

R-Type architecture

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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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net::IServer	12
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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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<code>net::IServer</code>	12
<code>gfx::IWindow</code>	13
<code>net::Server</code>	13
<code>net::ServerConfig</code>	14

Chapter 3

File Index

3.1 File List

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

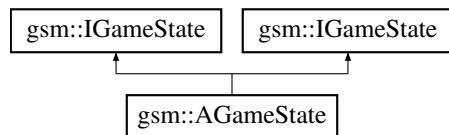
/home/albane/epitech/tech3/r-type/ryanR-type/client/graphicals/ IEvent.hpp	15
/home/albane/epitech/tech3/r-type/ryanR-type/client/graphicals/ IWindow.hpp	15
/home/albane/epitech/tech3/r-type/ryanR-type/client/gsm/machine/ AGameStateMachine.hpp	16
/home/albane/epitech/tech3/r-type/ryanR-type/client/gsm/machine/ IGameStateMachine.hpp	17
/home/albane/epitech/tech3/r-type/ryanR-type/client/gsm/states/ AGameState.hpp	17
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/home/albane/epitech/tech3/r-type/ryanR-type/server/gsm/machine/ AGameStateMachine.hpp	16
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/home/albane/epitech/tech3/r-type/ryanR-type/server/gsm/states/ AGameState.hpp	18
/home/albane/epitech/tech3/r-type/ryanR-type/server/gsm/states/ IGameState.hpp	18

Chapter 4

Class Documentation

4.1 gsm::AGameState Class Reference

Inheritance diagram for gsm::AGameState:



Public Member Functions

- **AGameState** (`std::shared_ptr< IGameStateMachine > gsm)`
- void `enter` () override
- void `update` (float deltaTime) override
- void `render` () override
- void `exit` () override
- **AGameState** (`std::shared_ptr< IGameStateMachine > gsm)`
- void `enter` () override
- void `update` (float deltaTime) override
- void `exit` () override

Protected Attributes

- `std::shared_ptr< IGameStateMachine > _gsm`

4.1.1 Member Function Documentation

4.1.1.1 `enter()` [1/2]

```
void gsm::AGameState::enter () [override], [virtual]
```

Implements [gsm::IGameState](#).

4.1.1.2 **enter()** [2/2]

```
void gsm::AGameState::enter () [override], [virtual]
```

Implements [gsm::IGameState](#).

4.1.1.3 **exit()** [1/2]

```
void gsm::AGameState::exit () [override], [virtual]
```

Implements [gsm::IGameState](#).

4.1.1.4 **exit()** [2/2]

```
void gsm::AGameState::exit () [override], [virtual]
```

Implements [gsm::IGameState](#).

4.1.1.5 **render()**

```
void gsm::AGameState::render () [override], [virtual]
```

Implements [gsm::IGameState](#).

4.1.1.6 **update()** [1/2]

```
void gsm::AGameState::update (
    float deltaTime) [override], [virtual]
```

Implements [gsm::IGameState](#).

4.1.1.7 **update()** [2/2]

```
void gsm::AGameState::update (
    float deltaTime) [override], [virtual]
```

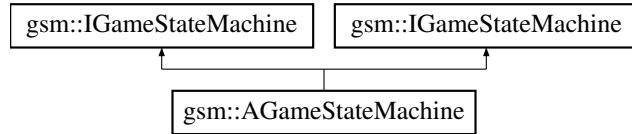
Implements [gsm::IGameState](#).

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

- /home/albane/epitech/tech3/r-type/ryanR-type/client/gsm/states/AGameState.hpp
- /home/albane/epitech/tech3/r-type/ryanR-type/server/gsm/states/AGameState.hpp
- /home/albane/epitech/tech3/r-type/ryanR-type/client/gsm/states/AGameState.cpp
- /home/albane/epitech/tech3/r-type/ryanR-type/server/gsm/states/AGameState.cpp

4.2 gsm::AGameStateMachine Class Reference

Inheritance diagram for gsm::AGameStateMachine:



Public Member Functions

- void [changeState](#) (std::shared_ptr< [IGameState](#) > newState) override
- void [pushState](#) (std::shared_ptr< [IGameState](#) > newState) override
- void [popState](#) () override
- void [update](#) (float deltaTime) override
- void [render](#) () override
- void [changeState](#) (std::shared_ptr< [IGameState](#) > newState) override
- void [pushState](#) (std::shared_ptr< [IGameState](#) > newState) override
- void [popState](#) () override
- void [update](#) (float deltaTime) override

Protected Attributes

- std::stack< std::shared_ptr< [IGameState](#) > > [_states](#)

4.2.1 Member Function Documentation

4.2.1.1 [changeState\(\)](#) [1/2]

```
void gsm::AGameStateMachine::changeState (
    std::shared_ptr< IGameState > newState) [override], [virtual]
```

Implements [gsm::IGameStateMachine](#).

4.2.1.2 [changeState\(\)](#) [2/2]

```
void gsm::AGameStateMachine::changeState (
    std::shared_ptr< IGameState > newState) [override], [virtual]
```

Implements [gsm::IGameStateMachine](#).

4.2.1.3 [popState\(\)](#) [1/2]

```
void gsm::AGameStateMachine::popState () [override], [virtual]
```

Implements [gsm::IGameStateMachine](#).

4.2.1.4 **popState()** [2/2]

```
void gsm::AGameStateMachine::popState () [override], [virtual]
```

Implements [gsm::IGameStateMachine](#).

4.2.1.5 **pushState()** [1/2]

```
void gsm::AGameStateMachine::pushState (
    std::shared_ptr< IGameState > newState) [override], [virtual]
```

Implements [gsm::IGameStateMachine](#).

4.2.1.6 **pushState()** [2/2]

```
void gsm::AGameStateMachine::pushState (
    std::shared_ptr< IGameState > newState) [override], [virtual]
```

Implements [gsm::IGameStateMachine](#).

4.2.1.7 **render()**

```
void gsm::AGameStateMachine::render () [override], [virtual]
```

Implements [gsm::IGameStateMachine](#).

4.2.1.8 **update()** [1/2]

```
void gsm::AGameStateMachine::update (
    float deltaTime) [override], [virtual]
```

Implements [gsm::IGameStateMachine](#).

4.2.1.9 **update()** [2/2]

```
void gsm::AGameStateMachine::update (
    float deltaTime) [override], [virtual]
```

Implements [gsm::IGameStateMachine](#).

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

- /home/albane/epitech/tech3/r-type/ryanR-type/client/gsm/machine/AGameStateMachine.hpp
- /home/albane/epitech/tech3/r-type/ryanR-type/server/gsm/machine/AGameStateMachine.hpp
- /home/albane/epitech/tech3/r-type/ryanR-type/client/gsm/machine/AGameStateMachine.cpp
- /home/albane/epitech/tech3/r-type/ryanR-type/server/gsm/machine/AGameStateMachine.cpp

4.3 gfx::color_t Struct Reference

Public Attributes

- int **r**
- int **g**
- int **b**

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

- /home/albane/epitech/tech3/r-type/ryanR-type/client/graphicals/IWindow.hpp

4.4 gfx::IEvent Class Reference

Public Types

- enum **event_e** {
 UP , **DOWN** , **LEFT** , **RIGHT** ,
 SPACE , **ENTER** , **ESCAPE** , **CLOSE** ,
 NEXTGAME , **NEXTGRAPHIC** , **REFRESH** , **MOUSECLICK** ,
 MOUSERIGHTCLICK , **MOUSELEFTCLICK** , **MENU** , **NOTHING** ,
 TYIPPING , **NEXTDIFFICULTY** }
- typedef enum gfx::IEvent::event_e **event_t**

Public Member Functions

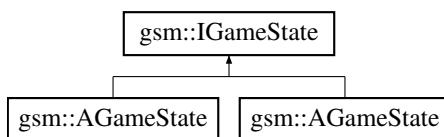
- virtual void **init** ()=0
- virtual event_t **pollEvents** (std::pair< int, int > gridSize)=0
- virtual void **cleanup** ()=0
- virtual std::pair< int, int > **getMousePos** ()=0
- virtual void **setMapSize** (std::pair< int, int > size)=0

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

- /home/albane/epitech/tech3/r-type/ryanR-type/client/graphicals/IEvent.hpp

4.5 gsm::IGameState Class Reference

Inheritance diagram for gsm::IGameState:



Public Member Functions

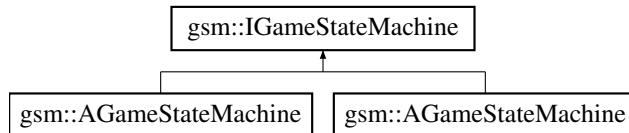
- virtual void **enter** ()=0
- virtual void **update** (float deltaTime)=0
- virtual void **render** ()=0
- virtual void **exit** ()=0
- virtual void **enter** ()=0
- virtual void **update** (float deltaTime)=0
- virtual void **exit** ()=0

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

- /home/albane/epitech/tech3/r-type/ryanR-type/client/gsm/states/IGameState.hpp
- /home/albane/epitech/tech3/r-type/ryanR-type/server/gsm/states/IGameState.hpp

4.6 gsm::IGameStateMachine Class Reference

Inheritance diagram for gsm::IGameStateMachine:



Public Member Functions

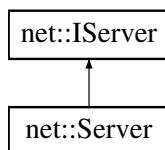
- virtual void **changeState** (std::shared_ptr< [IGameState](#) > newState)=0
- virtual void **pushState** (std::shared_ptr< [IGameState](#) > newState)=0
- virtual void **popState** ()=0
- virtual void **update** (float deltaTime)=0
- virtual void **render** ()=0
- virtual void **changeState** (std::shared_ptr< [IGameState](#) > newState)=0
- virtual void **pushState** (std::shared_ptr< [IGameState](#) > newState)=0
- virtual void **popState** ()=0
- virtual void **update** (float deltaTime)=0

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

- /home/albane/epitech/tech3/r-type/ryanR-type/client/gsm/machine/IGameStateMachine.hpp
- /home/albane/epitech/tech3/r-type/ryanR-type/server/gsm/machine/IGameStateMachine.hpp

4.7 net::IServer Class Reference

Inheritance diagram for net::IServer:



Public Member Functions

- virtual void **start** ()=0
- virtual void **stop** ()=0

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

- /home/albane/epitech/tech3/r-type/ryanR-type/server/I Server.hpp

4.8 gfx::IWindow Class Reference

Public Member Functions

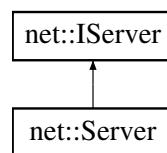
- virtual void **display** ()=0
- virtual void **closeWindow** ()=0
- virtual bool **isOpen** ()=0
- virtual void **clear** ()=0
- virtual void **setMapSize** (std::pair< size_t, size_t > size)=0
- virtual void **resizeWindow** (size_t x, size_t y)=0
- virtual void **drawSprite** (std::string asset, int color, std::string text, std::pair< size_t, size_t > position)=0
- virtual void **drawText** (std::string text, int color, std::pair< size_t, size_t > position)=0
- virtual void **drawRectangle** (int color, std::pair< size_t, size_t > position)=0
- virtual bool **isMouseOver** (std::pair< size_t, size_t > position, std::pair< size_t, size_t > size)=0
- virtual std::pair< int, int > **getWindowSize** ()=0

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

- /home/albane/epitech/tech3/r-type/ryanR-type/client/graphicals/I Window.hpp

4.9 net::Server Class Reference

Inheritance diagram for net::Server:



Public Member Functions

- void **start** () override
- void **stop** () override

4.9.1 Member Function Documentation

4.9.1.1 start()

```
void net::Server::start () [override], [virtual]
```

Implements [net::I Server](#).

4.9.1.2 stop()

```
void net::Server::stop () [override], [virtual]
```

Implements [net::I Server](#).

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

- /home/albane/epitech/tech3/r-type/ryanR-type/server/Server.hpp
- /home/albane/epitech/tech3/r-type/ryanR-type/server/Server.cpp

4.10 net::ServerConfig Class Reference

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

- /home/albane/epitech/tech3/r-type/ryanR-type/server/ServerConfig.hpp
- /home/albane/epitech/tech3/r-type/ryanR-type/server/ServerConfig.cpp

Chapter 5

File Documentation

5.1 IEvent.hpp

```
00001 /*
00002 ** EPITECH PROJECT, 2025
00003 ** r-type
00004 ** File description:
00005 ** IEvent
00006 */
00007
00008 #ifndef IEVENT_HPP_
00009 #define IEVENT_HPP_
00010
00011 #include <utility>
00012 #include <memory>
00013
00014 namespace gfx {
00015
00016 class IEvent {
00017     public:
00018         typedef enum event_e {
00019             UP,
00020             DOWN,
00021             LEFT,
00022             RIGHT,
00023             SPACE,
00024             ENTER,
00025             ESCAPE,
00026             CLOSE,
00027             NEXTGAME,
00028             NEXTGRAPHIC,
00029             REFRESH,
00030             MOUSECLICK,
00031             MOUSERIGHTCLICK,
00032             MOUSELEFTCLICK,
00033             MENU,
00034             NOTHING,
00035             TYPING,
00036             NEXTDIFFICULTY
00037         } event_t;
00038         virtual ~IEvent() = default;
00039         virtual void init() = 0;
00040         virtual event_t pollEvents(std::pair<int, int> gridSize) = 0;
00041         virtual void cleanup() = 0;
00042         virtual std::pair<int, int> getMousePos() = 0;
00043         virtual void setMapSize(std::pair<int, int> size) = 0;
00044
00045 };
00046
00047 } // namespace gfx
00048
00049 #endif /* !IEVENT_HPP_ */
```

5.2 IWindow.hpp

```
00001 /*
```

```

00002 ** EPITECH PROJECT, 2025
00003 ** r-type
00004 ** File description:
00005 ** IWindow
00006 */
00007
00008
00009 #ifndef IWINDOW_HPP_
00010 #define IWINDOW_HPP_
00011
00012 #include <string>
00013 #include <utility>
00014 #include <memory>
00015
00016 namespace gfx {
00017
00018 struct color_t {
00019     int r;
00020     int g;
00021     int b;
00022 };
00023
00024 class IWindow {
00025     public:
00026         virtual ~IWindow() = default;
00027         virtual void display() = 0;
00028         virtual void closeWindow() = 0;
00029         virtual bool isOpen() = 0;
00030         virtual void clear() = 0;
00031
00032         virtual void setMapSize(std::pair<size_t, size_t> size) = 0;
00033         virtual void resizeWindow(size_t x, size_t y) = 0;
00034
00035         virtual void drawSprite(std::string asset, int color, std::string text, std::pair<size_t,
00036             size_t> position) = 0;
00036         virtual void drawText(std::string text, int color, std::pair<size_t, size_t> position) = 0;
00037         virtual void drawRectangle(int color, std::pair<size_t, size_t> position) = 0;
00038
00039         virtual bool isMouseOver(std::pair<size_t, size_t> position, std::pair<size_t, size_t> size) =
0;
00040         virtual std::pair<int, int> getWindowSize() = 0;
00041     };
00042
00043 } // namespace gfx
00044
00045 #endif /* !IWINDOW_HPP_ */

```

5.3 AGameStateMachine.hpp

```

00001 #pragma once
00002
00003 #include "IGameStateMachine.hpp"
00004 #include "../states/IGameState.hpp"
00005
00006 namespace gsm {
00007
00008 class AGameStateMachine : public IGameStateMachine {
00009     public:
00010     AGameStateMachine();
00011     ~AGameStateMachine() override = default;
00012
00013     void changeState(std::shared_ptr<IGameState> newState) override;
00014     void pushState(std::shared_ptr<IGameState> newState) override;
00015     void popState() override;
00016
00017     void update(float deltaTime) override;
00018     void render() override;
00019
00020     protected:
00021     std::stack<std::shared_ptr<IGameState>> _states;
00022     };
00023
00024 } // namespace gsm

```

5.4 AGameStateMachine.hpp

```

00001 #pragma once
00002

```

```

00003 #include "IGameStateMachine.hpp"
00004 #include "../states/IGameState.hpp"
00005
00006 namespace gsm {
00007
00008 class AGameStateMachine : public IGameStateMachine {
00009 public:
0010     AGameStateMachine();
0011     ~AGameStateMachine() override = default;
0012
0013     void changeState(std::shared_ptr<IGameState> newState) override;
0014     void pushState(std::shared_ptr<IGameState> newState) override;
0015     void popState() override;
0016
0017     void update(float deltaTime) override;
0018
0019 protected:
0020     std::stack<std::shared_ptr<IGameState>> _states;
0021 };
0022
0023 } // namespace gsm

```

5.5 IGameStateMachine.hpp

```

00001 #pragma once
00002
00003 #include <memory>
00004 #include <stack>
00005
00006 namespace gsm {
00007
00008 class IGameState;
00009
00010 class IGameStateMachine {
00011 public:
0012     virtual ~IGameStateMachine() = default;
0013
0014     virtual void changeState(std::shared_ptr<IGameState> newState) = 0;
0015     virtual void pushState(std::shared_ptr<IGameState> newState) = 0;
0016     virtual void popState() = 0;
0017
0018     virtual void update(float deltaTime) = 0;
0019     virtual void render() = 0;
0020 };
0021
0022 } // namespace gsm

```

5.6 IGameStateMachine.hpp

```

00001 #pragma once
00002
00003 #include <memory>
00004 #include <stack>
00005
00006 namespace gsm {
00007
00008 class IGameState;
00009
00010 class IGameStateMachine {
00011 public:
0012     virtual ~IGameStateMachine() = default;
0013
0014     virtual void changeState(std::shared_ptr<IGameState> newState) = 0;
0015     virtual void pushState(std::shared_ptr<IGameState> newState) = 0;
0016     virtual void popState() = 0;
0017
0018     virtual void update(float deltaTime) = 0;
0019 };
0020
0021 } // namespace gsm

```

5.7 AGameState.hpp

```
00001 #pragma once
```

```

00002
00003 #include "IGameState.hpp"
00004
00005 namespace gsm {
00006
00007 class AGameState : public IGameState {
00008 public:
00009     AGameState(std::shared_ptr<IGameStateMachine> gsm);
00010     ~AGameState() override = default;
00011
00012     void enter() override;
00013     void update(float deltaTime) override;
00014     void render() override;
00015     void exit() override;
00016
00017 protected:
00018     std::shared_ptr<IGameStateMachine> _gsm;
00019 };
00020
00021 } // namespace gsm

```

5.8 AGameState.hpp

```

00001 #pragma once
00002
00003 #include "IGameState.hpp"
00004
00005 namespace gsm {
00006
00007 class AGameState : public IGameState {
00008 public:
00009     AGameState(std::shared_ptr<IGameStateMachine> gsm);
00010     ~AGameState() override = default;
00011
00012     void enter() override;
00013     void update(float deltaTime) override;
00014     void exit() override;
00015
00016 protected:
00017     std::shared_ptr<IGameStateMachine> _gsm;
00018 };
00019
00020 } // namespace gsm

```

5.9 IGameState.hpp

```

00001 #pragma once
00002
00003 #include <memory>
00004 #include "../machine/IGameStateMachine.hpp"
00005
00006 namespace gsm {
00007
00008 class IGameState {
00009 public:
00010     virtual ~IGameState() = default;
00011
00012     virtual void enter() = 0;
00013     virtual void update(float deltaTime) = 0;
00014     virtual void render() = 0;
00015     virtual void exit() = 0;
00016 };
00017
00018 } // namespace gsm

```

5.10 IGameState.hpp

```

00001 #pragma once
00002
00003 #include <memory>
00004 #include "../machine/IGameStateMachine.hpp"
00005
00006 namespace gsm {

```

```

00007
00008 class IGameState {
00009 public:
0010     virtual ~IGameState() = default;
0011
0012     virtual void enter() = 0;
0013     virtual void update(float deltaTime) = 0;
0014     virtual void exit() = 0;
0015 };
0016
0017 } // namespace gsm

```

5.11 IServer.hpp

```

00001 /*
00002 ** EPITECH PROJECT, 2025
00003 ** ryanR-type
00004 ** File description:
00005 ** IServer
00006 */
00007
00008 #ifndef ISERVER_HPP_
00009 #define ISERVER_HPP_
0010
0011 namespace net {
0012
0013 class IServer {
0014 public:
0015     virtual ~IServer() = default;
0016     virtual void start() = 0;
0017     virtual void stop() = 0;
0018 };
0019
0020 } // namespace net
0021
0022 #endif /* !ISERVER_HPP_ */

```

5.12 Server.hpp

```

00001 /*
00002 ** EPITECH PROJECT, 2025
00003 ** ryanR-type
00004 ** File description:
00005 ** Server
00006 */
00007
00008 #ifndef SERVER_HPP_
00009 #define SERVER_HPP_
0010
0011 #include "IServer.hpp"
0012
0013 namespace net {
0014
0015 class Server : public IServer {
0016 public:
0017     Server();
0018     ~Server();
0019
0020     void start() override;
0021     void stop() override;
0022
0023 protected:
0024 private:
0025 };
0026
0027 } // namespace net
0028
0029 #endif /* !SERVER_HPP_ */

```

5.13 ServerConfig.hpp

```

00001 /*
00002 ** EPITECH PROJECT, 2025

```

```
00003 ** ryanR-type
00004 ** File description:
00005 ** ServerConfig
00006 */
00007
00008 #ifndef SERVERCONFIG_HPP_
00009 #define SERVERCONFIG_HPP_
00010
00011 namespace net {
00012
00013 class ServerConfig {
00014     public:
00015         ServerConfig();
00016         ~ServerConfig();
00017
00018     protected:
00019     private:
00020 };
00021
00022 } // namespace net
00023
00024 #endif /* !SERVERCONFIG_HPP_ */
```

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