  
`cae::RThumb` , `cae::LShoulder` , `cae::RShoulder` , `cae::DPadUp` ,  
`cae::DPadDown` , `cae::DPadLeft` , `cae::DPadRight` }
- enum class `cae::GamepadAxis` : `uint8_t` {  
`cae::LeftX` = 0 , `cae::LeftY` , `cae::RightX` , `cae::RightY` ,  
`cae::TriggerLeft` , `cae::TriggerRight` }

## 15.26 Gamepad.hpp

[Go to the documentation of this file.](#)

```

00001 ///  

00002 ///  

00003 ///  

00004 ///  

00005 ///  

00006 ///  

00007 #pragma once  

00008 ///  

00009 #include <cstdint>  

00010 ///  

00011 namespace cae  

00012 {  

00013     enum class GamepadButton : uint8_t  

00014     {  

00015         A = 0,  

00016         B,  

00017         X,  

00018         Y,  

00019         Back,  

00020         Guide,  

00021         Start,  

00022         LThumb,  

00023         RThumb,  

00024         LShoulder,  

00025         RShoulder,  

00026         DPadUp,  

00027         DPadDown,  

00028         DPadLeft,  

00029         DPadRight  

00030     };  

00031 ///  

00032     enum class GamepadAxis : uint8_t  

00033     {  

00034         LeftX = 0,  

00035         LeftY,  

00036         RightX,  

00037         RightY,  

00038         TriggerLeft,  

00039         TriggerRight  

00040     };  

00041 } // namespace cae

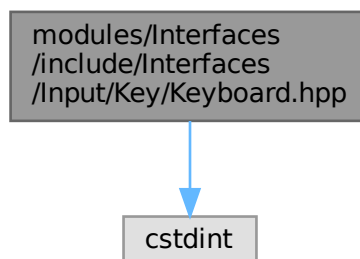
```

## 15.27 modules/Interfaces/include/Interfaces/Input/Key/Keyboard.hpp File Reference

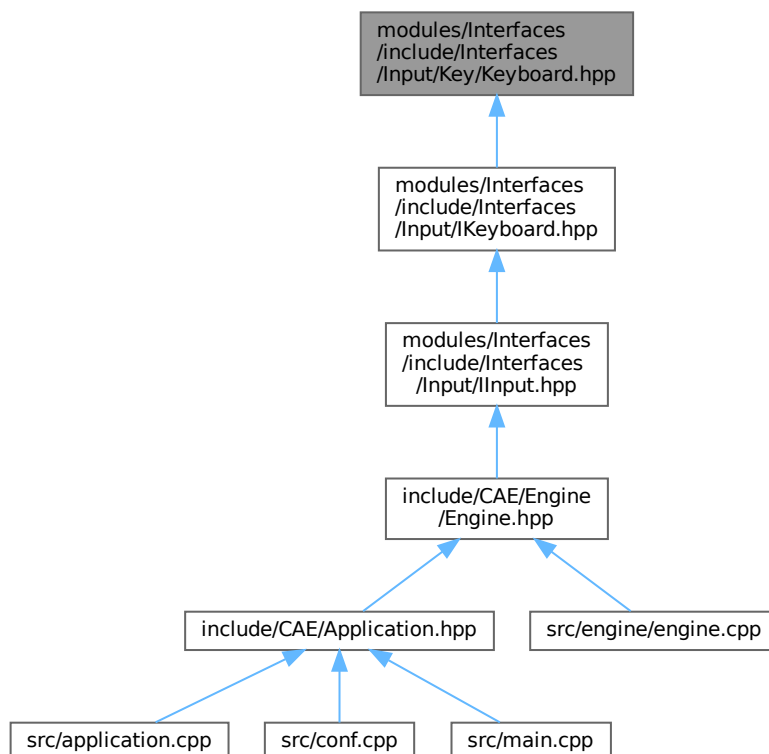
This file contains the keyboard keys.

#include <cstdint>

Include dependency graph for Keyboard.hpp:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace [cae](#)

## Enumerations

- enum [cae::KeyState](#) : `std::uint8_t` { [cae::Pressed](#) = 0 , [cae::Released](#) = 1 , [cae::Held](#) = 2 , [cae::Toggled](#) = 3 }
- enum class [cae::KeyCode](#) : `uint8_t` {  
[cae::A](#) , [cae::B](#) , [cae::C](#) , [cae::D](#) ,  
[cae::E](#) , [cae::F](#) , [cae::G](#) , [cae::H](#) ,  
[cae::I](#) , [cae::J](#) , [cae::K](#) , [cae::L](#) ,  
[cae::M](#) , [cae::N](#) , [cae::O](#) , [cae::P](#) ,  
[cae::Q](#) , [cae::R](#) , [cae::S](#) , [cae::T](#) ,  
[cae::U](#) , [cae::V](#) , [cae::W](#) , [cae::X](#) ,  
[cae::Y](#) , [cae::Z](#) , [cae::Num0](#) , [cae::Num1](#) ,  
[cae::Num2](#) , [cae::Num3](#) , [cae::Num4](#) , [cae::Num5](#) ,  
[cae::Num6](#) , [cae::Num7](#) , [cae::Num8](#) , [cae::Num9](#) ,  
[cae::Escape](#) , [cae::F1](#) , [cae::F2](#) , [cae::F3](#) ,  
[cae::F4](#) , [cae::F5](#) , [cae::F6](#) , [cae::F7](#) ,  
[cae::F8](#) , [cae::F9](#) , [cae::F10](#) , [cae::F11](#) ,  
[cae::F12](#) , [cae::Left](#) , [cae::Right](#) , [cae::Up](#) ,  
[cae::Down](#) , [cae::Home](#) , [cae::End](#) , [cae::PageUp](#) ,

```

cae::PageDown , cae::Insert , cae::Delete , cae::Backspace ,
cae::Tab , cae::Enter , cae::Space , cae::LShift ,
cae::RShift , cae::LCtrl , cae::RCtrl , cae::LAlt ,
cae::RAlt , cae::LSuper , cae::RSuper , cae::Numpad0 ,
cae::Numpad1 , cae::Numpad2 , cae::Numpad3 , cae::Numpad4 ,
cae::Numpad5 , cae::Numpad6 , cae::Numpad7 , cae::Numpad8 ,
cae::Numpad9 , cae::NumpadAdd , cae::NumpadSubtract , cae::NumpadMultiply ,
cae::NumpadDivide , cae::CapsLock , cae::NumLock , cae::ScrollLock ,
cae::Count }

```

### 15.27.1 Detailed Description

This file contains the keyboard keys.

Definition in file [Keyboard.hpp](#).

## 15.28 Keyboard.hpp

[Go to the documentation of this file.](#)

```

00001 ///  

00002 ///  

00003 ///  

00004 ///  

00005 ///  

00006 ///  

00007 #pragma once  

00008 ///  

00009 #include <cstdint>  

00010 ///  

00011 namespace cae  

00012 {  

00013     ///  

00014     enum KeyState : std::uint8_t  

00015     {  

00016         Pressed = 0,  

00017         Released = 1,  

00018         Held = 2,  

00019         Toggled = 3,  

00020     };  

00021     ///  

00022     enum class KeyCode : uint8_t  

00023     {  

00024         A,  

00025         B,  

00026         C,  

00027         D,  

00028         E,  

00029         F,  

00030         G,  

00031         H,  

00032         I,  

00033         J,  

00034         K,  

00035         L,  

00036         M,  

00037         N,  

00038         O,  

00039         P,  

00040         Q,  

00041         R,  

00042         S,  

00043         T,  

00044         U,  

00045         V,  

00046         W,  

00047         X,  

00048         Y,  

00049         Z,  

00050         ///  

00051         Num0,  

00052         Num1,  

00053         Num2,  


```

```

00054     Num3,
00055     Num4,
00056     Num5,
00057     Num6,
00058     Num7,
00059     Num8,
00060     Num9,
00061
00062     Escape,
00063     F1,
00064     F2,
00065     F3,
00066     F4,
00067     F5,
00068     F6,
00069     F7,
00070     F8,
00071     F9,
00072     F10,
00073     F11,
00074     F12,
00075
00076     Left,
00077     Right,
00078     Up,
00079     Down,
00080     Home,
00081     End,
00082     PageUp,
00083     PageDown,
00084     Insert,
00085     Delete,
00086     Backspace,
00087     Tab,
00088     Enter,
00089     Space,
00090
00091     LShift,
00092     RShift,
00093     LCtrl,
00094     RCtrl,
00095     LAlt,
00096     RAlt,
00097     LSuper,
00098     RSuper,
00099
00100     Numpad0,
00101     Numpad1,
00102     Numpad2,
00103     Numpad3,
00104     Numpad4,
00105     Numpad5,
00106     Numpad6,
00107     Numpad7,
00108     Numpad8,
00109     Numpad9,
00110     NumpadAdd,
00111     NumpadSubtract,
00112     NumpadMultiply,
00113     NumpadDivide,
00114
00115     CapsLock,
00116     NumLock,
00117     ScrollLock,
00118
00119     Count
00120 };
00121
00122 } // namespace cae

```

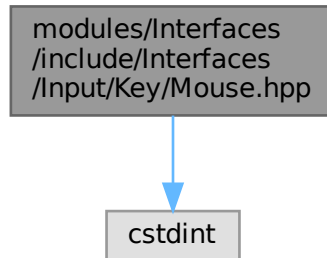
## 15.29 modules/Interfaces/include/Interfaces/Input/Key/Mouse.hpp File Reference

This file contains the gamepad keys.



```
#include <cstdint>
```

Include dependency graph for Mouse.hpp:



Namespaces

- namespace [cae](#)

Enumerations

- enum class [cae::MouseButton](#) : `uint8_t` {  
[cae::Left](#) = 0 , [cae::Right](#) , [cae::Middle](#) , [cae::XButton1](#) ,  
[cae::XButton2](#) , [cae::WheelUp](#) , [cae::WheelDown](#) }

### 15.29.1 Detailed Description

This file contains the gamepad keys.

This file contains the mouse keys.

Definition in file [Mouse.hpp](#).

## 15.30 Mouse.hpp

[Go to the documentation of this file.](#)

```

00001 ///  

00002 ///  

00003 ///  

00004 ///  

00005 ///  

00006 ///  

00007 #pragma once  

00008 ///  

00009 #include <cstdint>  

00010 ///  

00011 namespace cae  

00012 {  

00013     enum class MouseButton : uint8_t  

00014     {  

00015         Left = 0,  

00016         Right,  

00017         Middle,  

00018         XButton1,  

00019         XButton2,  

00020         WheelUp,  

00021         WheelDown  

00022     };  

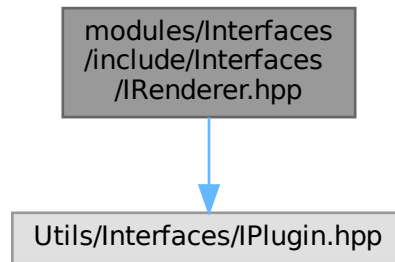
00023 } // namespace cae
  
```

## 15.31 modules/Interfaces/include/Interfaces/IRenderer.hpp File Reference

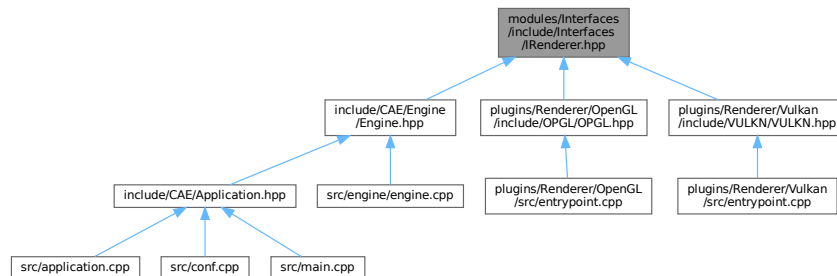
This file contains the Renderer interface.

```
#include "Utils/Interfaces/IPlugin.hpp"
```

Include dependency graph for IRenderer.hpp:



This graph shows which files directly or indirectly include this file:



### Classes

- interface [cae::IRenderer](#)  
Interface for renderer.

### Namespaces

- namespace [cae](#)

### 15.31.1 Detailed Description

This file contains the Renderer interface.

Definition in file [IRenderer.hpp](#).

## 15.32 IRenderer.hpp

[Go to the documentation of this file.](#)

```

00001 ///  

00002 ///  

00003 ///  

00004 ///  

00005 ///  

00006 ///  

00007 #pragma once  

00008  

00009 #include "Utils/Interfaces/IPlugin.hpp"  

00010  

00011 namespace cae  

00012 {  

00013  

00014     ///  

00015     ///  

00016     ///  

00017     ///  

00018     ///  

00019     class IRenderer : public utl::IPlugin  

00020     {  

00021  

00022     public:  

00023         ~IRenderer() override = default;  

00024  

00025         virtual void initialize(void *nativeWindowHandle) = 0;  

00026     }; // interface IRenderer  

00027  

00028 } // namespace cae

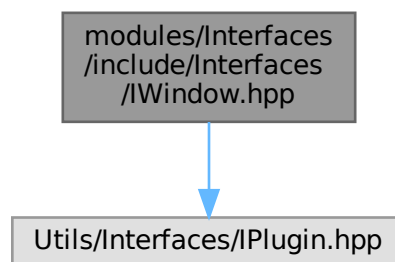
```

## 15.33 modules/Interfaces/include/Interfaces/IWindow.hpp File Reference

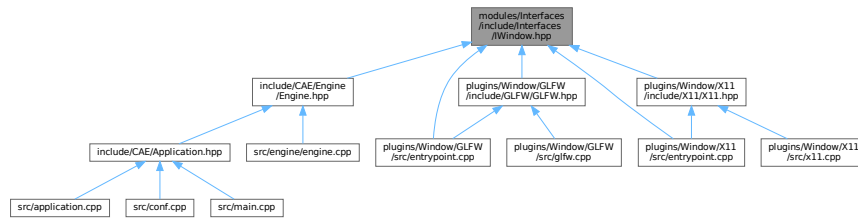
This file contains the Window interface.

```
#include "Utils/Interfaces/IPlugin.hpp"
```

Include dependency graph for IWindow.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- struct `cae::WindowSize`
- struct `cae::NativeWindowHandle`
- interface `cae::IWindow`  
Interface for window.

## Namespaces

- namespace `cae`

### 15.33.1 Detailed Description

This file contains the Window interface.

Definition in file [IWindow.hpp](#).

## 15.34 IWindow.hpp

[Go to the documentation of this file.](#)

```

00001 ///
00002 /// @file IWindow.hpp
00003 /// @brief This file contains the Window interface
00004 /// @namespace cae
00005 ///
00006
00007 #pragma once
00008
00009 #include "Utils/Interfaces/IPlugin.hpp"
00010
00011 namespace cae
00012 {
00013
00014     struct WindowSize
00015     {
00016         uint16_t width;
00017         uint16_t height;
00018     };
00019
00020     struct NativeWindowHandle
00021     {
00022         void *window;
00023         void *display;
00024     };
00025
00026     ///
00027     /// @interface IWindow
00028     /// @brief Interface for window

```

```

00029  /// @namespace cae
00030  ///
00031  class IWindow : public utl::IPlugin
00032  {
00033
00034      public:
00035          ~IWindow() override = default;
00036
00037          virtual bool create(const std::string &name, WindowSize size) = 0;
00038          virtual void close() = 0;
00039
00040          virtual NativeWindowHandle getNativeHandle() const = 0;
00041          virtual WindowSize getWindowSize() const = 0;
00042
00043          virtual bool setIcon(const std::string &path) const = 0;
00044
00045          virtual bool shouldClose() const = 0;
00046          virtual void pollEvents() = 0;
00047
00048          virtual bool wasResized() const = 0;
00049          virtual void resetResizedFlag() = 0;
00050
00051      private:
00052  }; // interface IWindow
00053
00054 } // namespace cae

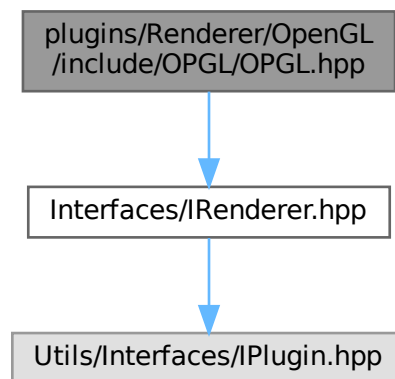
```

## 15.35 plugins/Renderer/OpenGL/include/OPGL/OPGL.hpp File Reference

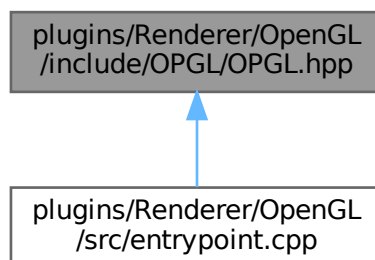
This file contains the OPGL class declaration.

#include "Interfaces/IRenderer.hpp"

Include dependency graph for OPGL.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [cae::OPGL](#)  
Class for the OpenGL plugin.

## Namespaces

- namespace [cae](#)

### 15.35.1 Detailed Description

This file contains the OPGL class declaration.

Definition in file [OPGL.hpp](#).

## 15.36 OPGL.hpp

[Go to the documentation of this file.](#)

```

00001 ///  

00002 ///  

00003 ///  

00004 ///  

00005 ///  

00006 ///  

00007 #pragma once  

00008 ///  

00009 #include "Interfaces/IRenderer.hpp"  

00010 ///  

00011 namespace cae  

00012 {  

00013   ///  

00014   ///  

00015   ///  

00016   ///  

00017   ///  

00018   ///  

00019   class OPGL final : public IRenderer  

00020   {  

00021   public:  

00022     OPGL() = default;  

00023   }

```

```

00024     ~OPGL() override = default;
00025
00026     OPGL(const OPGL &) = delete;
00027     OPGL &operator=(const OPGL &) = delete;
00028     OPGL(OPGL &&) = delete;
00029     OPGL &operator=(OPGL &&) = delete;
00030
00031     [[nodiscard]] std::string getName() const override { return "OpenGL"; }
00032     [[nodiscard]] utl::PluginType getType() const override { return utl::PluginType::RENDERER; }
00033     [[nodiscard]] utl::PluginPlatform getPlatform() const override { return utl::PluginPlatform::ALL; }
00034
00035     void initialize(void *nativeWindowHandle) override {}
00036 }; // class OPGL
00037 } // namespace cae

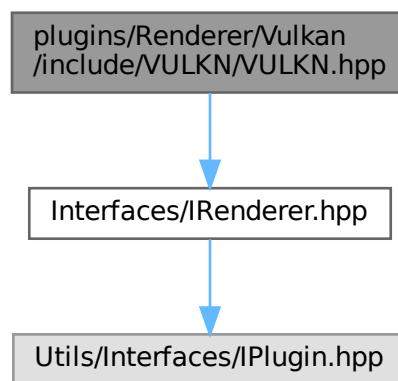
```

## 15.37 plugins/Renderer/Vulkan/include/VULKN/VULKN.hpp File Reference

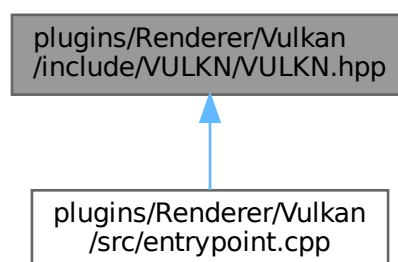
This file contains the VULKN class declaration.

```
#include "Interfaces/IRenderer.hpp"
```

Include dependency graph for VULKN.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [cae::VULKN](#)  
Class for the Vulkan plugin.

## Namespaces

- namespace [cae](#)

## 15.37.1 Detailed Description

This file contains the VULKN class declaration.

Definition in file [VULKN.hpp](#).

## 15.38 VULKN.hpp

[Go to the documentation of this file.](#)

```

00001 ///  

00002 ///  

00003 ///  

00004 ///  

00005 ///  

00006 ///  

00007 #pragma once  

00008  

00009 #include "Interfaces/IRenderer.hpp"  

00010  

00011 namespace cae  

00012 {  

00013  

00014     ///  

00015     ///  

00016     ///  

00017     ///  

00018     ///  

00019     class VULKN final : public IRenderer  

00020     {  

00021  

00022     public:  

00023         VULKN() = default;  

00024         ~VULKN() override = default;  

00025  

00026         VULKN(const VULKN &) = delete;  

00027         VULKN &operator=(const VULKN &) = delete;  

00028         VULKN(VULKN &&) = delete;  

00029         VULKN &operator=(VULKN &&) = delete;  

00030  

00031         [[nodiscard]] std::string getName() const override { return "Vulkan"; }  

00032         [[nodiscard]] utl::PluginType getType() const override { return utl::PluginType::RENDERER; }  

00033         [[nodiscard]] utl::PluginPlatform getPlatform() const override { return utl::PluginPlatform::ALL; }  

00034  

00035         void initialize(void *nativeWindowHandle) override {}  

00036     }; // class VULKN  

00037 } // namespace cae

```

## 15.39 plugins/Renderer/Vulkan/src/VULKN.cpp File Reference

## 15.40 VULKN.cpp

[Go to the documentation of this file.](#)

00001



## 15.41 plugins/Audio/ALSA/src/entrypoint.cpp File Reference

### 15.42 entrypoint.cpp

[Go to the documentation of this file.](#)

00001

## 15.43 plugins/Audio/Core/src/entrypoint.cpp File Reference

### 15.44 entrypoint.cpp

[Go to the documentation of this file.](#)

00001

## 15.45 plugins/Audio/OpenAL/src/entrypoint.cpp File Reference

### 15.46 entrypoint.cpp

[Go to the documentation of this file.](#)

00001

## 15.47 plugins/Audio/Pulse/src/entrypoint.cpp File Reference

### 15.48 entrypoint.cpp

[Go to the documentation of this file.](#)

00001

## 15.49 plugins/Audio/XAudio2/src/entrypoint.cpp File Reference

### 15.50 entrypoint.cpp

[Go to the documentation of this file.](#)

00001

## 15.51 plugins/Input/Cocoa/src/entrypoint.cpp File Reference

### 15.52 entrypoint.cpp

[Go to the documentation of this file.](#)

00001

15.53 plugins/Input/Win32/src/entrypoint.cpp File Reference

15.54 entrypoint.cpp

[Go to the documentation of this file.](#)

00001

15.55 plugins/Input/X11/src/entrypoint.cpp File Reference

15.56 entrypoint.cpp

[Go to the documentation of this file.](#)

00001

15.57 plugins/Network/Asio/src/entrypoint.cpp File Reference

15.58 entrypoint.cpp

[Go to the documentation of this file.](#)

00001

15.59 plugins/Network/Posix/src/entrypoint.cpp File Reference

15.60 entrypoint.cpp

[Go to the documentation of this file.](#)

00001

15.61 plugins/Network/WinSock/src/entrypoint.cpp File Reference

15.62 entrypoint.cpp

[Go to the documentation of this file.](#)

00001

15.63 plugins/Renderer/DirectX12/src/entrypoint.cpp File Reference

15.64 entrypoint.cpp

[Go to the documentation of this file.](#)

00001

## 15.65 plugins/Renderer/Metal/src/entrypoint.cpp File Reference

### 15.66 entrypoint.cpp

[Go to the documentation of this file.](#)

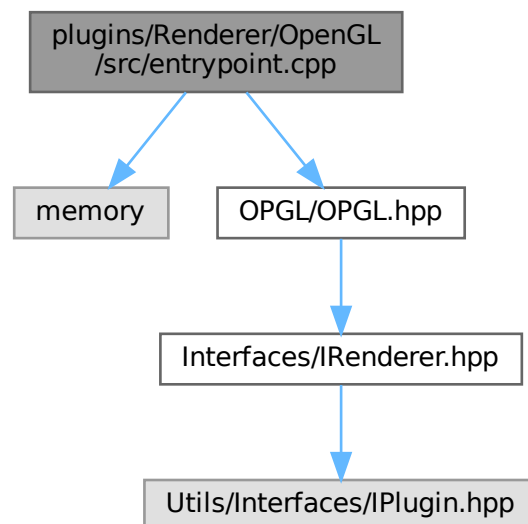
00001

## 15.67 plugins/Renderer/OpenGL/src/entrypoint.cpp File Reference

```
#include <memory>
```

```
#include "OPGL/OPGL.hpp"
```

Include dependency graph for entrypoint.cpp:



### Functions

- [cae::IRenderer](#) \* [entryPoint](#) ()

#### 15.67.1 Function Documentation

##### 15.67.1.1 entryPoint()

[cae::IRenderer](#) \* [entryPoint](#) ()

Definition at line 7 of file [entrypoint.cpp](#).

## 15.68 entrypoint.cpp

[Go to the documentation of this file.](#)

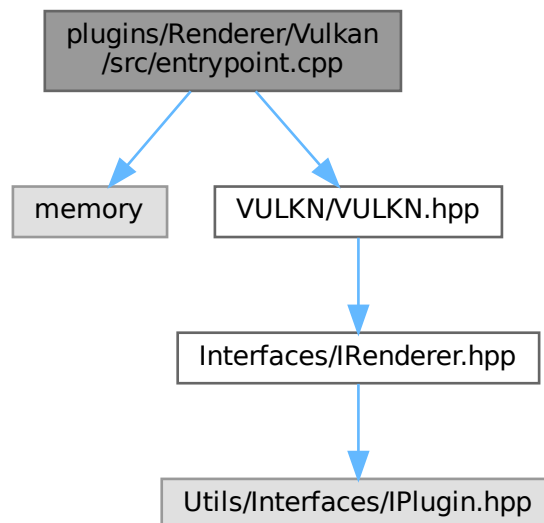
```
00001 #include <memory>
00002
00003 #include "OPGL/OPGL.hpp"
00004
00005 extern "C"
00006 {
00007     cae::IRenderer *entryPoint() { return std::make_unique<cae::OPGL>().release(); }
00008 }
```

## 15.69 plugins/Renderer/Vulkan/src/entrypoint.cpp File Reference

```
#include <memory>
```

```
#include "VULKN/VULKN.hpp"
```

Include dependency graph for entrypoint.cpp:



### Functions

- `cae::IRenderer * entryPoint ()`

### 15.69.1 Function Documentation

#### 15.69.1.1 entryPoint()

`cae::IRenderer * entryPoint ()`

Definition at line 7 of file `entrypoint.cpp`.

## 15.70 entrypt.cpp

[Go to the documentation of this file.](#)

```
00001 #include <memory>
00002
00003 #include "VULKN/VULKN.hpp"
00004
00005 extern "C"
00006 {
00007     cae::IRenderer *entryPoint() { return std::make_unique<cae::VULKN>().release(); }
00008 }
```

## 15.71 plugins/Window/Cocoa/src/entrypoint.cpp File Reference

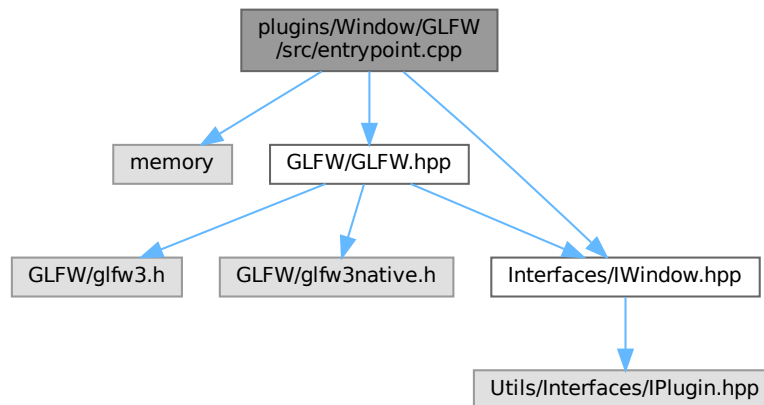
## 15.72 entrypt.cpp

[Go to the documentation of this file.](#)

```
00001
```

## 15.73 plugins/Window/GLFW/src/entrypoint.cpp File Reference

```
#include <memory>
#include "GLFW/GLFW.hpp"
#include "Interfaces/IWindow.hpp"
Include dependency graph for entrypt.cpp:
```



### Functions

- `cae::IWindow * entryPoint ()`

## 15.73.1 Function Documentation

### 15.73.1.1 `entryPoint()`

`cae::IWindow * entryPoint ()`

Definition at line 8 of file `entrypoint.cpp`.

## 15.74 `entrypoint.cpp`

[Go to the documentation of this file.](#)

```
00001 #include <memory>
00002
00003 #include "GLFW/GLFW.hpp"
00004 #include "Interfaces/IWindow.hpp"
00005
00006 extern "C"
00007 {
00008     cae::IWindow *entryPoint() { return std::make_unique<cae::GLFW>().release(); }
00009 }
```

## 15.75 `plugins/Window/Win32/src/entrypoint.cpp` File Reference

## 15.76 `entrypoint.cpp`

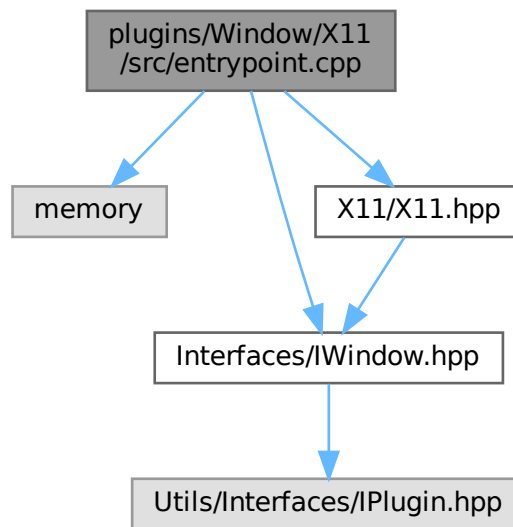
[Go to the documentation of this file.](#)

```
00001
```

## 15.77 `plugins/Window/X11/src/entrypoint.cpp` File Reference

```
#include <memory>
#include "Interfaces/IWindow.hpp"
#include "X11/X11.hpp"
```

Include dependency graph for entrypt.cpp:



## Functions

- `cae::IWindow * entrypt ()`

### 15.77.1 Function Documentation

#### 15.77.1.1 entrypt()

`cae::IWindow * entrypt ()`

Definition at line 8 of file `entrypt.cpp`.

## 15.78 entrypt.cpp

[Go to the documentation of this file.](#)

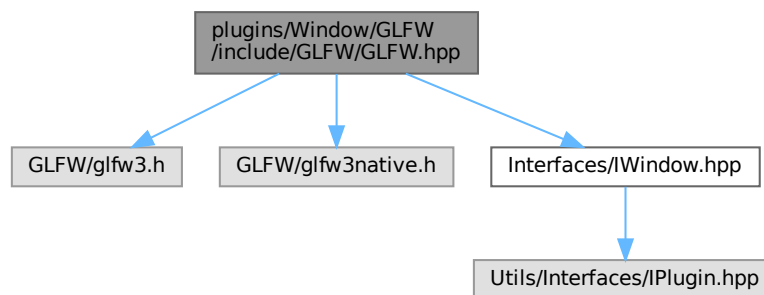
```

00001 #include <memory>
00002
00003 #include "Interfaces/IWindow.hpp"
00004 #include "X11/X11.hpp"
00005
00006 extern "C"
00007 {
00008     cae::IWindow *entrypt() { return std::make_unique<cae::X11>().release(); }
00009 }
  
```

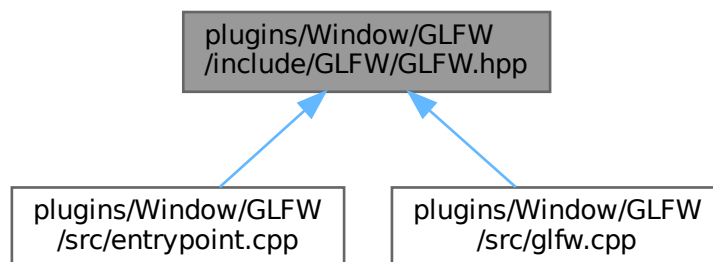
## 15.79 plugins/Window/GLFW/include/GLFW/GLFW.hpp File Reference

This file contains the GLFW class declaration.

```
#include <GLFW/glfw3.h>
#include <GLFW/glfw3native.h>
#include "Interfaces/IWindow.hpp"
Include dependency graph for GLFW.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class `cae::GLFW`  
Class for the `GLFW` plugin.

### Namespaces

- namespace `cae`



## 15.79.1 Detailed Description

This file contains the GLFW class declaration.

Definition in file [GLFW.hpp](#).

## 15.80 GLFW.hpp

[Go to the documentation of this file.](#)

```

00001 ///  

00002 ///  

00003 ///  

00004 ///  

00005 ///  

00006 ///  

00007 #pragma once  

00008  

00009 #include <GLFW/glfw3.h>  

00010  

00011 #if defined(_WIN32)  

00012 #define GLFW_EXPOSE_NATIVE_WIN32  

00013 #elif defined(__linux__)  

00014 #define GLFW_EXPOSE_NATIVE_X11  

00015 #elif defined(__APPLE__)  

00016 #define GLFW_EXPOSE_NATIVE_COCOA  

00017 #endif  

00018 #include <GLFW/glfw3native.h>  

00019  

00020 #include "Interfaces/IWindow.hpp"  

00021  

00022 namespace cae  

00023 {  

00024  

00025     ///  

00026     ///  

00027     ///  

00028     ///  

00029     ///  

00030     class GLFW final : public IWindow  

00031     {  

00032  

00033     public:  

00034         GLFW() = default;  

00035         ~GLFW() override = default;  

00036  

00037         GLFW(const GLFW &) = delete;  

00038         GLFW &operator=(const GLFW &) = delete;  

00039         GLFW(GLFW &&) = delete;  

00040         GLFW &operator=(GLFW &&) = delete;  

00041  

00042         [[nodiscard]] std::string getName() const override { return "GLFW"; }  

00043         [[nodiscard]] utl::PluginType getType() const override { return utl::PluginType::WINDOW; }  

00044         [[nodiscard]] utl::PluginPlatform getPlatform() const override { return utl::PluginPlatform::ALL; }  

00045  

00046         bool create(const std::string &name, WindowSize size) override;  

00047         void close() override;  

00048  

00049         [[nodiscard]] NativeWindowHandle getNativeHandle() const override;  

00050         [[nodiscard]] WindowSize getWindowSize() const override;  

00051  

00052         [[nodiscard]] bool setIcon(const std::string &path) const override;  

00053  

00054         [[nodiscard]] bool shouldClose() const override { return glfwWindowShouldClose(m_window) != 0; }  

00055         void pollEvents() override { glfwPollEvents(); }  

00056  

00057         bool wasResized() const override { return m_frameBufferResized; }  

00058         void resetResizedFlag() override { m_frameBufferResized = false; }  

00059  

00060     private:  

00061         static void framebufferResizeCallback(GLFWwindow *window, int width, int height);  

00062  

00063         GLFWwindow *m_window = nullptr;  

00064         WindowSize m_frameBufferSize;  

00065         bool m_frameBufferResized = false;  

00066  

00067     }; // class GLFW  

00068 } // namespace cae

```

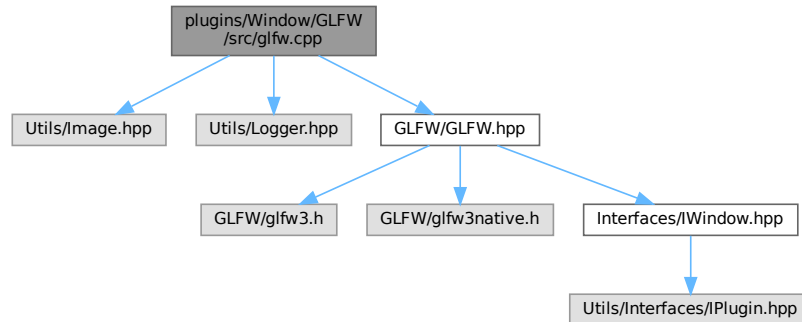
## 15.81 plugins/Window/GLFW/src/glfw.cpp File Reference

```
#include <Utils/Image.hpp>
```

```
#include <Utils/Logger.hpp>
```

```
#include "GLFW/GLFW.hpp"
```

Include dependency graph for glfw.cpp:



## 15.82 glfw.cpp

[Go to the documentation of this file.](#)

```

00001 #include <Utils/Image.hpp>
00002 #include <Utils/Logger.hpp>
00003
00004 #include "GLFW/GLFW.hpp"
00005
00006 void cae::GLFW::frameBufferResizeCallback(GLFWwindow *window, int width, int height)
00007 {
00008     auto *const self = static_cast<GLFW *>(glfwGetWindowUserPointer(window));
00009     self->m_frameBufferResized = true;
00010     self->m_frameBufferSize = {static_cast<uint16_t>(width), static_cast<uint16_t>(height)};
00011 }
00012
00013 bool cae::GLFW::create(const std::string &name, const WindowSize size)
00014 {
00015     m_window = nullptr;
00016     if (glfwInit() == 0)
00017     {
00018         return false;
00019     }
00020
00021     glfwWindowHint(GLFW_CLIENT_API, GLFW_NO_API);
00022     glfwWindowHint(GLFW_RESIZABLE, GLFW_TRUE);
00023     m_window = glfwCreateWindow(size.width, size.height, name.c_str(), nullptr, nullptr);
00024     if (m_window == nullptr)
00025     {
00026         glfwTerminate();
00027         utl::Logger::log("Failed to create GLFW window", utl::LogLevel::WARNING);
00028
00029         return false;
00030     }
00031     glfwSetWindowUserPointer(m_window, this);
00032     glfwSetFramebufferSizeCallback(m_window, frameBufferResizeCallback);
00033
00034     return true;
00035 }
00036
00037 void cae::GLFW::close()
00038 {
00039     if (m_window)
00040     {
00041         glfwDestroyWindow(m_window);
00042         m_window = nullptr;
00043     }

```

```

00044     glfwTerminate();
00045 }
00046
00047 cae::WindowSize cae::GLFW::getWindowSize() const
00048 {
00049     int width = 0;
00050     int height = 0;
00051     glfwGetWindowSize(m_window, &width, &height);
00052     return {.width = static_cast<uint16_t>(width), .height = static_cast<uint16_t>(height)};
00053 }
00054
00055 cae::NativeWindowHandle cae::GLFW::getNativeHandle() const
00056 {
00057     NativeWindowHandle handle{};
00058     #if defined(__WIN32)
00059     handle.window = glfwGetWin32Window(m_glfwWindow);
00060     handle.display = GetModuleHandle(nullptr);
00061     #elif defined(__linux__)
00062     handle.window = (void *) (uintptr_t) glfwGetX11Window(m_window);
00063     handle.display = glfwGetX11Display();
00064     #elif defined(__APPLE__)
00065     handle.window = glfwGetCocoaWindow(m_glfwWindow);
00066     handle.display = nullptr;
00067     #endif
00068     return handle;
00069 }
00070
00071 bool cae::GLFW::setIcon(const std::string &path) const
00072 {
00073     static const utl::Image image(path);
00074     if (image.pixels == nullptr)
00075     {
00076         return false;
00077     }
00078     static const GLFWimage appIcon{.width = image.width, .height = image.height, .pixels = image.pixels};
00079     glfwSetWindowIcon(m_window, 1, &appIcon);
00080     return true;
00081 }

```

## 15.83 plugins/Audio/README.md File Reference

## 15.84 plugins/Input/README.md File Reference

## 15.85 plugins/Network/README.md File Reference

## 15.86 plugins/Renderer/README.md File Reference

## 15.87 plugins/Window/README.md File Reference

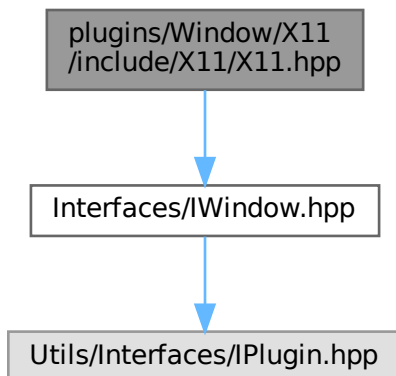
## 15.88 README.md File Reference

## 15.89 plugins/Window/X11/include/X11/X11.hpp File Reference

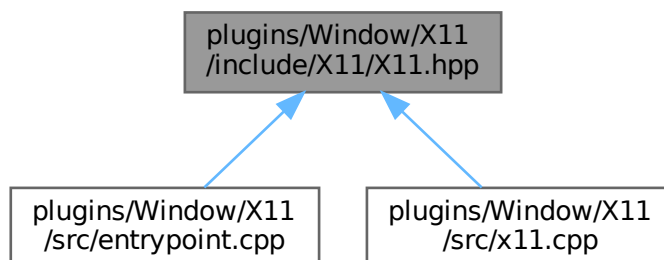
This file contains the X11 class declaration.

```
#include "Interfaces/IWindow.hpp"
```

Include dependency graph for X11.hpp:



This graph shows which files directly or indirectly include this file:



#### Classes

- class [cae::X11](#)  
Class for the [X11](#) plugin.

#### Namespaces

- namespace [cae](#)

### 15.89.1 Detailed Description

This file contains the X11 class declaration.

Definition in file [X11.hpp](#).

## 15.90 X11.hpp

[Go to the documentation of this file.](#)

```

00001 ///  

00002 ///  

00003 ///  

00004 ///  

00005 ///  

00006 ///  

00007 #pragma once  

00008  

00009 #include "Interfaces/IWindow.hpp"  

00010  

00011 namespace cae  

00012 {  

00013  

00014     ///  

00015     ///  

00016     ///  

00017     ///  

00018     ///  

00019     class X11 final : public IWindow  

00020     {  

00021  

00022     public:  

00023         X11() = default;  

00024         ~X11() override = default;  

00025  

00026         X11(const X11 &) = delete;  

00027         X11 &operator=(const X11 &) = delete;  

00028         X11(X11 &&) = delete;  

00029         X11 &operator=(X11 &&) = delete;  

00030  

00031         [[nodiscard]] std::string getName() const override { return "X11"; }  

00032         [[nodiscard]] utl::PluginType getType() const override { return utl::PluginType::WINDOW; }  

00033         [[nodiscard]] utl::PluginPlatform getPlatform() const override { return utl::PluginPlatform::LINUX; }  

00034  

00035         bool create(const std::string &name, WindowSize size) override;  

00036         void close() override;  

00037  

00038         [[nodiscard]] NativeWindowHandle getNativeHandle() const override  

00039         {  

00040             return { .window = reinterpret_cast<void *>(m_window), .display = reinterpret_cast<void *>(m_display) };  

00041         }  

00042         [[nodiscard]] WindowSize getWindowSize() const override;  

00043  

00044         [[nodiscard]] bool setIcon(const std::string &path) const override;  

00045  

00046         [[nodiscard]] bool shouldClose() const override;  

00047         void pollEvents() override;  

00048  

00049         bool wasResized() const override { return m_frameBufferResized; }  

00050         void resetResizedFlag() override { m_frameBufferResized = false; }  

00051  

00052     private:  

00053         WindowSize m_frameBufferSize;  

00054         mutable bool m_frameBufferResized = false;  

00055  

00056         Display *m_display = nullptr;  

00057         Window m_window = 0;  

00058         Atom m_wmDeleteMessage = 0;  

00059         bool m_shouldClose = false;  

00060  

00061     }; // class GLFW  

00062 } // namespace cae

```

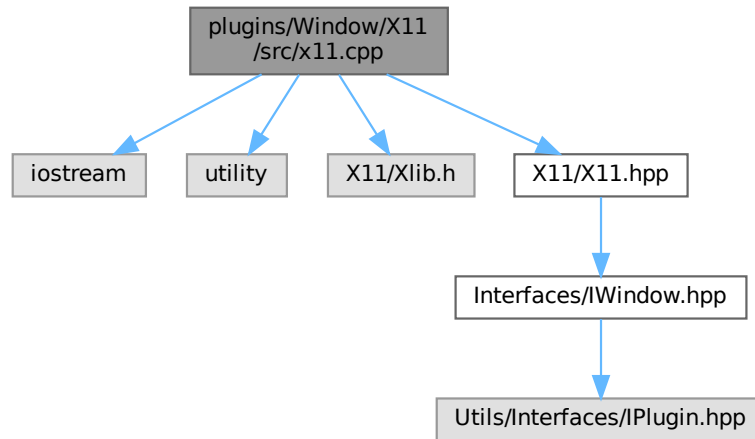
## 15.91 plugins/Window/X11/src/x11.cpp File Reference

```

#include <iostream>
#include <utility>
#include <X11/Xlib.h>
#include "X11/X11.hpp"

```

Include dependency graph for x11.cpp:



## 15.92 x11.cpp

[Go to the documentation of this file.](#)

```

00001 #include <iostream>
00002 #include <utility>
00003
00004 #include <X11/Xlib.h>
00005
00006 #include "X11/X11.hpp"
00007
00008 bool cae::X11::create(const std::string &name, const WindowSize size)
00009 {
00010     m_display = XOpenDisplay(nullptr);
00011     if (m_display == nullptr)
00012     {
00013         std::cerr << "[X11] Failed to open X display\n";
00014         return false;
00015     }
00016
00017     const int screen = DefaultScreen(m_display);
00018     const Window root = RootWindow(m_display, screen);
00019
00020     m_window = XCreateSimpleWindow(m_display, root, 0, 0, size.width, size.height, 1, BlackPixel(m_display, screen),
00021                                   WhitePixel(m_display, screen));
00022
00023     if (m_window == 0U)
00024     {
00025         std::cerr << "[X11] Failed to create X11 window\n";
00026         return false;
00027     }
00028
00029     XStoreName(m_display, m_window, name.c_str());
00030
00031     XSelectInput(m_display, m_window, ExposureMask | KeyPressMask | StructureNotifyMask);
00032
00033     m_wmDeleteMessage = XInternAtom(m_display, "WM_DELETE_WINDOW", False);
00034     XSetWMProtocols(m_display, m_window, &m_wmDeleteMessage, 1);
00035
00036     XMapWindow(m_display, m_window);
00037     XFlush(m_display);
00038
00039     m_frameBufferSize = size;
00040
00041     return true;
00042 }
00043
00044 void cae::X11::close()
00045 {

```

```

00046     if (m_display != nullptr && m_window != 0U)
00047     {
00048         XDestroyWindow(m_display, m_window);
00049         XCloseDisplay(m_display);
00050         m_display = nullptr;
00051         m_window = 0;
00052     }
00053 }
00054
00055 cae::WindowSize cae::X11::getWindowSize() const
00056 {
00057     if (m_display == nullptr || m_window == 0U)
00058     {
00059         return m_frameBufferSize;
00060     }
00061
00062     XWindowAttributes attrs;
00063     XGetWindowAttributes(m_display, m_window, &attrs);
00064     return { .width = static_cast<uint16_t>(attrs.width), .height = static_cast<uint16_t>(attrs.height) };
00065 }
00066
00067 bool cae::X11::setIcon(const std::string &path) const
00068 {
00069     std::cerr << "[X11] setIcon() not implemented yet (" << path << ")\n";
00070     return false;
00071 }
00072
00073 bool cae::X11::shouldClose() const { return m_shouldClose; }
00074
00075 void cae::X11::pollEvents()
00076 {
00077     while (XPending(m_display) != 0)
00078     {
00079         XEvent event;
00080         XNextEvent(m_display, &event);
00081
00082         switch (event.type)
00083         {
00084             case Expose:
00085             {
00086                 XGCValues gcValues;
00087                 GC gc = XCreateGC(m_display, m_window, 0, &gcValues);
00088
00089                 XColor color;
00090                 const Colormap colormap = DefaultColormap(m_display, DefaultScreen(m_display));
00091                 color.red = 0x0000;
00092                 color.green = 0x0000;
00093                 color.blue = 0x0000;
00094                 color.flags = DoRed | DoGreen | DoBlue;
00095                 XAllocColor(m_display, colormap, &color);
00096
00097                 XSetForeground(m_display, gc, color.pixel);
00098
00099                 XFillRectangle(m_display, m_window, gc, 0, 0, m_frameBufferSize.width, m_frameBufferSize.height);
00100
00101                 XFreeGC(m_display, gc);
00102                 break;
00103             }
00104             case ConfigureNotify:
00105             {
00106                 m_frameBufferResized = true;
00107                 m_frameBufferSize.width = event.xconfigure.width;
00108                 m_frameBufferSize.height = event.xconfigure.height;
00109                 break;
00110             }
00111             case ClientMessage:
00112             {
00113                 if (std::cmp_equal(event.xclient.data.l[0], m_wmDeleteMessage))
00114                 {
00115                     m_shouldClose = true;
00116                 }
00117                 break;
00118             }
00119             default:
00120                 break;
00121         }
00122     }
00123     XFlush(m_display);
00124 }

```

## 15.93 src/application.cpp File Reference

```

#include <filesystem>
#include "CAE/Application.hpp"

```





```

00019         loadedPlugins.push_back(plugin);
00020     }
00021     else
00022     {
00023         utl::Logger::log("Failed to load plugin: " + pluginPath, utl::LogLevel::WARNING);
00024     }
00025 }
00026 if (loadedPlugins.empty())
00027 {
00028     utl::Logger::log("No plugins loaded from directory: " + pluginDir.string(), utl::LogLevel::WARNING);
00029 }
00030
00031 return loadedPlugins;
00032 }
00033
00034 cae::Application::Application(const ArgsConfig &argsConfig, const EnvConfig &envConfig)
00035 : m_pluginLoader(std::make_unique<utl::PluginLoader>())
00036 {
00037     utl::Logger::log("PROJECT INFO:\n" + std::string(Message::VERSION_MSG), utl::LogLevel::INFO);
00038
00039     try
00040     {
00041         m_appConfig.envConfig = envConfig;
00042
00043         if (!argsConfig.config_path.empty())
00044         {
00045             m_appConfig.engineConfig = parseEngineConf(argsConfig.config_path);
00046         }
00047         setupEngine("Vulkan", "X11");
00048     }
00049     catch (const std::exception &e)
00050     {
00051         std::cerr << "Error: " << e.what() << '\n';
00052     }
00053 }
00054
00055 void cae::Application::setupEngine(const std::string &rendererName, const std::string &windowName)
00056 {
00057     std::shared_ptr<IWindow> windowPlugin = nullptr;
00058     std::shared_ptr<IRenderer> rendererPlugin = nullptr;
00059
00060     for (auto &plugin : loadPlugins(m_pluginLoader))
00061     {
00062         if (const auto renderer = std::dynamic_pointer_cast<IRenderer>(plugin))
00063         {
00064             if (renderer->getName() == rendererName)
00065             {
00066                 rendererPlugin = renderer;
00067             }
00068         }
00069         if (const auto window = std::dynamic_pointer_cast<IWindow>(plugin))
00070         {
00071             if (window->getName() == windowName)
00072             {
00073                 windowPlugin = window;
00074             }
00075         }
00076     }
00077     m_engine = std::make_unique<Engine>(
00078         m_appConfig.engineConfig, []() { return nullptr; }, []() { return nullptr; }, []() { return nullptr; },
00079         [rendererPlugin]() { return rendererPlugin; }, [windowPlugin]() { return windowPlugin; });
00080 }
00081
00082 void cae::Application::start() const { m_engine->run(); }
00083
00084 void cae::Application::stop()
00085 {
00086     m_engine->stop();
00087
00088     m_pluginLoader = nullptr;
00089     m_engine = nullptr;
00090 }

```

## 15.95 src/argsHandler.cpp File Reference

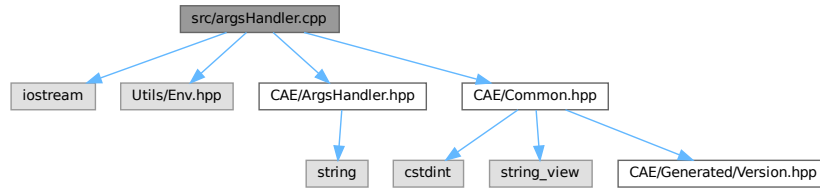
```

#include <iostream>
#include <Utils/Env.hpp>
#include "CAE/ArgsHandler.hpp"

```

#include "CAE/Common.hpp"

Include dependency graph for argsHandler.cpp:



## 15.96 argsHandler.cpp

[Go to the documentation of this file.](#)

```

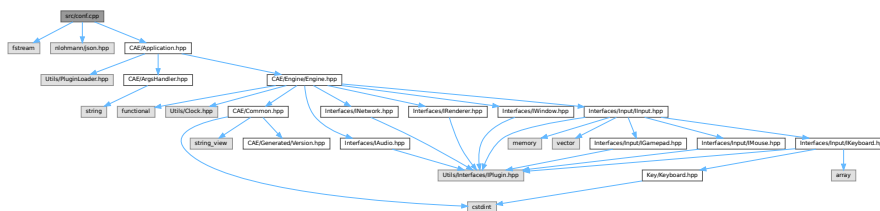
00001 #include <iostream>
00002
00003 #include <Utils/Env.hpp>
00004
00005 #include "CAE/ArgsHandler.hpp"
00006 #include "CAE/Common.hpp"
00007
00008 cae::ArgsConfig cae::ArgsHandler::ParseArgs(const int argc, const char *const *argv)
00009 {
00010     ArgsConfig config;
00011     config.run = true;
00012
00013     if (argc <= 1)
00014     {
00015         return config;
00016     }
00017
00018     for (int i = 1; i < argc; ++i)
00019     {
00020         std::string arg = argv[i];
00021
00022         if (arg == "-h" || arg == "--help")
00023         {
00024             std::cout << Message::HELP_MSG;
00025             config.run = false;
00026             return config;
00027         }
00028         if (arg == "-v" || arg == "--version")
00029         {
00030             std::cout << Message::VERSION_MSG;
00031             config.run = false;
00032             return config;
00033         }
00034         if (arg == "-c" || arg == "--config")
00035         {
00036             if (i + 1 >= argc)
00037             {
00038                 throw std::runtime_error("Missing value for argument " + arg);
00039             }
00040
00041             config.config_path = argv[++i];
00042         }
00043         else
00044         {
00045             throw std::runtime_error("Unknown argument: " + arg + ". Use -h or --help to see available options.");
00046         }
00047     }
00048
00049     return config;
00050 }
00051
00052 cae::EnvConfig cae::ArgsHandler::ParseEnv(const char *const *envp)
00053 {
00054     EnvConfig config;
00055     const auto envMap = utl::getEnvMap(envp);
00056
00057     if (envMap.contains("USER"))
00058     {

```

```
00059     config.user_name = envMap.at("USER");
00060   }
00061   if (envMap.contains("PWD"))
00062   {
00063     config.pwd = envMap.at("PWD");
00064   }
00065   return config;
00066 }
00067 }
```

## 15.97 src/conf.cpp File Reference

```
#include <fstream>
#include <nlohmann/json.hpp>
#include "CAE/Application.hpp"
Include dependency graph for conf.cpp:
```



## Typedefs

- using json = nlohmann::json

### 15.97.1 Typedef Documentation

### 15.97.1.1 json

```
using json = nlohmann::json
```

Definition at line 8 of file [conf.cpp](#).

## 15.98 conf.cpp

[Go to the documentation of this file.](#)

```
00001 #include <fstream>
00002
00003 #include <nlohmann/json.hpp>
00004
00005 #include "CAE/Application.hpp"
00006
00007 namespace fs = std::filesystem;
00008 using json = nlohmann::json;
00009
00010 cae::EngineConfig cae::Application::parseEngineConf(const std::string &path)
00011 {
00012     const fs::path filePath(path);
00013     if (!fs::exists(filePath))
00014     {
00015         std::cerr << "Config file not found: " << filePath << '\n';
00016         return {};
00017     }
00018 }
```

```

00017     }
00018     if (lfs::is_regular_file(filePath))
00019     {
00020         std::cerr << "Config path is not a regular file: " << filePath << '\n';
00021         return {};
00022     }
00023
00024     std::ifstream file(filePath);
00025     if (!file.is_open())
00026     {
00027         std::cerr << "Failed to open config file: " << filePath << '\n';
00028         return {};
00029     }
00030
00031     json j;
00032     try
00033     {
00034         file >> j;
00035     }
00036     catch (const json::parse_error &e)
00037     {
00038         std::cerr << "Failed to parse JSON config (" << filePath << "): " + std::string(e.what()) << '\n';
00039         return {};
00040     }
00041     cae::EngineConfig config;
00042     utl::Logger::log("Loading config: " + filePath.string(), utl::LogLevel::INFO);
00043     if (j.contains("audio"))
00044     {
00045         const auto &audio = j["audio"];
00046         if (audio.contains("masterVolume") && audio["masterVolume"].is_number())
00047         {
00048             config.audio_master_volume = audio["masterVolume"];
00049         }
00050         if (audio.contains("muted") && audio["muted"].is_boolean())
00051         {
00052             config.audio_muted = audio["muted"];
00053         }
00054     }
00055     if (j.contains("network"))
00056     {
00057         const auto &network = j["network"];
00058         if (network.contains("host") && network["host"].is_string())
00059         {
00060             config.network_host = network["host"];
00061         }
00062         if (network.contains("port") && network["port"].is_number_unsigned())
00063         {
00064             config.network_port = network["port"];
00065         }
00066     }
00067     if (j.contains("renderer"))
00068     {
00069         const auto &renderer = j["renderer"];
00070         if (renderer.contains("vsync") && renderer["vsync"].is_boolean())
00071         {
00072             config.renderer_vsync = renderer["vsync"];
00073         }
00074         if (renderer.contains("frameRateLimit") && renderer["frameRateLimit"].is_number_unsigned())
00075         {
00076             config.renderer_frame_rate_limit = renderer["frameRateLimit"];
00077         }
00078     }
00079     if (j.contains("window"))
00080     {
00081         const auto &window = j["window"];
00082         if (window.contains("width") && window["width"].is_number_unsigned())
00083         {
00084             config.window_width = window["width"];
00085         }
00086         if (window.contains("height") && window["height"].is_number_unsigned())
00087         {
00088             config.window_height = window["height"];
00089         }
00090         if (window.contains("fullscreen") && window["fullscreen"].is_boolean())
00091         {
00092             config.window_fullscreen = window["fullscreen"];
00093         }
00094         if (window.contains("name") && window["name"].is_string())
00095         {
00096             config.window_name = window["name"];
00097         }
00098     }
00099
00100     return config;
00101 }

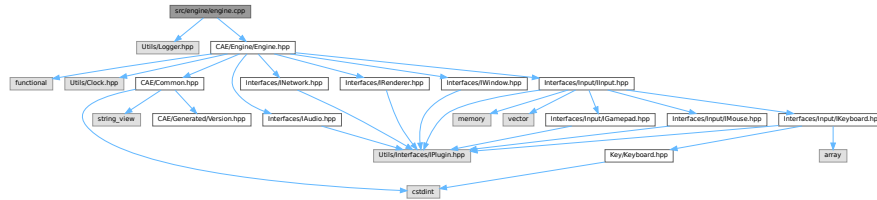
```

## 15.99 src/engine/engine.cpp File Reference

```
#include <Utils/Logger.hpp>
```

```
#include "CAE/Engine/Engine.hpp"
```

Include dependency graph for engine.cpp:



## 15.100 engine.cpp

[Go to the documentation of this file.](#)

```
00001 #include <Utils/Logger.hpp>
00002
00003 #include "CAE/Engine/Engine.hpp"
00004
00005 cae::Engine::Engine(const EngineConfig &config, const std::function<std::shared_ptr<IAudio>()> &audioFactory,
00006                   const std::function<std::shared_ptr<IInput>()> &inputFactory,
00007                   const std::function<std::shared_ptr<INetwork>()> &networkFactory,
00008                   const std::function<std::shared_ptr<IRenderer>()> &rendererFactory,
00009                   const std::function<std::shared_ptr<IWindow>()> &windowFactory)
00010 : m_audioPlugin(audioFactory()), m_inputPlugin(inputFactory()), m_networkPlugin(networkFactory()),
00011   m_rendererPlugin(rendererFactory()), m_windowPlugin(windowFactory()),
00012   m_clock(std::make_unique<utl::Clock>())
00013 {
00014     utl::Logger::log("Loading engine with configuration:", utl::LogLevel::INFO);
00015     utl::Logger::log("\tAudio master volume: " + std::to_string(config.audio_master_volume), utl::LogLevel::INFO);
00016     utl::Logger::log("\tAudio muted: " + std::string(config.audio_muted ? "true" : "false"), utl::LogLevel::INFO);
00017     utl::Logger::log("\tNetwork host: " + config.network_host, utl::LogLevel::INFO);
00018     utl::Logger::log("\tNetwork port: " + std::to_string(config.network_port), utl::LogLevel::INFO);
00019     utl::Logger::log("\tRenderer vsync: " + std::string(config.renderer_vsync ? "true" : "false"), utl::LogLevel::INFO);
00020     utl::Logger::log("\tRenderer frame rate limit: " + std::to_string(config.renderer_frame_rate_limit),
00021                     utl::LogLevel::INFO);
00022     utl::Logger::log("\tWindow width: " + std::to_string(config.window_width), utl::LogLevel::INFO);
00023     utl::Logger::log("\tWindow height: " + std::to_string(config.window_height), utl::LogLevel::INFO);
00024     utl::Logger::log("\tWindow fullscreen: " + std::string(config.window_fullscreen ? "true" : "false"),
00025                     utl::LogLevel::INFO);
00026     utl::Logger::log("\tWindow name: " + config.window_name, utl::LogLevel::INFO);
00027     m_windowPlugin->create(config.window_name, {.width = config.window_width, .height = config.window_height});
00028 }
00029 void cae::Engine::run() const
00030 {
00031     while (!m_windowPlugin->shouldClose())
00032     {
00033         m_windowPlugin->pollEvents();
00034     }
00035 }
00036
00037 void cae::Engine::stop()
00038 {
00039     utl::Logger::log("Stopping engine...", utl::LogLevel::INFO);
00040     m_windowPlugin->close();
00041
00042     m_audioPlugin = nullptr;
00043     m_inputPlugin = nullptr;
00044     m_networkPlugin = nullptr;
00045     m_rendererPlugin = nullptr;
00046     m_windowPlugin = nullptr;
00047 }
```



## 15.102 main.cpp

[Go to the documentation of this file.](#)

```
00001 #include "CAE/Application.hpp"
00002
00003 int main(const int argc, const char *const *argv, const char *const *envp)
00004 {
00005     std::unique_ptr<cae::Application> app = nullptr;
00006
00007     utl::Logger::init();
00008     try
00009     {
00010         cae::ArgsConfig argsConfig = cae::ArgsHandler::ParseArgs(argc, argv);
00011         cae::EnvConfig envConfig = cae::ArgsHandler::ParseEnv(envp);
00012         if (!argsConfig.run)
00013         {
00014             return EXIT_SUCCESS;
00015         }
00016         app = std::make_unique<cae::Application>(argsConfig, envConfig);
00017         app->start();
00018         app->stop();
00019     }
00020     catch (const std::exception &e)
00021     {
00022         std::cerr << "Error: " << e.what() << '\n';
00023         return EXIT_FAILURE;
00024     }
00025     catch (...)
00026     {
00027         std::cerr << "Unknown error occurred\n";
00028         return EXIT_FAILURE;
00029     }
00030     return EXIT_SUCCESS;
00031 }
```





# Index

- ~Application
  - cae::Application, [39](#)
- ~ArgsHandler
  - cae::ArgsHandler, [44](#)
- ~Engine
  - cae::Engine, [47](#)
- ~GLFW
  - cae::GLFW, [58](#)
- ~IAudio
  - cae::IAudio, [63](#)
- ~IGamepad
  - cae::IGamepad, [65](#)
- ~IInput
  - cae::IInput, [67](#)
- ~IKeyboard
  - cae::IKeyboard, [69](#)
- ~IMouse
  - cae::IMouse, [71](#)
- ~INetwork
  - cae::INetwork, [73](#)
- ~IRenderer
  - cae::IRenderer, [75](#)
- ~IWindow
  - cae::IWindow, [78](#)
- ~OPGL
  - cae::OPGL, [83](#)
- ~VULKAN
  - cae::VULKAN, [87](#)
- ~X11
  - cae::X11, [92](#)

- A
  - cae, [27](#)
- APP\_EXTENSION
  - Common.hpp, [102](#)
- Application
  - cae::Application, [39](#), [40](#)
- application.cpp
  - loadPlugins, [146](#)
- ArgsHandler
  - cae::ArgsHandler, [44](#)
- audio\_master\_volume
  - cae::EngineConfig, [52](#)
- audio\_muted
  - cae::EngineConfig, [52](#)

- B
  - cae, [27](#), [28](#)
- Back
  - cae, [27](#)

- Backspace
  - cae, [29](#)
- BUILD\_TYPE
  - Version.hpp, [106](#)

- C
  - cae, [28](#)
- cae, [1](#), [25](#)
  - A, [27](#)
  - B, [27](#), [28](#)
  - Back, [27](#)
  - Backspace, [29](#)
  - C, [28](#)
  - CapsLock, [29](#)
  - Count, [29](#)
  - D, [28](#)
  - Delete, [29](#)
  - Down, [29](#)
  - DPadDown, [27](#)
  - DPadLeft, [27](#)
  - DPadRight, [27](#)
  - DPadUp, [27](#)
  - E, [28](#)
  - End, [29](#)
  - Enter, [29](#)
  - Escape, [28](#)
  - F, [28](#)
  - F1, [28](#)
  - F10, [28](#)
  - F11, [28](#)
  - F12, [28](#)
  - F2, [28](#)
  - F3, [28](#)
  - F4, [28](#)
  - F5, [28](#)
  - F6, [28](#)
  - F7, [28](#)
  - F8, [28](#)
  - F9, [28](#)
  - G, [28](#)
  - GamepadAxis, [27](#)
  - GamepadButton, [27](#)
  - Guide, [27](#)
  - H, [28](#)
  - Held, [30](#)
  - Home, [29](#)
  - I, [28](#)
  - Insert, [29](#)
  - J, [28](#)
  - K, [28](#)

- KeyCode, [27](#)
- KeyState, [29](#)
- L, [28](#)
- LAlt, [29](#)
- LCtrl, [29](#)
- Left, [28](#), [30](#)
- LeftX, [27](#)
- LeftY, [27](#)
- LShift, [29](#)
- LShoulder, [27](#)
- LSuper, [29](#)
- LThumb, [27](#)
- M, [28](#)
- Middle, [30](#)
- MouseButton, [30](#)
- N, [28](#)
- Num0, [28](#)
- Num1, [28](#)
- Num2, [28](#)
- Num3, [28](#)
- Num4, [28](#)
- Num5, [28](#)
- Num6, [28](#)
- Num7, [28](#)
- Num8, [28](#)
- Num9, [28](#)
- NumLock, [29](#)
- Numpad0, [29](#)
- Numpad1, [29](#)
- Numpad2, [29](#)
- Numpad3, [29](#)
- Numpad4, [29](#)
- Numpad5, [29](#)
- Numpad6, [29](#)
- Numpad7, [29](#)
- Numpad8, [29](#)
- Numpad9, [29](#)
- NumpadAdd, [29](#)
- NumpadDivide, [29](#)
- NumpadMultiply, [29](#)
- NumpadSubtract, [29](#)
- O, [28](#)
- P, [28](#)
- PageDown, [29](#)
- PageUp, [29](#)
- Pressed, [30](#)
- Q, [28](#)
- R, [28](#)
- RAlt, [29](#)
- RCtrl, [29](#)
- Released, [30](#)
- Right, [29](#), [30](#)
- RightX, [27](#)
- RightY, [27](#)
- RShift, [29](#)
- RShoulder, [27](#)
- RSuper, [29](#)
- RThumb, [27](#)
- S, [28](#)
- ScrollLock, [29](#)
- Space, [29](#)
- Start, [27](#)
- T, [28](#)
- Tab, [29](#)
- Toggled, [30](#)
- TriggerLeft, [27](#)
- TriggerRight, [27](#)
- U, [28](#)
- Up, [29](#)
- V, [28](#)
- W, [28](#)
- WheelDown, [30](#)
- WheelUp, [30](#)
- X, [27](#), [28](#)
- XButton1, [30](#)
- XButton2, [30](#)
- Y, [27](#), [28](#)
- Z, [28](#)
- cae::AppConfig, [35](#)
  - engineConfig, [37](#)
  - envConfig, [37](#)
- cae::Application, [37](#)
  - ~Application, [39](#)
  - Application, [39](#), [40](#)
  - m\_appConfig, [41](#)
  - m\_engine, [41](#)
  - m\_pluginLoader, [42](#)
  - operator=, [40](#)
  - parseEngineConf, [40](#)
  - setupEngine, [40](#)
  - start, [41](#)
  - stop, [41](#)
- cae::ArgsConfig, [42](#)
  - config\_path, [43](#)
  - run, [43](#)
- cae::ArgsHandler, [43](#)
  - ~ArgsHandler, [44](#)
  - ArgsHandler, [44](#)
  - operator=, [44](#)
  - ParseArgs, [45](#)
  - ParseEnv, [45](#)
- cae::Audio, [30](#)
  - MUTED, [30](#)
  - VOLUME, [30](#)
- cae::Engine, [46](#)
  - ~Engine, [47](#)
  - Engine, [47](#), [48](#)
  - getAudio, [48](#)
  - getClock, [48](#)
  - getInput, [48](#)
  - getNetwork, [48](#)
  - getRenderer, [48](#)
  - getWindow, [49](#)
  - m\_audioPlugin, [49](#)
  - m\_clock, [49](#)
  - m\_inputPlugin, [50](#)

- m\_networkPlugin, 50
- m\_rendererPlugin, 50
- m\_windowPlugin, 50
- operator=, 49
- run, 49
- stop, 49
- cae::EngineConfig, 51
  - audio\_master\_volume, 52
  - audio\_muted, 52
  - network\_host, 52
  - network\_port, 52
  - renderer\_frame\_rate\_limit, 52
  - renderer\_vsync, 52
  - window\_fullscreen, 53
  - window\_height, 53
  - window\_name, 53
  - window\_width, 53
- cae::EnvConfig, 54
  - pwd, 54
  - user\_name, 54
- cae::GLFW, 55
  - ~GLFW, 58
  - close, 59
  - create, 59
  - frameBufferResizeCallback, 59
  - getName, 59
  - getNativeHandle, 59
  - getPlatform, 59
  - getType, 60
  - getWindowSize, 60
  - GLFW, 58
  - m\_frameBufferResized, 61
  - m\_frameBufferSize, 61
  - m\_window, 61
  - operator=, 60
  - pollEvents, 60
  - resetResizedFlag, 60
  - setIcon, 60
  - shouldClose, 61
  - wasResized, 61
- cae::IAudio, 62
  - ~IAudio, 63
- cae::IGamepad, 64
  - ~IGamepad, 65
- cae::IInput, 65
  - ~IInput, 67
  - getGamepads, 67
  - getKeyboard, 67
  - getMouse, 67
  - m\_gamepads, 67
  - m\_keyboard, 67
  - m\_mouse, 67
- cae::IKeyboard, 68
  - ~IKeyboard, 69
  - isKeyPressed, 69
  - m\_keyMap, 70
- cae::IMouse, 70
  - ~IMouse, 71
- cae::INetwork, 72
  - ~INetwork, 73
  - connect, 73
- cae::IRenderer, 73
  - ~IRenderer, 75
  - initialize, 75
- cae::IWindow, 76
  - ~IWindow, 78
  - close, 78
  - create, 78
  - getNativeHandle, 78
  - getWindowSize, 78
  - pollEvents, 78
  - resetResizedFlag, 78
  - setIcon, 78
  - shouldClose, 79
  - wasResized, 79
- cae::Message, 31
  - HELP\_MSG, 31
  - VERSION\_MSG, 31
- cae::NativeWindowHandle, 79
  - display, 80
  - window, 80
- cae::Network, 31
  - HOST, 31
  - PORT, 31
- cae::OPGL, 80
  - ~OPGL, 83
  - getName, 83
  - getPlatform, 83
  - getType, 83
  - initialize, 83
  - operator=, 84
  - OPGL, 83
- cae::Plugins, 32
- cae::Plugins::Name, 32
  - RENDERER\_OPENGL, 32
  - RENDERER\_VULKAN, 32
  - WINDOW\_GLFW, 32
- cae::Renderer, 32
  - FRAME\_RATE\_LIMIT, 33
  - VSYNC, 33
- cae::User, 33
  - NAME, 33
- cae::VULKN, 84
  - ~VULKN, 87
  - getName, 87
  - getPlatform, 87
  - getType, 87
  - initialize, 87
  - operator=, 88
  - VULKN, 87
- cae::Window, 33
  - FULLSCREEN, 33
  - HEIGHT, 33
  - NAME, 34
  - WIDTH, 34
- cae::WindowSize, 88

- height, [89](#)
- width, [89](#)
- cae::X11, [89](#)
  - ~X11, [92](#)
  - close, [93](#)
  - create, [93](#)
  - getName, [93](#)
  - getNativeHandle, [93](#)
  - getPlatform, [93](#)
  - getType, [93](#)
  - getWindowSize, [94](#)
  - m\_display, [95](#)
  - m\_frameBufferResized, [95](#)
  - m\_frameBufferSize, [95](#)
  - m\_shouldClose, [95](#)
  - m\_window, [96](#)
  - m\_wmDeleteMessage, [96](#)
  - operator=, [94](#)
  - pollEvents, [94](#)
  - resetResizedFlag, [94](#)
  - setIcon, [94](#)
  - shouldClose, [95](#)
  - wasResized, [95](#)
  - X11, [92](#)
- CapsLock
  - cae, [29](#)
- close
  - cae::GLFW, [59](#)
  - cae::IWindow, [78](#)
  - cae::X11, [93](#)
- Commit Norms, [13](#)
- Common.hpp
  - APP\_EXTENSION, [102](#)
- conf.cpp
  - json, [149](#)
- config\_path
  - cae::ArgsConfig, [43](#)
- connect
  - cae::INetwork, [73](#)
- CONTRIBUTING.md, [97](#)
- Count
  - cae, [29](#)
- create
  - cae::GLFW, [59](#)
  - cae::IWindow, [78](#)
  - cae::X11, [93](#)
- D
  - cae, [28](#)
- Delete
  - cae, [29](#)
- display
  - cae::NativeWindowHandle, [80](#)
- Down
  - cae, [29](#)
- DPadDown
  - cae, [27](#)
- DPadLeft
  - cae, [27](#)
- DPadRight
  - cae, [27](#)
- DPadUp
  - cae, [27](#)
- E
  - cae, [28](#)
- End
  - cae, [29](#)
- Engine
  - cae::Engine, [47](#), [48](#)
- engineConfig
  - cae::AppConfig, [37](#)
- Enter
  - cae, [29](#)
- entryPoint
  - entrypoint.cpp, [133](#), [134](#), [136](#), [137](#)
- entrypoint.cpp
  - entryPoint, [133](#), [134](#), [136](#), [137](#)
- envConfig
  - cae::AppConfig, [37](#)
- Escape
  - cae, [28](#)
- F
  - cae, [28](#)
- F1
  - cae, [28](#)
- F10
  - cae, [28](#)
- F11
  - cae, [28](#)
- F12
  - cae, [28](#)
- F2
  - cae, [28](#)
- F3
  - cae, [28](#)
- F4
  - cae, [28](#)
- F5
  - cae, [28](#)
- F6
  - cae, [28](#)
- F7
  - cae, [28](#)
- F8
  - cae, [28](#)
- F9
  - cae, [28](#)
- FRAME\_RATE\_LIMIT
  - cae::Renderer, [33](#)
- frameBufferResizeCallback
  - cae::GLFW, [59](#)
- FULLSCREEN
  - cae::Window, [33](#)
- G
  - cae, [28](#)

- GamepadAxis
  - cae, [27](#)
- GamepadButton
  - cae, [27](#)
- getAudio
  - cae::Engine, [48](#)
- getClock
  - cae::Engine, [48](#)
- getGamepads
  - cae::IInput, [67](#)
- getInput
  - cae::Engine, [48](#)
- getKeyboard
  - cae::IInput, [67](#)
- getMouse
  - cae::IInput, [67](#)
- getName
  - cae::GLFW, [59](#)
  - cae::OPGL, [83](#)
  - cae::VULKAN, [87](#)
  - cae::X11, [93](#)
- getNativeHandle
  - cae::GLFW, [59](#)
  - cae::IWindow, [78](#)
  - cae::X11, [93](#)
- getNetwork
  - cae::Engine, [48](#)
- getPlatform
  - cae::GLFW, [59](#)
  - cae::OPGL, [83](#)
  - cae::VULKAN, [87](#)
  - cae::X11, [93](#)
- getRenderer
  - cae::Engine, [48](#)
- getType
  - cae::GLFW, [60](#)
  - cae::OPGL, [83](#)
  - cae::VULKAN, [87](#)
  - cae::X11, [93](#)
- getWindow
  - cae::Engine, [49](#)
- getWindowSize
  - cae::GLFW, [60](#)
  - cae::IWindow, [78](#)
  - cae::X11, [94](#)
- GIT\_COMMIT\_HASH
  - Version.hpp, [106](#)
- GIT\_TAG
  - Version.hpp, [106](#)
- GLFW
  - cae::GLFW, [58](#)
- Guide
  - cae, [27](#)
- H
  - cae, [28](#)
- HEIGHT
  - cae::Window, [33](#)
- height
  - cae::WindowSize, [89](#)
- Held
  - cae, [30](#)
- HELP\_MSG
  - cae::Message, [31](#)
- Home
  - cae, [29](#)
- HOST
  - cae::Network, [31](#)
- I
  - cae, [28](#)
  - include/CAE/Application.hpp, [97](#), [98](#)
  - include/CAE/ArgsHandler.hpp, [99](#), [100](#)
  - include/CAE/Common.hpp, [100](#), [102](#)
  - include/CAE/Engine/Engine.hpp, [103](#), [104](#)
  - include/CAE/Generated/Version.hpp, [105](#), [107](#)
  - initialize
    - cae::IRenderer, [75](#)
    - cae::OPGL, [83](#)
    - cae::VULKAN, [87](#)
- Insert
  - cae, [29](#)
- isKeyPressed
  - cae::IKeyboard, [69](#)
- J
  - cae, [28](#)
- json
  - conf.cpp, [149](#)
- K
  - cae, [28](#)
- KeyCode
  - cae, [27](#)
- KeyState
  - cae, [29](#)
- L
  - cae, [28](#)
- LAlt
  - cae, [29](#)
- LCtrl
  - cae, [29](#)
- Left
  - cae, [28](#), [30](#)
- LeftX
  - cae, [27](#)
- LeftY
  - cae, [27](#)
- LICENSE, [15](#)
- LICENSE.md, [107](#)
- loadPlugins
  - application.cpp, [146](#)
- LShift
  - cae, [29](#)
- LShoulder
  - cae, [27](#)
- LSuper

- cae, [29](#)
- LThumb
  - cae, [27](#)
- M
  - cae, [28](#)
- m\_appConfig
  - cae::Application, [41](#)
- m\_audioPlugin
  - cae::Engine, [49](#)
- m\_clock
  - cae::Engine, [49](#)
- m\_display
  - cae::X11, [95](#)
- m\_engine
  - cae::Application, [41](#)
- m\_frameBufferResized
  - cae::GLFW, [61](#)
  - cae::X11, [95](#)
- m\_frameBufferSize
  - cae::GLFW, [61](#)
  - cae::X11, [95](#)
- m\_gamepads
  - cae::IInput, [67](#)
- m\_inputPlugin
  - cae::Engine, [50](#)
- m\_keyboard
  - cae::IInput, [67](#)
- m\_keyMap
  - cae::IKeyboard, [70](#)
- m\_mouse
  - cae::IInput, [67](#)
- m\_networkPlugin
  - cae::Engine, [50](#)
- m\_pluginLoader
  - cae::Application, [42](#)
- m\_rendererPlugin
  - cae::Engine, [50](#)
- m\_shouldClose
  - cae::X11, [95](#)
- m\_window
  - cae::GLFW, [61](#)
  - cae::X11, [96](#)
- m\_windowPlugin
  - cae::Engine, [50](#)
- m\_wmDeleteMessage
  - cae::X11, [96](#)
- main
  - main.cpp, [152](#)
- main.cpp
  - main, [152](#)
- Middle
  - cae, [30](#)
- modules/Interfaces/include/Interfaces/IAudio.hpp, [107](#), [108](#)
- modules/Interfaces/include/Interfaces/INetwork.hpp, [109](#), [110](#)
- modules/Interfaces/include/Interfaces/Input/IGamepad.hpp, [110](#), [112](#)
- modules/Interfaces/include/Interfaces/Input/IInput.hpp, [112](#), [113](#)
- modules/Interfaces/include/Interfaces/Input/IKeyboard.hpp, [114](#), [115](#)
- modules/Interfaces/include/Interfaces/Input/IMouse.hpp, [116](#), [117](#)
- modules/Interfaces/include/Interfaces/Input/Key/Gamepad.hpp, [118](#), [119](#)
- modules/Interfaces/include/Interfaces/Input/Key/Keyboard.hpp, [119](#), [121](#)
- modules/Interfaces/include/Interfaces/Input/Key/Mouse.hpp, [122](#), [123](#)
- modules/Interfaces/include/Interfaces/IRenderer.hpp, [124](#), [125](#)
- modules/Interfaces/include/Interfaces/IWindow.hpp, [125](#), [126](#)
- MouseButton
  - cae, [30](#)
- MUTED
  - cae::Audio, [30](#)
- N
  - cae, [28](#)
- NAME
  - cae::User, [33](#)
  - cae::Window, [34](#)
- network\_host
  - cae::EngineConfig, [52](#)
- network\_port
  - cae::EngineConfig, [52](#)
- Num0
  - cae, [28](#)
- Num1
  - cae, [28](#)
- Num2
  - cae, [28](#)
- Num3
  - cae, [28](#)
- Num4
  - cae, [28](#)
- Num5
  - cae, [28](#)
- Num6
  - cae, [28](#)
- Num7
  - cae, [28](#)
- Num8
  - cae, [28](#)
- Num9
  - cae, [28](#)
- NumLock
  - cae, [29](#)
- Numpad0
  - cae, [29](#)
- Numpad1
  - cae, [29](#)
- Numpad2
  - cae, [29](#)
- Numpad3
  - cae, [29](#)

- cae, [29](#)
- Numpad4
  - cae, [29](#)
- Numpad5
  - cae, [29](#)
- Numpad6
  - cae, [29](#)
- Numpad7
  - cae, [29](#)
- Numpad8
  - cae, [29](#)
- Numpad9
  - cae, [29](#)
- NumpadAdd
  - cae, [29](#)
- NumpadDivide
  - cae, [29](#)
- NumpadMultiply
  - cae, [29](#)
- NumpadSubtract
  - cae, [29](#)
- O
  - cae, [28](#)
- operator=
  - cae::Application, [40](#)
  - cae::ArgsHandler, [44](#)
  - cae::Engine, [49](#)
  - cae::GLFW, [60](#)
  - cae::OPGL, [84](#)
  - cae::VULKAN, [88](#)
  - cae::X11, [94](#)
- OPGL
  - cae::OPGL, [83](#)
- P
  - cae, [28](#)
- PageDown
  - cae, [29](#)
- PageUp
  - cae, [29](#)
- ParseArgs
  - cae::ArgsHandler, [45](#)
- parseEngineConf
  - cae::Application, [40](#)
- ParseEnv
  - cae::ArgsHandler, [45](#)
- plugins/Audio/ALSA/src/entrypoint.cpp, [131](#)
- plugins/Audio/Core/src/entrypoint.cpp, [131](#)
- plugins/Audio/OpenAL/src/entrypoint.cpp, [131](#)
- plugins/Audio/Pulse/src/entrypoint.cpp, [131](#)
- plugins/Audio/README.md, [141](#)
- plugins/Audio/XAudio2/src/entrypoint.cpp, [131](#)
- plugins/Input/Cocoa/src/entrypoint.cpp, [131](#)
- plugins/Input/README.md, [141](#)
- plugins/Input/Win32/src/entrypoint.cpp, [132](#)
- plugins/Input/X11/src/entrypoint.cpp, [132](#)
- plugins/Network/Asio/src/entrypoint.cpp, [132](#)
- plugins/Network/Posix/src/entrypoint.cpp, [132](#)
- plugins/Network/README.md, [141](#)
- plugins/Network/WinSock/src/entrypoint.cpp, [132](#)
- plugins/Renderer/DirectX12/src/entrypoint.cpp, [132](#)
- plugins/Renderer/Metal/src/entrypoint.cpp, [133](#)
- plugins/Renderer/OpenGL/include/OPGL/OPGL.hpp, [127](#), [128](#)
- plugins/Renderer/OpenGL/src/entrypoint.cpp, [133](#), [134](#)
- plugins/Renderer/README.md, [141](#)
- plugins/Renderer/Vulkan/include/VULKAN/VULKAN.hpp, [129](#), [130](#)
- plugins/Renderer/Vulkan/src/entrypoint.cpp, [134](#), [135](#)
- plugins/Renderer/Vulkan/src/VULKAN.cpp, [130](#)
- plugins/Window/Cocoa/src/entrypoint.cpp, [135](#)
- plugins/Window/GLFW/include/GLFW/GLFW.hpp, [138](#), [139](#)
- plugins/Window/GLFW/src/entrypoint.cpp, [135](#), [136](#)
- plugins/Window/GLFW/src/glfw.cpp, [140](#)
- plugins/Window/README.md, [141](#)
- plugins/Window/Win32/src/entrypoint.cpp, [136](#)
- plugins/Window/X11/include/X11/X11.hpp, [141](#), [143](#)
- plugins/Window/X11/src/entrypoint.cpp, [136](#), [137](#)
- plugins/Window/X11/src/x11.cpp, [143](#), [144](#)
- pollEvents
  - cae::GLFW, [60](#)
  - cae::IWindow, [78](#)
  - cae::X11, [94](#)
- PORT
  - cae::Network, [31](#)
- Pressed
  - cae, [30](#)
- PROJECT\_NAME
  - Version.hpp, [106](#)
- PROJECT\_VERSION
  - Version.hpp, [106](#)
- PROJECT\_VERSION\_MAJOR
  - Version.hpp, [106](#)
- PROJECT\_VERSION\_MINOR
  - Version.hpp, [106](#)
- PROJECT\_VERSION\_PATCH
  - Version.hpp, [106](#)
- pwd
  - cae::EnvConfig, [54](#)
- Q
  - cae, [28](#)
- R
  - cae, [28](#)
- RAlt
  - cae, [29](#)
- RCtrl
  - cae, [29](#)
- README, [3](#), [5](#), [7](#), [9](#), [11](#)

- README.md, [141](#)
- Released
  - cae, [30](#)
- renderer\_frame\_rate\_limit
  - cae::EngineConfig, [52](#)
- RENDERER\_OPENGL
  - cae::Plugins::Name, [32](#)
- renderer\_vsync
  - cae::EngineConfig, [52](#)
- RENDERER\_VULKAN
  - cae::Plugins::Name, [32](#)
- resetResizedFlag
  - cae::GLFW, [60](#)
  - cae::IWindow, [78](#)
  - cae::X11, [94](#)
- Right
  - cae, [29](#), [30](#)
- RightX
  - cae, [27](#)
- RightY
  - cae, [27](#)
- RShift
  - cae, [29](#)
- RShoulder
  - cae, [27](#)
- RSuper
  - cae, [29](#)
- RThumb
  - cae, [27](#)
- run
  - cae::ArgsConfig, [43](#)
  - cae::Engine, [49](#)
- S
  - cae, [28](#)
- ScrollLock
  - cae, [29](#)
- setIcon
  - cae::GLFW, [60](#)
  - cae::IWindow, [78](#)
  - cae::X11, [94](#)
- setupEngine
  - cae::Application, [40](#)
- shouldClose
  - cae::GLFW, [61](#)
  - cae::IWindow, [79](#)
  - cae::X11, [95](#)
- Space
  - cae, [29](#)
- src/application.cpp, [145](#), [146](#)
- src/argsHandler.cpp, [147](#), [148](#)
- src/conf.cpp, [149](#)
- src/engine/engine.cpp, [151](#)
- src/main.cpp, [152](#), [153](#)
- Start
  - cae, [27](#)
- start
  - cae::Application, [41](#)
- stop
  - cae::Application, [41](#)
  - cae::Engine, [49](#)
- T
  - cae, [28](#)
- Tab
  - cae, [29](#)
- Toggled
  - cae, [30](#)
- TriggerLeft
  - cae, [27](#)
- TriggerRight
  - cae, [27](#)
- U
  - cae, [28](#)
- Up
  - cae, [29](#)
- user\_name
  - cae::EnvConfig, [54](#)
- V
  - cae, [28](#)
- Version.hpp
  - BUILD\_TYPE, [106](#)
  - GIT\_COMMIT\_HASH, [106](#)
  - GIT\_TAG, [106](#)
  - PROJECT\_NAME, [106](#)
  - PROJECT\_VERSION, [106](#)
  - PROJECT\_VERSION\_MAJOR, [106](#)
  - PROJECT\_VERSION\_MINOR, [106](#)
  - PROJECT\_VERSION\_PATCH, [106](#)
- VERSION\_MSG
  - cae::Message, [31](#)
- VOLUME
  - cae::Audio, [30](#)
- VSYNC
  - cae::Renderer, [33](#)
- VULKN
  - cae::VULKN, [87](#)
- W
  - cae, [28](#)
- wasResized
  - cae::GLFW, [61](#)
  - cae::IWindow, [79](#)
  - cae::X11, [95](#)
- WheelDown
  - cae, [30](#)
- WheelUp
  - cae, [30](#)
- WIDTH
  - cae::Window, [34](#)
- width
  - cae::WindowSize, [89](#)
- window
  - cae::NativeWindowHandle, [80](#)
- window\_fullscreen
  - cae::EngineConfig, [53](#)



## WINDOW\_Glfw

- cae::Plugins::Name, [32](#)
- window\_\_height
  - cae::EngineConfig, [53](#)
- window\_\_name
  - cae::EngineConfig, [53](#)
- window\_\_width
  - cae::EngineConfig, [53](#)

## X

- cae, [27](#), [28](#)

## X11

- cae::X11, [92](#)

## XButton1

- cae, [30](#)

## XButton2

- cae, [30](#)

## Y

- cae, [27](#), [28](#)

## Z

- cae, [28](#)