

TimeWar

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Chapter 1

Namespace Index

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2.1 Class Hierarchy

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

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InternalTypeHelper	
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Window	
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Chapter 3

Class Index

3.1 Class List

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

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TimeWar.Model.Objects.Character	
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TimeWar.Logic.CharacterLogic	
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Chapter 4

Namespace Documentation

4.1 TimeWar Namespace Reference

4.2 TimeWar.Logic Namespace Reference

Classes

- class [CharacterLogic](#)
Basic character logic class.
- class [InitLogic](#)
Init class for game model.

4.3 TimeWar.Logic.Classes Namespace Reference

Classes

- class [CommandManager](#)
Command manager class.

4.4 TimeWar.Logic.Classes.Characters Namespace Reference

4.5 TimeWar.Logic.Classes.Characters.Actions Namespace Reference

Classes

- class [MoveCommand](#)
Move commands.

4.6 TimeWar.Logic.Interfaces Namespace Reference

Classes

- interface [ICommand](#)
Command interface for actions.
- interface [ICommandManager](#)
Command manager interface.

4.7 TimeWar.Main Namespace Reference

Classes

- class [App](#)
Interaction logic for App.xaml.
- class [GameControl](#)
Game controlling class.
- class [MainWindow](#)
Interaction logic for MainWindow.xaml.

4.8 TimeWar.Model Namespace Reference

Classes

- class [GameModel](#)
Main game model class.

4.9 TimeWar.Model.Objects Namespace Reference

Classes

- class [Character](#)
Basic character information class.
- class [GameWorld](#)
Game world details, settings.
- class [Player](#)
Player detail class.
- class [Viewport](#)
Camera viewport class.

Enumerations

- enum [Directions](#) {
 [Directions.Stand](#), [Directions.Right](#), [Directions.Left](#), [Directions.Up](#),
 [Directions.Down](#) }
Movement types.

4.9.1 Enumeration Type Documentation

4.9.1.1 Directions

enum [TimeWar.Model.Objects.Directions](#) [strong]

Movement types.

Enumerator

Stand	Base stance.
Right	Right direction.
Left	Left direction.
Up	Up direction.
Down	Down direction.

Definition at line 18 of file Character.cs.

4.10 TimeWar.Model.Objects.Interfaces Namespace Reference

Classes

- interface [IMoveable](#)
Moveable objects interface.

4.11 TimeWar.Renderer Namespace Reference

Classes

- class [GameRenderer](#)
Game rendering class.

4.12 XamlGeneratedNamespace Namespace Reference

Classes

- class [GeneratedInternalTypeHelper](#)
GeneratedInternalTypeHelper

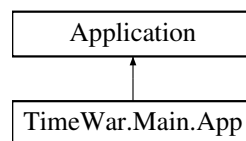
Chapter 5

Class Documentation

5.1 TimeWar.Main.App Class Reference

Interaction logic for App.xaml.

Inheritance diagram for TimeWar.Main.App:



Public Member Functions

- void [InitializeComponent](#) ()
InitializeComponent
- void [InitializeComponent](#) ()
InitializeComponent

Static Public Member Functions

- static void [Main](#) ()
Application Entry Point.
- static void [Main](#) ()
Application Entry Point.

5.1.1 Detailed Description

Interaction logic for App.xaml.

[App](#)

Definition at line 12 of file App.xaml.cs.

5.1.2 Member Function Documentation

5.1.2.1 InitializeComponent() [1/2]

```
void TimeWar.Main.App.InitializeComponent ( )
```

InitializeComponent

Definition at line 49 of file App.g.cs.

5.1.2.2 InitializeComponent() [2/2]

```
void TimeWar.Main.App.InitializeComponent ( )
```

InitializeComponent

Definition at line 49 of file App.g.i.cs.

5.1.2.3 Main() [1/2]

```
static void TimeWar.Main.App.Main ( ) [static]
```

Application Entry Point.

Definition at line 64 of file App.g.cs.

5.1.2.4 Main() [2/2]

```
static void TimeWar.Main.App.Main ( ) [static]
```

Application Entry Point.

Definition at line 64 of file App.g.i.cs.

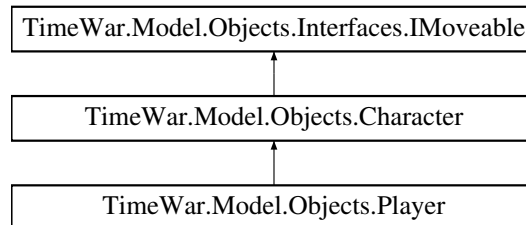
The documentation for this class was generated from the following files:

- feleves/TimeWar/TimeWar.Main/App.xaml.cs
- feleves/TimeWar/TimeWar.Main/obj/Debug/net5.0-windows/App.g.cs
- feleves/TimeWar/TimeWar.Main/obj/Debug/net5.0-windows/App.g.i.cs

5.2 TimeWar.Model.Objects.Character Class Reference

Basic character information class.

Inheritance diagram for TimeWar.Model.Objects.Character:



Protected Member Functions

- [Character](#) (Point pos, int speed, int health)
Initializes a new instance of the [Character](#) class.

Properties

- [Directions](#) [Direction](#) [get, set]
Gets or sets moving direction.
- Point [Position](#) [get, set]
- int [Speed](#) [get, set]
- int [Health](#) [get, set]
Gets or sets the character health.

5.2.1 Detailed Description

Basic character information class.

Definition at line 49 of file Character.cs.

5.2.2 Constructor & Destructor Documentation

5.2.2.1 Character()

```
TimeWar.Model.Objects.Character.Character (
    Point pos,
    int speed,
    int health ) [protected]
```

Initializes a new instance of the [Character](#) class.

Parameters

<i>pos</i>	Character position.
<i>speed</i>	Movement speed.
<i>health</i>	Base health.

Definition at line 57 of file Character.cs.

5.2.3 Property Documentation

5.2.3.1 Direction

[Directions](#) TimeWar.Model.Objects.Character.Direction [get], [set]

Gets or sets moving direction.

Definition at line 68 of file Character.cs.

5.2.3.2 Health

int TimeWar.Model.Objects.Character.Health [get], [set]

Gets or sets the character health.

Definition at line 79 of file Character.cs.

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

- feleves/TimeWar/TimeWar.Model/Objects/Classes/Character.cs

5.3 TimeWar.Logic.CharacterLogic Class Reference

Basic character logic class.

Public Member Functions

- [CharacterLogic](#) ([GameModel](#) model, [Character](#) character, [CommandManager](#) commandManager)
Initializes a new instance of the [CharacterLogic](#) class.
- void [OneTick](#) ()
1 frame event.

5.3.1 Detailed Description

Basic character logic class.

Definition at line 22 of file CharacterLogic.cs.

5.3.2 Constructor & Destructor Documentation

5.3.2.1 CharacterLogic()

```
TimeWar.Logic.CharacterLogic.CharacterLogic (
    GameModel model,
    Character character,
    CommandManager commandManager )
```

Initializes a new instance of the [CharacterLogic](#) class.

Parameters

<i>model</i>	Game model entity.
<i>character</i>	Moveable entity.
<i>commandManager</i>	Command manager entity.

Definition at line 34 of file CharacterLogic.cs.

5.3.3 Member Function Documentation

5.3.3.1 OneTick()

```
void TimeWar.Logic.CharacterLogic.OneTick ( )
```

1 frame event.

Definition at line 44 of file CharacterLogic.cs.

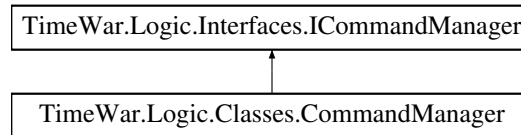
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/Characters/CharacterLogic.cs

5.4 TimeWar.Logic.Classes.CommandManager Class Reference

Command manager class.

Inheritance diagram for TimeWar.Logic.Classes.CommandManager:



Public Member Functions

- [CommandManager](#) ()
Initializes a new instance of the [CommandManager](#) class.
- void [AddCommand](#) ([ICommand](#) command)
Add new command.
- void [ClearBuffer](#) ()
Clear command buffer.
- void [Rewind](#) ()
Rewind all command.

5.4.1 Detailed Description

Command manager class.

Definition at line 18 of file CommandManager.cs.

5.4.2 Constructor & Destructor Documentation

5.4.2.1 CommandManager()

```
TimeWar.Logic.Classes.CommandManager.CommandManager ( )
```

Initializes a new instance of the [CommandManager](#) class.

Definition at line 25 of file CommandManager.cs.

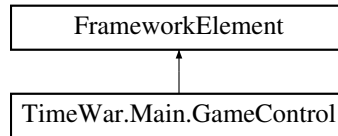
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/CommandManager.cs

5.5 TimeWar.Main.GameControl Class Reference

Game controlling class.

Inheritance diagram for TimeWar.Main.GameControl:



Public Member Functions

- [GameControl](#) ()
Initializes a new instance of the [GameControl](#) class.

Protected Member Functions

- override void [OnRender](#) (DrawingContext drawingContext)
Render drawing groups.

5.5.1 Detailed Description

Game controlling class.

Definition at line 25 of file GameControl.cs.

5.5.2 Constructor & Destructor Documentation

5.5.2.1 GameControl()

```
TimeWar.Main.GameControl.GameControl ( )
```

Initializes a new instance of the [GameControl](#) class.

Definition at line 39 of file GameControl.cs.

5.5.3 Member Function Documentation

5.5.3.1 OnRender()

```
override void TimeWar.Main.GameControl.OnRender (  
    DrawingContext drawingContext ) [protected]
```

Render drawing groups.

Parameters

<code>drawingContext</code>	Canvas.
-----------------------------	---------

Definition at line 48 of file GameControl.cs.

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

- feleves/TimeWar/TimeWar.Main/GameControl.cs

5.6 TimeWar.Model.GameModel Class Reference

[Main](#) game model class.

Public Member Functions

- [GameModel](#) ()
Initializes a new instance of the [GameModel](#) class.

Properties

- [GameWorld CurrentWorld](#) [get, set]
Gets or sets the current world data property.
- [Player Hero](#) [get, set]
Gets or sets the hero character.
- [Viewport Camera](#) [get, set]
Gets or sets the camera.

5.6.1 Detailed Description

[Main](#) game model class.

Definition at line 17 of file GameModel.cs.

5.6.2 Constructor & Destructor Documentation

5.6.2.1 GameModel()

```
TimeWar.Model.GameModel.GameModel ( )
```

Initializes a new instance of the [GameModel](#) class.

Definition at line 22 of file GameModel.cs.

5.6.3 Property Documentation

5.6.3.1 Camera

`Viewport` TimeWar.Model.GameModel.Camera [get], [set]

Gets or sets the camera.

Definition at line 39 of file GameModel.cs.

5.6.3.2 CurrentWorld

`GameWorld` TimeWar.Model.GameModel.CurrentWorld [get], [set]

Gets or sets the current world data property.

Definition at line 29 of file GameModel.cs.

5.6.3.3 Hero

`Player` TimeWar.Model.GameModel.Hero [get], [set]

Gets or sets the hero character.

Definition at line 34 of file GameModel.cs.

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

- feleves/TimeWar/TimeWar.Model/GameModel.cs

5.7 TimeWar.Renderer.GameRenderer Class Reference

Game rendering class.

Public Member Functions

- `GameRenderer` (`GameModel` model)
Initializes a new instance of the `GameRenderer` class.
- Drawing `BuildDrawing` ()
Build drawn game world.

5.7.1 Detailed Description

Game rendering class.

Definition at line 21 of file GameRenderer.cs.

5.7.2 Constructor & Destructor Documentation

5.7.2.1 GameRenderer()

```
TimeWar.Renderer.GameRenderer.GameRenderer (
    GameModel model )
```

Initializes a new instance of the [GameRenderer](#) class.

Parameters

<i>model</i>	Game model entity.
--------------	--------------------

Definition at line 35 of file GameRenderer.cs.

5.7.3 Member Function Documentation

5.7.3.1 BuildDrawing()

```
Drawing TimeWar.Renderer.GameRenderer.BuildDrawing ( )
```

Build drawn game world.

Returns

Drawing with all entities for render.

Definition at line 51 of file GameRenderer.cs.

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

- feleves/TimeWar/TimeWar.Renderer/GameRenderer.cs

5.8 TimeWar.Model.Objects.GameWorld Class Reference

Game world details, settings.

Public Member Functions

- [GameWorld](#) (int height, int width, int tileSize, int magnify=5)
Initializes a new instance of the [GameWorld](#) class.
- void [AddPointOfInterest](#) (string name, Point position)
Add new point of interest.
- Point [SearchPointOfInterest](#) (string name)
Find existing point of interest by key.
- void [AddGround](#) (Point position)
Add new ground tile.
- void [RemoveGround](#) (Point position)
Remove ground tile.

Properties

- string [WorldName](#) [get, set]
Gets or sets the name of the game world.
- int [TileSize](#) [get, set]
Gets or sets the game world tile size(pixel value).
- double [GetTileWidth](#) [get]
Gets the game world width in tile value.
- double [GetTileHeight](#) [get]
Gets the game world height in tile value.
- double [GameWidth](#) [get, set]
Gets or sets the game world width(pixel value).
- double [GameHeight](#) [get, set]
Gets or sets the game world height(pixel value).
- int [Magnify](#) [get, set]
Gets or sets the zoom extent of the game world.

5.8.1 Detailed Description

Game world details, settings.

Definition at line 18 of file GameWorld.cs.

5.8.2 Constructor & Destructor Documentation

5.8.2.1 GameWorld()

```
TimeWar.Model.Objects.GameWorld.GameWorld (
    int height,
    int width,
    int tileSize,
    int magnify = 5 )
```

Initializes a new instance of the [GameWorld](#) class.

Parameters

<i>height</i>	Height in tile.
<i>width</i>	Width in tile.
<i>tileSize</i>	Game tile size.
<i>magnify</i>	Zoom extent of the game world(default value = 3).

Definition at line 30 of file GameWorld.cs.

5.8.3 Member Function Documentation

5.8.3.1 AddGround()

```
void TimeWar.Model.Objects.GameWorld.AddGround (
    Point position )
```

Add new ground tile.

Parameters

<i>position</i>	Position of the ground(tile pos).
-----------------	-----------------------------------

Definition at line 118 of file GameWorld.cs.

5.8.3.2 AddPointOfInterest()

```
void TimeWar.Model.Objects.GameWorld.AddPointOfInterest (
    string name,
    Point position )
```

Add new point of interest.

Parameters

<i>name</i>	Name of the point.
<i>position</i>	Position.

Definition at line 91 of file GameWorld.cs.

5.8.3.3 RemoveGround()

```
void TimeWar.Model.Objects.GameWorld.RemoveGround (
    Point position )
```

Remove ground tile.

Parameters

<i>position</i>	Position of the ground(tile pos).
-----------------	-----------------------------------

Definition at line 134 of file GameWorld.cs.

5.8.3.4 SearchPointOfInterest()

```
Point TimeWar.Model.Objects.GameWorld.SearchPointOfInterest (
    string name )
```

Find existing point of interest by key.

Parameters

<i>name</i>	Key of the point.
-------------	-------------------

Returns

Position of the point.

Definition at line 104 of file GameWorld.cs.

5.8.4 Property Documentation

5.8.4.1 GameHeight

```
double TimeWar.Model.Objects.GameWorld.GameHeight [get], [set]
```

Gets or sets the game world height(pixel value).

Definition at line 79 of file GameWorld.cs.

5.8.4.2 GameWidth

```
double TimeWar.Model.Objects.GameWorld.GameWidth [get], [set]
```

Gets or sets the game world width(pixel value).

Definition at line 74 of file GameWorld.cs.

5.8.4.3 GetTileHeight

```
double TimeWar.Model.Objects.GameWorld.GetTileHeight [get]
```

Gets the game world height in tile value.

Definition at line 66 of file GameWorld.cs.

5.8.4.4 GetTileWidth

```
double TimeWar.Model.Objects.GameWorld.GetTileWidth [get]
```

Gets the game world width in tile value.

Definition at line 58 of file GameWorld.cs.

5.8.4.5 Magnify

```
int TimeWar.Model.Objects.GameWorld.Magnify [get], [set]
```

Gets or sets the zoom extent of the game world.

Definition at line 84 of file GameWorld.cs.

5.8.4.6 TileSize

```
int TimeWar.Model.Objects.GameWorld.TileSize [get], [set]
```

Gets or sets the game world tile size(pixel value).

Definition at line 53 of file GameWorld.cs.

5.8.4.7 WorldName

```
string TimeWar.Model.Objects.GameWorld.WorldName [get], [set]
```

Gets or sets the name of the game world.

Definition at line 48 of file GameWorld.cs.

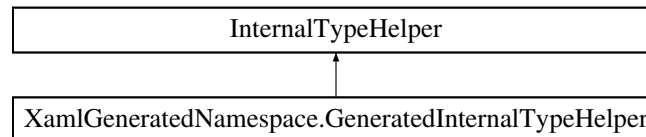
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Model/Objects/Classes/GameWorld.cs

5.9 XamlGeneratedNamespace.GeneratedInternalTypeHelper Class Reference

[GeneratedInternalTypeHelper](#)

Inheritance diagram for XamlGeneratedNamespace.GeneratedInternalTypeHelper:



Protected Member Functions

- override object [CreateInstance](#) (System.Type type, System.Globalization.CultureInfo culture)
CreateInstance
- override object [GetPropertyValue](#) (System.Reflection.PropertyInfo propertyInfo, object target, System.Globalization.CultureInfo culture)
GetPropertyValue
- override void [SetPropertyValue](#) (System.Reflection.PropertyInfo propertyInfo, object target, object value, System.Globalization.CultureInfo culture)
SetPropertyValue
- override System.Delegate [CreateDelegate](#) (System.Type delegateType, object target, string handler)
CreateDelegate
- override void [AddEventHandler](#) (System.Reflection.EventInfo eventInfo, object target, System.Delegate handler)
AddEventHandler
- override object [CreateInstance](#) (System.Type type, System.Globalization.CultureInfo culture)
CreateInstance
- override object [GetPropertyValue](#) (System.Reflection.PropertyInfo propertyInfo, object target, System.Globalization.CultureInfo culture)
GetPropertyValue
- override void [SetPropertyValue](#) (System.Reflection.PropertyInfo propertyInfo, object target, object value, System.Globalization.CultureInfo culture)
SetPropertyValue
- override System.Delegate [CreateDelegate](#) (System.Type delegateType, object target, string handler)
CreateDelegate
- override void [AddEventHandler](#) (System.Reflection.EventInfo eventInfo, object target, System.Delegate handler)
AddEventHandler

5.9.1 Detailed Description

[GeneratedInternalTypeHelper](#)

Definition at line 20 of file GeneratedInternalTypeHelper.g.cs.

5.9.2 Member Function Documentation

5.9.2.1 AddEventHandler() [1/2]

```
override void XamlGeneratedNamespace.GeneratedInternalTypeHelper.AddEventHandler (
    System.Reflection.EventInfo eventInfo,
    object target,
    System.Delegate handler ) [protected]
```

AddEventHandler

Definition at line 57 of file GeneratedInternalTypeHelper.g.cs.

5.9.2.2 AddEventHandler() [2/2]

```
override void XamlGeneratedNamespace.GeneratedInternalTypeHelper.AddEventHandler (
    System.Reflection.EventInfo eventInfo,
    object target,
    System.Delegate handler ) [protected]
```

AddEventHandler

Definition at line 57 of file GeneratedInternalTypeHelper.g.i.cs.

5.9.2.3 CreateDelegate() [1/2]

```
override System.Delegate XamlGeneratedNamespace.GeneratedInternalTypeHelper.CreateDelegate (
    System.Type delegateType,
    object target,
    string handler ) [protected]
```

CreateDelegate

Definition at line 47 of file GeneratedInternalTypeHelper.g.cs.

5.9.2.4 CreateDelegate() [2/2]

```
override System.Delegate XamlGeneratedNamespace.GeneratedInternalTypeHelper.CreateDelegate (
    System.Type delegateType,
    object target,
    string handler ) [protected]
```

CreateDelegate

Definition at line 47 of file GeneratedInternalTypeHelper.g.i.cs.

5.9.2.5 CreateInstance() [1/2]

```
override object XamlGeneratedNamespace.GeneratedInternalTypeHelper.CreateInstance (
    System.Type type,
    System.Globalization.CultureInfo culture ) [protected]
```

CreateInstance

Definition at line 25 of file GeneratedInternalTypeHelper.g.cs.

5.9.2.6 CreateInstance() [2/2]

```
override object XamlGeneratedNamespace.GeneratedInternalTypeHelper.CreateInstance (
    System.Type type,
    System.Globalization.CultureInfo culture ) [protected]
```

CreateInstance

Definition at line 25 of file GeneratedInternalTypeHelper.g.i.cs.

5.9.2.7 GetPropertyValue() [1/2]

```
override object XamlGeneratedNamespace.GeneratedInternalTypeHelper.GetPropertyValue (
    System.Reflection.PropertyInfo propertyInfo,
    object target,
    System.Globalization.CultureInfo culture ) [protected]
```

GetPropertyValue

Definition at line 33 of file GeneratedInternalTypeHelper.g.cs.

5.9.2.8 GetPropertyValue() [2/2]

```
override object XamlGeneratedNamespace.GeneratedInternalTypeHelper.GetPropertyValue (
    System.Reflection.PropertyInfo propertyInfo,
    object target,
    System.Globalization.CultureInfo culture ) [protected]
```

GetPropertyValue

Definition at line 33 of file GeneratedInternalTypeHelper.g.i.cs.

5.9.2.9 SetPropertyValues() [1/2]

```
override void XamlGeneratedNamespace.GeneratedInternalTypeHelper.SetPropertyValues (
    System.Reflection.PropertyInfo propertyInfo,
    object target,
    object value,
    System.Globalization.CultureInfo culture ) [protected]
```

SetPropertyValues

Definition at line 40 of file GeneratedInternalTypeHelper.g.cs.

5.9.2.10 SetPropertyValues() [2/2]

```
override void XamlGeneratedNamespace.GeneratedInternalTypeHelper.SetPropertyValues (
    System.Reflection.PropertyInfo propertyInfo,
    object target,
    object value,
    System.Globalization.CultureInfo culture ) [protected]
```

SetPropertyValues

Definition at line 40 of file GeneratedInternalTypeHelper.g.i.cs.

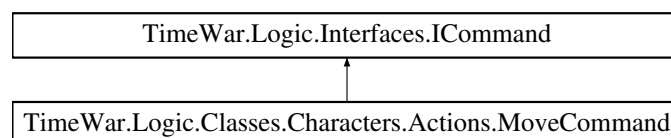
The documentation for this class was generated from the following files:

- feleves/TimeWar/TimeWar.Main/obj/Debug/net5.0-windows/GeneratedInternalTypeHelper.g.cs
- feleves/TimeWar/TimeWar.Main/obj/Debug/net5.0-windows/GeneratedInternalTypeHelper.g.i.cs

5.10 TimeWar.Logic.Interfaces.ICommand Interface Reference

Command interface for actions.

Inheritance diagram for TimeWar.Logic.Interfaces.ICommand:



Public Member Functions

- void [Execute](#) ()
Execute the command.
- void [Undo](#) ()
Undo the command.

5.10.1 Detailed Description

Command interface for actions.

Definition at line 16 of file ICommand.cs.

5.10.2 Member Function Documentation

5.10.2.1 Execute()

```
void TimeWar.Logic.Interfaces.ICommand.Execute ( )
```

Execute the command.

Implemented in [TimeWar.Logic.Classes.Characters.Actions.MoveCommand](#).

5.10.2.2 Undo()

```
void TimeWar.Logic.Interfaces.ICommand.Undo ( )
```

Undo the command.

Implemented in [TimeWar.Logic.Classes.Characters.Actions.MoveCommand](#).

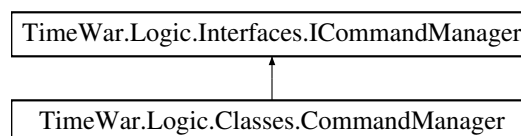
The documentation for this interface was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Interfaces/ICommand.cs

5.11 TimeWar.Logic.Interfaces.ICommandManager Interface Reference

Command manager interface.

Inheritance diagram for TimeWar.Logic.Interfaces.ICommandManager:



Public Member Functions

- void [AddCommand](#) ([ICommand](#) command)
Add new command.
- void [ClearBuffer](#) ()
Clear command buffer.
- void [Rewind](#) ()
Rewind all command.

5.11.1 Detailed Description

Command manager interface.

Definition at line 16 of file [ICommandManager.cs](#).

5.11.2 Member Function Documentation

5.11.2.1 AddCommand()

```
void TimeWar.Logic.Interfaces.ICommandManager.AddCommand (  
    ICommand command )
```

Add new command.

Parameters

<i>command</i>	Command.
----------------	----------

Implemented in [TimeWar.Logic.Classes.CommandManager](#).

5.11.2.2 ClearBuffer()

```
void TimeWar.Logic.Interfaces.ICommandManager.ClearBuffer ( )
```

Clear command buffer.

Implemented in [TimeWar.Logic.Classes.CommandManager](#).

5.11.2.3 Rewind()

```
void TimeWar.Logic.Interfaces.ICommandManager.Rewind ( )
```

Rewind all command.

Implemented in [TimeWar.Logic.Classes.CommandManager](#).

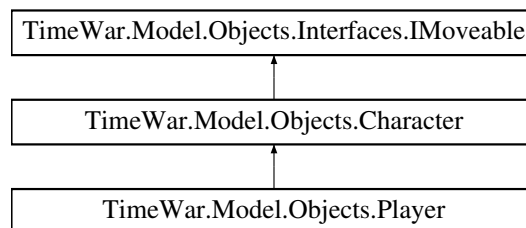
The documentation for this interface was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Interfaces/ICommandManager.cs

5.12 TimeWar.Model.Objects.Interfaces.IMoveable Interface Reference

Moveable objects interface.

Inheritance diagram for TimeWar.Model.Objects.Interfaces.IMoveable:



Properties

- Point [Position](#) [get, set]
Gets or sets character position.
- int [Speed](#) [get, set]
Gets or sets character movement speed.

5.12.1 Detailed Description

Moveable objects interface.

Definition at line 17 of file `IMoveable.cs`.

5.12.2 Property Documentation

5.12.2.1 Position

```
Point TimeWar.Model.Objects.Interfaces.IMoveable.Position [get], [set]
```

Gets or sets character position.

Definition at line 22 of file IMoveable.cs.

5.12.2.2 Speed

```
int TimeWar.Model.Objects.Interfaces.IMoveable.Speed [get], [set]
```

Gets or sets character movement speed.

Definition at line 27 of file IMoveable.cs.

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

- feleves/TimeWar/TimeWar.Model/Objects/Interfaces/IMoveable.cs

5.13 TimeWar.Logic.InitLogic Class Reference

Init class for game model.

Public Member Functions

- [InitLogic](#) ([GameModel](#) model, string mapName)
Initializes a new instance of the [InitLogic](#) class.

5.13.1 Detailed Description

Init class for game model.

Definition at line 20 of file InitLogic.cs.

5.13.2 Constructor & Destructor Documentation

5.13.2.1 InitLogic()

```
TimeWar.Logic.InitLogic.InitLogic (  
    GameModel model,  
    string mapName )
```

Initializes a new instance of the [InitLogic](#) class.

Parameters

<i>model</i>	Game model instance.
<i>mapName</i>	Name of the game map.

Definition at line 29 of file InitLogic.cs.

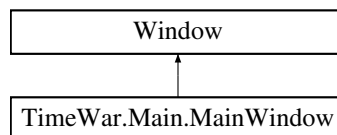
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/InitLogic.cs

5.14 TimeWar.Main.MainWindow Class Reference

Interaction logic for MainWindow.xaml.

Inheritance diagram for TimeWar.Main.MainWindow:



Public Member Functions

- [MainWindow](#) ()
Initializes a new instance of the [MainWindow](#) class.
- void [InitializeComponent](#) ()
InitializeComponent
- void [InitializeComponent](#) ()
InitializeComponent

5.14.1 Detailed Description

Interaction logic for MainWindow.xaml.

[MainWindow](#)

Definition at line 12 of file MainWindow.xaml.cs.

5.14.2 Constructor & Destructor Documentation

5.14.2.1 MainWindow()

```
TimeWar.Main.MainWindow.MainWindow ( )
```

Initializes a new instance of the [MainWindow](#) class.

Definition at line 17 of file MainWindow.xaml.cs.

5.14.3 Member Function Documentation

5.14.3.1 InitializeComponent() [1/2]

```
void TimeWar.Main.MainWindow.InitializeComponent ( )
```

InitializeComponent

Definition at line 51 of file MainWindow.g.cs.

5.14.3.2 InitializeComponent() [2/2]

```
void TimeWar.Main.MainWindow.InitializeComponent ( )
```

InitializeComponent

Definition at line 51 of file MainWindow.g.i.cs.

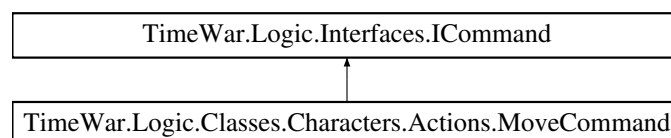
The documentation for this class was generated from the following files:

- feleves/TimeWar/TimeWar.Main/MainWindow.xaml.cs
- feleves/TimeWar/TimeWar.Main/obj/Debug/net5.0-windows/MainWindow.g.cs
- feleves/TimeWar/TimeWar.Main/obj/Debug/net5.0-windows/MainWindow.g.i.cs

5.15 TimeWar.Logic.Classes.Characters.Actions.MoveCommand Class Reference

Move commands.

Inheritance diagram for TimeWar.Logic.Classes.Characters.Actions.MoveCommand:



Public Member Functions

- [MoveCommand](#) ([IMoveable](#) gameEntity, Point direction, [GameModel](#) model)
Initializes a new instance of the [MoveCommand](#) class.
- void [Execute](#) ()
Execute the command.
- void [Undo](#) ()
Undo the command.

5.15.1 Detailed Description

Move commands.

Definition at line 20 of file MoveCommand.cs.

5.15.2 Constructor & Destructor Documentation

5.15.2.1 MoveCommand()

```
TimeWar.Logic.Classes.Characters.Actions.MoveCommand.MoveCommand (
    IMoveable gameEntity,
    Point direction,
    GameModel model )
```

Initializes a new instance of the [MoveCommand](#) class.

Parameters

<i>gameEntity</i>	Moveable game entity.
<i>direction</i>	Moving direction.
<i>model</i>	Game model.

Definition at line 32 of file MoveCommand.cs.

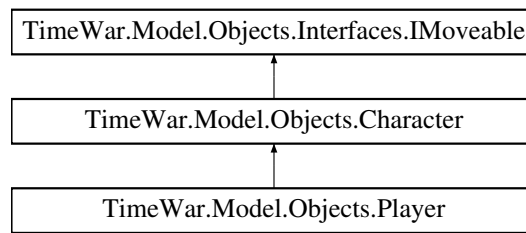
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/Characters/Actions/MoveCommand.cs

5.16 TimeWar.Model.Objects.Player Class Reference

[Player](#) detail class.

Inheritance diagram for TimeWar.Model.Objects.Player:



Public Member Functions

- [Player](#) (Point pos, int speed, int health)
Initializes a new instance of the [Player](#) class.

Additional Inherited Members

5.16.1 Detailed Description

[Player](#) detail class.

Definition at line 17 of file Player.cs.

5.16.2 Constructor & Destructor Documentation

5.16.2.1 Player()

```

TimeWar.Model.Objects.Player.Player (
    Point pos,
    int speed,
    int health )
  
```

Initializes a new instance of the [Player](#) class.

Parameters

<i>pos</i>	Position.
<i>speed</i>	Speed value.
<i>health</i>	Health value.

Definition at line 25 of file Player.cs.

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

- feleves/TimeWar/TimeWar.Model/Objects/Classes/Player.cs

5.17 TimeWar.Model.Objects.Viewport Class Reference

Camera viewport class.

Public Member Functions

- [Viewport](#) (int windowHeight, int windowHeight, int gameWidth, int gameHeight, [Character](#) followed)
Initializes a new instance of the [Viewport](#) class.

Properties

- [Character Followed](#) [get, set]
Gets or sets the currently followed character by viewport.
- int [WindowWidth](#) [get, set]
Gets or sets the current window width.
- int [WindowHeight](#) [get, set]
Gets or sets the current window height.
- int [GetViewportX](#) [get]
Gets the calculated x position of the viewport.
- int [GetViewportY](#) [get]
Gets the calculated y position of the viewport.
- int [GetRelativeCharacterPosX](#) [get]
Gets the followed character X position relative to the viewport.
- int [GetRelativeCharacterPosY](#) [get]
Gets the followed character Y position relative to the viewport.

5.17.1 Detailed Description

Camera viewport class.

Definition at line 16 of file Viewport.cs.

5.17.2 Constructor & Destructor Documentation

5.17.2.1 Viewport()

```
TimeWar.Model.Objects.Viewport.Viewport (
    int windowHeight,
    int windowHeight,
    int gameWidth,
    int gameHeight,
    Character followed )
```

Initializes a new instance of the [Viewport](#) class.

Parameters

<i>windowWidth</i>	Width of the window.
<i>windowHeight</i>	Height of the window.
<i>gameWidth</i>	Current game world width.
<i>gameHeight</i>	Current game world height.
<i>followed</i>	Followed character.

Definition at line 29 of file Viewport.cs.

5.17.3 Property Documentation

5.17.3.1 Followed

```
Character TimeWar.Model.Objects.Viewport.Followed [get], [set]
```

Gets or sets the currently followed character by viewport.

Definition at line 41 of file Viewport.cs.

5.17.3.2 GetRelativeCharacterPosX

```
int TimeWar.Model.Objects.Viewport.GetRelativeCharacterPosX [get]
```

Gets the followed character X position relative to the viewport.

Definition at line 96 of file Viewport.cs.

5.17.3.3 GetRelativeCharacterPosY

```
int TimeWar.Model.Objects.Viewport.GetRelativeCharacterPosY [get]
```

Gets the followed character Y position relative to the viewport.

Definition at line 118 of file Viewport.cs.

5.17.3.4 GetViewportX

```
int TimeWar.Model.Objects.Viewport.GetViewportX [get]
```

Gets the calculated x position of the viewport.

Definition at line 56 of file Viewport.cs.

5.17.3.5 GetViewportY

```
int TimeWar.Model.Objects.Viewport.GetViewportY [get]
```

Gets the calculated y position of the viewport.

Definition at line 76 of file Viewport.cs.

5.17.3.6 WindowHeight

```
int TimeWar.Model.Objects.Viewport.WindowHeight [get], [set]
```

Gets or sets the current window height.

Definition at line 51 of file Viewport.cs.

5.17.3.7 WindowWidth

```
int TimeWar.Model.Objects.Viewport.WindowWidth [get], [set]
```

Gets or sets the current window width.

Definition at line 46 of file Viewport.cs.

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

- feleves/TimeWar/TimeWar.Model/Objects/Classes/Viewport.cs

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