

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:

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ven::Device	5
ven::Engine	5
std::exception	
gui::PluginLoader::PluginLoaderException	6
gui::PluginLoader	6
myLib::Random	7
ven::Shaders	7
myLib::Time	7
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Chapter 2

Class Index

2.1 Class List

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

myLib::Clock	5
ven::Device	5
ven::Engine	5
gui::PluginLoader	6
gui::PluginLoader::PluginLoaderException	6
myLib::Random	7
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myLib::Time	7
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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

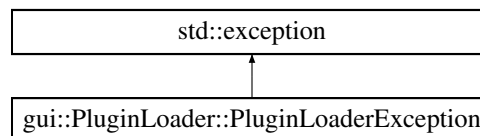
- static [PluginLoader](#) & **getInstance** ()

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::Shaders Class Reference

Public Member Functions

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

Static Public Member Functions

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

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

- include/VEngine/Shaders.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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