

KeyPlayer

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Contents

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

PApplet
keyplayer_gui ??

Chapter 2

Class Index

2.1 Class List

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

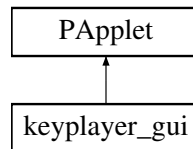
| | | |
|-------------------------------|-------|----|
| keyplayer_gui | | ?? |
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Chapter 3

Class Documentation

3.1 keyplayer_gui Class Reference

Inheritance diagram for keyplayer_gui:



Public Member Functions

- void **setup** ()
- void **draw** ()
- void **keyPressed** ()
- void **keyReleased** ()
- void **customGUI** ()
- void **q_click1** (GButton source, GEvent event)
- void **w_click1** (GButton source, GEvent event)
- void **e_click1** (GButton source, GEvent event)
- void **r_click1** (GButton source, GEvent event)
- void **slider1_change1** (GSlider source, GEvent event)
- void **t_click1** (GButton source, GEvent event)
- void **y_click1** (GButton source, GEvent event)
- void **u_click1** (GButton source, GEvent event)
- void **i_click1** (GButton source, GEvent event)
- void **a_click1** (GButton source, GEvent event)
- void **s_click1** (GButton source, GEvent event)
- void **d_click1** (GButton source, GEvent event)
- void **f_click1** (GButton source, GEvent event)
- void **g_click1** (GButton source, GEvent event)
- void **h_click1** (GButton source, GEvent event)
- void **j_click1** (GButton source, GEvent event)
- void **k_click1** (GButton source, GEvent event)
- void **z_click1** (GButton source, GEvent event)
- void **x_click1** (GButton source, GEvent event)
- void **c_click1** (GButton source, GEvent event)
- void **v_click1** (GButton source, GEvent event)

- void **b_click1** (GButton source, GEvent event)
- void **n_click1** (GButton source, GEvent event)
- void **m_click1** (GButton source, GEvent event)
- void **dropList1_click1** (GDropList source, GEvent event)
- void **comma_click1** (GButton source, GEvent event)
- void **createGUI** ()

Static Public Member Functions

- static void **main** (String[] passedArgs)

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

- application.linux64/source/keyplayer_gui.java