

vengine

0.1.0

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# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

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

myLib::Clock . . . . .	5
ven::Device . . . . .	5
ven::Engine . . . . .	5
std::exception	
gui::PluginLoader::PluginLoaderException . . . . .	6
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## Chapter 2

# Class Index

### 2.1 Class List

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

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<a href="#">ven::Device</a>	5
<a href="#">ven::Engine</a>	5
<a href="#">gui::PluginLoader</a>	6
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## Chapter 3

# Class Documentation

### 3.1 myLib::Clock Class Reference

#### Public Member Functions

- void **restart** ()
- void **pause** ()
- void **resume** ()
- [Time](#) **getElapsedTime** () const

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

- lib/static/myLib/include/myLib/Clock/Clock.hpp

### 3.2 ven::Device Class Reference

#### Public Member Functions

- **Device** (VkInstance instance, VkSurfaceKHR surface)

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

- include/VEngine/Device.hpp

### 3.3 ven::Engine Class Reference

#### Public Member Functions

- **Engine** (int width=DEFAULT\_WIDTH, int height=DEFAULT\_HEIGHT, const std::string &title="VEngine")
- [Window](#) & **getWindow** ()
- void **initVulkan** ()
- void **mainLoop** ()
- void **deleteResources** ()

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

- include/VEngine/Engine.hpp

## 3.4 gui::PluginLoader Class Reference

### Classes

- class [PluginLoaderException](#)

### Public Types

- using **PluginCreator** = std::unique\_ptr< IPlugin >(\*)()

### Public Member Functions

- template<typename T >  
std::unique\_ptr< T > **getPlugin** (const std::string &pluginName)
- void **closePlugins** ()

### Static Public Member Functions

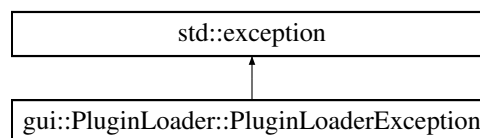
- static [PluginLoader](#) & **getInstance** ()

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

- include/VEngine/PluginLoader.hpp

## 3.5 gui::PluginLoader::PluginLoaderException Class Reference

Inheritance diagram for gui::PluginLoader::PluginLoaderException:



### Public Member Functions

- **PluginLoaderException** (std::string msg)
- const char \* **what** () const noexcept override

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

- include/VEngine/PluginLoader.hpp

## 3.6 myLib::Random Class Reference

### Static Public Member Functions

- static int **randomInt** (int min, int max)
- static int **randomInt** ()
- static float **randomFloat** (float min, float max)
- static float **randomFloat** ()

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

- lib/static/myLib/include/myLib/Random.hpp

## 3.7 ven::Shader Class Reference

### Public Member Functions

- void **createGraphicsPipeline** (const std::string &vertexFilePath, const std::string &fragmentFilePath)

### Static Public Member Functions

- static VkShaderModule **createShaderModule** (VkDevice device, const std::vector< char > &code)

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

- include/VEngine/Shader.hpp

## 3.8 myLib::Time Class Reference

### Public Member Functions

- **Time** (const double seconds)
- int **asSeconds** () const
- int **asMilliseconds** () const
- int **asMicroseconds** () const

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

- lib/static/myLib/include/myLib/Clock/Time.hpp

## 3.9 ven::Window Class Reference

### Public Member Functions

- **Window** (int width, int height, const std::string &title)
- void **destroyWindow** ()
- GLFWwindow \* **getGLFWWindow** () const

### Static Public Member Functions

- static GLFWwindow \* **createWindow** (int width, int height, const std::string &title)

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

- include/VEngine/Window.hpp



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