

LeapPaint

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Contents

1	Main Page	1
2	Hierarchical Index	2
2.1	Class Hierarchy	2
3	Class Index	4
3.1	Class List	4
4	Class Documentation	5
4.1	AppDelegate Class Reference	5
4.1.1	Detailed Description	5
4.1.2	Method Documentation	6
4.1.3	Member Data Documentation	6
4.2	BackgroundLayer Class Reference	6
4.2.1	Detailed Description	6
4.3	BrushSelectionLayer Class Reference	7
4.3.1	Detailed Description	7
4.3.2	Member Data Documentation	7
4.3.3	Property Documentation	7
4.4	<BrushSelectionLayerDelegate> Protocol Reference	7
4.4.1	Detailed Description	8
4.4.2	Method Documentation	8
4.5	ControlsLayer Class Reference	8
4.5.1	Detailed Description	9
4.5.2	Method Documentation	9
4.5.3	Member Data Documentation	10
4.5.4	Property Documentation	10
4.6	<ControlsLayerDelegate> Protocol Reference	11
4.6.1	Detailed Description	12
4.6.2	Method Documentation	12
4.7	GameManager Class Reference	13
4.7.1	Detailed Description	13
4.7.2	Method Documentation	14
4.7.3	Member Data Documentation	14
4.7.4	Property Documentation	15
4.8	GameManagerTests Class Reference	15
4.8.1	Detailed Description	16

4.8.2	Member Data Documentation	16
4.9	GameScene Class Reference	16
4.9.1	Detailed Description	16
4.9.2	Method Documentation	17
4.10	GameSceneTests Class Reference	17
4.10.1	Detailed Description	17
4.10.2	Member Data Documentation	17
4.11	GameSettings Class Reference	17
4.11.1	Detailed Description	18
4.11.2	Method Documentation	18
4.11.3	Property Documentation	18
4.12	GameSettingsTests Class Reference	19
4.12.1	Detailed Description	19
4.12.2	Member Data Documentation	19
4.13	<HUDDelegate> Protocol Reference	19
4.13.1	Detailed Description	20
4.13.2	Method Documentation	20
4.14	HUDLayer Class Reference	20
4.14.1	Detailed Description	21
4.14.2	Method Documentation	21
4.14.3	Member Data Documentation	22
4.14.4	Property Documentation	23
4.15	LeapPaintTests Class Reference	23
4.15.1	Member Data Documentation	23
4.16	LeapPuzzTests Class Reference	24
4.17	LPCCControlButtonVariableSize Class Reference	24
4.17.1	Detailed Description	24
4.17.2	Method Documentation	24
4.18	LPLine Class Reference	24
4.18.1	Detailed Description	25
4.18.2	Property Documentation	25
4.19	LPLinePoint Class Reference	25
4.19.1	Detailed Description	26
4.19.2	Method Documentation	26
4.19.3	Property Documentation	27
4.20	LPLinePointTests Class Reference	27
4.20.1	Detailed Description	28

4.20.2 Member Data Documentation	28
4.21 LPTool Class Reference	28
4.21.1 Detailed Description	29
4.21.2 Property Documentation	29
4.22 LPToolTests Class Reference	29
4.22.1 Detailed Description	29
4.22.2 Member Data Documentation	29
4.23 SimplePoint Class Reference	30
4.23.1 Detailed Description	30
4.23.2 Method Documentation	30
4.23.3 Property Documentation	31
4.24 SimplePointObject Class Reference	32
4.24.1 Detailed Description	32
4.24.2 Property Documentation	32
4.25 SimplePointTests Class Reference	33
4.25.1 Detailed Description	33
4.25.2 Member Data Documentation	33
4.26 SketchRenderTextureScene Class Reference	34
4.27 Utility Class Reference	34
4.27.1 Detailed Description	35
4.27.2 Method Documentation	35
4.28 UtilityTests Class Reference	36
4.28.1 Detailed Description	36
4.28.2 Member Data Documentation	36

Index

36

1 Main Page

[Project Home & Wiki](#)

#Requirements Specification

Interface

- HUD Requirement to render a cursor where the pointable is intersecting with the screen. The cursor should show the color that will be painting on the screen
- Ring and round cursor to indicate drawing or not drawing.

Features

- Change Colors
- Change Brushes
- Eraser
- Change size of brush
- Reset drawing
- Change Opacity of brushes

#Unit Tests

#Libraries & Sub Modules

- Cocos2d 2.0
- CCControlExtension
- #Build Settings
- Valid Architecture i386 x86_64
- Other Linker Flags -lz -ObjC
- C Language Dialect GNU99 -std=gnu99
- C ++ Language Dialect GNU++11 -std=gnu++11
- C ++ Standard Library libc++ (LLVM C++ standard lib)
- run script after build:


```
echo TARGET_BUILD_DIR=${TARGET_BUILD_DIR} echo TARGET_NAME=${TARGET_NAME} cd ${TARGET_BUILD_DIR}/${TARGET_NAME}.app/Contents/MacOS ls -la install_name_tool -change /libLeap.dylib ../../Resources/libLeap.dylib ${TARGET_NAME}
```

#Documentation

Documentation is done using [Doxygen](#)

2 Hierarchical Index

2.1 Class Hierarchy

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

CCLayer

BackgroundLayer	6
BrushSelectionLayer	7
ControlsLayer	8

HUDLayer	20
LPCCControlButtonVariableSize	24
SketchRenderTextureScene	34
CCScene	
GameManager	13
GameScene	16
CCSprite	
LPTool	28
<LeapListener>	
GameManager	13
<NSApplicationDelegate>	
AppDelegate	5
NSObject	
AppDelegate	5
GameSettings	17
LPLine	24
LPLinePoint	25
SimplePoint	30
SimplePointObject	32
Utility	34
<NSObject>	
<BrushSelectionLayerDelegate>	7
ControlsLayer	8
<ControlsLayerDelegate>	11
GameManager	13
<HUDDelegate>	19
GameManager	13
SenTestCase	
GameManagerTests	15
GameSceneTests	17
GameSettingsTests	19
LeapPaintTests	23
LeapPuzzTests	24

LPLinePointTests	27
LPToolTests	29
SimplePointTests	33
UtilityTests	36

3 Class Index

3.1 Class List

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

AppDelegate	5
BackgroundLayer	6
BrushSelectionLayer	7
<BrushSelectionLayerDelegate>	7
ControlsLayer	8
<ControlsLayerDelegate>	11
GameManager	13
GameManagerTests	15
GameScene	16
GameSceneTests	17
GameSettings	17
GameSettingsTests	19
<HUDDelegate>	19
HUDLayer	20
LeapPaintTests	23
LeapPuzzTests	24
LPCCControlButtonVariableSize	24
LPLine	24
LPLinePoint	25
LPLinePointTests	27
LPTool	28

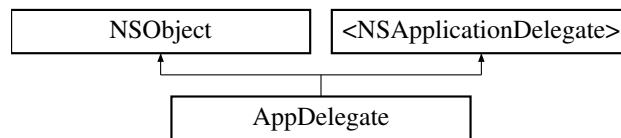
LPToolTests	29
SimplePoint	30
SimplePointObject	32
SimplePointTests	33
SketchRenderTextureScene	34
Utility	34
UtilityTests	36

4 Class Documentation

4.1 AppDelegate Class Reference

```
#import <AppDelegate.h>
```

Inheritance diagram for AppDelegate:



Instance Methods

- (void) - [runGameScene](#)
- (IBAction) - [toggleFullScreen:](#)

Protected Attributes

- UIWindow * [window_](#)
- CCGLView * [glView_](#)

Properties

- IBOutlet UIWindow * **window**
- IBOutlet CCGLView * **glView**

4.1.1 Detailed Description

Application Delegate Creates app instance and binds libraries to interface builder xibs

Serves as an application wide callback object for events that affects the whole application, such as low-memory, etc.

4.1.2 Method Documentation

4.1.2.1 - (void) runGameScene

RunGameScene sets up the Cocos2d environment and runs it in the application.

4.1.2.2 - (IBAction) toggleFullScreen: (id) sender

Toggles from a window to full screen view point

Parameters

<i>sender</i>	is the action sending the command
---------------	-----------------------------------

Returns

IBAction binding to interface builder

4.1.3 Member Data Documentation

4.1.3.1 - (CCGLView*) glView_ [protected]

glView is the embedded view in which cocos2d will run inside the window

Referenced by runGameScene.

4.1.3.2 - (NSWindow*) window_ [protected]

window is the main window to be displayed

Referenced by runGameScene.

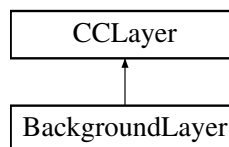
The documentation for this class was generated from the following files:

- LeapPaint/AppDelegate.h
- LeapPaint/AppDelegate.m

4.2 BackgroundLayer Class Reference

```
#import <BackgroundLayer.h>
```

Inheritance diagram for BackgroundLayer:



4.2.1 Detailed Description

Background Layer Displays a background image for the scene

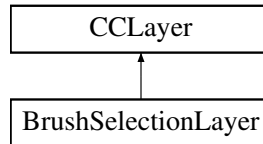
The documentation for this class was generated from the following file:

- LeapPaint/BackgroundLayer.h

4.3 BrushSelectionLayer Class Reference

```
#import <BrushSelectionLayer.h>
```

Inheritance diagram for BrushSelectionLayer:



Protected Attributes

- NSMutableDictionary * [imageNamesDictionary](#)

Properties

- id< [BrushSelectionLayerDelegate](#) > [delegate](#)
- bool [layerHidden](#)

4.3.1 Detailed Description

[BrushSelectionLayer](#) This user interface layer provides a collection view of all the available brushes that can be selected.

4.3.2 Member Data Documentation

4.3.2.1 - (NSMutableDictionary*) [imageNamesDictionary](#) [protected]

[imageNamesDictionary](#) is the list of brush names available for selection

4.3.3 Property Documentation

4.3.3.1 - (id<[BrushSelectionLayerDelegate](#)>) [delegate](#) [read], [write], [nonatomic], [weak]

[delegate](#) is the instance reference for triggering delegate call back functions

4.3.3.2 - (bool) [layerHidden](#) [read], [write], [nonatomic], [assign]

[layerHidden](#) tracks the visibility state of the layer

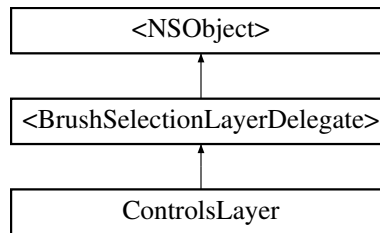
The documentation for this class was generated from the following file:

- LeapPaint/BrushSelectionLayer.h

4.4 <BrushSelectionLayerDelegate> Protocol Reference

```
#import <BrushSelectionLayer.h>
```

Inheritance diagram for <BrushSelectionLayerDelegate>:



Instance Methods

- (void) - [hidePanel](#)
- (void) - [brushSelected:](#)

4.4.1 Detailed Description

[BrushSelectionLayer](#) Delegate Provides a delegate interface for the layer to notify of actions

4.4.2 Method Documentation

4.4.2.1 - (void) brushSelected: (NSString *) brushname

Calls back to notify a new brushname has been selected

Parameters

<i>brushname</i>	is the name of the brush that has been selected.
------------------	--

4.4.2.2 - (void) hidePanel

Calls back to notify that the layer can be hidden

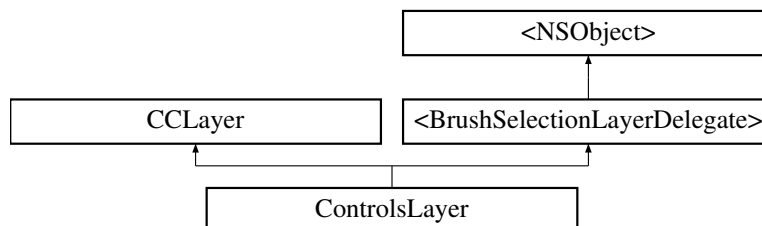
The documentation for this protocol was generated from the following file:

- LeapPaint/BrushSelectionLayer.h

4.5 ControlsLayer Class Reference

```
#import <ControlsLayer.h>
```

Inheritance diagram for ControlsLayer:



Instance Methods

- (void) - [valueChanged:](#)
- (void) - [opacitySliderChanged:](#)
- (void) - [expandPanel](#)
- (void) - [collapsePanel](#)
- (CCControlSwitch *) - [makeControlSwitch](#)
- (void) - [switchValueChanged:](#)
- (void) - [updateOpacitySlider:](#)

Protected Attributes

- CCLabelTTF * [colorLabel](#)
- [GameSettings](#) * [gameSettings](#)

Properties

- CCControlSlider * [slider](#)
- CCControlSlider * [opacitySlider](#)
- CCControlSwitch * [opacitySwitchControl](#)
- CCLabelTTF * [opacitydisplayValueLabel](#)
- id< [ControlsLayerDelegate](#) > [delegate](#)
- [BrushSelectionLayer](#) * [brushSelection](#)
- CCLabelTTF * [displayValueLabel](#)
- CCControlSwitch * [switchControl](#)

4.5.1 Detailed Description

Controls Layer User interface controls for operating buttons, switches, sliders

4.5.2 Method Documentation

4.5.2.1 - (void) collapsePanel

Collapses Brushes Panel

4.5.2.2 - (void) expandPanel

Expands brushes panel

4.5.2.3 - (CCControlSwitch *) makeControlSwitch

Creates and returns a new CCControlSwitch.

Returns

a generate ControlSwitch

4.5.2.4 - (void) opacitySliderChanged: (CCControlSlider *) sender

Receives opacitySliderControl delegate callbacks and updates values in the interface

Parameters

<i>sender</i>	is the object performing the callback
---------------	---------------------------------------

4.5.2.5 - (void) switchValueChanged: (CCControlSwitch *) sender

Callback for the change value.

Parameters

<i>sender</i>	is the object performing the callback
---------------	---------------------------------------

4.5.2.6 - (void) updateOpacitySlider: (float) value

Callback for opacity changing with the slider

Parameters

<i>sender</i>	is the object performing the callback
---------------	---------------------------------------

4.5.2.7 - (void) valueChanged: (CCControlSlider *) sender

Receives brushSizeControl delegate callbacks and updates values in the interface

Parameters

<i>sender</i>	is the object performing the callback
---------------	---------------------------------------

4.5.3 Member Data Documentation

4.5.3.1 - (CCLabelTTF*) colorLabel [protected]

colorLabel displays name of color in hash value

4.5.3.2 - (GameSettings*) gameSettings [protected]

gameSettings global reference to shared settings instance

4.5.4 Property Documentation

4.5.4.1 - (BrushSelectionLayer*) brushSelection [read], [write], [nonatomic], [strong]

brushSelection layer expands as a drawer to allow for brush selection

4.5.4.2 - (id<ControlsLayerDelegate>) delegate [read], [write], [nonatomic], [weak]

delegate is the instance reference for triggering delegate call back functions

Referenced by GameScene::scene.

4.5.4.3 - (CCLabelTTF *) **displayValueLabel** [read], [write], [nonatomic], [strong]

displayValueLabel displays coordinate

displayValueLabel displays eraser toggle state

Referenced by switchValueChanged:.

4.5.4.4 - (CCLabelTTF*) **opacitydisplayValueLabel** [read], [write], [nonatomic], [strong]

opacitydisplayValueLabel shows the state of the opacitySwitchControl

4.5.4.5 - (CCControlSlider*) **opacitySlider** [read], [write], [nonatomic], [strong]

opacitySlider is the opacity contro of the brush

Referenced by updateOpacitySlider:.

4.5.4.6 - (CCControlSwitch*) **opacitySwitchControl** [read], [write], [nonatomic], [strong]

opacitySwitchControl is the control for setting automatic or manual opacity control

4.5.4.7 - (CCControlSlider*) **slider** [read], [write], [nonatomic], [strong]

slider is the thickness control of the brush

4.5.4.8 - (CCControlSwitch*) **switchControl** [read], [write], [nonatomic], [strong]

switchControl is the eraser toggle

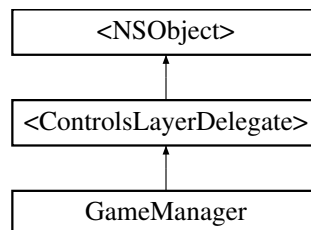
The documentation for this class was generated from the following files:

- LeapPaint/ControlsLayer.h
- LeapPaint/ControlsLayer.mm

4.6 <ControlsLayerDelegate> Protocol Reference

```
#import <ControlsLayer.h>
```

Inheritance diagram for <ControlsLayerDelegate>:



Instance Methods

- (void) - [changeColorControl:](#)
- (void) - [changeThicknessControl:](#)
- (void) - [changeBrushControl:](#)
- (void) - [changeOpacityControl:](#)

- (void) - [clearDrawing](#)
- (void) - [eraserMode](#):

4.6.1 Detailed Description

Controls Layer Delegate Provides a delegate interface for the layer to notify of actions

4.6.2 Method Documentation

4.6.2.1 - (void) changeBrushControl: (NSString *) *brushname*

Callback with a change in brush texture

Parameters

<i>brushname</i>	is the new selected brush value
------------------	---------------------------------

4.6.2.2 - (void) changeColorControl: (ccColor3B) *color*

Callback with a change in color of the brush

Parameters

<i>color</i>	is the new selected color value
--------------	---------------------------------

4.6.2.3 - (void) changeOpacityControl: (float) *value*

Callback with a change in opacity

Parameters

<i>value</i>	is the new selected opacity value
--------------	-----------------------------------

4.6.2.4 - (void) changeThicknessControl: (float) *value*

Callback with a change in thickness of the brush

Parameters

<i>value</i>	is the new selected color value
--------------	---------------------------------

4.6.2.5 - (void) clearDrawing

Callback to notify to clear the drawing

4.6.2.6 - (void) eraserMode: (bool) *mode*

Callback with a change in color

Parameters

<i>mode</i>	is the toggled eraser mode TODO: Turn off eraser mode when new color is selected
-------------	--

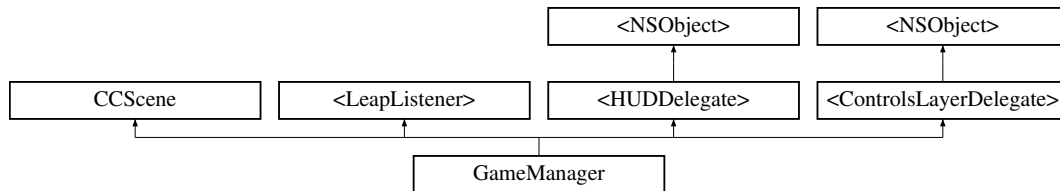
The documentation for this protocol was generated from the following file:

- LeapPaint/ControlsLayer.h

4.7 GameManager Class Reference

```
#import <GameManager.h>
```

Inheritance diagram for GameManager:



Instance Methods

- (float) - [findPercentageDifference:withMin:withValue:](#)
- (float) - [opacityPercentage:](#)

Protected Attributes

- InputMode [inputMode](#)
- LeapPointable * [currentPointable](#)
- CGPoint [currentPoint](#)
- BOOL [painting](#)
- [GameSettings](#) * [gameSettings](#)
- int [lastTag](#)
- SimplePoint * [lastPoint](#)
- int [framesSinceLastFound](#)

Properties

- HUDLayer * [hudLayer](#)
- SketchRenderTextureScene * [textureScene](#)
- BackgroundLayer * [backgroundLayer](#)
- ControlsLayer * [controlsLayer](#)
- LeapController * [controller](#)
- LeapScreen * [leapScreen](#)

4.7.1 Detailed Description

Core Application Management Provides interfaces and controls the various inputs, controls and outputs

4.7.2 Method Documentation

4.7.2.1 -(float) findPercentageDifference: (float) *max* withMin:(float) *min* withValue:(float) *value*

Finds the percentage of a number between two values. If the number is greater or less than the range, that boundary of the range will be returned.

Parameters

<i>max</i>	is the top range value
<i>min</i>	is the bottom range value
<i>value</i>	is the number we are seeking the percentage from

Returns

the a percentage between 0 and 100%

Find the percentage between two numbers

Referenced by opacityPercentage:.

4.7.2.2 -(float) opacityPercentage: (float) *value*

Determines the opacity based upon the Z axis coordinate

Parameters

<i>value</i>	is the Z axis coordinate
--------------	--------------------------

Returns

the opacity value to set the brush at.

Return the Opacity value based on Z position

4.7.3 Member Data Documentation

4.7.3.1 -(CGPoint) *currentPoint* [protected]

colorLabel displays name of color in hash value

4.7.3.2 -(LeapPointable*) *currentPointable* [protected]

colorLabel displays name of color in hash value

4.7.3.3 -(int) *framesSinceLastFound* [protected]

framesSinceLastFound number of frames since last finding a LeapPointable

4.7.3.4 -(GameSettings*) *gameSettings* [protected]

gameSettings singleton to global settings

4.7.3.5 -(InputMode) *inputMode* [protected]

colorLabel displays name of color in hash value

4.7.3.6 - (SimplePoint*) lastPoint [protected]

lastPoint is the last known point on the screen of the LeapPointable

4.7.3.7 - (int) lastTag [protected]

lastTag is the last tag value tracked of a LeapPointable

4.7.3.8 - (BOOL) painting [protected]

painting indicates wether or not the application is painting at that moment

4.7.4 Property Documentation**4.7.4.1** - (BackgroundLayer*) backgroundLayer [read],[write],[nonatomic],[strong]

backgroundLayer is the layer for setting up the background

Referenced by GameScene::scene.

4.7.4.2 - (LeapController*) controller [read],[write],[nonatomic],[strong]

controller is the leapController

4.7.4.3 - (ControlsLayer*) controlsLayer [read],[write],[nonatomic],[strong]

controlsLayer is the layer for managing interface controls

Referenced by GameScene::scene.

4.7.4.4 - (HUDLayer*) hudLayer [read],[write],[nonatomic],[strong]

hudLayer displays the icons for tracking where a leapPointable is pointing

Referenced by GameScene::scene.

4.7.4.5 - (LeapScreen*) leapScreen [read],[write],[nonatomic],[strong]

leapScreen references the screen being used on the system

4.7.4.6 - (SketchRenderTextureScene*) textureScene [read],[write],[nonatomic],[strong]

textureScene is the drawing layer

Referenced by GameScene::scene.

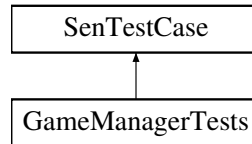
The documentation for this class was generated from the following files:

- LeapPaint/GameManager.h
- LeapPaint/GameManager.mm

4.8 GameManagerTests Class Reference

```
#import <GameManagerTests.h>
```

Inheritance diagram for GameManagerTests:



Protected Attributes

- NSString * [testName](#)
- [GameManager](#) * [node](#)

4.8.1 Detailed Description

Tests the [GameManager](#) object

4.8.2 Member Data Documentation

4.8.2.1 -(GameManager*) node [protected]

gameManager instance

4.8.2.2 -(NSString*) testName [protected]

testName is the name of the test

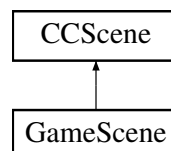
The documentation for this class was generated from the following file:

- LeapPaintTests/GameManagerTests.h

4.9 GameScene Class Reference

```
#import <GameScene.h>
```

Inheritance diagram for GameScene:



Class Methods

- (CScene *) + [scene](#)

4.9.1 Detailed Description

[GameScene](#) Initializes and assembles all of the layers and gameobjects into the [GameManager](#)

4.9.2 Method Documentation

4.9.2.1 + (CCScene *) scene

Scene initializes each object and assigns interlinking pointers and delegates to each class

Returns

scene for CCDirector to begin running

Referenced by AppDelegate::runGameScene.

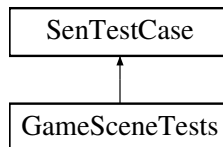
The documentation for this class was generated from the following files:

- LeapPaint/GameScene.h
- LeapPaint/GameScene.mm

4.10 GameSceneTests Class Reference

```
#import <GameSceneTests.h>
```

Inheritance diagram for GameSceneTests:



Protected Attributes

- NSString * [testName](#)

4.10.1 Detailed Description

Tests the [GameScene](#) object

4.10.2 Member Data Documentation

4.10.2.1 - (NSString*) testName [protected]

testName is the name of the test

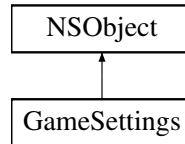
The documentation for this class was generated from the following file:

- LeapPaintTests/GameSceneTests.h

4.11 GameSettings Class Reference

```
#import <GameSettings.h>
```

Inheritance diagram for GameSettings:



Class Methods

- `(GameSettings *) + sharedInstance`

Properties

- BOOL `depthOpacityMode`
- BOOL `painting`
- BOOL `eraserMode`
- InputMode `inputMode`

4.11.1 Detailed Description

`GameSettings` is a globally shared class instance which tracks all the game settings.

This class can be accessed by any object in the game.

4.11.2 Method Documentation

4.11.2.1 `+(GameSettings *) sharedInstance`

Singleton Intializes and Returns a shared instance of the class

Returns

`sharedInstance` of the class.

Singleton `SharedInstance` Intializes and Returns a shared instance of the class

4.11.3 Property Documentation

4.11.3.1 `-(BOOL) depthOpacityMode` `[read]`, `[write]`, `[nonatomic]`, `[assign]`

`depthOpacityMode` controls use of z axis control of opacity

4.11.3.2 `-(BOOL) eraserMode` `[read]`, `[write]`, `[nonatomic]`, `[assign]`

`eraserMode` controls erasing on drawing canvas

4.11.3.3 `-(InputMode) inputMode` `[read]`, `[write]`, `[nonatomic]`, `[assign]`

`inputMode` controller input mode for leapmotion

4.11.3.4 - (BOOL) painting [read], [write], [nonatomic], [assign]

painting indicates whether or not the application is painting at that moment

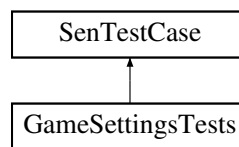
The documentation for this class was generated from the following files:

- LeapPaint/GameSettings.h
- LeapPaint/GameSettings.mm

4.12 GameSettingsTests Class Reference

```
#import <GameSettingsTests.h>
```

Inheritance diagram for GameSettingsTests:



Protected Attributes

- [GameSettings](#) * gameSettings

4.12.1 Detailed Description

Tests the [GameSettings](#) object

4.12.2 Member Data Documentation

4.12.2.1 - (GameSettings*) gameSettings [protected]

gameSettings singleton instance

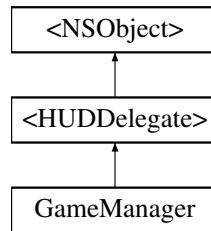
The documentation for this class was generated from the following file:

- LeapPaintTests/GameSettingsTests.h

4.13 <HUDDelegate> Protocol Reference

```
#import <HUDLayer.h>
```

Inheritance diagram for <HUDDelegate>:



Instance Methods

- (void) - [changeMode:](#)
- (void) - [painting:](#)

4.13.1 Detailed Description

HUD Delegate Protocol User interface controls for operating buttons, switches, sliders

4.13.2 Method Documentation

4.13.2.1 - (void) changeMode: (InputMode) mode

Calls back to notify a new input mode has been selected by the keyboard interface

Parameters

<i>mode</i>	is the state of the input mode
-------------	--------------------------------

4.13.2.2 - (void) painting: (BOOL) paintingState

Calls back to notify a new change in painting state

Parameters

<i>paintingState</i>	
----------------------	--

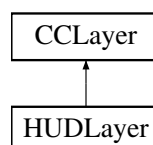
The documentation for this protocol was generated from the following file:

- LeapPaint/HUDLayer.h

4.14 HUDLayer Class Reference

```
#import <HUDLayer.h>
```

Inheritance diagram for HUDLayer:



Instance Methods

- (void) - [toolMoved:toolID:](#)
- (void) - [startTrackingTool:toolID:](#)
- (void) - [moveTrackingTool:toolID:](#)
- (void) - [endTrackingTool](#)
- (void) - [changeColor:](#)
- (void) - [changeBrush:](#)
- (void) - [changeScale:](#)
- (void) - [erasingMode:](#)

Protected Attributes

- NSString * [primaryToolID](#)
- LPTool * [primaryTool](#)
- InputMode [inputMode](#)
- ccColor3B [lastColor](#)
- ccColor3B [previousColor](#)
- NSString * [lastBrush](#)
- float [lastScale](#)
- CCSprite * [paintingIndicator](#)
- BOOL [eraseMode](#)
- [GameSettings](#) * [gameSettings](#)

Properties

- id< [HUDDelegate](#) > [delegate](#)
- CCLabelTTF * [xyzcoords](#)

4.14.1 Detailed Description

HUD Layer Tracks the position of the LeapCursor on the screen

4.14.2 Method Documentation

4.14.2.1 - (void) endTrackingTool

EndTracking tool singles the end of the tool being tracked. The tool may be lost or no longer drawing

4.14.2.2 - (void) moveTrackingTool: (CGPoint) *point* toolID:(NSString*) *toolid*

MoveTrackingTool updates the position and path of a tool.

Parameters

<i>point</i>	is the coordinate location on the screen in which pointable intereseects
<i>toolid</i>	is LeapSDK provided tool id of the tool moving

Referenced by [toolMoved:toolID:](#).

4.14.2.3 - (void) startTrackingTool: (CGPoint) *point* toolID:(NSString*) *toolid*

StartTrackingTool begins the process of tracking a tool starting with a new path

Parameters

<i>point</i>	is the coordinate location on the screen in which pointable intersects
<i>toolid</i>	is LeapSDK provided tool id of the tool moving

Referenced by toolMoved:toolID:.

4.14.2.4 - (void) toolMoved: (CGPoint) *point* toolID:(NSString*) *toolid*

ToolMoved updates the last known tracked position of the tool.

Parameters

<i>point</i>	is the coordinate location on the screen in which pointable intersects
<i>toolid</i>	is LeapSDK provided tool id of the tool moving

4.14.3 Member Data Documentation

4.14.3.1 - (BOOL) eraseMode [protected]

eraseMode determines weather the pointable is painting or erasing

4.14.3.2 - (GameSettings*) gameSettings [protected]

gameSettings singleton to global seetings

4.14.3.3 - (InputMode) inputMode [protected]

inputMode is the current mode of input

4.14.3.4 - (NSString*) lastBrush [protected]

lastBrush is last brush to be selected

4.14.3.5 - (ccColor3B) lastColor [protected]

lastColor is the lastColor to be selected

4.14.3.6 - (float) lastScale [protected]

lastScale is last scale to be selected

4.14.3.7 - (CCSprite*) paintingIndicator [protected]

paintingIndicator shows the state at which the object is currently paintg

4.14.3.8 - (ccColor3B) previousColor [protected]

previousColor is the color before the lastcolor to be selected

4.14.3.9 - (LPTool*) primaryTool [protected]

primaryTool points to the current pointable object

Referenced by endTrackingTool, moveTrackingTool:toolID:, startTrackingTool:toolID:, and toolMoved:toolID:.

4.14.3.10 - (NSString*) primaryToolID [protected]

primaryToolID stores the id tag to the pointable in reference

4.14.4 Property Documentation**4.14.4.1 - (id<HUDDelegate>) delegate** [read], [write], [nonatomic], [weak]

colorLabel displays name of color in hash value

Referenced by GameScene::scene.

4.14.4.2 - (CCLabelTTF*) xyzcoords [read], [write], [nonatomic], [strong]

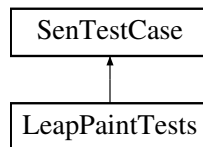
xyzcoords is the X,Y,Z coordinates in string form for displaying on the HUD in real-time for debugging

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

- LeapPaint/HUDLayer.h
- LeapPaint/HUDLayer.mm

4.15 LeapPaintTests Class Reference

Inheritance diagram for LeapPaintTests:

**Protected Attributes**

- NSString * [testName](#)

4.15.1 Member Data Documentation**4.15.1.1 - (NSString*) testName** [protected]

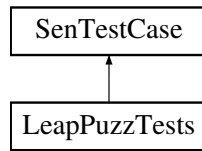
testName is the name of the test

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

- LeapPaintTests/LeapPaintTests.h

4.16 LeapPuzzTests Class Reference

Inheritance diagram for LeapPuzzTests:



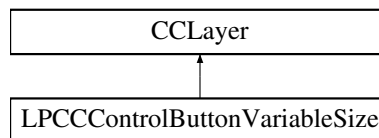
The documentation for this class was generated from the following file:

- LeapPaintTests/LeapPuzzTests.h

4.17 LPCCCControlButtonVariableSize Class Reference

```
#import <LPCCCControlButtonVariableSize.h>
```

Inheritance diagram for LPCCCControlButtonVariableSize:



Instance Methods

- (CCCControlButton *) - [standardButtonWithTitle:](#)

4.17.1 Detailed Description

[LPCCCControlButtonVariableSize](#) Extends CCLayer to have a customizable control button interface

4.17.2 Method Documentation

4.17.2.1 - (CCCControlButton *) standardButtonWithTitle: (NSString *) title

Creates and return a button with a default background and title color. Creates and return a button with a default background and title color.

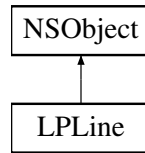
The documentation for this class was generated from the following files:

- LeapPaint/LPCCCControlButtonVariableSize.h
- LeapPaint/LPCCCControlButtonVariableSize.m

4.18 LPLine Class Reference

```
#import <LPLine.h>
```

Inheritance diagram for LPLine:



Properties

- NSMutableArray * [points](#)
- float [width](#)

4.18.1 Detailed Description

[LPLine](#) is tracks the points in one line from beginning to end

4.18.2 Property Documentation

4.18.2.1 - (NSMutableArray*) [points](#) [read], [write], [nonatomic], [strong]

[points](#) is a an array of points for the line

4.18.2.2 - (float) [width](#) [read], [write], [nonatomic], [assign]

[width](#) is a constant width for the line

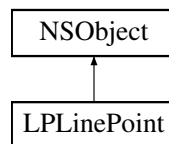
The documentation for this class was generated from the following file:

- LeapPaint/LPLine.h

4.19 LPLinePoint Class Reference

```
#import <LPLinePoint.h>
```

Inheritance diagram for LPLinePoint:



Instance Methods

- (id) - [initWithPosition:](#)
- (id) - [initWithX:withY:](#)
- (id) - [initWithPosition:withWidth:](#)
- (id) - [initWithX:withY:withWidth:](#)
- (CGPoint) - [point](#)

Properties

- float `x`
- float `y`
- float `width`

4.19.1 Detailed Description

`LPLinePoint` is a plotted point for drawing onto the canvas

4.19.2 Method Documentation

4.19.2.1 - (id) initWithPosition: (CGPoint) *p*

Init constructor with existing point to create with no width

Parameters

<i>p</i>	an point (x,y)
----------	----------------

Returns

object instance

init 2d point with CGPoint

4.19.2.2 - (id) initWithPosition: (CGPoint) *p* withWidth:(float) *wVal*

Init constructor with existing point with width

Parameters

<i>p</i>	a point (x,y)
<i>wVal</i>	width of the point

Returns

object instance

Init point with CGPoint and width Value

4.19.2.3 - (id) initWithX: (float) *xVal* withY:(float) *yVal*

Init constructor with x and y values with no width

Parameters

<i>xVal</i>	coordinate value
<i>yVal</i>	coordinate value

Returns

object instance

Init Point with 2 separate values

4.19.2.4 - (id) initWithX: (float) *xVal* withY:(float) *yVal* withWidth:(float) *wVal*

Init constructor with x and y values with width

Parameters

<i>xVal</i>	coordinate value
<i>yVal</i>	coordinate value
<i>wVal</i>	width of the point

Returns

object instance

Init Point with x and y values with width

4.19.2.5 - (CGPoint) point

Returns point based on x and y

Returns

CGPoint

Return the CGPoint type from the object

4.19.3 Property Documentation

4.19.3.1 - (float) width [read], [write], [nonatomic], [assign]

width of the point

4.19.3.2 - (float) x [read], [write], [nonatomic], [assign]

x coordinate

Referenced by point.

4.19.3.3 - (float) y [read], [write], [nonatomic], [assign]

y coordinate

Referenced by point.

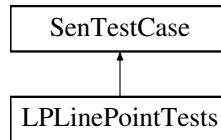
The documentation for this class was generated from the following files:

- LeapPaint/LPLinePoint.h
- LeapPaint/LPLinePoint.m

4.20 LPLinePointTests Class Reference

```
#import <LPLinePointTests.h>
```

Inheritance diagram for LPLinePointTests:



Protected Attributes

- NSString * [testName](#)
- LPLinePoint * [pointNoWidth](#)
- LPLinePoint * [pointWithWidth](#)

4.20.1 Detailed Description

Tests the [LPLinePointTests](#) object

4.20.2 Member Data Documentation

4.20.2.1 - (LPLinePoint*) [pointNoWidth](#) [protected]

[pointNoWidth](#) is a test point without width variable at init

4.20.2.2 - (LPLinePoint*) [pointWithWidth](#) [protected]

[pointNoWidth](#) is a test point width variable at init

4.20.2.3 - (NSString*) [testName](#) [protected]

[testName](#) is the name of the test

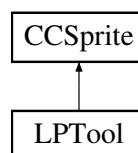
The documentation for this class was generated from the following file:

- LeapPaintTests/LPLinePointTests.h

4.21 LPTool Class Reference

```
#import <LPTool.h>
```

Inheritance diagram for LPTool:



Properties

- NSString * [toolID](#)
- BOOL [updated](#)

4.21.1 Detailed Description

Extends CCSprite object with two properties for tracking sprites with pointable objects

4.21.2 Property Documentation

4.21.2.1 - (NSString*) toolID [read],[write],[nonatomic],[strong]

toolID is the ID number assigned by the LeapMotion SDK

Referenced by HUDLayer::moveTrackingTool:toolID:.

4.21.2.2 - (BOOL) updated [read],[write],[nonatomic],[assign]

updated is if the sprite has been updated in that frame.

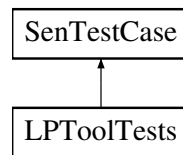
The documentation for this class was generated from the following file:

- LeapPaint/LPTool.h

4.22 LPToolTests Class Reference

```
#import <LPToolTests.h>
```

Inheritance diagram for LPToolTests:



Protected Attributes

- NSString * [testName](#)

4.22.1 Detailed Description

Tests the [GameSettings](#) object

4.22.2 Member Data Documentation

4.22.2.1 - (NSString*) testName [protected]

name of the test

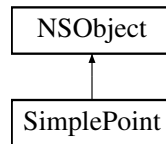
The documentation for this class was generated from the following file:

- LeapPaintTests/LPToolTests.h

4.23 SimplePoint Class Reference

```
#import <SimplePoint.h>
```

Inheritance diagram for SimplePoint:



Instance Methods

- (id) - initWithPosition:
- (id) - initWithX:withY:
- (id) - initWithPosition:withZ:
- (id) - initWithX:withY:withZ:
- (CGPoint) - point

Properties

- float *x*
- float *y*
- float *z*
- BOOL *is3d*

4.23.1 Detailed Description

2D or 3D space coordinate for temporarily manipulating points

4.23.2 Method Documentation

4.23.2.1 - (id) initWithPosition: (CGPoint) *p*

Init constructor with existing point to create a 2d Point

Parameters

<i>p</i>	an point (x,y)
----------	----------------

Returns

object instance

init 2d point with CGPoint

4.23.2.2 - (id) initWithPosition: (CGPoint) *p* withZ:(float) *zVal*

Init constructor with existing point to create a 3d Point

Parameters

<i>p</i>	a point (x,y)
<i>zVal</i>	coordinateValue

Returns

object instance

Init 3d point with CGPoint and z Value

4.23.2.3 - (id) initWithX: (float) *xVal* withY:(float) *yVal*

Init constructor with x and y values to create a 2d point

Parameters

<i>xVal</i>	coordinate value
<i>yVal</i>	coordinate value

Returns

object instance

Init 2d Point with 2 separate values

4.23.2.4 - (id) initWithX: (float) *xVal* withY:(float) *yVal* withZ:(float) *zVal*

Init constructor with x, y and z values to create 3D point

Parameters

<i>xVal</i>	coordinate value
<i>yVal</i>	coordinate value
<i>zval</i>	coordinate value

Returns

object instance

Init 3d Point with 3 separate values

4.23.2.5 - (CGPoint) point

Returns point based on x and y

Returns

CGPoint

Return the CGPoint type from the object

4.23.3 Property Documentation

4.23.3.1 - (BOOL) is3d [read], [write], [nonatomic], [assign]

is3d is 2d or 3d point type

4.23.3.2 - (float) x [read], [write], [nonatomic], [assign]

x coordinate

Referenced by point.

4.23.3.3 - (float) y [read], [write], [nonatomic], [assign]

y coordinate

Referenced by point.

4.23.3.4 - (float) z [read], [write], [nonatomic], [assign]

z coordinate

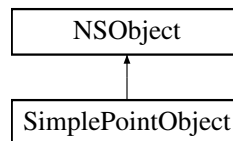
The documentation for this class was generated from the following files:

- LeapPaint/SimplePoint.h
- LeapPaint/SimplePoint.mm

4.24 SimplePointObject Class Reference

```
#import <SimplePointObject.h>
```

Inheritance diagram for SimplePointObject:



Instance Methods

- (id) - **initWithPosition:**
- (id) - **initWithX:withY:**

Properties

- CGPoint [point](#)

4.24.1 Detailed Description

2D space coordinate for temporarily manipulating points

4.24.2 Property Documentation

4.24.2.1 - (CGPoint) point [read], [write], [nonatomic], [assign]

point is the X and Y coordinates

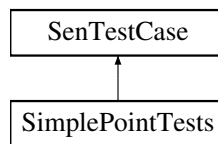
The documentation for this class was generated from the following files:

- LeapPaint/SimplePointObject.h
- LeapPaint/SimplePointObject.m

4.25 SimplePointTests Class Reference

```
#import <SimplePointTests.h>
```

Inheritance diagram for SimplePointTests:



Protected Attributes

- NSString * [testName](#)
- SimplePoint * [twoValuePoint](#)
- SimplePoint * [threeValuePoint](#)

4.25.1 Detailed Description

Tests the [SimplePoint](#) object

4.25.2 Member Data Documentation

4.25.2.1 - (NSString*) [testName](#) [protected]

name of the test

4.25.2.2 - (SimplePoint*) [threeValuePoint](#) [protected]

three coordinate point (x,y,z)

4.25.2.3 - (SimplePoint*) [twoValuePoint](#) [protected]

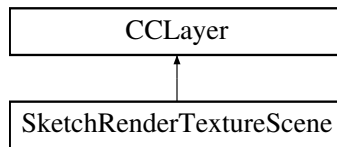
two coordinate point (x,y)

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

- LeapPaintTests/SimplePointTests.h

4.26 SketchRenderTextureScene Class Reference

Inheritance diagram for SketchRenderTextureScene:



Instance Methods

- (void) - **beginDraw:withZ:**
- (void) - **updateDraw:withZ:**
- (void) - **endDraw:**
- (void) - **changeColor:**
- (void) - **changeBrush:**
- (void) - **changeScale:**
- (void) - **changeOpacity:**
- (void) - **erasingMode:**
- (void) - **clearDrawing**

Protected Attributes

- CCSprite * **brush**
- NSMutableArray * **touches**
- ccColor3B **lastColor**
- ccColor3B **previousColor**
- NSString * **lastBrush**
- float **lastScale**
- bool **eraseMode**

Properties

- float **opacity**

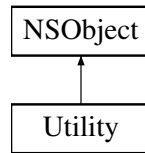
The documentation for this class was generated from the following files:

- LeapPaint/SketchRenderTextureScene.h
- LeapPaint/SketchRenderTextureScene.mm

4.27 Utility Class Reference

```
#import <Utility.h>
```

Inheritance diagram for Utility:



Class Methods

- (int) + [getRandomNumberBetween:to:](#)
- (int) + [getRandomUniformNumberUnder:](#)
- (int) + [getRandomNumberUnder:](#)

4.27.1 Detailed Description

[Utility](#) class provides common usage function throughout the application.

4.27.2 Method Documentation

4.27.2.1 + (int) getRandomNumberBetween: (int) from to:(int) to

Generates a random number between two designated integers

Parameters

<i>from</i>	is the bottom of the range
<i>to</i>	is the top of the range

Returns

a random number between the from and to parameters

returns random number within a range with defined upper and lower bounds

4.27.2.2 + (int) getRandomNumberUnder: (int) to

Generates a random number between 0 designated integer

Parameters

<i>to</i>	is the top of the range
-----------	-------------------------

Returns

a random number between 0 and to parameters

Returns a random number from 0 to an upper bound

4.27.2.3 + (int) getRandomUniformNumberUnder: (int) to

Generates a random number between 0 designated integer

Parameters

<i>to</i>	is the top of the range
-----------	-------------------------

Returns

a random number between 0 and *to* parameters

Returns a Uniform Random Number from 0 to an upper bound

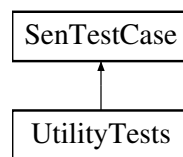
The documentation for this class was generated from the following files:

- LeapPaint/Utility.h
- LeapPaint/Utility.m

4.28 UtilityTests Class Reference

```
#import <UtilityTests.h>
```

Inheritance diagram for UtilityTests:



Protected Attributes

- NSString * [testName](#)

4.28.1 Detailed Description

Tests the [GameSettings](#) object

4.28.2 Member Data Documentation

4.28.2.1 - (NSString*) [testName](#) [protected]

[testName](#) is the name of the test

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

- LeapPaintTests/UtilityTests.h

Index

- [<BrushSelectionLayerDelegate>](#), [7](#)
- [<ControlsLayerDelegate>](#), [10](#)
- [<HUDDelegate>](#), [19](#)
- [AppDelegate](#), [4](#)
 - [glView_](#), [5](#)
 - [runGameScene](#), [5](#)
 - [toggleFullScreen](#)., [5](#)
 - [window_](#), [5](#)
- [BackgroundLayer](#), [5](#)
- [backgroundLayer](#)
 - [GameManager](#), [14](#)
- [brushSelected](#):
 - [BrushSelectionLayerDelegate-p](#), [7](#)
- [brushSelection](#)
 - [ControlsLayer](#), [10](#)
- [BrushSelectionLayer](#), [6](#)
 - [delegate](#), [7](#)
 - [imageNamesDictionary](#), [6](#)
 - [layerHidden](#), [7](#)
- [BrushSelectionLayerDelegate-p](#)
 - [brushSelected](#)., [7](#)
 - [hidePanel](#), [7](#)
- [changeBrushControl](#):
 - [ControlsLayerDelegate-p](#), [11](#)
- [changeColorControl](#):
 - [ControlsLayerDelegate-p](#), [11](#)
- [changeMode](#):
 - [HUDDelegate-p](#), [19](#)
- [changeOpacityControl](#):
 - [ControlsLayerDelegate-p](#), [11](#)
- [changeThicknessControl](#):
 - [ControlsLayerDelegate-p](#), [11](#)
- [clearDrawing](#)
 - [ControlsLayerDelegate-p](#), [12](#)
- [collapsePanel](#)
 - [ControlsLayer](#), [9](#)
- [colorLabel](#)
 - [ControlsLayer](#), [9](#)
- [controller](#)
 - [GameManager](#), [14](#)
- [ControlsLayer](#), [8](#)
 - [brushSelection](#), [10](#)
 - [collapsePanel](#), [9](#)
 - [colorLabel](#), [9](#)
 - [delegate](#), [10](#)
 - [displayValueLabel](#), [10](#)
 - [expandPanel](#), [9](#)
 - [gameSettings](#), [10](#)
 - [makeControlSwitch](#), [9](#)
 - [opacitySlider](#), [10](#)
 - [opacitySliderChanged](#)., [9](#)
 - [opacitySwitchControl](#), [10](#)
 - [opacitydisplayValueLabel](#), [10](#)
 - [slider](#), [10](#)
 - [switchControl](#), [10](#)
 - [switchValueChanged](#)., [9](#)
 - [updateOpacitySlider](#)., [9](#)
 - [valueChanged](#)., [9](#)
- [controlsLayer](#)
 - [GameManager](#), [14](#)
- [ControlsLayerDelegate-p](#)
 - [changeBrushControl](#)., [11](#)
 - [changeColorControl](#)., [11](#)
 - [changeOpacityControl](#)., [11](#)
 - [changeThicknessControl](#)., [11](#)
 - [clearDrawing](#), [12](#)
 - [eraserMode](#)., [12](#)
- [currentPoint](#)
 - [GameManager](#), [13](#)
- [currentPointable](#)
 - [GameManager](#), [13](#)
- [delegate](#)
 - [BrushSelectionLayer](#), [7](#)
 - [ControlsLayer](#), [10](#)
 - [HUDLayer](#), [22](#)
- [depthOpacityMode](#)
 - [GameSettings](#), [18](#)
- [displayValueLabel](#)
 - [ControlsLayer](#), [10](#)
- [endTrackingTool](#)
 - [HUDLayer](#), [20](#)
- [eraseMode](#)
 - [HUDLayer](#), [21](#)
- [eraserMode](#)
 - [GameSettings](#), [18](#)
- [eraserMode](#):
 - [ControlsLayerDelegate-p](#), [12](#)
- [expandPanel](#)
 - [ControlsLayer](#), [9](#)
- [findPecentageDifference:withMin:withValue](#):
 - [GameManager](#), [13](#)
- [framesSinceLastFound](#)
 - [GameManager](#), [14](#)
- [GameManager](#), [12](#)
 - [backgroundLayer](#), [14](#)
 - [controller](#), [14](#)
 - [controlsLayer](#), [14](#)

- currentPoint, 13
- currentPointable, 13
- findPercentageDifference:withMin:withValue:, 13
- framesSinceLastFound, 14
- gameSettings, 14
- hudLayer, 14
- inputMode, 14
- lastPoint, 14
- lastTag, 14
- leapScreen, 14
- opacityPercentage:, 13
- painting, 14
- textureScene, 14
- GameManagerTests, 15
 - node, 15
 - testName, 15
- GameScene, 15
 - scene, 16
- GameSceneTests, 16
 - testName, 17
- GameSettings, 17
 - depthOpacityMode, 18
 - eraserMode, 18
 - inputMode, 18
 - painting, 18
 - sharedInstance, 17
- gameSettings
 - ControlsLayer, 10
 - GameManager, 14
 - GameSettingsTests, 18
 - HUDLayer, 21
- GameSettingsTests, 18
 - gameSettings, 18
- getRandomNumberBetween:to:
 - Utility, 34
- getRandomNumberUnder:
 - Utility, 34
- getRandomUniformNumberUnder:
 - Utility, 34
- glView_
 - AppDelegate, 5
- HUDDelegate-p
 - changeMode:, 19
 - painting:, 19
- HUDLayer, 19
 - delegate, 22
 - endTrackingTool, 20
 - eraseMode, 21
 - gameSettings, 21
 - inputMode, 21
 - lastBrush, 21
 - lastColor, 21
 - lastScale, 21
 - moveTrackingTool:toolID:, 20
 - paintingIndicator, 21
 - previousColor, 22
 - primaryTool, 22
 - primaryToolID, 22
 - startTrackingTool:toolID:, 21
 - toolMoved:toolID:, 21
 - xyzcoords, 22
- hidePanel
 - BrushSelectionLayerDelegate-p, 7
- hudLayer
 - GameManager, 14
- imageNamesDictionary
 - BrushSelectionLayer, 6
- initWithPosition:
 - LPLinePoint, 25
 - SimplePoint, 29
- initWithPosition:withWidth:
 - LPLinePoint, 25
- initWithPosition:withZ:
 - SimplePoint, 30
- initWithX:withY:
 - LPLinePoint, 25
 - SimplePoint, 30
- initWithX:withY:withWidth:
 - LPLinePoint, 26
- initWithX:withY:withZ:
 - SimplePoint, 30
- inputMode
 - GameManager, 14
 - GameSettings, 18
 - HUDLayer, 21
- is3d
 - SimplePoint, 31
- LPCCCControlButtonVariableSize, 23
 - standardButtonWithTitle:, 23
- LPLine, 24
 - points, 24
 - width, 24
- LPLinePoint, 24
 - initWithPosition:, 25
 - initWithPosition:withWidth:, 25
 - initWithX:withY:, 25
 - initWithX:withY:withWidth:, 26
 - point, 26
 - width, 26
 - x, 26
 - y, 26
- LPLinePointTests, 27
 - pointNoWidth, 27
 - pointWithWidth, 27
 - testName, 27
- LPTool, 27

- toolID, [28](#)
- updated, [28](#)
- LPToolTests, [28](#)
 - testName, [29](#)
- lastBrush
 - HUDLayer, [21](#)
- lastColor
 - HUDLayer, [21](#)
- lastPoint
 - GameManager, [14](#)
- lastScale
 - HUDLayer, [21](#)
- lastTag
 - GameManager, [14](#)
- layerHidden
 - BrushSelectionLayer, [7](#)
- LeapPaintTests, [22](#)
 - testName, [22](#)
- LeapPuzzTests, [23](#)
- leapScreen
 - GameManager, [14](#)
- makeControlSwitch
 - ControlsLayer, [9](#)
- moveTrackingTool:toolID:
 - HUDLayer, [20](#)
- node
 - GameManagerTests, [15](#)
- opacityPercentage:
 - GameManager, [13](#)
- opacitySlider
 - ControlsLayer, [10](#)
- opacitySliderChanged:
 - ControlsLayer, [9](#)
- opacitySwitchControl
 - ControlsLayer, [10](#)
- opacitydisplayValueLabel
 - ControlsLayer, [10](#)
- painting
 - GameManager, [14](#)
 - GameSettings, [18](#)
- painting:
 - HUDDelegate-p, [19](#)
- paintingIndicator
 - HUDLayer, [21](#)
- point
 - LPLinePoint, [26](#)
 - SimplePoint, [30](#)
 - SimplePointObject, [32](#)
- pointNoWidth
 - LPLinePointTests, [27](#)
- pointWithWidth
 - LPLinePointTests, [27](#)
- points
 - LPLine, [24](#)
- previousColor
 - HUDLayer, [22](#)
- primaryTool
 - HUDLayer, [22](#)
- primaryToolID
 - HUDLayer, [22](#)
- runGameScene
 - AppDelegate, [5](#)
- scene
 - GameScene, [16](#)
- sharedInstance
 - GameSettings, [17](#)
- SimplePoint, [29](#)
 - initWithPosition:, [29](#)
 - initWithPosition:withZ:, [30](#)
 - initWithX:withY:, [30](#)
 - initWithX:withY:withZ:, [30](#)
 - is3d, [31](#)
 - point, [30](#)
 - x, [31](#)
 - y, [31](#)
 - z, [31](#)
- SimplePointObject, [31](#)
 - point, [32](#)
- SimplePointTests, [32](#)
 - testName, [32](#)
 - threeValuePoint, [32](#)
 - twoValuePoint, [32](#)
- SketchRenderTextureScene, [33](#)
- slider
 - ControlsLayer, [10](#)
- standardButtonWithTitle:
 - LPCCControlButtonVariableSize, [23](#)
- startTrackingTool:toolID:
 - HUDLayer, [21](#)
- switchControl
 - ControlsLayer, [10](#)
- switchValueChanged:
 - ControlsLayer, [9](#)
- testName
 - GameManagerTests, [15](#)
 - GameSceneTests, [17](#)
 - LeapPaintTests, [22](#)
 - LPLinePointTests, [27](#)
 - LPToolTests, [29](#)
 - SimplePointTests, [32](#)
 - UtilityTests, [35](#)
- textureScene
 - GameManager, [14](#)

- threeValuePoint
 - SimplePointTests, [32](#)
- toggleFullScreen:
 - AppDelegate, [5](#)
- toolID
 - LPTool, [28](#)
- toolMoved:toolID:
 - HUDLayer, [21](#)
- twoValuePoint
 - SimplePointTests, [32](#)
- updateOpacitySlider:
 - ControlsLayer, [9](#)
- updated
 - LPTool, [28](#)
- Utility, [34](#)
 - getRandomNumberBetween:to:, [34](#)
 - getRandomNumberUnder:, [34](#)
 - getRandomUniformNumberUnder:, [34](#)
- UtilityTests, [35](#)
 - testName, [35](#)
- valueChanged:
 - ControlsLayer, [9](#)
- width
 - LPLine, [24](#)
 - LPLinePoint, [26](#)
- window_
 - AppDelegate, [5](#)
- x
 - LPLinePoint, [26](#)
 - SimplePoint, [31](#)
- xyzcoords
 - HUDLayer, [22](#)
- y
 - LPLinePoint, [26](#)
 - SimplePoint, [31](#)
- z
 - SimplePoint, [31](#)