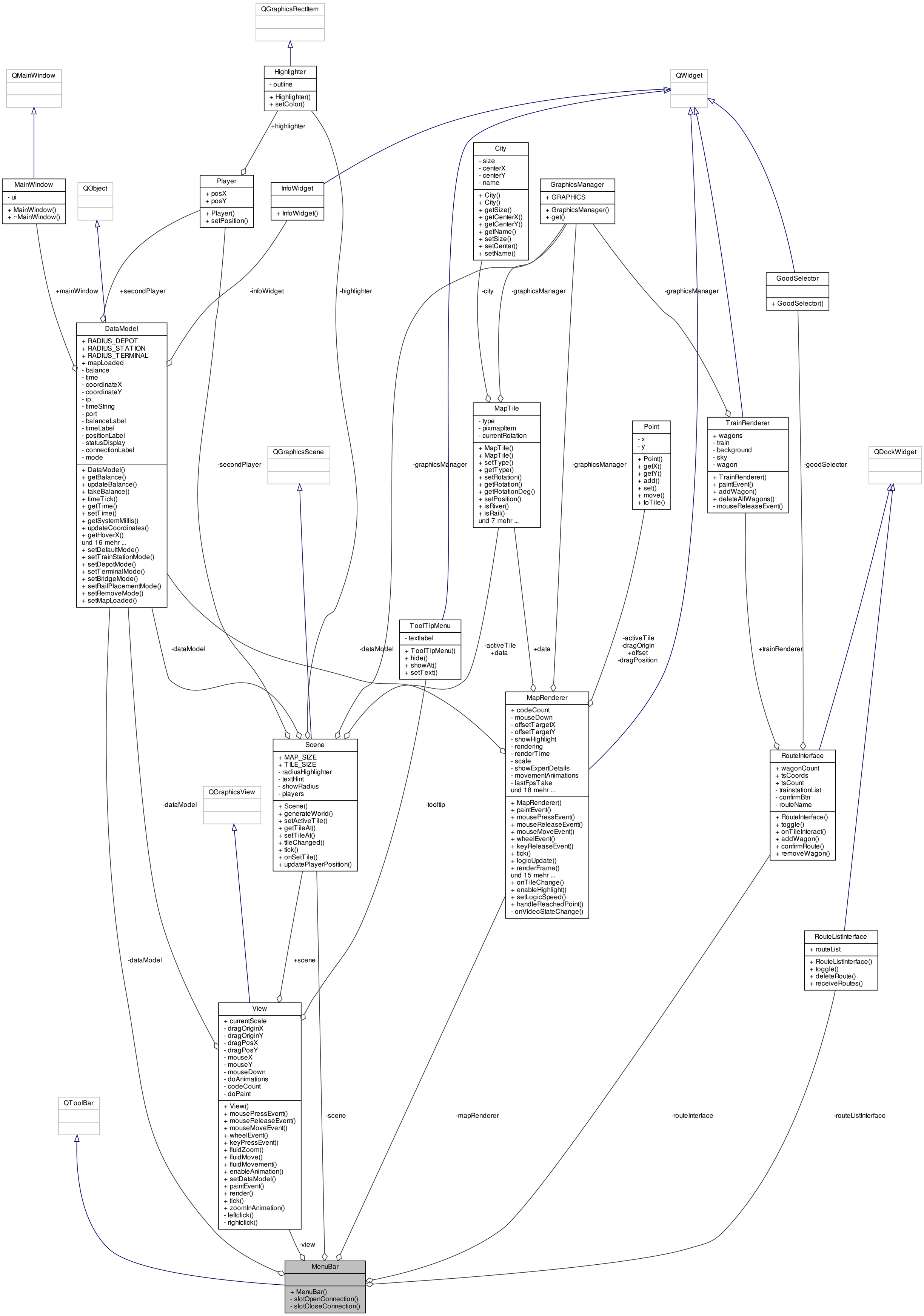
QGraphicsRectItem
Highlighter
- outline
+ Highlighter()
+ setColor()
QMainWindow
QWidget
MainWindow
- ui
+ MainWindow()
+ ~MainWindow()
QObject
Player
+ posX
+ posY
+ Player()
+ setPosition()
InfoWidget
+ InfoWidget()
City
- size
- centerX
- centerY
- name
+ City()
+ City()
+ getSize()
+ getCenterX()
+ getCenterY()
+ getName()
+ setSize()
+ setCenter()
+ setName()
GraphicsManager
+ GRAPHICS
+ GraphicsManager()
+ get()
GoodSelector
+ GoodSelector()
+highlighter
+mainWindow
+secondPlayer
-infoWidget
-highlighter
-city
-graphicsManager
-graphicsManager
DataModel
+ RADIUS_DEPOT
+ RADIUS_STATION
+ RADIUS_TERMINAL
+ mapLoaded
- balance
- time
- coordinateX
- coordinateY
- ip
- timeString
- port
- balanceLabel
- timeLabel
- positionLabel
- statusDisplay
- connectionLabel
- mode
+ DataModel()
+ getBalance()
+ updateBalance()
+ takeBalance()
+ timeTick()
+ getTime()
+ setTime()
+ getSystemMillis()
+ updateCoordinates()
+ getHoverX()
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+ setDefaultMode()
+ setTrainStationMode()
+ setDepotMode()
+ setTerminalMode()
+ setBridgeMode()
+ setRailPlacementMode()
+ setRemoveMode()
+ setMapLoaded()
MapTile
- type
- pixmapItem
- currentRotation
+ MapTile()
+ MapTile()
+ setType()
+ getType()
+ setRotation()
+ getRotation()
+ getRotationDeg()
+ setPosition()
+ isRiver()
+ isRail()
und 7 mehr ...
Point
- x
- y
+ Point()
+ getX()
+ getY()
+ add()
+ set()
+ move()
+ toTile()
TrainRenderer
+ wagons
- train
- background
- sky
- wagon
+ TrainRenderer()
+ paintEvent()
+ addWagon()
+ deleteAllWagons()
- mouseReleaseEvent()
QGraphicsScene
QDockWidget
-secondPlayer
-graphicsManager
-graphicsManager
-goodSelector
ToolTipMenu
- textlabel
+ ToolTipMenu()
+ hide()
+ showAt()
+ setText()
-dataModel
-dataModel
-activeTile
+data
+data
-activeTile
-dragOrigin
+offset
-dragPosition
+trainRenderer
MapRenderer
+ codeCount
- mouseDown
- offsetTargetX
- offsetTargetY
- showHighlight
- rendering
- renderTime
- scale
- showExpertDetails
- movementAnimations
- lastFpsTake
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+ MapRenderer()
+ paintEvent()
+ mousePressEvent()
+ mouseReleaseEvent()
+ mouseMoveEvent()
+ wheelEvent()
+ keyReleaseEvent()
+ tick()
+ logicUpdate()
+ renderFrame()
und 15 mehr ...
+ onTileChange()
+ enableHighlight()
+ setLogicSpeed()
+ handleReachedPoint()
- onVideoStateChange()
Scene
+ MAP_SIZE
+ TILE_SIZE
- radiusHighlighter
- textHint
- showRadius
- players
+ Scene()
+ generateWorld()
+ setActiveTile()
+ getTileAt()
+ setTileAt()
+ tileChanged()
+ tick()
+ onSetTile()
+ updatePlayerPosition()
RouteInterface
+ wagonCount
+ tsCoords
+ tsCount
- trainstationList
- confirmBtn
- routeName
+ RouteInterface()
+ toggle()
+ onTileInteract()
+ addWagon()
+ confirmRoute()
+ removeWagon()
QGraphicsView
-dataModel
-tooltip
RouteListInterface
+ routeList
+ RouteListInterface()
+ toggle()
+ deleteRoute()
+ receiveRoutes()
-dataModel
+scene
View
+ currentScale
- dragOriginX
- dragOriginY
- dragPosX
- dragPosY
- mouseX
- mouseY
- mouseDown
- doAnimations
- codeCount
- doPaint
+ View()
+ mousePressEvent()
+ mouseReleaseEvent()
+ mouseMoveEvent()
+ wheelEvent()
+ keyPressEvent()
+ fluidZoom()
+ fluidMove()
+ fluidMovement()
+ enableAnimation()
+ setDataModel()
+ paintEvent()
+ render()
+ tick()
+ zoomInAnimation()
- leftclick()
- rightclick()
QToolBar
-scene
-mapRenderer
-routeInterface
-routeListInterface
-view
MenuBar
+ MenuBar()
- slotOpenConnection()
- slotCloseConnection()