

BreakOut

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

b2Draw	
GLESTDebugDraw	6
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PongScene	9
<CCMouseEventDelegate>	
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<LeapDelegate>	
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<NSApplicationDelegate>	
AppDelegate	5
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Chapter 2

Class Index

2.1 Class List

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

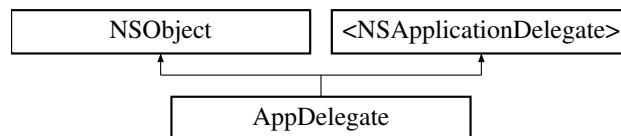
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Chapter 3

Class Documentation

3.1 AppDelegate Class Reference

Inheritance diagram for AppDelegate:



Properties

- IBOutlet UIWindow * **window**

3.1.1 Detailed Description

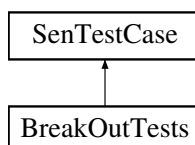
Definition at line 11 of file [AppDelegate.h](#).

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

- BreakOut/AppDelegate.h

3.2 BreakOutTests Class Reference

Inheritance diagram for BreakOutTests:



3.2.1 Detailed Description

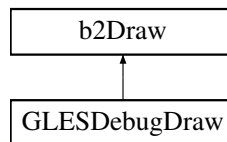
Definition at line 11 of file [BreakOutTests.h](#).

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

- BreakOutTests/BreakOutTests.h

3.3 GLESDebugDraw Class Reference

Inheritance diagram for GLESDebugDraw:



Public Member Functions

- **GLESDebugDraw** (float32 ratio)
- void **DrawPolygon** (const b2Vec2 *vertices, int32 vertexCount, const b2Color &color)
- void **DrawSolidPolygon** (const b2Vec2 *vertices, int32 vertexCount, const b2Color &color)
- void **DrawCircle** (const b2Vec2 ¢er, float32 radius, const b2Color &color)
- void **DrawSolidCircle** (const b2Vec2 ¢er, float32 radius, const b2Vec2 &axis, const b2Color &color)
- void **DrawSegment** (const b2Vec2 &p1, const b2Vec2 &p2, const b2Color &color)
- void **DrawTransform** (const b2Transform &xf)
- void **DrawPoint** (const b2Vec2 &p, float32 size, const b2Color &color)
- void **DrawString** (int x, int y, const char *string,...)
- void **DrawAABB** (b2AABB *aabb, const b2Color &color)

3.3.1 Detailed Description

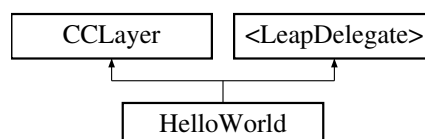
Definition at line 43 of file [GLES-Render.h](#).

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

- BreakOut/GLES-Render.h
- BreakOut/GLES-Render.mm

3.4 HelloWorld Class Reference

Inheritance diagram for HelloWorld:



Class Methods

- (id) + **scene**

Protected Attributes

- b2World * **_world**
- b2Body * **_groundBody**
- b2Body * **_paddleBody**
- b2Fixture * **_paddleFixture**
- b2Fixture * **_ballFixture**
- b2Fixture * **_bottomFixture**
- b2MouseJoint * **_mouseJoint**
- b2MouseJoint * **_fingerJoint**
- MyContactListener * **_contactListener**
- LeapController * **controller**
- NSMutableDictionary * **trackableList**
- BOOL **fingerTracked**

3.4.1 Detailed Description

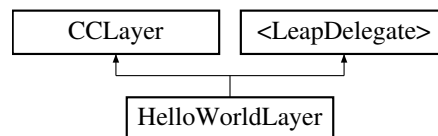
Definition at line 12 of file [HelloWorldScene.h](#).

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

- BreakOut/HelloWorldScene.h
- BreakOut/HelloWorldScene.mm

3.5 HelloWorldLayer Class Reference

Inheritance diagram for HelloWorldLayer:



Protected Attributes

- LeapController * **controller**
- CCTexture2D * **spriteTexture_**
- b2World * **world**
- [GLESDebugDraw](#) * **m_debugDraw**
- CCSprite * **targetSprite**
- b2MouseJoint * **_mouseJoint**
- b2World * **_world**
- b2Body * **_groundBody**
- NSMutableDictionary * **trackableList**

3.5.1 Detailed Description

Definition at line 18 of file [HelloWorldLayer.h](#).

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

- BreakOut/HelloWorldLayer.h

3.6 HelloWorldLayer() Category Reference

Instance Methods

- (void) - **initPhysics**
- (void) - **addNewSpriteAtPosition:**
- (void) - **createResetButton**

3.6.1 Detailed Description

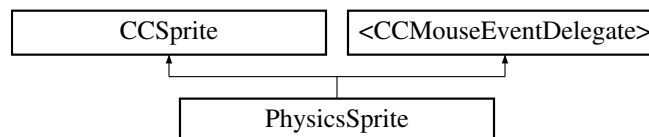
Definition at line 26 of file [HelloWorldLayer.mm](#).

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

- BreakOut/HelloWorldLayer.mm

3.7 PhysicsSprite Class Reference

Inheritance diagram for PhysicsSprite:



Instance Methods

- (void) - **setPhysicsBody:**
- (void) - **setTarget:**
- (void) - **delTarget**

Protected Attributes

- CGPoint **target**
- uint **ticker**
- bool **hasTarget**
- b2Body * **body_**

3.7.1 Detailed Description

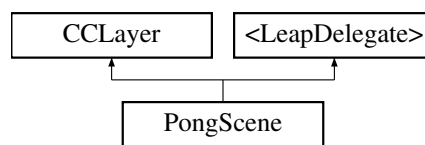
Definition at line 16 of file [PhysicsSprite.h](#).

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

- BreakOut/PhysicsSprite.h
- BreakOut/PhysicsSprite.mm

3.8 PongScene Class Reference

Inheritance diagram for PongScene:



Protected Attributes

- LeapController * **controller**
- CCLayer * **spriteTexture_**
- b2World * **world**
- GLESDebugDraw * **m_debugDraw**
- CCSprite * **targetSprite**
- b2MouseJoint * **_mouseJoint**
- b2World * **_world**
- b2Body * **_groundBody**
- NSMutableDictionary * **trackableList**

3.8.1 Detailed Description

Definition at line 15 of file [PongScene.h](#).

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

- BreakOut/PongScene.h

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