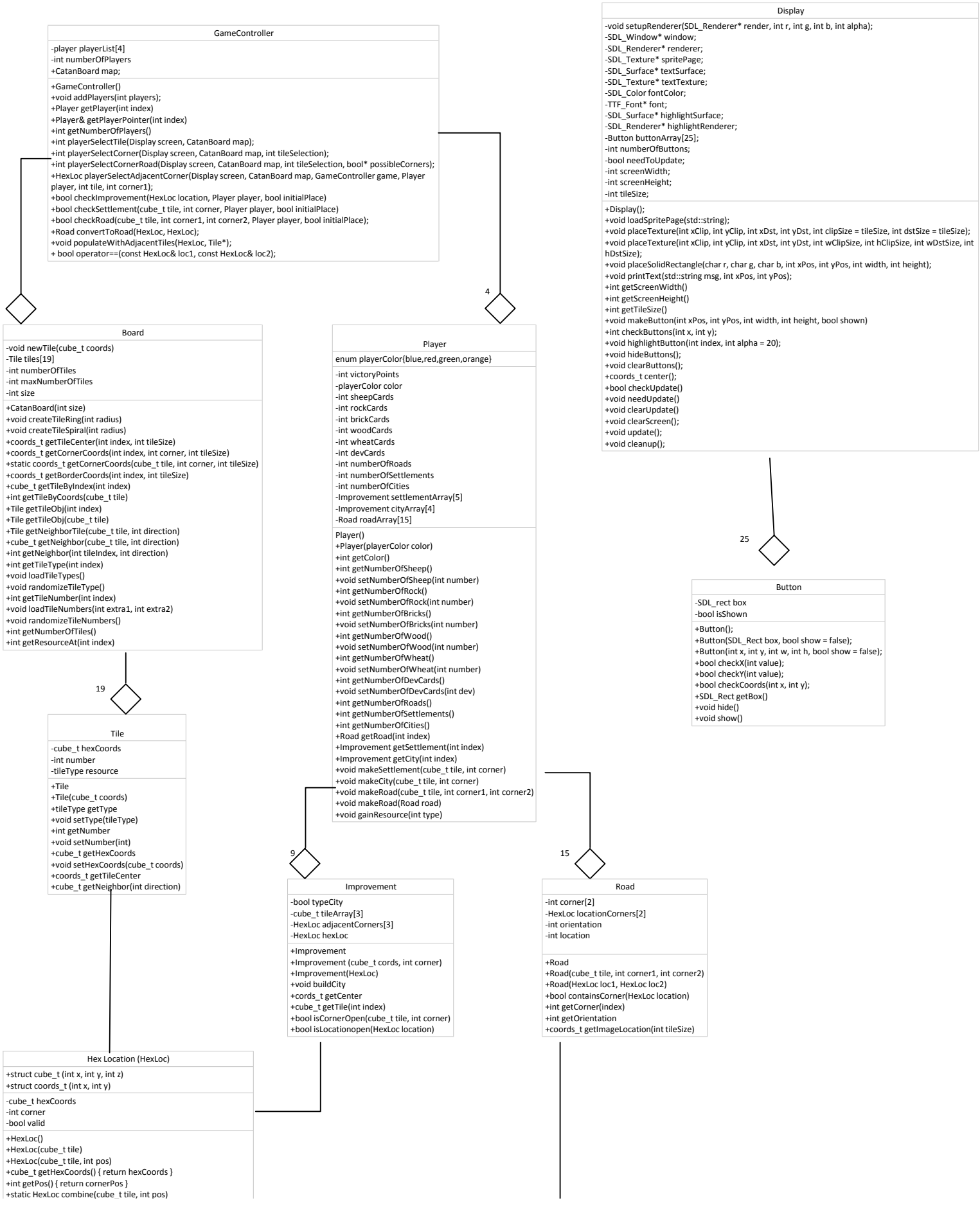
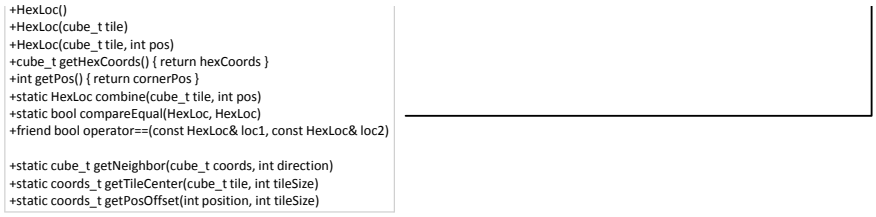
UML Diagram

Sunday, June 30, 2019 11:14 AM




+HexLoc()
+HexLoc(cube_t tile)
+HexLoc(cube_t tile, int pos)
+cube_t getHexCoords() { return hexCoords }
+int getPos() { return cornerPos }
+static HexLoc combine(cube_t tile, int pos)
+static bool compareEqual(HexLoc, HexLoc)
+friend bool operator==(const HexLoc& loc1, const HexLoc& loc2)
+static cube_t getNeighbor(cube_t coords, int direction)
+static coords_t getTileCenter(cube_t tile, int tileSize)
+static coords_t getPosOffset(int position, int tileSize)