

loyal.Graphics::Colors
+get(int color1, int color2, int color3, int color4): int -get(int color): int

loyal.Graphics::Font
-chars = "ABCDEFGHIJKLMNOPQRSTUVWXYZ " + "0123456789.,;'\":!?\$%()-=+/"
+render(String msg, Screen screen, int x, int y, int color, int scale): void

loyal.Graphics::SpriteSheet
+path: String +width: int +height: int +pixels: int[] +SpriteSheet(String path): ctor



loyal.Graphics::Screen
+MAP_WIDTH = 64: int +MAP_WIDTH_MASK = MAP_WIDTH - 1: int +BIT_MIRROR_X = 0x01: byte +BIT_MIRROR_Y = 0x02: byte +pixels: int[] +xOffset = 0: int +yOffset = 0: int +width: int +height: int +sheet: SpriteSheet +Screen(int width, int height, SpriteSheet sheet): ctor +render(int xPos, int yPos, int tile, int color, int mirrorDir, int scale): void +setOffset(int xOffset, int yOffset): void