

TimeWar

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Chapter 4

Namespace Documentation

4.1 TimeWar Namespace Reference

4.2 TimeWar.Data Namespace Reference

4.3 TimeWar.Data.Models Namespace Reference

Classes

- class [Map](#)
Map entity class.
- class [MapRecord](#)
Map record entity class.
- class [PlayerProfile](#)
Player profile class.
- class [Save](#)
Game save entity class.
- class [TimeWarContext](#)
TimeWar database context class.

4.4 TimeWar.Logic Namespace Reference

Classes

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

4.5 TimeWar.Logic.Classes Namespace Reference

Classes

- class [CommandManager](#)
Command manager class.
- class [EnemyInitLogic](#)
Init model for enemies.
- class [InitConfig](#)
Init model logic static variables.
- class [ManagerLogic](#)
Database manager class.
- class [ViewerLogic](#)
Database viewer class.

4.6 TimeWar.Logic.Classes.Characters Namespace Reference

Classes

- class [ActorLogic](#)
Base class for characters and enemies.
- class [BasicEnemyLogic](#)
Enemy logic.
- class [BurstEnemyLogic](#)
Burst enemy logic.
- class [FastEnemyLogic](#)
Fast enemy class.
- class [HeavyEnemyLogic](#)
Heavy enemy.
- class [RapidFireEnemyLogic](#)
Rapid fire enemy.

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

Classes

- class [BulletLogic](#)
Default bullet logic.
- class [MoveCommand](#)
Move commands.

4.8 TimeWar.Logic.Classes.LogicCollections Namespace Reference

Classes

- class [BulletLogics](#)
Default bullet logic.
- class [EnemyLogics](#)
Enemy logic collection.
- class [PointOfInterestLogics](#)
Collection of [POIs](#).

4.9 TimeWar.Logic.Classes.POIs Namespace Reference

Classes

- class [CheckpointLogic](#)
Checkpoint logic.
- class [EnviromentalDamageLogic](#)
Enviromental damage.
- class [FinishLogic](#)
Finish logic.
- class [HealthKitLogic](#)
Health kit logic.
- class [HighJumpLogic](#)
High jump logic.
- class [InvincibilityLogic](#)
Invincibility logic.
- class [PointOfInterestLogic](#)
Base class for [POIs](#).
- class [RapidFireLogic](#)
Rapid fire logic.
- class [TimedPOILogic](#)
Base class for timed [POIs](#).
- class [UnlockWeaponLogic](#)
Unlocks a weapon.

4.10 TimeWar.Logic.Interfaces Namespace Reference

Classes

- interface [ICommand](#)
Command interface for actions.
- interface [ICommandManager](#)
Command manager interface.
- interface [IManagerLogic](#)
Database manager logic interface.
- interface [ITimedEvent](#)
Timed event interface.
- interface [IViewerLogic](#)
Database viewer logic interface.

4.11 TimeWar.LogicTests Namespace Reference

Classes

- class [Tests](#)
Test class for logic methods.

4.12 TimeWar.Main Namespace Reference

Classes

- class [App](#)
Interaction logic for App.xaml.
- class [GameControl](#)
Game controlling class.
- class [MainWindow](#)
Interaction logic for MainWindow.xaml.
- class [MenuControl](#)
Main menu control class.
- class [Myloc](#)
Simpleloc with IServiceLocator interface.

4.13 TimeWar.Main.BL Namespace Reference

Classes

- class [Factory](#)
Factory class.

4.14 TimeWar.Main.BL.Classes Namespace Reference

Classes

- class [ManagerLogicUI](#)
Manager logic ui class.
- class [ViewerLogicUI](#)
Viewer logic ui class.

4.15 TimeWar.Main.BL.Interfaces Namespace Reference

Classes

- interface [IManagerLogicUI](#)
Manager logic ui interface.
- interface [IViewerLogicUI](#)
Viewer logic ui interface.

4.16 TimeWar.Main.Data Namespace Reference

Classes

- class [MapFiles](#)
Map data class.
- class [MapRecordUI](#)
Map ui data class.
- class [PlayerProfileUI](#)
Profile ui data class.
- class [SaveUI](#)
Save ui data class.

4.17 TimeWar.Main.View Namespace Reference

Classes

- class [BoolToVisibilityConverter](#)
Bool to visibility converter.
- class [GameWindow](#)
GameWindow
- interface [INavigationService](#)
Navigation service interface for navigation between pages.
- class [IntToDateConverter](#)
Int to date converter.
- class [MenuPage](#)
MenuPage
- class [NavigationService](#)
Navigation service class.
- class [NewGamePage](#)
NewGamePage
- class [ProfileAddControl](#)
ProfileAddControl
- class [ProfileEditControl](#)
ProfileEditControl
- class [ProfilesPage](#)
ProfilesPage

Enumerations

- enum [NavigationPages](#) {
[NavigationPages.MenuPage](#), [NavigationPages.GamePage](#), [NavigationPages.ProfilesPage](#), [NavigationPages.ProfileEditorPage](#),
[NavigationPages.NewGamePage](#) }
Enum for the pages.

4.17.1 Enumeration Type Documentation

4.17.1.1 NavigationPages

enum [TimeWar.Main.View.NavigationPages](#) [strong]

Enum for the pages.

Enumerator

MenuPage	Main menu view.
GamePage	Game view.
ProfilesPage	Profiles view.
ProfileEditorPage	Profile editor view.
NewGamePage	New game view.

Definition at line 10 of file NavigationPages.cs.

4.18 TimeWar.Main.ViewModel Namespace Reference

Classes

- class [GameViewModel](#)
Game view model class.
- class [MainViewModel](#)
Main view model.
- class [MenuViewModel](#)
Menu view model class.
- class [NewGameViewModel](#)
New game view model.
- class [ProfilesViewModel](#)
Profile view model class.
- class [ViewModelLocator](#)
View model locator class.

4.19 TimeWar.Model Namespace Reference

Classes

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

4.20 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.

4.21 TimeWar.Model.Objects.Classes Namespace Reference

Classes

- class [Bullet](#)
Basic bullet.
- class [Enemy](#)
Enemy character class.
- class [PointOfInterest](#)
Class for checkpoints, finish point, powerups.
- class [StaticObject](#)
Static object class.

Enumerations

- enum [BulletType](#) {
[BulletType.Basic](#), [BulletType.BasicEnemyBullet](#), [BulletType.Accelerating](#), [BulletType.Bouncing](#),
[BulletType.CurvedBouncing](#) }
Types of bullet.
- enum [EnemyType](#) {
[EnemyType.Basic](#), [EnemyType.Fast](#), [EnemyType.Heavy](#), [EnemyType.RapidFire](#),
[EnemyType.Burst](#) }
Types of enemies.
- enum [POIType](#) {
[POIType.Checkpoint](#), [POIType.Finish](#), [POIType.HealthKit](#), [POIType.HighJump](#),
[POIType.UnlockWeapon](#), [POIType.Invincibility](#), [POIType.RapidFire](#), [POIType.EnviromentalDamage](#) }
Types of POI.

4.21.1 Enumeration Type Documentation

4.21.1.1 BulletType

```
enum TimeWar.Model.Objects.Classes.BulletType [strong]
```

Types of bullet.

Enumerator

Basic	Basic bullet type. Can pass through enemies.
BasicEnemyBullet	Basic bullet type. Can pass through enemies.
Accelerating	Bullet 's speed is increasing.
Bouncing	Bullet bounces upon in pact.
CurvedBouncing	Bullet is bouncing on the ground.

Definition at line 19 of file Bullet.cs.

4.21.1.2 EnemyType

enum [TimeWar.Model.Objects.Classes.EnemyType](#) [strong]

Types of enemies.

Enumerator

Basic	Basic enemy type.
Fast	Fast enemy type.
Heavy	Heavy enemy type.
RapidFire	Rapid Fire enemy.
Burst	Burst shot enemy.

Definition at line 17 of file Enemy.cs.

4.21.1.3 POIType

enum [TimeWar.Model.Objects.Classes.POIType](#) [strong]

Types of POI.

Enumerator

Checkpoint	Checkpoint.
Finish	Finish point.
HealthKit	Adds health point to character.
HighJump	Character can jump higher than normal.
UnlockWeapon	Unlocks accelerating bullet.
Invincibility	The character's health doesn't deplete.
RapidFire	Player can spam bullets.
EnviromentalDamage	Enviromental damage.

Definition at line 18 of file PointOfInterest.cs.

4.22 TimeWar.Model.Objects.Interfaces Namespace Reference

Classes

- interface [IGameObject](#)
Game object interface.
- interface [IMoveable](#)
Moveable objects interface.

Enumerations

- enum [Stances](#) {
[Stances.StandRight](#), [Stances.StandLeft](#), [Stances.Right](#), [Stances.Left](#),
[Stances.JumpRight](#), [Stances.JumpLeft](#) }
Movement types.

4.22.1 Enumeration Type Documentation

4.22.1.1 Stances

```
enum TimeWar.Model.Objects.Interfaces.Stances [strong]
```

Movement types.

Enumerator

StandRight	Base right stance.
StandLeft	Base left stance.
Right	Right stance.
Left	Left stance.
JumpRight	Jump right stance.
JumpLeft	Jump left stance.

Definition at line 12 of file IGameObject.cs.

4.23 TimeWar.Renderer Namespace Reference

Classes

- class [GameRenderer](#)
Game rendering class.
- class [RendererConfig](#)
Renderer config class.
- class [Sprite](#)
Sprite static class.

4.24 TimeWar.Repository Namespace Reference

4.25 TimeWar.Repository.Classes Namespace Reference

Classes

- class [MainRepository](#)

- *Main repository class.*
class [MapRecordRepository](#)
Map entity class.
- class [MapRepository](#)
Map entity class.
- class [ProfileRepository](#)
Profile entity class.
- class [SaveRepository](#)
Save entity class.

4.26 TimeWar.Repository.Interfaces Namespace Reference

Classes

- interface [IMainRepository](#)
Generic repository interface for common operations.
- interface [IMapRecordRepository](#)
Extra operations for Map record class entities.
- interface [IMapRepository](#)
Extra operations for Map class entities.
- interface [IProfileRepository](#)
Extra operations for Profile class entities.
- interface [ISaveRepository](#)
Extra operations for Save class entities.

4.27 XamlGeneratedNamespace Namespace Reference

Classes

- class [GeneratedInternalTypeHelper](#)
GeneratedInternalTypeHelper

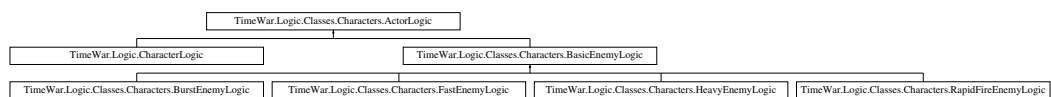
Chapter 5

Class Documentation

5.1 TimeWar.Logic.Classes.Characters.ActorLogic Class Reference

Base class for characters and enemies.

Inheritance diagram for TimeWar.Logic.Classes.Characters.ActorLogic:



Public Member Functions

- virtual void [OneTick](#) ()
One Tick.

Protected Member Functions

- [ActorLogic](#) ([GameModel](#) model, [Character](#) character, [CommandManager](#) commandManager)
Initializes a new instance of the [ActorLogic](#) class.
- int [PixelToTile](#) (int num)
Converts pixel to tile values.
- int [TileToPixel](#) (int num)
Converts tile to pixel values.
- bool [GroundCollision](#) (Point newPoint)
Ground collsiion.
- bool [TopCollision](#) (Point newPoint)
Top collsiion.
- void [AddToVector](#) (int x, int y)
Increases or decreases the movement vector.
- void [SetVectorX](#) (int x)
Sets x value of the vector.
- void [SetVectorY](#) (int y)
Sets y value of the vector.

- bool [WallCollision](#) (Point newPoint, bool rightWall=true)
Wall collision.
- virtual void [Movement](#) ()
Default Movement funtion.
- abstract Point [Move](#) ()
Default move funtion.
- virtual int [Jump](#) ()
Jumping.
- abstract void [Attack](#) ()
Default attack method.

Properties

- int [DefaultJumpHeight](#) [get, set]
Gets or sets default jump height.
- [Character](#) [Character](#) [get]
Gets the character.
- int [MaxJumpHeight](#) [get, set]
Gets or sets the force that is applied when an actor is jumping.
- [BulletType](#) [TypeOfBullet](#) [get, set]
Gets or sets bullet type.
- Stopwatch [JumpingTimeOut](#) [get, set]
Gets or sets if a character can jump again.
- Stopwatch [AccelerationStopwatch](#) [get, set]
Gets or sets the time of falling for a character.
- Stopwatch [AttackStopwatch](#) [get, set]
Gets or sets the attack stopwatch.
- int [Acceleration](#) [get, set]
Gets or sets gravity acceleration.
- bool [IsJumping](#) [get, set]
Gets or sets a value indicating whether the actor is jumping.
- int [MaxMovementSpeed](#) [get, set]
Gets or sets the force that is applied every tick when an actor is moving.
- int [DefaultAcceleration](#) [get, set]
Gets or sets the force that is applied every tick when a player is moving.
- [GameModel](#) [Model](#) [get, set]
Gets or sets the game model.
- [CommandManager](#) [CommandManager](#) [get, set]
Gets or sets the command manager.

5.1.1 Detailed Description

Base class for characters and enemies.

Definition at line 18 of file ActorLogic.cs.

5.1.2 Constructor & Destructor Documentation

5.1.2.1 ActorLogic()

```
TimeWar.Logic.Classes.Characters.ActorLogic.ActorLogic (
    GameModel model,
    Character character,
    CommandManager commandManager ) [protected]
```

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

Parameters

<i>model</i>	Game model.
<i>character</i>	Character.
<i>commandManager</i>	Command manger.

Definition at line 32 of file ActorLogic.cs.

5.1.3 Member Function Documentation

5.1.3.1 AddToVector()

```
void TimeWar.Logic.Classes.Characters.ActorLogic.AddToVector (
    int x,
    int y ) [protected]
```

Increases or decreases the movement vector.

Parameters

<i>x</i>	X direction.
<i>y</i>	Y direction.

Definition at line 225 of file ActorLogic.cs.

5.1.3.2 Attack()

```
abstract void TimeWar.Logic.Classes.Characters.ActorLogic.Attack ( ) [protected], [pure virtual]
```

Default attack method.

Implemented in [TimeWar.Logic.Classes.Characters.BurstEnemyLogic](#), [TimeWar.Logic.Classes.Characters.BasicEnemyLogic](#), and [TimeWar.Logic.CharacterLogic](#).

5.1.3.3 GroundCollision()

```
bool TimeWar.Logic.Classes.Characters.ActorLogic.GroundCollision (
    Point newPoint ) [protected]
```

Ground collsion.

Parameters

<i>newPoint</i>	New movement point.
-----------------	---------------------

Returns

True if the movemnt would collide.

Definition at line 158 of file ActorLogic.cs.

5.1.3.4 Jump()

```
virtual int TimeWar.Logic.Classes.Characters.ActorLogic.Jump ( ) [protected], [virtual]
```

Jumping.

Returns

Jumping value.

Definition at line 381 of file ActorLogic.cs.

5.1.3.5 Move()

```
abstract Point TimeWar.Logic.Classes.Characters.ActorLogic.Move ( ) [protected], [pure virtual]
```

Default move funtion.

Returns

New movement point.

Implemented in [TimeWar.Logic.Classes.Characters.BasicEnemyLogic](#), and [TimeWar.Logic.CharacterLogic](#).

5.1.3.6 Movement()

```
virtual void TimeWar.Logic.Classes.Characters.ActorLogic.Movement ( ) [protected], [virtual]
```

Default Movement funtion.

Reimplemented in [TimeWar.Logic.Classes.Characters.BasicEnemyLogic](#).

Definition at line 301 of file ActorLogic.cs.

5.1.3.7 OneTick()

```
virtual void TimeWar.Logic.Classes.Characters.ActorLogic.OneTick ( ) [virtual]
```

One Tick.

Reimplemented in [TimeWar.Logic.Classes.Characters.RapidFireEnemyLogic](#), [TimeWar.Logic.Classes.Characters.BasicEnemyLogic](#), and [TimeWar.Logic.CharacterLogic](#).

Definition at line 128 of file ActorLogic.cs.

5.1.3.8 PixelToTile()

```
int TimeWar.Logic.Classes.Characters.ActorLogic.PixelToTile (
    int num ) [protected]
```

Converts pixel to tile values.

Parameters

<i>num</i>	Pixel value.
------------	--------------

Returns

Tile value.

Definition at line 138 of file ActorLogic.cs.

5.1.3.9 SetVectorX()

```
void TimeWar.Logic.Classes.Characters.ActorLogic.SetVectorX (
    int x ) [protected]
```

Sets x value of the vector.

Parameters

<i>x</i>	X value.
----------	----------

Definition at line 234 of file ActorLogic.cs.

5.1.3.10 SetVectorY()

```
void TimeWar.Logic.Classes.Characters.ActorLogic.SetVectorY (  
    int y ) [protected]
```

Sets y value of the vector.

Parameters

<i>y</i>	Y value.
----------	----------

Definition at line 243 of file ActorLogic.cs.

5.1.3.11 TileToPixel()

```
int TimeWar.Logic.Classes.Characters.ActorLogic.TileToPixel (  
    int num ) [protected]
```

Converts tile to pixel values.

Parameters

<i>num</i>	Tile value.
------------	-------------

Returns

Pixel value.

Definition at line 148 of file ActorLogic.cs.

5.1.3.12 TopCollision()

```
bool TimeWar.Logic.Classes.Characters.ActorLogic.TopCollision (  
    Point newPoint ) [protected]
```

Top collision.

Parameters

<i>newPoint</i>	New movement point.
-----------------	---------------------

Returns

True if the movemnt would collide.

Definition at line 193 of file ActorLogic.cs.

5.1.3.13 WallCollision()

```
bool TimeWar.Logic.Classes.Characters.ActorLogic.WallCollision (
    Point newPoint,
    bool rightWall = true ) [protected]
```

Wall collsiion.

Parameters

<i>newPoint</i>	New movement point.
<i>rightWall</i>	True if you want to check right wall collision, false if you would like to check left wall.

Returns

True if the movemnt would collide.

Definition at line 254 of file ActorLogic.cs.

5.1.4 Property Documentation

5.1.4.1 Acceleration

```
int TimeWar.Logic.Classes.Characters.ActorLogic.Acceleration [get], [set], [protected]
```

Gets or sets gravity acceleration.

Definition at line 98 of file ActorLogic.cs.

5.1.4.2 AccelerationStopwatch

```
Stopwatch TimeWar.Logic.Classes.Characters.ActorLogic.AccelerationStopwatch [get], [set],  
[protected]
```

Gets or sets the time of falling for a character.

Definition at line 80 of file ActorLogic.cs.

5.1.4.3 AttackStopwatch

```
Stopwatch TimeWar.Logic.Classes.Characters.ActorLogic.AttackStopwatch [get], [set], [protected]
```

Gets or sets the attack stopwatch.

Definition at line 89 of file ActorLogic.cs.

5.1.4.4 Character

```
Character TimeWar.Logic.Classes.Characters.ActorLogic.Character [get]
```

Gets the character.

Definition at line 56 of file ActorLogic.cs.

5.1.4.5 CommandManager

```
CommandManager TimeWar.Logic.Classes.Characters.ActorLogic.CommandManager [get], [set], [protected]
```

Gets or sets the command manager.

Definition at line 123 of file ActorLogic.cs.

5.1.4.6 DefaultAcceleration

```
int TimeWar.Logic.Classes.Characters.ActorLogic.DefaultAcceleration [get], [set], [protected]
```

Gets or sets the force that is applied every tick when a player is moving.

Definition at line 113 of file ActorLogic.cs.

5.1.4.7 DefaultJumpHeight

```
int TimeWar.Logic.Classes.Characters.ActorLogic.DefaultJumpHeight [get], [set]
```

Gets or sets default jump height.

Definition at line 51 of file ActorLogic.cs.

5.1.4.8 IsJumping

```
bool TimeWar.Logic.Classes.Characters.ActorLogic.IsJumping [get], [set], [protected]
```

Gets or sets a value indicating whether the actor is jumping.

Definition at line 103 of file ActorLogic.cs.

5.1.4.9 JumpingTimeOut

```
Stopwatch TimeWar.Logic.Classes.Characters.ActorLogic.JumpingTimeOut [get], [set], [protected]
```

Gets or sets if a character can jump again.

Definition at line 71 of file ActorLogic.cs.

5.1.4.10 MaxJumpHeight

```
int TimeWar.Logic.Classes.Characters.ActorLogic.MaxJumpHeight [get], [set]
```

Gets or sets the force that is applied when an actor is jumping.

Definition at line 61 of file ActorLogic.cs.

5.1.4.11 MaxMovementSpeed

```
int TimeWar.Logic.Classes.Characters.ActorLogic.MaxMovementSpeed [get], [set], [protected]
```

Gets or sets the force that is applied every tick when an actor is moving.

Definition at line 108 of file ActorLogic.cs.

5.1.4.12 Model

`GameModel` `TimeWar.Logic.Classes.Characters.ActorLogic.Model` `[get], [set], [protected]`

Gets or sets the game model.

Definition at line 118 of file ActorLogic.cs.

5.1.4.13 TypeOfBullet

`BulletType` `TimeWar.Logic.Classes.Characters.ActorLogic.TypeOfBullet` `[get], [set], [protected]`

Gets or sets bullet type.

Definition at line 66 of file ActorLogic.cs.

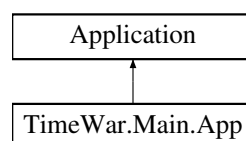
The documentation for this class was generated from the following file:

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

5.2 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
- void `InitializeComponent` ()
InitializeComponent
- void `InitializeComponent` ()
InitializeComponent

Static Public Member Functions

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

5.2.1 Detailed Description

Interaction logic for App.xaml.

[App](#)

Definition at line 20 of file App.xaml.cs.

5.2.2 Member Function Documentation

5.2.2.1 InitializeComponent() [1/4]

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

InitializeComponent

Definition at line 52 of file App.g.cs.

5.2.2.2 InitializeComponent() [2/4]

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

InitializeComponent

Definition at line 52 of file App.g.i.cs.

5.2.2.3 InitializeComponent() [3/4]

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

InitializeComponent

Definition at line 52 of file App.g.cs.

5.2.2.4 InitializeComponent() [4/4]

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

InitializeComponent

Definition at line 52 of file App.g.i.cs.

5.2.2.5 Main() [1/4]

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

Application Entry Point.

Definition at line 78 of file App.g.cs.

5.2.2.6 Main() [2/4]

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

Application Entry Point.

Definition at line 78 of file App.g.i.cs.

5.2.2.7 Main() [3/4]

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

Application Entry Point.

Definition at line 78 of file App.g.cs.

5.2.2.8 Main() [4/4]

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

Application Entry Point.

Definition at line 78 of file App.g.i.cs.

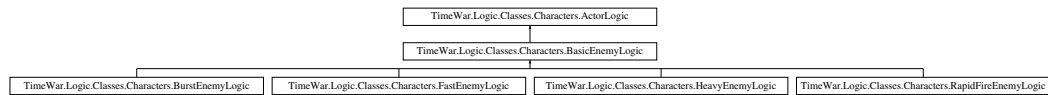
The documentation for this class was generated from the following files:

- 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

5.3 TimeWar.Logic.Classes.Characters.BasicEnemyLogic Class Reference

Enemy logic.

Inheritance diagram for TimeWar.Logic.Classes.Characters.BasicEnemyLogic:



Public Member Functions

- **BasicEnemyLogic** ([GameModel](#) model, [Character](#) character, [CommandManager](#) commandManager)
Initializes a new instance of the [BasicEnemyLogic](#) class.
- override void **OneTick** ()
One Tick.

Protected Member Functions

- override Point **Move** ()
Default move funtion.
- override void **Attack** ()
Default attack method.
- override void **Movement** ()
Default Movement funtion.

Properties

- int **AttackValue** [get, set]
Gets or sets the attack damage of the enemy.
- Point **LastKnownPlayerLocation** [get, set]
Gets or sets last known player location.
- bool **IsPlayerDetected** [get, set]
Gets or sets a value indicating whether player detected.
- int **AttackTime** [get, set]
Gets or sets attack time.
- int **MaxMoveTime** [get, set]
Gets or sets max move time.
- int **DetectionTime** [get, set]
Gets or sets max move time.
- int **DetectionRange** [get, set]
Gets or sets detection range.
- int **DefaultFollowDistance** [get, set]
Gets or sets default follow distance.

5.3.1 Detailed Description

Enemy logic.

Definition at line 21 of file BasicEnemyLogic.cs.

5.3.2 Constructor & Destructor Documentation

5.3.2.1 BasicEnemyLogic()

```
TimeWar.Logic.Classes.Characters.BasicEnemyLogic.BasicEnemyLogic (
    GameModel model,
    Character character,
    CommandManager commandManager )
```

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

Parameters

<i>model</i>	Game model.
<i>character</i>	Charater.
<i>commandManager</i>	Command manger.

Definition at line 38 of file BasicEnemyLogic.cs.

5.3.3 Property Documentation

5.3.3.1 AttackTime

```
int TimeWar.Logic.Classes.Characters.BasicEnemyLogic.AttackTime [get], [set], [protected]
```

Gets or sets attack time.

Definition at line 79 of file BasicEnemyLogic.cs.

5.3.3.2 AttackValue

```
int TimeWar.Logic.Classes.Characters.BasicEnemyLogic.AttackValue [get], [set]
```

Gets or sets the attack damage of the enemy.

Definition at line 64 of file BasicEnemyLogic.cs.

5.3.3.3 DefaultFollowDistance

```
int TimeWar.Logic.Classes.Characters.BasicEnemyLogic.DefaultFollowDistance [get], [set],  
[protected]
```

Gets or sets default follow distance.

Definition at line 99 of file BasicEnemyLogic.cs.

5.3.3.4 DetectionRange

```
int TimeWar.Logic.Classes.Characters.BasicEnemyLogic.DetectionRange [get], [set], [protected]
```

Gets or sets detection range.

Definition at line 94 of file BasicEnemyLogic.cs.

5.3.3.5 DetectionTime

```
int TimeWar.Logic.Classes.Characters.BasicEnemyLogic.DetectionTime [get], [set], [protected]
```

Gets or sets max move time.

Definition at line 89 of file BasicEnemyLogic.cs.

5.3.3.6 IsPlayerDetected

```
bool TimeWar.Logic.Classes.Characters.BasicEnemyLogic.IsPlayerDetected [get], [set]
```

Gets or sets a value indicating whether player detected.

Definition at line 74 of file BasicEnemyLogic.cs.

5.3.3.7 LastKnownPlayerLocation

```
Point TimeWar.Logic.Classes.Characters.BasicEnemyLogic.LastKnownPlayerLocation [get], [set]
```

Gets or sets last known player location.

Definition at line 69 of file BasicEnemyLogic.cs.

5.3.3.8 MaxMoveTime

```
int TimeWar.Logic.Classes.Characters.BasicEnemyLogic.MaxMoveTime [get], [set], [protected]
```

Gets or sets max move time.

Definition at line 84 of file BasicEnemyLogic.cs.

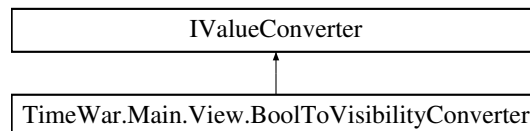
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/Characters/EnemyLogics/BasicEnemyLogic.cs

5.4 TimeWar.Main.View.BoolToVisibilityConverter Class Reference

Bool to visibility converter.

Inheritance diagram for TimeWar.Main.View.BoolToVisibilityConverter:



Public Member Functions

- object [Convert](#) (object value, Type targetType, object parameter, CultureInfo culture)
- object [ConvertBack](#) (object value, Type targetType, object parameter, CultureInfo culture)

5.4.1 Detailed Description

Bool to visibility converter.

Definition at line 19 of file BoolToVisibilityConverter.cs.

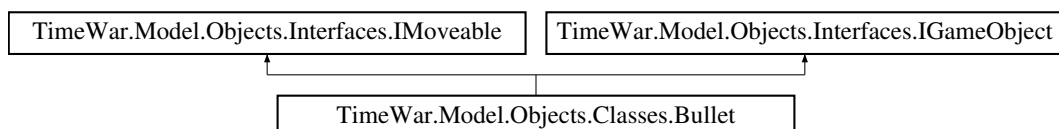
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Main/View/BoolToVisibilityConverter.cs

5.5 TimeWar.Model.Objects.Classes.Bullet Class Reference

Basic bullet.

Inheritance diagram for TimeWar.Model.Objects.Classes.Bullet:



Public Member Functions

- [Bullet](#) (Point pos, int height, int width, string spriteFile, Point destination, int damage=10, [BulletType](#) type=BulletType.Basic, bool playerBullet=false)
Initializes a new instance of the [Bullet](#) class.
- override string [ToString](#) ()

Properties

- Point [Position](#) [get, set]
- int [Height](#) [get, set]
- int [Width](#) [get, set]
- int [Damage](#) [get, set]
Gets or sets damage of bullet.
- string [SpriteFile](#) [get, set]
- [BulletType](#) [Type](#) [get, set]
Gets or sets the type of the bullet.
- int [Acceleration](#) [get, set]
Gets or sets bullet acceleration.
- Point [Destination](#) [get, set]
Gets or sets bullet destination.
- PointF [MoveVector](#) [get, set]
Gets or sets bullet move vector.
- Stopwatch [BulletStopwatch](#) [get, set]
Gets or sets bullet acceleration stopwatch.
- Stopwatch [DespawnStopwatch](#) [get, set]
Gets or sets bullet acceleration stopwatch.
- PointF [MovementVectorF](#) [get, set]
Gets or sets Movement Vector.
- Point [MovementVector](#) [get, set]
- [Stances](#) [Stance](#) [get, set]
- bool [StanceLess](#) [get, set]
- bool [PlayerBullet](#) [get, set]
Gets or sets a value indicating whether is shot by a player.
- int [CurrentSprite](#) [get, set]

5.5.1 Detailed Description

Basic bullet.

Definition at line 50 of file Bullet.cs.

5.5.2 Constructor & Destructor Documentation

5.5.2.1 Bullet()

```
TimeWar.Model.Objects.Classes.Bullet.Bullet (
    Point pos,
    int height,
    int width,
    string spriteFile,
    Point destination,
    int damage = 10,
    BulletType type = BulletType.Basic,
    bool playerBullet = false )
```

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

Parameters

<i>pos</i>	Character position.
<i>damage</i>	Base damage.
<i>destination</i>	Destination of the bullet.
<i>type</i>	Type of the bullet.
<i>playerBullet</i>	Is shot by a player.
<i>height</i>	Character height.
<i>width</i>	Character width.
<i>spriteFile</i>	Name of the sprite file.

Definition at line 67 of file Bullet.cs.

5.5.3 Property Documentation

5.5.3.1 Acceleration

```
int TimeWar.Model.Objects.Classes.Bullet.Acceleration [get], [set]
```

Gets or sets bullet acceleration.

Definition at line 176 of file Bullet.cs.

5.5.3.2 BulletStopwatch

```
Stopwatch TimeWar.Model.Objects.Classes.Bullet.BulletStopwatch [get], [set]
```

Gets or sets bullet acceleration stopwatch.

Definition at line 191 of file Bullet.cs.

5.5.3.3 Damage

```
int TimeWar.Model.Objects.Classes.Bullet.Damage [get], [set]
```

Gets or sets damage of bullet.

Definition at line 142 of file Bullet.cs.

5.5.3.4 DespawnStopwatch

```
Stopwatch TimeWar.Model.Objects.Classes.Bullet.DespawnStopwatch [get], [set]
```

Gets or sets bullet acceleration stopwatch.

Definition at line 196 of file Bullet.cs.

5.5.3.5 Destination

```
Point TimeWar.Model.Objects.Classes.Bullet.Destination [get], [set]
```

Gets or sets bullet destination.

Definition at line 181 of file Bullet.cs.

5.5.3.6 MovementVectorF

```
PointF TimeWar.Model.Objects.Classes.Bullet.MovementVectorF [get], [set]
```

Gets or sets Movement Vector.

Definition at line 201 of file Bullet.cs.

5.5.3.7 MoveVector

```
PointF TimeWar.Model.Objects.Classes.Bullet.MoveVector [get], [set]
```

Gets or sets bullet move vector.

Definition at line 186 of file Bullet.cs.

5.5.3.8 PlayerBullet

```
bool TimeWar.Model.Objects.Classes.Bullet.PlayerBullet [get], [set]
```

Gets or sets a value indicating whether is shot by a player.

Definition at line 215 of file Bullet.cs.

5.5.3.9 Type

```
BulletType TimeWar.Model.Objects.Classes.Bullet.Type [get], [set]
```

Gets or sets the type of the bullet.

Definition at line 171 of file Bullet.cs.

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

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

5.6 TimeWar.Logic.Classes.Characters.Actions.BulletLogic Class Reference

Default bullet logic.

Public Member Functions

- [BulletLogic](#) ([GameModel](#) model, [Bullet](#) bullet, [CommandManager](#) commandManager, Point destination, int despawnTime=30)
Initializes a new instance of the [BulletLogic](#) class.
- void [OneTick](#) ()
One tick method.

5.6.1 Detailed Description

Default bullet logic.

Definition at line 20 of file BulletLogic.cs.

5.6.2 Constructor & Destructor Documentation

5.6.2.1 BulletLogic()

```
TimeWar.Logic.Classes.Characters.Actions.BulletLogic.BulletLogic (
    GameModel model,
    Bullet bullet,
    CommandManager commandManager,
    Point destination,
    int despawnTime = 30 )
```

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

Parameters

<i>model</i>	Game Model .
<i>bullet</i>	Bullet.
<i>commandManager</i>	Command manager.
<i>destination</i>	Destination.
<i>despawnTime</i>	How many seconds until the bullet despawns.

Definition at line 40 of file BulletLogic.cs.

5.6.3 Member Function Documentation

5.6.3.1 OneTick()

```
void TimeWar.Logic.Classes.Characters.Actions.BulletLogic.OneTick ( )
```

One tick method.

Definition at line 54 of file BulletLogic.cs.

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

- feleves/TimeWar/TimeWar.Logic/Classes/Bullets/BulletLogic.cs

5.7 TimeWar.Logic.Classes.LogicCollections.BulletLogics Class Reference

Default bullet logic.

Public Member Functions

- [BulletLogics](#) ([GameModel](#) model, ICollection< [Bullet](#) > bullet, [CommandManager](#) commandManager)
Initializes a new instance of the [BulletLogics](#) class.
- ICollection< string > [SaveBullets](#) ()
Saves bullets into a string.
- void [Addbullets](#) (ICollection< [Bullet](#) > bullets)
Replaces the bullets list.
- void [OneTick](#) ()
One tick method.

5.7.1 Detailed Description

Default bullet logic.

Definition at line 22 of file BulletLogics.cs.

5.7.2 Constructor & Destructor Documentation

5.7.2.1 BulletLogics()

```
TimeWar.Logic.Classes.LogicCollections.BulletLogics.BulletLogics (
    GameModel model,
    ICollection< Bullet > bullet,
    CommandManager commandManager )
```

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

Parameters

<i>model</i>	Game Model .
<i>bullet</i>	Bullet.
<i>commandManager</i>	Command manager.

Definition at line 35 of file BulletLogics.cs.

5.7.3 Member Function Documentation

5.7.3.1 Addbullets()

```
void TimeWar.Logic.Classes.LogicCollections.BulletLogics.Addbullets (
    ICollection< Bullet > bullets )
```

Replaces the bullets list.

Parameters

<i>bullets</i>	Bullet list.
----------------	--------------

Definition at line 65 of file BulletLogics.cs.

5.7.3.2 OneTick()

```
void TimeWar.Logic.Classes.LogicCollections.BulletLogics.OneTick ( )
```

One tick method.

Definition at line 73 of file BulletLogics.cs.

5.7.3.3 SaveBullets()

```
ICollection<string> TimeWar.Logic.Classes.LogicCollections.BulletLogics.SaveBullets ( )
```

Saves bullets into a string.

Returns

A list of all bullets.

Definition at line 50 of file BulletLogics.cs.

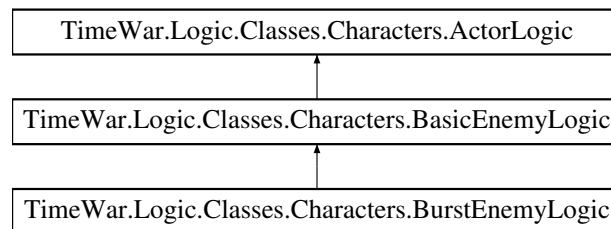
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/LogicCollections/BulletLogics.cs

5.8 TimeWar.Logic.Classes.Characters.BurstEnemyLogic Class Reference

Burst enemy logic.

Inheritance diagram for TimeWar.Logic.Classes.Characters.BurstEnemyLogic:



Public Member Functions

- [BurstEnemyLogic](#) ([GameModel](#) model, [Character](#) character, [CommandManager](#) commandManager)
Initializes a new instance of the [BurstEnemyLogic](#) class.

Protected Member Functions

- override void [Attack](#) ()
Attack method.

Additional Inherited Members

5.8.1 Detailed Description

Burst enemy logic.

Definition at line 21 of file BurstEnemyLogic.cs.

5.8.2 Constructor & Destructor Documentation

5.8.2.1 BurstEnemyLogic()

```
TimeWar.Logic.Classes.Characters.BurstEnemyLogic.BurstEnemyLogic (
    GameModel model,
    Character character,
    CommandManager commandManager )
```

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

Parameters

<i>model</i>	Game model.
<i>character</i>	Character.
<i>commandManager</i>	Command manager.

Definition at line 29 of file [BurstEnemyLogic.cs](#).

5.8.3 Member Function Documentation

5.8.3.1 Attack()

```
override void TimeWar.Logic.Classes.Characters.BurstEnemyLogic.Attack ( ) [protected], [virtual]
```

Attack method.

Reimplemented from [TimeWar.Logic.Classes.Characters.BasicEnemyLogic](#).

Definition at line 47 of file [BurstEnemyLogic.cs](#).

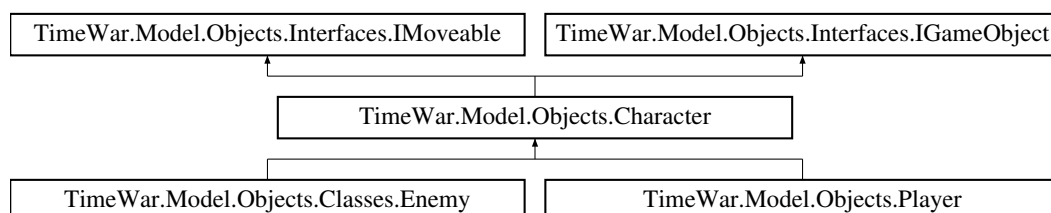
The documentation for this class was generated from the following file:

- [feleves/TimeWar/TimeWar.Logic/Classes/Characters/EnemyLogics/BurstEnemyLogic.cs](#)

5.9 TimeWar.Model.Objects.Character Class Reference

Basic character information class.

Inheritance diagram for [TimeWar.Model.Objects.Character](#):



Public Member Functions

- override string [ToString](#) ()
- void [AddKey](#) (string key)
Add new key to the pressed list.
- void [RemoveKey](#) (string key)
Remove key from the pressed list.
- bool [ContainKey](#) (string key)
Check key in the list.

Protected Member Functions

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

Properties

- bool [IsInvincible](#) [get, set]
Gets or sets a value indicating whether the character is invincible or not.
- Point [ClickLocation](#) [get, set]
Gets or sets mouse click location.
- int [CurrentHealth](#) [get, set]
Gets or sets current character health.
- bool [CanAttack](#) [get, set]
Gets or sets a value indicating whether the player can attack or not.
- int [Height](#) [get, set]
Gets or sets character height in pixel.
- int [Width](#) [get, set]
Gets or sets character width in pixel.
- string [SpriteFile](#) [get, set]
Gets or sets the character sprite file name.
- int [CurrentSprite](#) [get, set]
Gets or sets current sprite frame.
- [Stances Stance](#) [get, set]
Gets or sets moving direction.
- Point [Position](#) [get, set]
- int [Health](#) [get, set]
Gets or sets the character health.
- int [Shield](#) [get, set]
Gets or sets the character shield.
- int [CurrentShield](#) [get, set]
Gets or sets the character current shield.
- int [ShieldRegenValue](#) [get, set]
Gets or sets shield regen amount.
- bool [StanceLess](#) [get, set]
- Point [MovementVector](#) [get, set]
- [BulletType TypeOfBullet](#) [get, set]
Gets or sets type of bullet.
- int [ShieldRegenTime](#) [get, set]
Gets or sets shield regen time.
- Stopwatch [ShieldRegenTimer](#) [get, set]
Gets or sets shield regen timer stopwatch.
- bool [CanJump](#) [get, set]
Gets or sets a value indicating whether player can jump.

5.9.1 Detailed Description

Basic character information class.

Definition at line 16 of file Character.cs.

5.9.2 Constructor & Destructor Documentation

5.9.2.1 Character()

```
TimeWar.Model.Objects.Character.Character (
    Point pos,
    int health,
    int height,
    int width,
    string spriteFile ) [protected]
```

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

Parameters

<i>pos</i>	Character position.
<i>health</i>	Base health.
<i>height</i>	Character height.
<i>width</i>	Character width.
<i>spriteFile</i>	Name of the sprite file.

Definition at line 28 of file Character.cs.

5.9.3 Member Function Documentation

5.9.3.1 AddKey()

```
void TimeWar.Model.Objects.Character.AddKey (
    string key )
```

Add new key to the pressed list.

Parameters

<i>key</i>	Pressed key.
------------	--------------

Definition at line 157 of file Character.cs.

5.9.3.2 ContainKey()

```
bool TimeWar.Model.Objects.Character.ContainKey (
    string key )
```

Check key in the list.

Parameters

<i>key</i>	Key.
------------	------

Returns

True if contains.

Definition at line 179 of file Character.cs.

5.9.3.3 RemoveKey()

```
void TimeWar.Model.Objects.Character.RemoveKey (
    string key )
```

Remove key from the preesed list.

Parameters

<i>key</i>	Released key.
------------	---------------

Definition at line 169 of file Character.cs.

5.9.4 Property Documentation

5.9.4.1 CanAttack

```
bool TimeWar.Model.Objects.Character.CanAttack [get], [set]
```

Gets or sets a value indicating whether the player can attack or not.

Definition at line 64 of file Character.cs.

5.9.4.2 CanJump

```
bool TimeWar.Model.Objects.Character.CanJump [get], [set]
```

Gets or sets a value indicating whether player can jump.

Definition at line 138 of file Character.cs.

5.9.4.3 ClickLocation

```
Point TimeWar.Model.Objects.Character.ClickLocation [get], [set]
```

Gets or sets mouse click location.

Definition at line 54 of file Character.cs.

5.9.4.4 CurrentHealth

```
int TimeWar.Model.Objects.Character.CurrentHealth [get], [set]
```

Gets or sets current character health.

Definition at line 59 of file Character.cs.

5.9.4.5 CurrentShield

```
int TimeWar.Model.Objects.Character.CurrentShield [get], [set]
```

Gets or sets the character current shield.

Definition at line 107 of file Character.cs.

5.9.4.6 CurrentSprite

```
int TimeWar.Model.Objects.Character.CurrentSprite [get], [set]
```

Gets or sets current sprite frame.

Definition at line 84 of file Character.cs.

5.9.4.7 Health

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

Gets or sets the character health.

Definition at line 97 of file Character.cs.

5.9.4.8 Height

```
int TimeWar.Model.Objects.Character.Height [get], [set]
```

Gets or sets character height in pixel.

Definition at line 69 of file Character.cs.

5.9.4.9 IsInvincible

```
bool TimeWar.Model.Objects.Character.IsInvincible [get], [set]
```

Gets or sets a value indicating whether the character is invincible or not.

Definition at line 49 of file Character.cs.

5.9.4.10 Shield

```
int TimeWar.Model.Objects.Character.Shield [get], [set]
```

Gets or sets the character shield.

Definition at line 102 of file Character.cs.

5.9.4.11 ShieldRegenTime

```
int TimeWar.Model.Objects.Character.ShieldRegenTime [get], [set]
```

Gets or sets shield regen time.

Definition at line 128 of file Character.cs.

5.9.4.12 ShieldRegenTimer

```
Stopwatch TimeWar.Model.Objects.Character.ShieldRegenTimer [get], [set]
```

Gets or sets shield regen timer stopwatch.

Definition at line 133 of file Character.cs.

5.9.4.13 ShieldRegenValue

```
int TimeWar.Model.Objects.Character.ShieldRegenValue [get], [set]
```

Gets or sets shield regen amount.

Definition at line 112 of file Character.cs.

5.9.4.14 SpriteFile

```
string TimeWar.Model.Objects.Character.SpriteFile [get], [set]
```

Gets or sets the character sprite file name.

Definition at line 79 of file Character.cs.

5.9.4.15 Stance

```
Stances TimeWar.Model.Objects.Character.Stance [get], [set]
```

Gets or sets moving direction.

Definition at line 89 of file Character.cs.

5.9.4.16 TypeOfBullet

```
BulletType TimeWar.Model.Objects.Character.TypeOfBullet [get], [set]
```

Gets or sets type of bullet.

Definition at line 123 of file Character.cs.

5.9.4.17 Width

```
int TimeWar.Model.Objects.Character.Width [get], [set]
```

Gets or sets character width in pixel.

Definition at line 74 of file Character.cs.

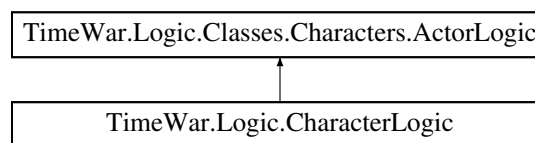
The documentation for this class was generated from the following file:

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

5.10 TimeWar.Logic.CharacterLogic Class Reference

Basic character logic class.

Inheritance diagram for TimeWar.Logic.CharacterLogic:



Public Member Functions

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

Protected Member Functions

- override void [Attack](#) ()
Default attack method.
- override Point [Move](#) ()
Default move funtion.

Properties

- int [AttackTime](#) [get, set]
Gets or sets time between attacks.
- Stopwatch [EffectStopwatch](#) [get, set]
Gets or sets effect stopwatch.
- int [EffectCounter](#) [get, set]
Gets or sets the number of effects.

Events

- EventHandler [Fire](#) Sounds/wave.mp3"
Fire event.

5.10.1 Detailed Description

Basic character logic class.

Definition at line 23 of file CharacterLogic.cs.

5.10.2 Constructor & Destructor Documentation

5.10.2.1 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 31 of file CharacterLogic.cs.

5.10.3 Property Documentation

5.10.3.1 AttackTime

```
int TimeWar.Logic.CharacterLogic.AttackTime [get], [set]
```

Gets or sets time between attacks.

Definition at line 49 of file CharacterLogic.cs.

5.10.3.2 EffectCounter

```
int TimeWar.Logic.CharacterLogic.EffectCounter [get], [set]
```

Gets or sets the number of effects.

Definition at line 59 of file CharacterLogic.cs.

5.10.3.3 EffectStopwatch

```
Stopwatch TimeWar.Logic.CharacterLogic.EffectStopwatch [get], [set]
```

Gets or sets effect stopwatch.

Definition at line 54 of file CharacterLogic.cs.

5.10.4 Event Documentation

5.10.4.1 Fire

```
EventHandler TimeWar.Logic.CharacterLogic.Fire Sounds/wave.mp3"
```

Fire event.

Definition at line 44 of file CharacterLogic.cs.

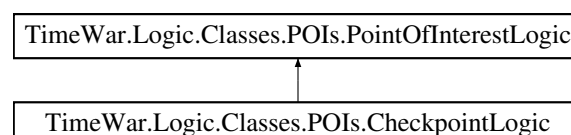
The documentation for this class was generated from the following file:

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

5.11 TimeWar.Logic.Classes.POIs.CheckpointLogic Class Reference

Checkpoint logic.

Inheritance diagram for TimeWar.Logic.Classes.POIs.CheckpointLogic:



Public Member Functions

- [CheckpointLogic](#) ([GameModel](#) model, [PointOfInterest](#) poi, [CharacterLogic](#) character, bool timed=false)
Initializes a new instance of the [CheckpointLogic](#) class.
- override void [POIEvent](#) ()
Action that happens when a player contacts a POI.

Additional Inherited Members

5.11.1 Detailed Description

Checkpoint logic.

Definition at line 18 of file CheckpointLogic.cs.

5.11.2 Constructor & Destructor Documentation

5.11.2.1 CheckpointLogic()

```
TimeWar.Logic.Classes.POIs.CheckpointLogic.CheckpointLogic (
    GameModel model,
    PointOfInterest poi,
    CharacterLogic character,
    bool timed = false )
```

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

Parameters

<i>model</i>	Model .
<i>poi</i>	Poi.
<i>character</i>	Charcter logic.
<i>timed</i>	Timed.

Definition at line 29 of file CheckpointLogic.cs.

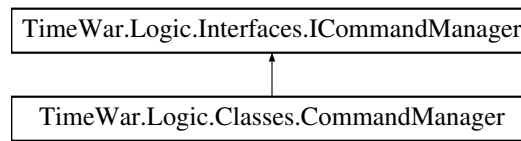
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/POIs/CheckpointLogic.cs

5.12 TimeWar.Logic.Classes.CommandManager Class Reference

Command manager class.

Inheritance diagram for TimeWar.Logic.Classes.CommandManager:



Public Member Functions

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

Properties

- bool [IsFinished](#) [get, set]

5.12.1 Detailed Description

Command manager class.

Definition at line 18 of file `CommandManager.cs`.

5.12.2 Constructor & Destructor Documentation

5.12.2.1 CommandManager()

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

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

Parameters

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

Definition at line 29 of file `CommandManager.cs`.

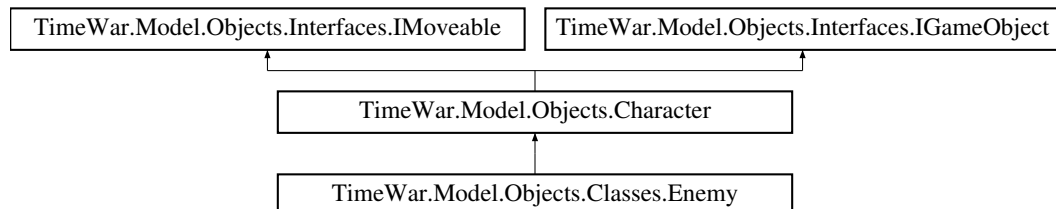
The documentation for this class was generated from the following file:

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

5.13 TimeWar.Model.Objects.Classes.Enemy Class Reference

[Enemy](#) character class.

Inheritance diagram for TimeWar.Model.Objects.Classes.Enemy:



Public Member Functions

- [Enemy](#) (Point pos, int health, int height, int width, [EnemyType](#) enemyType, string spriteFile)
Initializes a new instance of the [Enemy](#) class.
- override string [ToString](#) ()

Properties

- [EnemyType Type](#) [get, set]
Gets or sets the type of enemy.

Additional Inherited Members

5.13.1 Detailed Description

[Enemy](#) character class.

Definition at line 48 of file Enemy.cs.

5.13.2 Constructor & Destructor Documentation

5.13.2.1 Enemy()

```

TimeWar.Model.Objects.Classes.Enemy.Enemy (
    Point pos,
    int health,
    int height,
    int width,
    EnemyType enemyType,
    string spriteFile )

```

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

Parameters

<i>pos</i>	Position.
<i>health</i>	Health value.
<i>height</i>	Height.
<i>width</i>	Width.
<i>enemyType</i>	Type of enemy.
<i>spriteFile</i>	Spritesheet file name.

Definition at line 59 of file Enemy.cs.

5.13.3 Property Documentation

5.13.3.1 Type

[EnemyType](#) TimeWar.Model.Objects.Classes.Enemy.Type [get], [set]

Gets or sets the type of enemy.

Definition at line 69 of file Enemy.cs.

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

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

5.14 TimeWar.Logic.Classes.EnemyInitLogic Class Reference

Init model for enemies.

Static Public Attributes

- const string [BasicEnemySpritesheet](#) = "testenemy"
Name of the basic enemy spritesheet.
- const string [FastEnemySpritesheet](#) = "fasttestenemy"
Name of the fast enemy spritesheet.
- const string [BurstEnemySpritesheet](#) = "bursttestenemy"
Name of the Burst enemy spritesheet.
- const string [HeavyEnemySpritesheet](#) = "heavytestenemy"
Name of the heavy enemy spritesheet.
- const string [RapidFireEnemySpritesheet](#) = "rapidtestenemy"
Name of the rapid fire enemy spritesheet.
- const int [BasicEnemyHeight](#) = 32
Basic enemy height const.
- const int [BasicEnemyWidth](#) = 16

- Basic enemy width const.*
 - const int [BasicEnemyHealth](#) = 75
- Basic enemy health const.*
 - const int [HeavyEnemyHealth](#) = 200
- Basic enemy health const.*
 - const int [BurstEnemyHealth](#) = 150
- Burst enemy health const.*
 - const int [FastEnemyHealth](#) = 25
- Basic enemy health const.*
 - const int [RapidFireEnemyHealth](#) = 150
- Basic enemy health const.*

5.14.1 Detailed Description

Init model for enemies.

Definition at line 10 of file EnemyInitLogic.cs.

5.14.2 Member Data Documentation

5.14.2.1 BasicEnemyHealth

```
const int TimeWar.Logic.Classes.EnemyInitLogic.BasicEnemyHealth = 75 [static]
```

Basic enemy health const.

Definition at line 50 of file EnemyInitLogic.cs.

5.14.2.2 BasicEnemyHeight

```
const int TimeWar.Logic.Classes.EnemyInitLogic.BasicEnemyHeight = 32 [static]
```

Basic enemy height const.

Definition at line 40 of file EnemyInitLogic.cs.

5.14.2.3 BasicEnemySpritesheet

```
const string TimeWar.Logic.Classes.EnemyInitLogic.BasicEnemySpritesheet = "testenemy" [static]
```

Name of the basic enemy spritesheet.

Definition at line 15 of file EnemyInitLogic.cs.

5.14.2.4 BasicEnemyWidth

```
const int TimeWar.Logic.Classes.EnemyInitLogic.BasicEnemyWidth = 16 [static]
```

Basic enemy width const.

Definition at line 45 of file EnemyInitLogic.cs.

5.14.2.5 BurstEnemyHealth

```
const int TimeWar.Logic.Classes.EnemyInitLogic.BurstEnemyHealth = 150 [static]
```

Burst enemy health const.

Definition at line 62 of file EnemyInitLogic.cs.

5.14.2.6 BurstEnemySpritesheet

```
const string TimeWar.Logic.Classes.EnemyInitLogic.BurstEnemySpritesheet = "bursttestenemy" [static]
```

Name of the Burst enemy spritesheet.

Definition at line 25 of file EnemyInitLogic.cs.

5.14.2.7 FastEnemyHealth

```
const int TimeWar.Logic.Classes.EnemyInitLogic.FastEnemyHealth = 25 [static]
```

Basic enemy health const.

Definition at line 67 of file EnemyInitLogic.cs.

5.14.2.8 FastEnemySpritesheet

```
const string TimeWar.Logic.Classes.EnemyInitLogic.FastEnemySpritesheet = "fasttestenemy" [static]
```

Name of the fast enemy spritesheet.

Definition at line 20 of file EnemyInitLogic.cs.

5.14.2.9 HeavyEnemyHealth

```
const int TimeWar.Logic.Classes.EnemyInitLogic.HeavyEnemyHealth = 200 [static]
```

Basic enemy health const.

Definition at line 56 of file EnemyInitLogic.cs.

5.14.2.10 HeavyEnemySpritesheet

```
const string TimeWar.Logic.Classes.EnemyInitLogic.HeavyEnemySpritesheet = "heavytestenemy"
[static]
```

Name of the heavy enemy spritesheet.

Definition at line 30 of file EnemyInitLogic.cs.

5.14.2.11 RapidFireEnemyHealth

```
const int TimeWar.Logic.Classes.EnemyInitLogic.RapidFireEnemyHealth = 150 [static]
```

Basic enemy health const.

Definition at line 72 of file EnemyInitLogic.cs.

5.14.2.12 RapidFireEnemySpritesheet

```
const string TimeWar.Logic.Classes.EnemyInitLogic.RapidFireEnemySpritesheet = "rapidtestenemy"
[static]
```

Name of the rapid fire enemy spritesheet.

Definition at line 35 of file EnemyInitLogic.cs.

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

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

5.15 TimeWar.Logic.Classes.LogicCollections.EnemyLogics Class Reference

Enemy logic collection.

Public Member Functions

- [EnemyLogics](#) ([GameModel](#) model, [CommandManager](#) commandManager)
Initializes a new instance of the [EnemyLogics](#) class.
- string [SaveEnemies](#) ()
Saves enemies into a string.
- void [GetEnemies](#) ()
Gets enemies.
- void [TickEnemies](#) ()
Tick enemies in list.

5.15.1 Detailed Description

Enemy logic collection.

Definition at line 20 of file EnemyLogics.cs.

5.15.2 Constructor & Destructor Documentation

5.15.2.1 EnemyLogics()

```
TimeWar.Logic.Classes.LogicCollections.EnemyLogics.EnemyLogics (
    GameModel model,
    CommandManager commandManager )
```

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

Parameters

<i>model</i>	Game model.
<i>commandManager</i>	Command manager.

Definition at line 32 of file EnemyLogics.cs.

5.15.3 Member Function Documentation

5.15.3.1 GetEnemies()

```
void TimeWar.Logic.Classes.LogicCollections.EnemyLogics.GetEnemies ( )
```

Gets enemies.

Definition at line 58 of file EnemyLogics.cs.

5.15.3.2 SaveEnemies()

```
string TimeWar.Logic.Classes.LogicCollections.EnemyLogics.SaveEnemies ( )
```

Saves enemies into a string.

Returns

A list of all enemies.

Definition at line 44 of file EnemyLogics.cs.

5.15.3.3 TickEnemies()

```
void TimeWar.Logic.Classes.LogicCollections.EnemyLogics.TickEnemies ( )
```

Tick enemies in list.

Definition at line 96 of file EnemyLogics.cs.

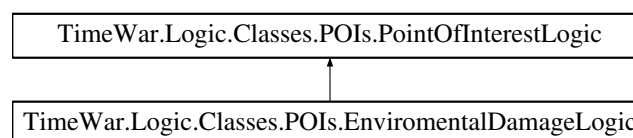
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/LogicCollections/EnemyLogics.cs

5.16 TimeWar.Logic.Classes.POIs.EnviromentalDamageLogic Class Reference

Enviromental damage.

Inheritance diagram for TimeWar.Logic.Classes.POIs.EnviromentalDamageLogic:



Public Member Functions

- [EnviromentalDamageLogic](#) ([GameModel](#) model, [PointOfInterest](#) poi, int damage=1, bool timed=false)
Initializes a new instance of the [EnviromentalDamageLogic](#) class.
- override void [POIEvent](#) ()
Action that happens when a player contacts a POI.

Additional Inherited Members

5.16.1 Detailed Description

Enviromental damage.

Definition at line 18 of file EnviromentalDamageLogic.cs.

5.16.2 Constructor & Destructor Documentation

5.16.2.1 EnviromentalDamageLogic()

```
TimeWar.Logic.Classes.POIs.EnviromentalDamageLogic.EnviromentalDamageLogic (
    GameModel model,
    PointOfInterest poi,
    int damage = 1,
    bool timed = false )
```

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

Parameters

<i>model</i>	Model .
<i>poi</i>	POI .
<i>damage</i>	damage of the poi.
<i>timed</i>	Timed .

Definition at line 29 of file EnviromentalDamageLogic.cs.

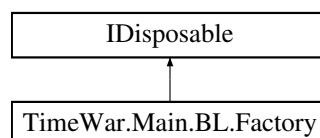
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/POIs/EnviromentalDamageLogic.cs

5.17 TimeWar.Main.BL.Factory Class Reference

[Factory](#) class.

Inheritance diagram for TimeWar.Main.BL.Factory:



Public Member Functions

- [Factory](#) ()
Initializes a new instance of the [Factory](#) class.
- void [Dispose](#) ()

Properties

- [ViewerLogic](#) [ViewerLogic](#) [get]
Gets viewer logic instance.
- [ManagerLogic](#) [ManagerLogic](#) [get]
Gets manager logic instance.

5.17.1 Detailed Description

[Factory](#) class.

Definition at line 19 of file Factory.cs.

5.17.2 Constructor & Destructor Documentation

5.17.2.1 Factory()

```
TimeWar.Main.BL.Factory.Factory ( )
```

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

Definition at line 31 of file Factory.cs.

5.17.3 Property Documentation

5.17.3.1 ManagerLogic

```
ManagerLogic TimeWar.Main.BL.Factory.ManagerLogic [get]
```

Gets manager logic instance.

Definition at line 52 of file Factory.cs.

5.17.3.2 ViewerLogic

`ViewerLogic` TimeWar.Main.BL.Factory.ViewerLogic [get]

Gets viewer logic instance.

Definition at line 44 of file Factory.cs.

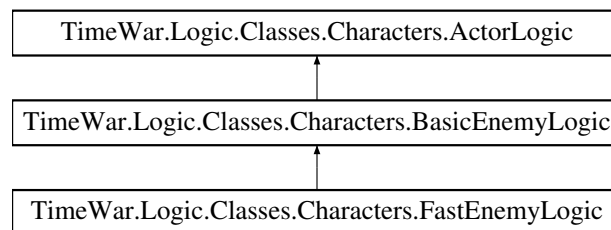
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Main/BL/Factory.cs

5.18 TimeWar.Logic.Classes.Characters.FastEnemyLogic Class Reference

Fast enemy class.

Inheritance diagram for TimeWar.Logic.Classes.Characters.FastEnemyLogic:



Public Member Functions

- `FastEnemyLogic` (`GameModel` model, `Character` character, `CommandManager` commandManager)
Initializes a new instance of the `FastEnemyLogic` class.

Additional Inherited Members

5.18.1 Detailed Description

Fast enemy class.

Definition at line 15 of file FastEnemyLogic.cs.

5.18.2 Constructor & Destructor Documentation

5.18.2.1 FastEnemyLogic()

```

TimeWar.Logic.Classes.Characters.FastEnemyLogic.FastEnemyLogic (
    GameModel model,
    Character character,
    CommandManager commandManager )
  
```

Initializes a new instance of the `FastEnemyLogic` class.

Parameters

<i>model</i>	Game model.
<i>character</i>	Character.
<i>commandManager</i>	Command manager.

Definition at line 23 of file FastEnemyLogic.cs.

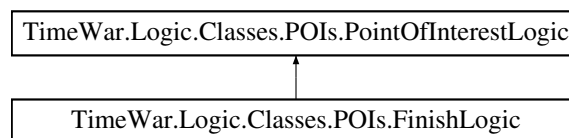
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/Characters/EnemyLogics/FastEnemyLogic.cs

5.19 TimeWar.Logic.Classes.POIs.FinishLogic Class Reference

Finish logic.

Inheritance diagram for TimeWar.Logic.Classes.POIs.FinishLogic:



Public Member Functions

- **FinishLogic** ([GameModel](#) model, [PointOfInterest](#) poi, bool timed=false)
Initializes a new instance of the [FinishLogic](#) class.
- override void **POIEvent** ()
Action that happens when a player contacts a POI.

Additional Inherited Members

5.19.1 Detailed Description

Finish logic.

Definition at line 18 of file FinishLogic.cs.

5.19.2 Constructor & Destructor Documentation

5.19.2.1 FinishLogic()

```

TimeWar.Logic.Classes.POIs.FinishLogic.FinishLogic (
    GameModel model,
    PointOfInterest poi,
    bool timed = false )
  
```

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

Parameters

<i>model</i>	Model.
<i>poi</i>	Poi.
<i>timed</i>	Timed.

Definition at line 26 of file FinishLogic.cs.

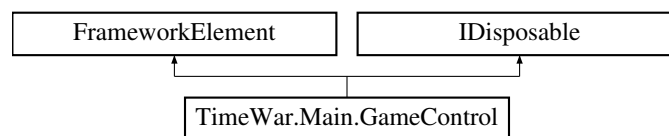
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/POIs/FinishLogic.cs

5.20 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.
- [GameControl](#) ([Factory](#) factory)
Initializes a new instance of the [GameControl](#) class.
- void [Dispose](#) ()
- void [SaveEndGame](#) ()
Save endgame stats.
- void [SaveGameProgress](#) ()
Save game progress.

Protected Member Functions

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

Properties

- MediaPlayer [BackgroundMusic](#) [get]
Gets background music media player.
- bool [SaveLoad](#) [get, set]
Gets or sets a value indicating whether loading save.
- string [MapName](#) [get, set]
Gets or sets current map.
- bool [LevelFinished](#) [get, set]
Gets or sets a value indicating whether level finished.
- bool [IsPaused](#) [get, set]
Gets or sets a value indicating whether true if game is paused.
- bool [Exit](#) [get, set]
Gets or sets a value indicating whether page about to close.

5.20.1 Detailed Description

Game controlling class.

Definition at line 34 of file GameControl.cs.

5.20.2 Constructor & Destructor Documentation

5.20.2.1 [GameControl\(\)](#) [1/2]

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

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

Definition at line 59 of file GameControl.cs.

5.20.2.2 [GameControl\(\)](#) [2/2]

```
TimeWar.Main.GameControl.GameControl (
    Factory factory )
```

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

Parameters

<i>factory</i>	Factory.
----------------	----------

Definition at line 71 of file GameControl.cs.

5.20.3 Member Function Documentation

5.20.3.1 OnRender()

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

Render drawing groups.

Parameters

<i>drawingContext</i>	Canvas.
-----------------------	---------

Definition at line 182 of file GameControl.cs.

5.20.3.2 SaveEndGame()

```
void TimeWar.Main.GameControl.SaveEndGame ( )
```

Save endgame stats.

Definition at line 122 of file GameControl.cs.

5.20.3.3 SaveGameProgress()

```
void TimeWar.Main.GameControl.SaveGameProgress ( )
```

Save game progress.

Definition at line 155 of file GameControl.cs.

5.20.4 Property Documentation

5.20.4.1 BackgroundMusic

```
MediaPlayer TimeWar.Main.GameControl.BackgroundMusic [get]
```

Gets background music media player.

Definition at line 79 of file GameControl.cs.

5.20.4.2 Exit

```
bool TimeWar.Main.GameControl.Exit [get], [set]
```

Gets or sets a value indicating whether page about to close.

Definition at line 107 of file GameControl.cs.

5.20.4.3 IsPaused

```
bool TimeWar.Main.GameControl.IsPaused [get], [set]
```

Gets or sets a value indicating whether true if game is paused.

Definition at line 102 of file GameControl.cs.

5.20.4.4 LevelFinished

```
bool TimeWar.Main.GameControl.LevelFinished [get], [set]
```

Gets or sets a value indicating whether level finished.

Definition at line 97 of file GameControl.cs.

5.20.4.5 MapName

```
string TimeWar.Main.GameControl.MapName [get], [set]
```

Gets or sets current map.

Definition at line 92 of file GameControl.cs.

5.20.4.6 SaveLoad

```
bool TimeWar.Main.GameControl.SaveLoad [get], [set]
```

Gets or sets a value indicating whether loading save.

Definition at line 87 of file GameControl.cs.

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

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

5.21 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.
- Point [MouseLocation](#) [get, set]
Gets or sets mouse location.
- bool [LevelFinished](#) [get, set]
Gets or sets a value indicating whether level finished.
- bool [InRewind](#) [get, set]
Gets or sets a value indicating whether in rewind.

5.21.1 Detailed Description

Main game model class.

Definition at line 13 of file GameModel.cs.

5.21.2 Constructor & Destructor Documentation

5.21.2.1 GameModel()

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

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

Definition at line 18 of file GameModel.cs.

5.21.3 Property Documentation

5.21.3.1 Camera

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

Gets or sets the camera.

Definition at line 37 of file `GameModel.cs`.

5.21.3.2 CurrentWorld

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

Gets or sets the current world data property.

Definition at line 27 of file `GameModel.cs`.

5.21.3.3 Hero

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

Gets or sets the hero character.

Definition at line 32 of file `GameModel.cs`.

5.21.3.4 InRewind

`bool` `TimeWar.Model.GameModel.InRewind` `[get], [set]`

Gets or sets a value indicating whether in rewind.

Definition at line 52 of file `GameModel.cs`.

5.21.3.5 LevelFinished

`bool` `TimeWar.Model.GameModel.LevelFinished` `[get], [set]`

Gets or sets a value indicating whether level finished.

Definition at line 47 of file `GameModel.cs`.

5.21.3.6 MouseLocation

`Point TimeWar.Model.GameModel.MouseLocation [get], [set]`

Gets or sets mouse location.

Definition at line 42 of file GameModel.cs.

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

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

5.22 TimeWar.Renderer.GameRenderer Class Reference

Game rendering class.

Public Member Functions

- [GameRenderer](#) ([GameModel](#) model, bool menuMode, bool scrollmode=false, bool title=false)
Initializes a new instance of the [GameRenderer](#) class.
- Drawing [BuildDrawing](#) ()
Build drawn game world.

Properties

- bool [WindowChanged](#) [get, set]
Gets or sets a value indicating whether the window changed.
- int [MovingObjectsCount](#) [get]
Gets number of moving objects.

5.22.1 Detailed Description

Game rendering class.

Definition at line 23 of file GameRenderer.cs.

5.22.2 Constructor & Destructor Documentation

5.22.2.1 GameRenderer()

```
TimeWar.Renderer.GameRenderer.GameRenderer (  
    GameModel model,  
    bool menuMode,  
    bool scrollmode = false,  
    bool title = false )
```

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

Parameters

<i>model</i>	Game model entity.
<i>menuMode</i>	Game menu mode.
<i>scrollmode</i>	Auto scrolling.
<i>title</i>	Title enabled.

Definition at line 61 of file GameRenderer.cs.

5.22.3 Member Function Documentation

5.22.3.1 BuildDrawing()

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

Build drawn game world.

Returns

Drawing with all entities for render.

Definition at line 108 of file GameRenderer.cs.

5.22.4 Property Documentation

5.22.4.1 MovingObjectsCount

```
int TimeWar.Renderer.GameRenderer.MovingObjectsCount [get]
```

Gets number of moving objects.

Definition at line 99 of file GameRenderer.cs.

5.22.4.2 WindowChanged

```
bool TimeWar.Renderer.GameRenderer.WindowChanged [get], [set]
```

Gets or sets a value indicating whether the window changed.

Definition at line 94 of file GameRenderer.cs.

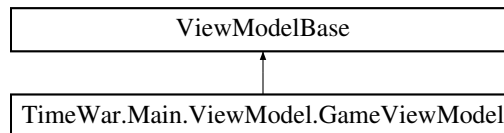
The documentation for this class was generated from the following file:

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

5.23 TimeWar.Main.ViewModel.GameViewModel Class Reference

Game view model class.

Inheritance diagram for TimeWar.Main.ViewModel.GameViewModel:



Public Member Functions

- [GameViewModel](#) ([INavigationService](#)< [NavigationPages](#) > navigationService)
Initializes a new instance of the [GameViewModel](#) class.

Public Attributes

- RelayCommand [MenuPageCommand](#)
Gets the navigate to game page command.

Properties

- string [MapName](#) [get, set]
Gets or sets map name.
- bool [EndVisibility](#) [get, set]
Gets or sets a value indicating whether visible.
- int [EndKills](#) [get, set]
Gets or sets number of kills.
- int [EndDeaths](#) [get, set]
Gets or sets number of deaths.
- TimeSpan [EndTime](#) [get, set]
Gets or sets end time.
- bool [MenuVisibility](#) [get, set]
Gets or sets a value indicating whether visible.
- [INavigationService](#)< [NavigationPages](#) > [NavigationContext](#) [get]
Gets navigation service context.

5.23.1 Detailed Description

Game view model class.

Definition at line 16 of file GameViewModel.cs.

5.23.2 Constructor & Destructor Documentation

5.23.2.1 GameViewModel()

```
TimeWar.Main.ViewModel.GameViewModel.GameViewModel (
    INavigationService< NavigationPages > navigationService )
```

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

Parameters

<i>navigationService</i>	Navigation service.
--------------------------	---------------------

Definition at line 31 of file GameViewModel.cs.

5.23.3 Member Data Documentation

5.23.3.1 MenuPageCommand

RelayCommand TimeWar.Main.ViewModel.GameViewModel.MenuPageCommand

Initial value:

```
=> this.menuPageCommand
    ?? (this.menuPageCommand = new RelayCommand(
        () =>
        {
            this.navigationService.NavigateTo("MenuPage");
        })
    )
```

Gets the navigate to game page command.

Definition at line 102 of file GameViewModel.cs.

5.23.4 Property Documentation

5.23.4.1 EndDeaths

int TimeWar.Main.ViewModel.GameViewModel.EndDeaths [get], [set]

Gets or sets number of deaths.

Definition at line 67 of file GameViewModel.cs.

5.23.4.2 EndKills

int TimeWar.Main.ViewModel.GameViewModel.EndKills [get], [set]

Gets or sets number of kills.

Definition at line 58 of file GameViewModel.cs.

5.23.4.3 EndTime

```
TimeSpan TimeWar.Main.ViewModel.GameViewModel.EndTime [get], [set]
```

Gets or sets end time.

Definition at line 76 of file GameViewModel.cs.

5.23.4.4 EndVisibility

```
bool TimeWar.Main.ViewModel.GameViewModel.EndVisibility [get], [set]
```

Gets or sets a value indicating whether visible.

Definition at line 49 of file GameViewModel.cs.

5.23.4.5 MapName

```
string TimeWar.Main.ViewModel.GameViewModel.MapName [get], [set]
```

Gets or sets map name.

Definition at line 40 of file GameViewModel.cs.

5.23.4.6 MenuVisibility

```
bool TimeWar.Main.ViewModel.GameViewModel.MenuVisibility [get], [set]
```

Gets or sets a value indicating whether visible.

Definition at line 85 of file GameViewModel.cs.

5.23.4.7 NavigationContext

```
INavigationService<NavigationPages> TimeWar.Main.ViewModel.GameViewModel.NavigationContext  
[get]
```

Gets navigation service context.

Definition at line 94 of file GameViewModel.cs.

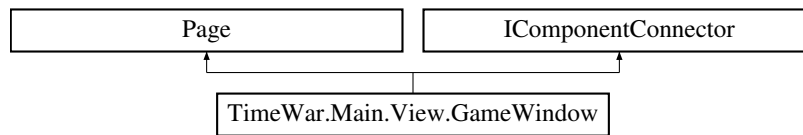
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Main/ViewModel/GameViewModel.cs

5.24 TimeWar.Main.View.GameWindow Class Reference

GameWindow

Inheritance diagram for TimeWar.Main.View.GameWindow:



Public Member Functions

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

Package Functions

- System.Delegate **_CreateDelegate** (System.Type delegateType, string handler)
- System.Delegate **_CreateDelegate** (System.Type delegateType, string handler)
- System.Delegate **_CreateDelegate** (System.Type delegateType, string handler)
- System.Delegate **_CreateDelegate** (System.Type delegateType, string handler)

Package Attributes

- [TimeWar.Main.GameControl](#) **cont**
- System.Windows.Controls.Grid **pauseMenu**

5.24.1 Detailed Description

GameWindow

Interaction logic for GameWindow.xaml.

Definition at line 43 of file GamePage.g.cs.

5.24.2 Constructor & Destructor Documentation

5.24.2.1 GameWindow()

```
TimeWar.Main.View.GameWindow.GameWindow ( )
```

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

Definition at line 22 of file GamePage.xaml.cs.

5.24.3 Member Function Documentation

5.24.3.1 InitializeComponent() [1/4]

```
void TimeWar.Main.View.GameWindow.InitializeComponent ( )
```

InitializeComponent

Definition at line 68 of file GamePage.g.cs.

5.24.3.2 InitializeComponent() [2/4]

```
void TimeWar.Main.View.GameWindow.InitializeComponent ( )
```

InitializeComponent

Definition at line 68 of file GamePage.g.i.cs.

5.24.3.3 InitializeComponent() [3/4]

```
void TimeWar.Main.View.GameWindow.InitializeComponent ( )
```

InitializeComponent

Definition at line 68 of file GamePage.g.cs.

5.24.3.4 InitializeComponent() [4/4]

```
void TimeWar.Main.View.GameWindow.InitializeComponent ( )
```

InitializeComponent

Definition at line 68 of file GamePage.g.i.cs.

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

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

5.25 TimeWar.Model.Objects.GameWorld Class Reference

Game world details, settings.

Public Member Functions

- [GameWorld](#) (int height, int width, int tileSize, int magnify=4)

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

- [Bullet GetBullet](#) (int idx)

Get bullet from bullet collection.

- void [AddPOI](#) ([PointOfInterest](#) poi)

Add new poi.

- void [RemovePOI](#) ([PointOfInterest](#) poi)

Remove poi from the collection.

- [PointOfInterest GetPoi](#) (int idx)

Get poi entity.

- void [AddGround](#) (Point position)

Add new ground tile.

- void [RemoveGround](#) (Point position)

Remove ground tile.

- bool [SearchGround](#) (Point position)

Search for ground tiles.

- int [ConvertTileToPixel](#) (int tilePos)

Convert tile value to pixel value.

- int [ConvertPixelToTile](#) (int pixelPos)

Convert pixel value to tile value.

- void [AddDecoration](#) (Point position, int id)

Add decoration object to the map.

- void [RemoveDecoration](#) (Point position)

Remove decoration from the map.

- int [SearchDecoration](#) (Point position)

Search for decoration object.

- void [AddBullet](#) ([Bullet](#) bullet)

Add new bullet.

- void [RemoveBullet](#) ([Bullet](#) bullet)

Remove bullet.

- void [RemoveBullets](#) ()

Remove bullets.

- void [AddEnemy](#) ([Enemy](#) enemy)

Add new enemy.

- void [RemoveEnemy](#) ([Enemy](#) enemy)

Remove enemy from the collection.

- [Enemy GetEnemy](#) (int idx)

Get enemy entity.

- void [CheckpointSave](#) ()

Save enemies.

- void [CheckpointLoad](#) ()

Gets returns checkpoint saved enemies.

Properties

- Point [StartPoint](#) [get, set]
Gets or sets startpoint.
- 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.
- bool [EnemiesLoaded](#) [get, set]
Gets or sets a value indicating whether enemies are loaded.
- 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.
- int [BulletCount](#) [get]
Gets number of bullets.
- int [EnemyCount](#) [get]
Gets the number of the enemies.
- int [SavedHealt](#) [get, set]
Gets or sets saved health value.
- int [SavedShield](#) [get, set]
Gets or sets saved shield value.
- IReadOnlyList< [Bullet](#) > [GetBullets](#) [get]
Gets bullets.
- IReadOnlyList< [Enemy](#) > [GetEnemies](#) [get]
Gets enemies.
- IEnumerable< [PointOfInterest](#) > [GetPois](#) [get]
Gets a list of pois.

5.25.1 Detailed Description

Game world details, settings.

Definition at line 17 of file GameWorld.cs.

5.25.2 Constructor & Destructor Documentation

5.25.2.1 GameWorld()

```
TimeWar.Model.Objects.GameWorld.GameWorld (
    int height,
    int width,
    int tileSize,
    int magnify = 4 )
```

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 34 of file GameWorld.cs.

5.25.3 Member Function Documentation

5.25.3.1 AddBullet()

```
void TimeWar.Model.Objects.GameWorld.AddBullet (
    Bullet bullet )
```

Add new bullet.

Parameters

<i>bullet</i>	Bullet entity.
---------------	----------------

Definition at line 357 of file GameWorld.cs.

5.25.3.2 AddDecoration()

```
void TimeWar.Model.Objects.GameWorld.AddDecoration (
    Point position,
    int id )
```

Add decoration object to the map.

Parameters

<i>position</i>	Position of the object(tile pos).
<i>id</i>	Object id.

Definition at line 306 of file GameWorld.cs.

5.25.3.3 AddEnemy()

```
void TimeWar.Model.Objects.GameWorld.AddEnemy (
```

```
Enemy enemy )
```

Add new enemy.

Parameters

<i>enemy</i>	Character entity.
--------------	-------------------

Definition at line 383 of file GameWorld.cs.

5.25.3.4 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 234 of file GameWorld.cs.

5.25.3.5 AddPOI()

```
void TimeWar.Model.Objects.GameWorld.AddPOI (
    PointOfInterest poi )
```

Add new poi.

Parameters

<i>poi</i>	POI entity.
------------	-------------

Definition at line 201 of file GameWorld.cs.

5.25.3.6 CheckpointLoad()

```
void TimeWar.Model.Objects.GameWorld.CheckpointLoad ( )
```

Gets returns checkpoint saved enemies.

Definition at line 425 of file GameWorld.cs.

5.25.3.7 CheckpointSave()

```
void TimeWar.Model.Objects.GameWorld.CheckpointSave ( )
```

Save enemies.

Definition at line 415 of file GameWorld.cs.

5.25.3.8 ConvertPixelToTile()

```
int TimeWar.Model.Objects.GameWorld.ConvertPixelToTile (
    int pixelPos )
```

Convert pixel value to tile value.

Parameters

<i>pixelPos</i>	Tile position.
-----------------	----------------

Returns

Pixel position.

Definition at line 296 of file GameWorld.cs.

5.25.3.9 ConvertTileToPixel()

```
int TimeWar.Model.Objects.GameWorld.ConvertTileToPixel (
    int tilePos )
```

Convert tile value to pixel value.

Parameters

<i>tilePos</i>	Tile position.
----------------	----------------

Returns

Pixel position.

Definition at line 286 of file GameWorld.cs.

5.25.3.10 GetBullet()

```
Bullet TimeWar.Model.Objects.GameWorld.GetBullet (
    int idx )
```

Get bullet from bullet collection.

Parameters

<i>idx</i>	Index.
------------	--------

Returns

Bullet entity.

Definition at line 187 of file GameWorld.cs.

5.25.3.11 GetEnemy()

```
Enemy TimeWar.Model.Objects.GameWorld.GetEnemy (
    int idx )
```

Get enemy entity.

Parameters

<i>idx</i>	Index.
------------	--------

Returns

[Character](#) entity.

Definition at line 402 of file GameWorld.cs.

5.25.3.12 GetPoi()

```
PointOfInterest TimeWar.Model.Objects.GameWorld.GetPoi (
    int idx )
```

Get poi entity.

Parameters

<i>idx</i>	Index.
------------	--------

Returns

Poi entity.

Definition at line 220 of file GameWorld.cs.

5.25.3.13 RemoveBullet()

```
void TimeWar.Model.Objects.GameWorld.RemoveBullet (
    Bullet bullet )
```

Remove bullet.

Parameters

<i>bullet</i>	Bullet entity.
---------------	----------------

Definition at line 366 of file GameWorld.cs.

5.25.3.14 RemoveBullets()

```
void TimeWar.Model.Objects.GameWorld.RemoveBullets ( )
```

Remove bullets.

Definition at line 374 of file GameWorld.cs.

5.25.3.15 RemoveDecoration()

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

Remove decoration from the map.

Parameters

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

Definition at line 322 of file GameWorld.cs.

5.25.3.16 RemoveEnemy()

```
void TimeWar.Model.Objects.GameWorld.RemoveEnemy (
    Enemy enemy )
```

Remove enemy from the collection.

Parameters

<i>enemy</i>	Character entity.
--------------	-------------------

Definition at line 392 of file GameWorld.cs.

5.25.3.17 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 250 of file GameWorld.cs.

5.25.3.18 RemovePOI()

```
void TimeWar.Model.Objects.GameWorld.RemovePOI (
    PointOfInterest poi )
```

Remove poi from the collection.

Parameters

<i>poi</i>	Point of interest.
------------	--------------------

Definition at line 210 of file GameWorld.cs.

5.25.3.19 SearchDecoration()

```
int TimeWar.Model.Objects.GameWorld.SearchDecoration (
    Point position )
```

Search for decoration object.

Parameters

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

Returns

Object id.

Definition at line 339 of file GameWorld.cs.

5.25.3.20 SearchGround()

```
bool TimeWar.Model.Objects.GameWorld.SearchGround (
    Point position )
```

Search for ground tiles.

Parameters

<i>position</i>	Position.
-----------------	-----------

Returns

Bool based on the ground value.

Definition at line 267 of file GameWorld.cs.

5.25.4 Property Documentation**5.25.4.1 BulletCount**

```
int TimeWar.Model.Objects.GameWorld.BulletCount [get]
```

Gets number of bullets.

Definition at line 107 of file GameWorld.cs.

5.25.4.2 EnemiesLoaded

```
bool TimeWar.Model.Objects.GameWorld.EnemiesLoaded [get], [set]
```

Gets or sets a value indicating whether enemies are loaded.

Definition at line 87 of file GameWorld.cs.

5.25.4.3 EnemyCount

```
int TimeWar.Model.Objects.GameWorld.EnemyCount [get]
```

Gets the number of the enemies.

Definition at line 115 of file GameWorld.cs.

5.25.4.4 GameHeight

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

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

Definition at line 97 of file GameWorld.cs.

5.25.4.5 GameWidth

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

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

Definition at line 92 of file GameWorld.cs.

5.25.4.6 GetBullets

```
ICollection<Bullet> TimeWar.Model.Objects.GameWorld.GetBullets [get]
```

Gets bullets.

Returns

Return currently spawned bullets collection.

Definition at line 134 of file GameWorld.cs.

5.25.4.7 GetEnemies

```
ICollection<Enemy> TimeWar.Model.Objects.GameWorld.GetEnemies [get]
```

Gets enemies.

Definition at line 151 of file GameWorld.cs.

5.25.4.8 GetPois

```
IEnumerable<PointOfInterest> TimeWar.Model.Objects.GameWorld.GetPois [get]
```

Gets a list of pois.

Definition at line 168 of file GameWorld.cs.

5.25.4.9 GetTileHeight

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

Gets the game world height in tile value.

Definition at line 79 of file GameWorld.cs.

5.25.4.10 GetTileWidth

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

Gets the game world width in tile value.

Definition at line 71 of file GameWorld.cs.

5.25.4.11 Magnify

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

Gets or sets the zoom extent of the game world.

Definition at line 102 of file GameWorld.cs.

5.25.4.12 SavedHealt

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

Gets or sets saved health value.

Definition at line 123 of file GameWorld.cs.

5.25.4.13 SavedShield

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

Gets or sets saved shield value.

Definition at line 128 of file GameWorld.cs.

5.25.4.14 StartPoint

```
Point TimeWar.Model.Objects.GameWorld.StartPoint [get], [set]
```

Gets or sets startpoint.

Definition at line 56 of file GameWorld.cs.

5.25.4.15 TileSize

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

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

Definition at line 66 of file GameWorld.cs.

5.25.4.16 WorldName

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

Gets or sets the name of the game world.

Definition at line 61 of file GameWorld.cs.

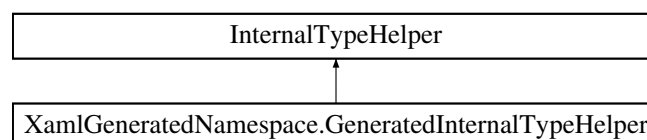
The documentation for this class was generated from the following file:

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

5.26 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

5.26.1 Detailed Description

[GeneratedInternalTypeHelper](#)

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

5.26.2 Member Function Documentation

5.26.2.1 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.i.cs.

5.26.2.2 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.

5.26.2.3 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.i.cs.

5.26.2.4 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.

5.26.2.5 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.i.cs.

5.26.2.6 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.

5.26.2.7 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.i.cs.

5.26.2.8 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.

5.26.2.9 SetPropertyValue() [1/2]

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

SetPropertyValue

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

5.26.2.10 SetPropertyValue() [2/2]

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

SetPropertyValue

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

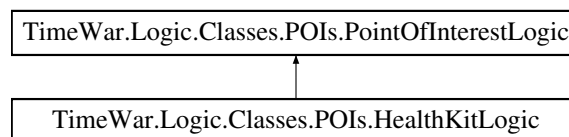
The documentation for this class was generated from the following file:

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

5.27 TimeWar.Logic.Classes.POIs.HealthKitLogic Class Reference

Health kit logic.

Inheritance diagram for TimeWar.Logic.Classes.POIs.HealthKitLogic:



Public Member Functions

- [HealthKitLogic](#) ([GameModel](#) model, [PointOfInterest](#) poi, int restoredHealth=25, bool timed=false)
Initializes a new instance of the [HealthKitLogic](#) class.
- override void [POIEvent](#) ()
Action that happens when a player contacts a POI.

Properties

- int [NumOfRestoredHealth](#) [get, set]
Gets or sets the number of unlocked weapons.

Additional Inherited Members

5.27.1 Detailed Description

Health kit logic.

Definition at line 18 of file HealthKitLogic.cs.

5.27.2 Constructor & Destructor Documentation

5.27.2.1 HealthKitLogic()

```
TimeWar.Logic.Classes.POIs.HealthKitLogic.HealthKitLogic (
    GameModel model,
    PointOfInterest poi,
    int restoredHealth = 25,
    bool timed = false )
```

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

Parameters

<i>model</i>	Model .
<i>poi</i>	Poi .
<i>restoredHealth</i>	Number of restored health.
<i>timed</i>	Timed.

Definition at line 27 of file [HealthKitLogic.cs](#).

5.27.3 Property Documentation

5.27.3.1 NumOfRestoredHealth

```
int TimeWar.Logic.Classes.POIs.HealthKitLogic.NumOfRestoredHealth [get], [set]
```

Gets or sets the number of unlocked weapons.

Definition at line 36 of file [HealthKitLogic.cs](#).

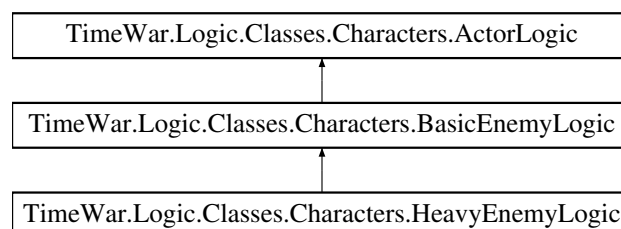
The documentation for this class was generated from the following file:

- [feleves/TimeWar/TimeWar.Logic/Classes/POIs/HealthKitLogic.cs](#)

5.28 TimeWar.Logic.Classes.Characters.HeavyEnemyLogic Class Reference

Heavy enemy.

Inheritance diagram for [TimeWar.Logic.Classes.Characters.HeavyEnemyLogic](#):



Public Member Functions

- [HeavyEnemyLogic](#) ([GameModel](#) model, [Character](#) character, [CommandManager](#) commandManager)
Initializes a new instance of the [HeavyEnemyLogic](#) class.

Additional Inherited Members

5.28.1 Detailed Description

Heavy enemy.

Definition at line 15 of file HeavyEnemyLogic.cs.

5.28.2 Constructor & Destructor Documentation

5.28.2.1 HeavyEnemyLogic()

```
TimeWar.Logic.Classes.Characters.HeavyEnemyLogic.HeavyEnemyLogic (
    GameModel model,
    Character character,
    CommandManager commandManager )
```

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

Parameters

<i>model</i>	Game model.
<i>character</i>	Character.
<i>commandManager</i>	Command manager.

Definition at line 23 of file HeavyEnemyLogic.cs.

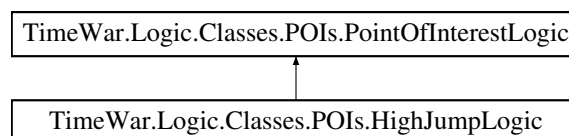
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/Characters/EnemyLogics/HeavyEnemyLogic.cs

5.29 TimeWar.Logic.Classes.POIs.HighJumpLogic Class Reference

High jump logic.

Inheritance diagram for TimeWar.Logic.Classes.POIs.HighJumpLogic:



Public Member Functions

- [HighJumpLogic](#) ([GameModel](#) model, [PointOfInterest](#) poi, [CharacterLogic](#) character, int newJumpHeight=25, bool timed=false)
Initializes a new instance of the [HighJumpLogic](#) class.
- override void [POIEvent](#) ()
Action that happens when a player contacts a POI.

Additional Inherited Members

5.29.1 Detailed Description

High jump logic.

Definition at line 19 of file HighJumpLogic.cs.

5.29.2 Constructor & Destructor Documentation

5.29.2.1 HighJumpLogic()

```
TimeWar.Logic.Classes.POIs.HighJumpLogic.HighJumpLogic (
    GameModel model,
    PointOfInterest poi,
    CharacterLogic character,
    int newJumpHeight = 25,
    bool timed = false )
```

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

Parameters

<i>model</i>	Model .
<i>poi</i>	Poi .
<i>character</i>	Character .
<i>newJumpHeight</i>	New jump height.
<i>timed</i>	Timed.

Definition at line 32 of file HighJumpLogic.cs.

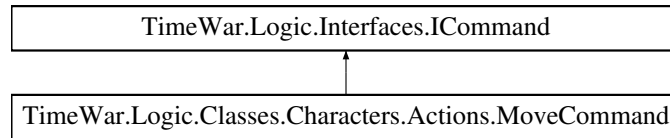
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/POIs/HighJumpLogic.cs

5.30 TimeWar.Logic.Interfaces.ICommand Interface Reference

Command interface for actions.

Inheritance diagram for TimeWar.Logic.Interfaces.ICommand:



Public Member Functions

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

5.30.1 Detailed Description

Command interface for actions.

Definition at line 10 of file ICommand.cs.

5.30.2 Member Function Documentation

5.30.2.1 Undo()

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

Undo the command.

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

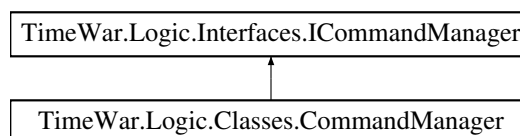
The documentation for this interface was generated from the following file:

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

5.31 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.
- Task [Rewind](#) (int number)
Rewind all command.

Properties

- bool [IsFinished](#) [get, set]
Gets or sets a value indicating whether the rewind is finished.

5.31.1 Detailed Description

Command manager interface.

Definition at line 12 of file ICommandManager.cs.

5.31.2 Member Function Documentation

5.31.2.1 AddCommand()

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

Add new command.

Parameters

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

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

5.31.2.2 ClearBuffer()

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

Clear command buffer.

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

5.31.2.3 Rewind()

```
Task TimeWar.Logic.Interfaces.ICommandManager.Rewind (
    int number )
```

Rewind all command.

Parameters

<i>number</i>	Number of moving object.
---------------	--------------------------

Returns

Task with rewind logic.

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

5.31.3 Property Documentation

5.31.3.1 IsFinished

```
bool TimeWar.Logic.Interfaces.ICommandManager.IsFinished [get], [set]
```

Gets or sets a value indicating whether the rewind is finished.

Definition at line 17 of file ICommandManager.cs.

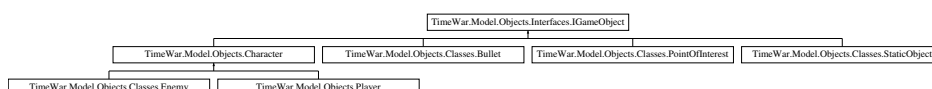
The documentation for this interface was generated from the following file:

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

5.32 TimeWar.Model.Objects.Interfaces.IGameObject Interface Reference

Game object interface.

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



Properties

- int [Height](#) [get, set]
Gets or sets character height in pixel.
- int [Width](#) [get, set]
Gets or sets character width in pixel.
- string [SpriteFile](#) [get, set]
Gets or sets the character sprite file name.
- [Stances Stance](#) [get, set]
Gets or sets object stance.
- bool [StanceLess](#) [get, set]
Gets or sets a value indicating whether stateless.
- Point [MovementVector](#) [get, set]
Gets or sets movement vector.
- int [CurrentSprite](#) [get, set]
Gets or sets current sprite frame value.
- Point [Position](#) [get, set]
Gets or sets character position.

5.32.1 Detailed Description

Game object interface.

Definition at line 48 of file IGameObject.cs.

5.32.2 Property Documentation

5.32.2.1 CurrentSprite

```
int TimeWar.Model.Objects.Interfaces.IGameObject.CurrentSprite [get], [set]
```

Gets or sets current sprite frame value.

Definition at line 83 of file IGameObject.cs.

5.32.2.2 Height

```
int TimeWar.Model.Objects.Interfaces.IGameObject.Height [get], [set]
```

Gets or sets character height in pixel.

Definition at line 53 of file IGameObject.cs.

5.32.2.3 MovementVector

```
Point TimeWar.Model.Objects.Interfaces.IGameObject.MovementVector [get], [set]
```

Gets or sets movement vector.

Definition at line 78 of file IGameObject.cs.

5.32.2.4 Position

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

Gets or sets character position.

Definition at line 88 of file IGameObject.cs.

5.32.2.5 SpriteFile

```
string TimeWar.Model.Objects.Interfaces.IGameObject.SpriteFile [get], [set]
```

Gets or sets the character sprite file name.

Definition at line 63 of file IGameObject.cs.

5.32.2.6 Stance

```
Stances TimeWar.Model.Objects.Interfaces.IGameObject.Stance [get], [set]
```

Gets or sets object stance.

Definition at line 68 of file IGameObject.cs.

5.32.2.7 StanceLess

```
bool TimeWar.Model.Objects.Interfaces.IGameObject.StanceLess [get], [set]
```

Gets or sets a value indicating whether stateless.

Definition at line 73 of file IGameObject.cs.

5.32.2.8 Width

```
int TimeWar.Model.Objects.Interfaces.IGameObject.Width [get], [set]
```

Gets or sets character width in pixel.

Definition at line 58 of file IGameObject.cs.

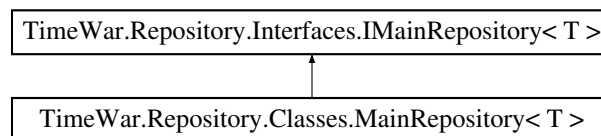
The documentation for this interface was generated from the following file:

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

5.33 TimeWar.Repository.Interfaces.IMainRepository< T > Interface Template Reference

Generic repository interface for common operations.

Inheritance diagram for TimeWar.Repository.Interfaces.IMainRepository< T >:



Public Member Functions

- T [GetOne](#) (int id)
Get one entity via id.
- IQueryable< T > [GetAll](#) ()
Get all element from table.
- void [Create](#) (T entity)
Add entity to the table.
- void [Delete](#) (T entity)
Delete entity from the table.

5.33.1 Detailed Description

Generic repository interface for common operations.

Template Parameters

<i>T</i>	Entity class.
----------	---------------

Type Constraints

***T* : class**

Definition at line 13 of file IMainRepository.cs.

5.33.2 Member Function Documentation

5.33.2.1 Create()

```
void TimeWar.Repository.Interfaces.IMainRepository< T >.Create (
    T entity )
```

Add entity to the table.

Parameters

<i>entity</i>	Entity object.
---------------	----------------

Implemented in [TimeWar.Repository.Classes.MainRepository< T >](#).

5.33.2.2 Delete()

```
void TimeWar.Repository.Interfaces.IMainRepository< T >.Delete (
    T entity )
```

Delete entity from the table.

Parameters

<i>entity</i>	Entity object.
---------------	----------------

Implemented in [TimeWar.Repository.Classes.MainRepository< T >](#).

5.33.2.3 GetAll()

```
IQueryable<T> TimeWar.Repository.Interfaces.IMainRepository< T >.GetAll ( )
```

Get all element from table.

Returns

Entites.

Implemented in [TimeWar.Repository.Classes.MainRepository< T >](#).

5.33.2.4 GetOne()

```
T TimeWar.Repository.Interfaces.IMainRepository< T >.GetOne (
    int id )
```

Get one entity via id.

Parameters

<i>id</i>	Id of the entity.
-----------	-------------------

Returns

Return the entity object based on id.

Implemented in [TimeWar.Repository.Classes.MainRepository< T >](#).

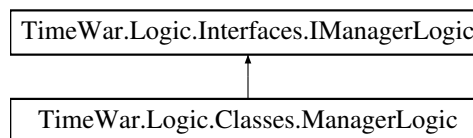
The documentation for this interface was generated from the following file:

- feleves/TimeWar/TimeWar.Repository/Interfaces/IMainRepository.cs

5.34 TimeWar.Logic.Interfaces.IManagerLogic Interface Reference

Database manager logic interface.

Inheritance diagram for TimeWar.Logic.Interfaces.IManagerLogic:



Public Member Functions

- void [CreateProfile](#) ([PlayerProfile](#) newProfile)
Add profile entity to database.
- void [CreateMap](#) ([MapRecord](#) newMap)
Add map entity to database.
- void [CreateSave](#) ([Save](#) newSave)
Add save entity to database.
- void [ModifyProfile](#) ([PlayerProfile](#) newProfile)
Modify already existing profile entity.
- void [ModifyMap](#) ([MapRecord](#) newMap)
Modify already existing map entity.
- void [ModifySave](#) ([Save](#) newSave)
Modify already existing save entity.
- void [DeleteProfile](#) ([PlayerProfile](#) profile)
Delete already existing profile entity.
- void [DeleteMap](#) ([MapRecord](#) map)
Delete already existing map entity.
- void [DeleteSave](#) ([Save](#) save)
Delete already existing save entity.

5.34.1 Detailed Description

Database manager logic interface.

Definition at line 12 of file IManagerLogic.cs.

5.34.2 Member Function Documentation

5.34.2.1 CreateMap()

```
void TimeWar.Logic.Interfaces.IManagerLogic.CreateMap (
    MapRecord newMap )
```

Add map entity to database.

Parameters

<i>newMap</i>	Map entity.
---------------	-------------

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

5.34.2.2 CreateProfile()

```
void TimeWar.Logic.Interfaces.IManagerLogic.CreateProfile (
    PlayerProfile newProfile )
```

Add profile entity to database.

Parameters

<i>newProfile</i>	Profile entity.
-------------------	-----------------

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

5.34.2.3 CreateSave()

```
void TimeWar.Logic.Interfaces.IManagerLogic.CreateSave (
    Save newSave )
```

Add save entity to database.

Parameters

<i>newSave</i>	Save entity.
----------------	--------------

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

5.34.2.4 DeleteMap()

```
void TimeWar.Logic.Interfaces.IManagerLogic.DeleteMap (
    MapRecord map )
```

Delete already existing map entity.

Parameters

<i>map</i>	Map entity.
------------	-------------

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

5.34.2.5 DeleteProfile()

```
void TimeWar.Logic.Interfaces.IManagerLogic.DeleteProfile (
    PlayerProfile profile )
```

Delete already existing profile entity.

Parameters

<i>profile</i>	Profile entity.
----------------	-----------------

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

5.34.2.6 DeleteSave()

```
void TimeWar.Logic.Interfaces.IManagerLogic.DeleteSave (
    Save save )
```

Delete already existing save entity.

Parameters

<i>save</i>	Save entity.
-------------	--------------

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

5.34.2.7 ModifyMap()

```
void TimeWar.Logic.Interfaces.IManagerLogic.ModifyMap (
    MapRecord newMap )
```

Modify already existing map entity.

Parameters

<i>newMap</i>	Map entity.
---------------	-------------

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

5.34.2.8 ModifyProfile()

```
void TimeWar.Logic.Interfaces.IManagerLogic.ModifyProfile (
    PlayerProfile newProfile )
```

Modify already existing profile entity.

Parameters

<i>newProfile</i>	Profile entity.
-------------------	-----------------

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

5.34.2.9 ModifySave()

```
void TimeWar.Logic.Interfaces.IManagerLogic.ModifySave (
    Save newSave )
```

Modify already existing save entity.

Parameters

<i>newSave</i>	Save entity.
----------------	--------------

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

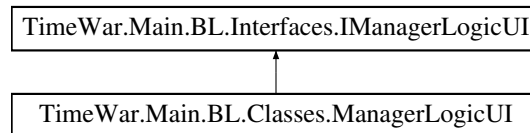
The documentation for this interface was generated from the following file:

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

5.35 TimeWar.Main.BL.Interfaces.IManagerLogicUI Interface Reference

Manager logic ui interface.

Inheritance diagram for TimeWar.Main.BL.Interfaces.IManagerLogicUI:



Public Member Functions

- void [CreateProfile](#) (IList< [PlayerProfileUI](#) > profileUIs, [PlayerProfileUI](#) newProfile)
Add profile entity to database.
- void [CreateMap](#) ([MapRecordUI](#) newMap)
Add map entity to database.
- void [CreateSave](#) ([SaveUI](#) newSave)
Add save entity to database.
- void [ModifyProfile](#) ([PlayerProfileUI](#) newProfile)
Modify already existing profile entity.
- void [ModifyMap](#) ([MapRecordUI](#) newMap)
Modify already existing map entity.
- void [ModifySave](#) ([SaveUI](#) newSave)
Modify already existing save entity.
- void [DeleteProfile](#) (IList< [PlayerProfileUI](#) > profileUIs, [PlayerProfileUI](#) profile)
Delete already existing profile entity.
- void [DeleteMap](#) (IList< [MapRecordUI](#) > mapUIs, [MapRecordUI](#) map)
Delete already existing map entity.
- void [DeleteSave](#) (IList< [SaveUI](#) > saveUIs, [SaveUI](#) save)
Delete already existing save entity.

5.35.1 Detailed Description

Manager logic ui interface.

Definition at line 17 of file IManagerLogicUI.cs.

5.35.2 Member Function Documentation

5.35.2.1 CreateMap()

```
void TimeWar.Main.BL.Interfaces.IManagerLogicUI.CreateMap (
    MapRecordUI newMap )
```

Add map entity to database.

Parameters

<i>newMap</i>	Map entity.
---------------	-------------

Implemented in [TimeWar.Main.BL.Classes.ManagerLogicUI](#).

5.35.2.2 CreateProfile()

```
void TimeWar.Main.BL.Interfaces.IManagerLogicUI.CreateProfile (
    IList< PlayerProfileUI > profileUIs,
    PlayerProfileUI newProfile )
```

Add profile entity to database.

Parameters

<i>profileUIs</i>	Profile entities.
<i>newProfile</i>	New profile.

Implemented in [TimeWar.Main.BL.Classes.ManagerLogicUI](#).

5.35.2.3 CreateSave()

```
void TimeWar.Main.BL.Interfaces.IManagerLogicUI.CreateSave (
    SaveUI newSave )
```

Add save entity to database.

Parameters

<i>newSave</i>	Save entity.
----------------	--------------

Implemented in [TimeWar.Main.BL.Classes.ManagerLogicUI](#).

5.35.2.4 DeleteMap()

```
void TimeWar.Main.BL.Interfaces.IManagerLogicUI.DeleteMap (
    IList< MapRecordUI > mapUIs,
    MapRecordUI map )
```

Delete already existing map entity.

Parameters

<i>map↔ UIs</i>	Map ui entities.
<i>map</i>	Map entity.

Implemented in [TimeWar.Main.BL.Classes.ManagerLogicUI](#).

5.35.2.5 DeleteProfile()

```
void TimeWar.Main.BL.Interfaces.IManagerLogicUI.DeleteProfile (
    IList< PlayerProfileUI > profileUIs,
    PlayerProfileUI profile )
```

Delete already existing profile entity.

Parameters

<i>profile↔ UIs</i>	Profile ui entites.
<i>profile</i>	Profile entity.

Implemented in [TimeWar.Main.BL.Classes.ManagerLogicUI](#).

5.35.2.6 DeleteSave()

```
void TimeWar.Main.BL.Interfaces.IManagerLogicUI.DeleteSave (
    IList< SaveUI > saveUIs,
    SaveUI save )
```

Delete already existing save entity.

Parameters

<i>save↔ UIs</i>	Save ui entities.
<i>save</i>	Save entity.

Implemented in [TimeWar.Main.BL.Classes.ManagerLogicUI](#).

5.35.2.7 ModifyMap()

```
void TimeWar.Main.BL.Interfaces.IManagerLogicUI.ModifyMap (
    MapRecordUI newMap )
```

Modify already existing map entity.

Parameters

<i>newMap</i>	Map entity.
---------------	-------------

Implemented in [TimeWar.Main.BL.Classes.ManagerLogicUI](#).

5.35.2.8 ModifyProfile()

```
void TimeWar.Main.BL.Interfaces.IManagerLogicUI.ModifyProfile (
    PlayerProfileUI newProfile )
```

Modify already existing profile entity.

Parameters

<i>newProfile</i>	Profile entity.
-------------------	-----------------

Implemented in [TimeWar.Main.BL.Classes.ManagerLogicUI](#).

5.35.2.9 ModifySave()

```
void TimeWar.Main.BL.Interfaces.IManagerLogicUI.ModifySave (
    SaveUI newSave )
```

Modify already existing save entity.

Parameters

<i>newSave</i>	Save entity.
----------------	--------------

Implemented in [TimeWar.Main.BL.Classes.ManagerLogicUI](#).

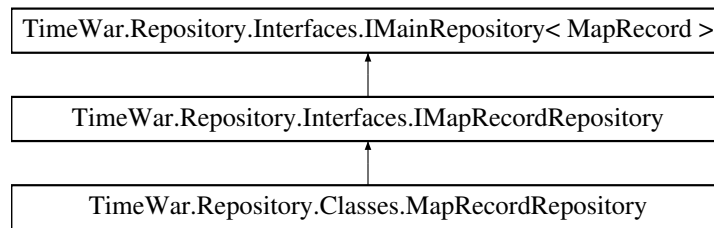
The documentation for this interface was generated from the following file:

- feleves/TimeWar/TimeWar.Main/BL/Interfaces/IManagerLogicUI.cs

5.36 TimeWar.Repository.Interfaces.IMapRecordRepository Interface Reference

Extra operations for Map record class entities.

Inheritance diagram for TimeWar.Repository.Interfaces.IMapRecordRepository:



Public Member Functions

- void [Update](#) ([MapRecord](#) entity)
Update entity content.

5.36.1 Detailed Description

Extra operations for Map record class entities.

Definition at line 12 of file IMapRecordRepository.cs.

5.36.2 Member Function Documentation

5.36.2.1 Update()

```
void TimeWar.Repository.Interfaces.IMapRecordRepository.Update (
    MapRecord entity )
```

Update entity content.

Parameters

<i>entity</i>	Map record entity object.
---------------	---------------------------

Implemented in [TimeWar.Repository.Classes.MapRecordRepository](#).

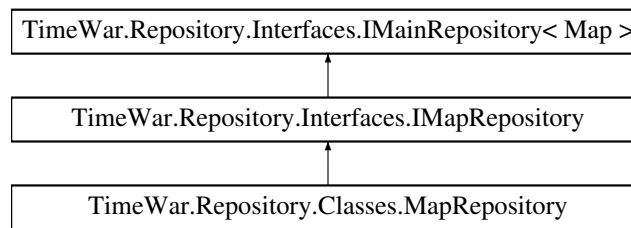
The documentation for this interface was generated from the following file:

- feleves/TimeWar/TimeWar.Repository/Interfaces/IMapRecordRepository.cs

5.37 TimeWar.Repository.Interfaces.IMapRepository Interface Reference

Extra operations for Map class entities.

Inheritance diagram for TimeWar.Repository.Interfaces.IMapRepository:



Public Member Functions

- void [Update](#) ([Map](#) entity)
Update entity content.

5.37.1 Detailed Description

Extra operations for Map class entities.

Definition at line 17 of file IMapRepository.cs.

5.37.2 Member Function Documentation

5.37.2.1 Update()

```
void TimeWar.Repository.Interfaces.IMapRepository.Update (
    Map entity )
```

Update entity content.

Parameters

<i>entity</i>	Map entity object.
---------------	--------------------

Implemented in [TimeWar.Repository.Classes.MapRepository](#).

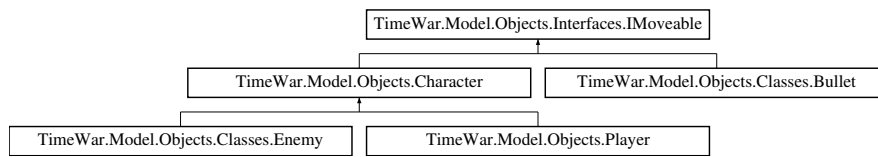
The documentation for this interface was generated from the following file:

- feleves/TimeWar/TimeWar.Repository/Interfaces/IMapRepository.cs

5.38 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.

5.38.1 Detailed Description

Moveable objects interface.

Definition at line 12 of file IMoveable.cs.

5.38.2 Property Documentation

5.38.2.1 Position

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

Gets or sets character position.

Definition at line 17 of file IMoveable.cs.

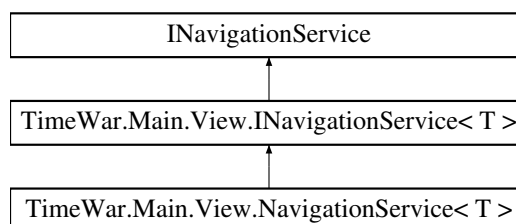
The documentation for this interface was generated from the following file:

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

5.39 TimeWar.Main.View.INavigationService< T > Interface Template Reference

Navigation service interface for navigation between pages.

Inheritance diagram for TimeWar.Main.View.INavigationService< T >:



Public Member Functions

- void [NavigateTo](#) (T navigationPage)
Navigate to the selected page.

Properties

- object [Parameter](#) [get]
Gets optional parameter.

5.39.1 Detailed Description

Navigation service interface for navigation between pages.

Template Parameters

<i>T</i>	Page type.
----------	------------

Definition at line 13 of file `INavigationService.cs`.

5.39.2 Member Function Documentation

5.39.2.1 NavigateTo()

```
void TimeWar.Main.View.INavigationService< T >.NavigateTo (
    T navigationPage )
```

Navigate to the selected page.

Parameters

<i>navigationPage</i>	Name of the page.
-----------------------	-------------------

Implemented in [TimeWar.Main.View.NavigationService< T >](#).

5.39.3 Property Documentation

5.39.3.1 Parameter

```
object TimeWar.Main.View.INavigationService< T >.Parameter [get]
```

Gets optional parameter.

Definition at line 18 of file INavigationService.cs.

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

- feleves/TimeWar/TimeWar.Main/View/INavigationService.cs

5.40 TimeWar.Logic.Classes.InitConfig Class Reference

Init model logic static variables.

Static Public Attributes

- const string [PlayerSpritesheet](#) = "player"
Name of the player spritesheet.
- const int [PlayerHeight](#) = 32
Player character height const.
- const int [PlayerWidth](#) = 16
Player character width const.
- const int [PlayerHealth](#) = 100
Play character health const.

5.40.1 Detailed Description

Init model logic static variables.

Definition at line 10 of file InitConfig.cs.

5.40.2 Member Data Documentation

5.40.2.1 PlayerHealth

```
const int TimeWar.Logic.Classes.InitConfig.PlayerHealth = 100 [static]
```

Play character health const.

Definition at line 30 of file InitConfig.cs.

5.40.2.2 PlayerHeight

```
const int TimeWar.Logic.Classes.InitConfig.PlayerHeight = 32 [static]
```

Player character height const.

Definition at line 20 of file InitConfig.cs.

5.40.2.3 PlayerSpritesheet

```
const string TimeWar.Logic.Classes.InitConfig.PlayerSpritesheet = "player" [static]
```

Name of the player spritesheet.

Definition at line 15 of file InitConfig.cs.

5.40.2.4 PlayerWidth

```
const int TimeWar.Logic.Classes.InitConfig.PlayerWidth = 16 [static]
```

Player character width const.

Definition at line 25 of file InitConfig.cs.

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

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

5.41 TimeWar.Logic.InitLogic Class Reference

Init class for game model.

Public Member Functions

- [InitLogic](#) ([GameModel](#) model, string mapName, [IViewerLogic](#) viewerLogic, bool isGameLoaded)
Initializes a new instance of the [InitLogic](#) class.
- void [LoadSave](#) ([GameModel](#) gameModel)
Loads the game.

Properties

- bool [GameContinued](#) [get, set]
Gets or sets a value indicating whether the game is continued or not.

5.41.1 Detailed Description

Init class for game model.

Definition at line 23 of file InitLogic.cs.

5.41.2 Constructor & Destructor Documentation

5.41.2.1 InitLogic()

```
TimeWar.Logic.InitLogic.InitLogic (
    GameModel model,
    string mapName,
    IViewerLogic viewerLogic,
    bool isGameLoaded )
```

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

Parameters

<i>model</i>	Game model instance.
<i>mapName</i>	Name of the game map.
<i>viewerLogic</i>	Viewer logic.
<i>isGameLoaded</i>	Game loaded.

Definition at line 35 of file InitLogic.cs.

5.41.3 Member Function Documentation

5.41.3.1 LoadSave()

```
void TimeWar.Logic.InitLogic.LoadSave (
    GameModel gameModel )
```

Loads the game.

Parameters

<i>gameModel</i>	GameModel.
------------------	------------

Definition at line 52 of file InitLogic.cs.

5.41.4 Property Documentation

5.41.4.1 GameContinued

```
bool TimeWar.Logic.InitLogic.GameContinued [get], [set]
```

Gets or sets a value indicating whether the game is continued or not.

Definition at line 46 of file InitLogic.cs.

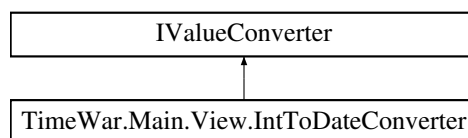
The documentation for this class was generated from the following file:

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

5.42 TimeWar.Main.View.IntToDateConverter Class Reference

Int to date converter.

Inheritance diagram for TimeWar.Main.View.IntToDateConverter:



Public Member Functions

- object [Convert](#) (object value, Type targetType, object parameter, CultureInfo culture)
- object [ConvertBack](#) (object value, Type targetType, object parameter, CultureInfo culture)

5.42.1 Detailed Description

Int to date converter.

Definition at line 18 of file IntToDateConverter.cs.

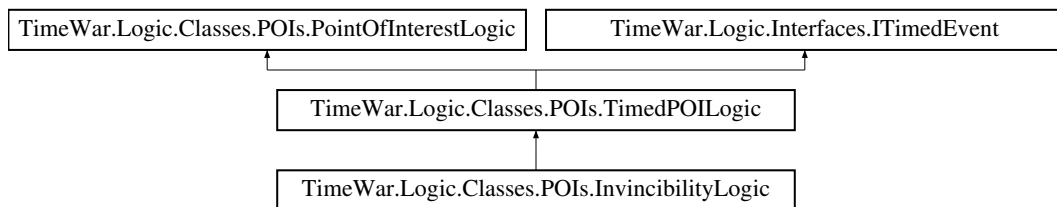
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Main/View/IntToDateConverter.cs

5.43 TimeWar.Logic.Classes.POIs.InvincibilityLogic Class Reference

Invincibility logic.

Inheritance diagram for TimeWar.Logic.Classes.POIs.InvincibilityLogic:



Public Member Functions

- **InvincibilityLogic** ([GameModel](#) model, [PointOfInterest](#) poi, [CharacterLogic](#) character, int timeOfEffect=10000, bool timed=false)
Initializes a new instance of the [InvincibilityLogic](#) class.
- override void **POIEvent** ()
Action that happens when a player contacts a POI.
- override void **ResetStats** ()
Resets the player's stats.

Additional Inherited Members

5.43.1 Detailed Description

Invincibility logic.

Definition at line 18 of file InvincibilityLogic.cs.

5.43.2 Constructor & Destructor Documentation

5.43.2.1 InvincibilityLogic()

```

TimeWar.Logic.Classes.POIs.InvincibilityLogic.InvincibilityLogic (
    GameModel model,
    PointOfInterest poi,
    CharacterLogic character,
    int timeOfEffect = 10000,
    bool timed = false )
  
```

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

Parameters

<i>model</i>	Model.
<i>poi</i>	Poi.
<i>character</i>	Character.
<i>timeOfEffect</i>	Time of effect.
<i>timed</i>	Timed.

Definition at line 28 of file InvincibilityLogic.cs.

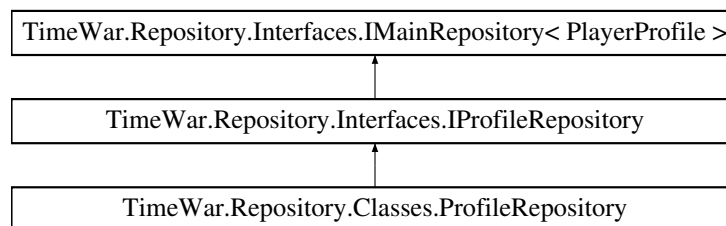
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/POIs/InvincibilityLogic.cs

5.44 TimeWar.Repository.Interfaces.IProfileRepository Interface Reference

Extra operations for Profile class entities.

Inheritance diagram for TimeWar.Repository.Interfaces.IProfileRepository:



Public Member Functions

- void [Update](#) ([PlayerProfile](#) entity)
Update entity content.

5.44.1 Detailed Description

Extra operations for Profile class entities.

Definition at line 12 of file IProfileRepository.cs.

5.44.2 Member Function Documentation

5.44.2.1 Update()

```
void TimeWar.Repository.Interfaces.IProfileRepository.Update (
    PlayerProfile entity )
```

Update entity content.

Parameters

<i>entity</i>	Profile entity object.
---------------	------------------------

Implemented in [TimeWar.Repository.Classes.ProfileRepository](#).

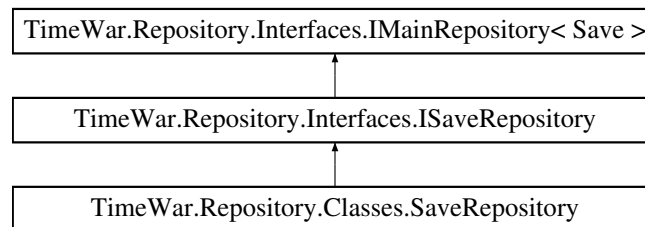
The documentation for this interface was generated from the following file:

- feleves/TimeWar/TimeWar.Repository/Interfaces/IProfileRepository.cs

5.45 TimeWar.Repository.Interfaces.ISaveRepository Interface Reference

Extra operations for Save class entities.

Inheritance diagram for TimeWar.Repository.Interfaces.ISaveRepository:



Public Member Functions

- void [Update](#) ([Save](#) entity)
Update entity content.

5.45.1 Detailed Description

Extra operations for Save class entities.

Definition at line 12 of file ISaveRepository.cs.

5.45.2 Member Function Documentation

5.45.2.1 Update()

```
void TimeWar.Repository.Interfaces.ISaveRepository.Update (
    Save entity )
```

Update entity content.

Parameters

<i>entity</i>	Save entity object.
---------------	---------------------

Implemented in [TimeWar.Repository.Classes.SaveRepository](#).

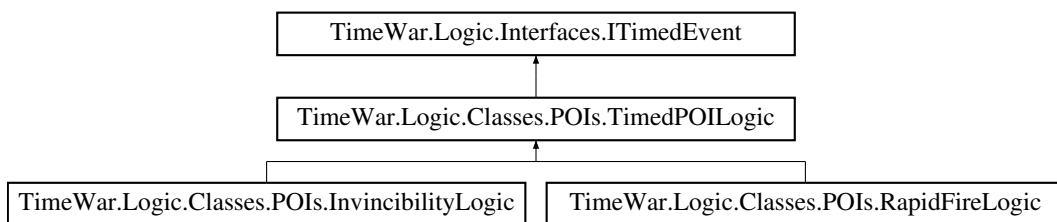
The documentation for this interface was generated from the following file:

- feleves/TimeWar/TimeWar.Repository/Interfaces/ISaveRepository.cs

5.46 TimeWar.Logic.Interfaces.ITimedEvent Interface Reference

Timed event interface.

Inheritance diagram for TimeWar.Logic.Interfaces.ITimedEvent:



Public Member Functions

- bool [CheckTimer](#) ()
Checks if a timed event can despawn.
- void [ResetStats](#) ()
Resets the player's stats.

5.46.1 Detailed Description

Timed event interface.

Definition at line 16 of file `ITimedEvent.cs`.

5.46.2 Member Function Documentation

5.46.2.1 CheckTimer()

```
bool TimeWar.Logic.Interfaces.ITimedEvent.CheckTimer ( )
```

Checks if a timed event can despawn.

Returns

True if timed event is finished.

Implemented in [TimeWar.Logic.Classes.POIs.TimedPOILogic](#).

5.46.2.2 ResetStats()

```
void TimeWar.Logic.Interfaces.ITimedEvent.ResetStats ( )
```

Resets the player's stats.

Implemented in [TimeWar.Logic.Classes.POIs.TimedPOILogic](#), [TimeWar.Logic.Classes.POIs.RapidFireLogic](#), and [TimeWar.Logic.Classes.POIs.InvincibilityLogic](#).

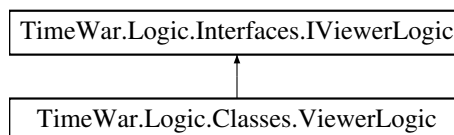
The documentation for this interface was generated from the following file:

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

5.47 TimeWar.Logic.Interfaces.IViewerLogic Interface Reference

Database viewer logic interface.

Inheritance diagram for TimeWar.Logic.Interfaces.IViewerLogic:



Public Member Functions

- [PlayerProfile GetProfile](#) (int id)
Get profile entity based on id.
- [MapRecord GetMap](#) (int id)
Get map entity based on id.
- [Save GetSave](#) (int id)
Get save entity based on id.
- `IList< PlayerProfile > GetProfiles ()`
Get all profile entity.
- `IList< MapRecord > GetMaps ()`
Get all map entity.
- `IList< Save > GetSaves ()`
Get all save entity.
- [PlayerProfile GetSelectedProfile](#) ()
Gets selected player profile.

5.47.1 Detailed Description

Database viewer logic interface.

Definition at line 13 of file IViewerLogic.cs.

5.47.2 Member Function Documentation

5.47.2.1 GetMap()

```
MapRecord TimeWar.Logic.Interfaces.IViewerLogic.GetMap (
    int id )
```

Get map entity based on id.

Parameters

<i>id</i>	Entity id.
-----------	------------

Returns

Map entity.

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

5.47.2.2 GetMaps()

```
IList<MapRecord> TimeWar.Logic.Interfaces.IViewerLogic.GetMaps ( )
```

Get all map entity.

Returns

Map entites.

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

5.47.2.3 GetProfile()

```
PlayerProfile TimeWar.Logic.Interfaces.IViewerLogic.GetProfile (
    int id )
```

Get profile entity based on id.

Parameters

<i>id</i>	Entity id.
-----------	------------

Returns

Profile entity.

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

5.47.2.4 GetProfiles()

```
ICollection<PlayerProfile> TimeWar.Logic.Interfaces.IViewerLogic.GetProfiles ( )
```

Get all profile entity.

Returns

Profile entities.

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

5.47.2.5 GetSave()

```
Save TimeWar.Logic.Interfaces.IViewerLogic.GetSave (
    int id )
```

Get save entity based on id.

Parameters

<i>id</i>	Entity id.
-----------	------------

Returns

Save entity.

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

5.47.2.6 GetSaves()

```
ICollection<Save> TimeWar.Logic.Interfaces.IViewerLogic.GetSaves ( )
```

Get all save entity.

Returns

Save entites.

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

5.47.2.7 GetSelectedProfile()

[PlayerProfile](#) `TimeWar.Logic.Interfaces.IViewerLogic.GetSelectedProfile ()`

Gets selected player profile.

Returns

Selected player profile.

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

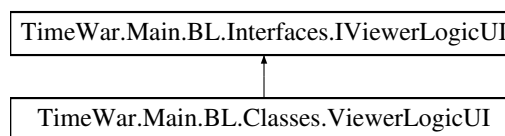
The documentation for this interface was generated from the following file:

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

5.48 TimeWar.Main.BL.Interfaces.IViewerLogicUI Interface Reference

Viewer logic ui interface.

Inheritance diagram for TimeWar.Main.BL.Interfaces.IViewerLogicUI:

**Public Member Functions**

- `IList< PlayerProfileUI > GetProfiles ()`
Get all profile entity.
- `IList< MapRecordUI > GetMaps ()`
Get all map entity.
- `IList< SaveUI > GetSaves ()`
Get all save entity.
- `PlayerProfileUI GetSelectedProfile ()`
Gets the currently selected profile.
- `IList< MapFiles > LoadMaps ()`
Init all map from game folder.

5.48.1 Detailed Description

Viewer logic ui interface.

Definition at line 17 of file IViewerLogicUI.cs.

5.48.2 Member Function Documentation

5.48.2.1 GetMaps()

```
ICollection<MapRecordUI> TimeWar.Main.BL.Interfaces.IViewerLogicUI.GetMaps ( )
```

Get all map entity.

Returns

Map entites.

Implemented in [TimeWar.Main.BL.Classes.ViewerLogicUI](#).

5.48.2.2 GetProfiles()

```
ICollection<PlayerProfileUI> TimeWar.Main.BL.Interfaces.IViewerLogicUI.GetProfiles ( )
```

Get all profile entity.

Returns

Profile entities.

Implemented in [TimeWar.Main.BL.Classes.ViewerLogicUI](#).

5.48.2.3 GetSaves()

```
ICollection<SaveUI> TimeWar.Main.BL.Interfaces.IViewerLogicUI.GetSaves ( )
```

Get all save entity.

Returns

Save entites.

Implemented in [TimeWar.Main.BL.Classes.ViewerLogicUI](#).

5.48.2.4 GetSelectedProfile()

`PlayerProfileUI` `TimeWar.Main.BL.Interfaces.IViewerLogicUI.GetSelectedProfile ()`

Gets the currently selected profile.

Returns

Player profile ui entity.

Implemented in `TimeWar.Main.BL.Classes.ViewerLogicUI`.

5.48.2.5 LoadMaps()

`IList<MapFiles>` `TimeWar.Main.BL.Interfaces.IViewerLogicUI.LoadMaps ()`

Init all map from game folder.

Returns

List of map names.

Implemented in `TimeWar.Main.BL.Classes.ViewerLogicUI`.

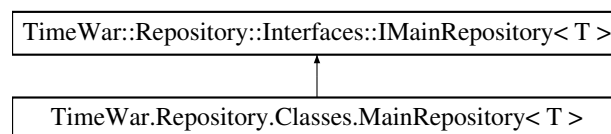
The documentation for this interface was generated from the following file:

- feleves/TimeWar/TimeWar.Main/BL/Interfaces/IViewerLogicUI.cs

5.49 TimeWar.Repository.Classes.MainRepository< T > Class Template Reference

`Main` repository class.

Inheritance diagram for `TimeWar.Repository.Classes.MainRepository< T >`:



Public Member Functions

- void `Create` (T entity)
Add entity to the table.
- void `Delete` (T entity)
Delete entity from the table.
- IQueryable< T > `GetAll` ()
Get all element from table.
- abstract T `GetOne` (int id)
Get one entity via id.

Protected Member Functions

- [MainRepository](#) (DbContext ctx)

Initializes a new instance of the [MainRepository< T >](#) class.

Properties

- DbContext [Ctx](#) [get]

Gets database context.

5.49.1 Detailed Description

[Main](#) repository class.

Template Parameters

<i>T</i>	Entity class.
----------	---------------

Type Constraints

***T* : class**

Definition at line 15 of file MainRepository.cs.

5.49.2 Constructor & Destructor Documentation

5.49.2.1 MainRepository()

```
TimeWar.Repository.Classes.MainRepository< T >.MainRepository (
    DbContext ctx ) [protected]
```

Initializes a new instance of the [MainRepository< T >](#) class.

Parameters

<i>ctx</i>	Database context object.
------------	--------------------------

Definition at line 22 of file MainRepository.cs.

5.49.3 Property Documentation

5.49.3.1 Ctx

DbContext [TimeWar.Repository.Classes.MainRepository](#)< T >.Ctx [get], [protected]

Gets database context.

Definition at line 30 of file MainRepository.cs.

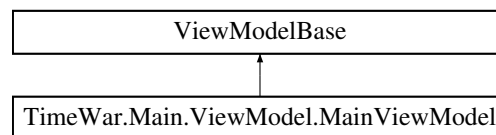
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Repository/Classes/MainRepository.cs

5.50 TimeWar.Main.ViewModel.MainViewModel Class Reference

[Main](#) view model.

Inheritance diagram for TimeWar.Main.ViewModel.MainViewModel:



Public Member Functions

- [MainViewModel](#) (INavigationService< [NavigationPages](#) > navigationService)
Initializes a new instance of the [MainViewModel](#) class.

Properties

- RelayCommand [LoadedCommand](#) [get]
Gets main menu on load.

5.50.1 Detailed Description

[Main](#) view model.

Definition at line 14 of file MainViewModel.cs.

5.50.2 Constructor & Destructor Documentation

5.50.2.1 MainViewModel()

```
TimeWar.Main.ViewModel.MainViewModel.MainViewModel (
    INavigationService< NavigationPages > navigationService )
```

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

Parameters

<code>navigationService</code>	Navigator service.
--------------------------------	--------------------

Definition at line 22 of file MainViewModel.cs.

5.50.3 Property Documentation

5.50.3.1 LoadedCommand

`RelayCommand TimeWar.Main.ViewModel.MainViewModel.LoadedCommand` [get]

Gets main menu on load.

Definition at line 37 of file MainViewModel.cs.

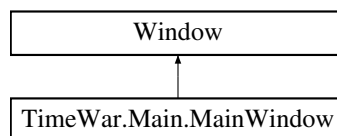
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Main/ViewModel/MainViewModel.cs

5.51 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
- void [InitializeComponent](#) ()
InitializeComponent
- void [InitializeComponent](#) ()
InitializeComponent

Package Attributes

- System.Windows.Controls.Frame **MainFrame**

5.51.1 Detailed Description

Interaction logic for MainWindow.xaml.

[MainWindow](#)

Definition at line 13 of file MainWindow.xaml.cs.

5.51.2 Constructor & Destructor Documentation

5.51.2.1 MainWindow()

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

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

Definition at line 20 of file MainWindow.xaml.cs.

5.51.3 Member Function Documentation

5.51.3.1 InitializeComponent() [1/4]

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

InitializeComponent

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

5.51.3.2 InitializeComponent() [2/4]

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

InitializeComponent

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

5.51.3.3 InitializeComponent() [3/4]

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

InitializeComponent

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

5.51.3.4 InitializeComponent() [4/4]

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

InitializeComponent

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

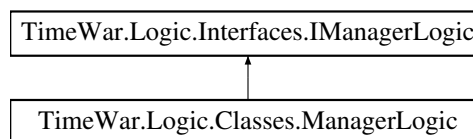
The documentation for this class was generated from the following files:

- 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

5.52 TimeWar.Logic.Classes.ManagerLogic Class Reference

Database manager class.

Inheritance diagram for TimeWar.Logic.Classes.ManagerLogic:

**Public Member Functions**

- [ManagerLogic](#) ([IProfileRepository](#) profileRepo, [ISaveRepository](#) saveRepo, [IMapRecordRepository](#) mapRepo)
 - Initializes a new instance of the [ManagerLogic](#) class.*
- void [CreateMap](#) ([MapRecord](#) newMap)
 - Add map entity to database.*
- void [CreateProfile](#) ([PlayerProfile](#) newProfile)
 - Add profile entity to database.*
- void [CreateSave](#) ([Save](#) newSave)
 - Add save entity to database.*
- void [DeleteMap](#) ([MapRecord](#) map)
 - Delete already existing map entity.*
- void [DeleteProfile](#) ([PlayerProfile](#) profile)
 - Delete already existing profile entity.*
- void [DeleteSave](#) ([Save](#) save)
 - Delete already existing save entity.*
- void [ModifyMap](#) ([MapRecord](#) newMap)
 - Modify already existing map entity.*
- void [ModifyProfile](#) ([PlayerProfile](#) newProfile)
 - Modify already existing profile entity.*
- void [ModifySave](#) ([Save](#) newSave)
 - Modify already existing save entity.*

5.52.1 Detailed Description

Database manager class.

Definition at line 14 of file ManagerLogic.cs.

5.52.2 Constructor & Destructor Documentation

5.52.2.1 ManagerLogic()

```
TimeWar.Logic.Classes.ManagerLogic.ManagerLogic (
    IProfileRepository profileRepo,
    ISaveRepository saveRepo,
    IMapRecordRepository mapRepo )
```

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

Parameters

<i>profileRepo</i>	Profile repository.
<i>saveRepo</i>	Save repository.
<i>mapRepo</i>	Map repository.

Definition at line 22 of file ManagerLogic.cs.

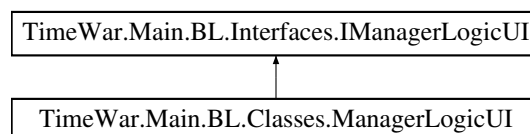
The documentation for this class was generated from the following file:

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

5.53 TimeWar.Main.BL.Classes.ManagerLogicUI Class Reference

Manager logic ui class.

Inheritance diagram for TimeWar.Main.BL.Classes.ManagerLogicUI:



Public Member Functions

- [ManagerLogicUI](#) ([Factory](#) factory, [IMessenger](#) messenger)
Initializes a new instance of the [ManagerLogicUI](#) class.
- void [CreateMap](#) ([MapRecordUI](#) newMap)
Add map entity to database.
- void [CreateProfile](#) ([IList](#)< [PlayerProfileUI](#) > profileUIs, [PlayerProfileUI](#) newProfile)
Add profile entity to database.
- void [CreateSave](#) ([SaveUI](#) newSave)
Add save entity to database.
- void [DeleteMap](#) ([IList](#)< [MapRecordUI](#) > mapUIs, [MapRecordUI](#) map)
Delete already existing map entity.
- void [DeleteProfile](#) ([IList](#)< [PlayerProfileUI](#) > profileUIs, [PlayerProfileUI](#) profile)
Delete already existing profile entity.
- void [DeleteSave](#) ([IList](#)< [SaveUI](#) > saveUIs, [SaveUI](#) save)
Delete already existing save entity.
- void [ModifyMap](#) ([MapRecordUI](#) newMap)
Modify already existing map entity.
- void [ModifyProfile](#) ([PlayerProfileUI](#) newProfile)
Modify already existing profile entity.
- void [ModifySave](#) ([SaveUI](#) newSave)
Modify already existing save entity.

5.53.1 Detailed Description

Manager logic ui class.

Definition at line 19 of file [ManagerLogicUI.cs](#).

5.53.2 Constructor & Destructor Documentation

5.53.2.1 ManagerLogicUI()

```
TimeWar.Main.BL.Classes.ManagerLogicUI.ManagerLogicUI (
    Factory factory,
    IMessenger messenger )
```

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

Parameters

<i>factory</i>	Factory instance.
<i>messenger</i>	Messenger instance.

Definition at line 29 of file [ManagerLogicUI.cs](#).

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

- feleves/TimeWar/TimeWar.Main/BL/Classes/ManagerLogicUI.cs

5.54 TimeWar.Data.Models.Map Class Reference

[Map](#) entity class.

Properties

- int [MapId](#) [get, set]
Gets or sets map id.
- virtual [PlayerProfile](#) [Player](#) [get, set]
Gets or sets player profile navigational property.
- int [RunTime](#) [get, set]
Gets or sets run time.

5.54.1 Detailed Description

[Map](#) entity class.

Definition at line 17 of file Map.cs.

5.54.2 Property Documentation

5.54.2.1 MapId

```
int TimeWar.Data.Models.Map.MapId [get], [set]
```

Gets or sets map id.

Definition at line 23 of file Map.cs.

5.54.2.2 Player

```
virtual PlayerProfile TimeWar.Data.Models.Map.Player [get], [set]
```

Gets or sets player profile navigational property.

Definition at line 29 of file Map.cs.

5.54.2.3 RunTime

```
int TimeWar.Data.Models.Map.RunTime [get], [set]
```

Gets or sets run time.

Definition at line 34 of file Map.cs.

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

- feleves/TimeWar/TimeWar.Data/Models/Map.cs

5.55 TimeWar.Main.Data.MapFiles Class Reference

Map data class.

Public Member Functions

- [MapFiles](#) (string name, string path, IList< [MapRecordUI](#) > mapRecordUIs)
Initializes a new instance of the [MapFiles](#) class.

Properties

- string [Name](#) [get, set]
Gets or sets map name.
- string [Path](#) [get, set]
Gets or sets map path.
- ObservableCollection< [MapRecordUI](#) > [MapRecords](#) [get]
Gets map records.

5.55.1 Detailed Description

Map data class.

Definition at line 14 of file MapFiles.cs.

5.55.2 Constructor & Destructor Documentation

5.55.2.1 MapFiles()

```
TimeWar.Main.Data.MapFiles.MapFiles (  
    string name,  
    string path,  
    IList< MapRecordUI > mapRecordUIs )
```

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

Parameters

<i>name</i>	Name of the map.
<i>path</i>	Path of the map.
<i>mapRecord</i> ↔ <i>Uls</i>	Map record collection.

Definition at line 24 of file MapFiles.cs.

5.55.3 Property Documentation

5.55.3.1 MapRecords

```
ObservableCollection<MapRecordUI> TimeWar.Main.Data.MapFiles.MapRecords [get]
```

Gets map records.

Definition at line 45 of file MapFiles.cs.

5.55.3.2 Name

```
string TimeWar.Main.Data.MapFiles.Name [get], [set]
```

Gets or sets map name.

Definition at line 35 of file MapFiles.cs.

5.55.3.3 Path

```
string TimeWar.Main.Data.MapFiles.Path [get], [set]
```

Gets or sets map path.

Definition at line 40 of file MapFiles.cs.

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

- feleves/TimeWar/TimeWar.Main/Data/MapFiles.cs

5.56 TimeWar.Data.Models.MapRecord Class Reference

[Map](#) record entity class.

Properties

- int [MapRecordId](#) [get, set]
Gets or sets map id.
- string [MapName](#) [get, set]
Gets or sets map name.
- int? [PlayerId](#) [get, set]
Gets or sets player id.
- virtual [PlayerProfile](#) [Player](#) [get, set]
Gets or sets player profile navigational property.
- TimeSpan [RunTime](#) [get, set]
Gets or sets run time.

5.56.1 Detailed Description

[Map](#) record entity class.

Definition at line 14 of file MapRecord.cs.

5.56.2 Property Documentation

5.56.2.1 MapName

```
string TimeWar.Data.Models.MapRecord.MapName [get], [set]
```

Gets or sets map name.

Definition at line 24 of file MapRecord.cs.

5.56.2.2 MapRecordId

```
int TimeWar.Data.Models.MapRecord.MapRecordId [get], [set]
```

Gets or sets map id.

Definition at line 19 of file MapRecord.cs.

5.56.2.3 Player

```
virtual PlayerProfile TimeWar.Data.Models.MapRecord.Player [get], [set]
```

Gets or sets player profile navigational property.

Definition at line 34 of file MapRecord.cs.

5.56.2.4 PlayerId

```
int? TimeWar.Data.Models.MapRecord.PlayerId [get], [set]
```

Gets or sets player id.

Definition at line 29 of file MapRecord.cs.

5.56.2.5 RunTime

```
TimeSpan TimeWar.Data.Models.MapRecord.RunTime [get], [set]
```

Gets or sets run time.

Definition at line 39 of file MapRecord.cs.

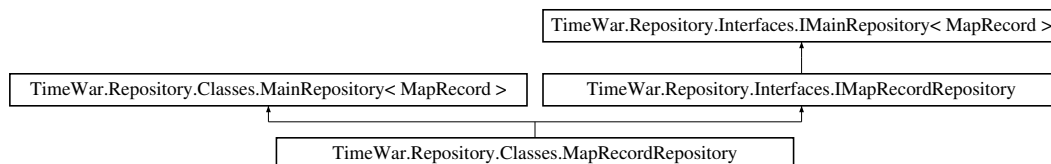
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Data/Models/MapRecord.cs

5.57 TimeWar.Repository.Classes.MapRecordRepository Class Reference

Map entity class.

Inheritance diagram for TimeWar.Repository.Classes.MapRecordRepository:



Public Member Functions

- [MapRecordRepository](#) (DbContext ctx)
Initializes a new instance of the [MapRecordRepository](#) class.
- override [MapRecord GetOne](#) (int id)
- void [Update](#) ([MapRecord](#) entity)
Update entity content.

Additional Inherited Members

5.57.1 Detailed Description

Map entity class.

Definition at line 16 of file MapRecordRepository.cs.

5.57.2 Constructor & Destructor Documentation

5.57.2.1 MapRecordRepository()

```
TimeWar.Repository.Classes.MapRecordRepository.MapRecordRepository (
    DbContext ctx )
```

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

Parameters

<i>ctx</i>	Database context object.
------------	--------------------------

Definition at line 22 of file MapRecordRepository.cs.

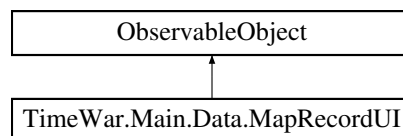
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Repository/Classes/MapRecordRepository.cs

5.58 TimeWar.Main.Data.MapRecordUI Class Reference

Map ui data class.

Inheritance diagram for TimeWar.Main.Data.MapRecordUI:



Public Member Functions

- [MapRecordUI](#) ()
Initializes a new instance of the [MapRecordUI](#) class.
- void [CopyFrom](#) ([MapRecordUI](#) other)
Copy data from another Map element.

Static Public Member Functions

- static [MapRecord ConvertToMapEntity](#) ([MapRecordUI](#) mapui)
Convert mapui entity to database entity.
- static [MapRecordUI ConvertToMapUiEntity](#) ([MapRecord](#) map)
Convert database map entity to ui entity.

Properties

- int [MapRecordId](#) [get, set]
Gets or sets map id.
- string [MapName](#) [get, set]
Gets or sets map name.
- int? [PlayerId](#) [get, set]
Gets or sets player profile navigational property.
- [PlayerProfile Player](#) [get, set]
Gets or sets player.
- TimeSpan [RunTime](#) [get, set]
Gets or sets run time.

5.58.1 Detailed Description

Map ui data class.

Definition at line 15 of file MapRecordUI.cs.

5.58.2 Constructor & Destructor Documentation

5.58.2.1 MapRecordUI()

```
TimeWar.Main.Data.MapRecordUI.MapRecordUI ( )
```

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

Definition at line 26 of file MapRecordUI.cs.

5.58.3 Member Function Documentation

5.58.3.1 ConvertToMapEntity()

```
static MapRecord TimeWar.Main.Data.MapRecordUI.ConvertToMapEntity (
    MapRecordUI mapui ) [static]
```

Convert mapui entity to database entity.

Parameters

<i>mapui</i>	Map ui entity.
--------------	----------------

Returns

Map entity.

Definition at line 80 of file MapRecordUI.cs.

5.58.3.2 ConvertToMapUiEntity()

```
static MapRecordUI TimeWar.Main.Data.MapRecordUI.ConvertToMapUiEntity (  
    MapRecord map ) [static]
```

Convert database map entity to ui entity.

Parameters

<i>map</i>	Map entity.
------------	-------------

Returns

Mapui entity.

Definition at line 100 of file MapRecordUI.cs.

5.58.3.3 CopyFrom()

```
void TimeWar.Main.Data.MapRecordUI.CopyFrom (  
    MapRecordUI other )
```

Copy data from another Map element.

Parameters

<i>other</i>	Data source.
--------------	--------------

Definition at line 119 of file MapRecordUI.cs.

5.58.4 Property Documentation**5.58.4.1 MapName**

```
string TimeWar.Main.Data.MapRecordUI.MapName [get], [set]
```

Gets or sets map name.

Definition at line 42 of file MapRecordUI.cs.

5.58.4.2 MapRecordId

```
int TimeWar.Main.Data.MapRecordUI.MapRecordId [get], [set]
```

Gets or sets map id.

Definition at line 33 of file MapRecordUI.cs.

5.58.4.3 Player

```
PlayerProfile TimeWar.Main.Data.MapRecordUI.Player [get], [set]
```

Gets or sets player.

Definition at line 60 of file MapRecordUI.cs.

5.58.4.4 PlayerId

```
int? TimeWar.Main.Data.MapRecordUI.PlayerId [get], [set]
```

Gets or sets player profile navigational property.

Definition at line 51 of file MapRecordUI.cs.

5.58.4.5 RunTime

```
TimeSpan TimeWar.Main.Data.MapRecordUI.RunTime [get], [set]
```

Gets or sets run time.

Definition at line 69 of file MapRecordUI.cs.

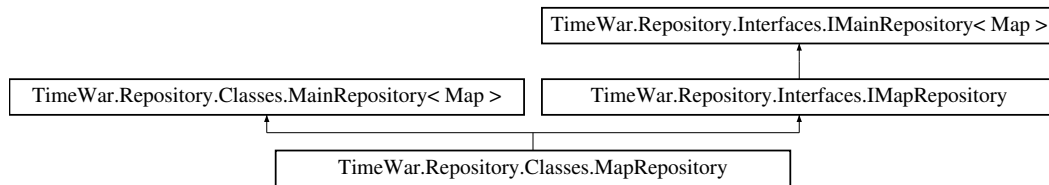
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Main/Data/MapRecordUI.cs

5.59 TimeWar.Repository.Classes.MapRepository Class Reference

Map entity class.

Inheritance diagram for TimeWar.Repository.Classes.MapRepository:



Public Member Functions

- [MapRepository](#) (DbContext ctx)
Initializes a new instance of the [MapRepository](#) class.
- override [Map GetOne](#) (int id)
- void [Update](#) ([Map](#) entity)
Update entity content.

Additional Inherited Members

5.59.1 Detailed Description

Map entity class.

Definition at line 16 of file MapRepository.cs.

5.59.2 Constructor & Destructor Documentation

5.59.2.1 MapRepository()

```
TimeWar.Repository.Classes.MapRepository.MapRepository (
    DbContext ctx )
```

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

Parameters

<i>ctx</i>	Database context object.
------------	--------------------------

Definition at line 22 of file MapRepository.cs.

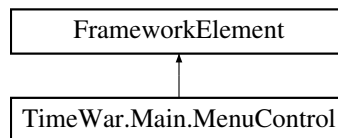
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Repository/Classes/MapRepository.cs

5.60 TimeWar.Main.MenuControl Class Reference

Main menu control class.

Inheritance diagram for TimeWar.Main.MenuControl:



Public Member Functions

- [MenuControl](#) ()
Initializes a new instance of the [MenuControl](#) class.
- [MenuControl](#) (Factory factory)
Initializes a new instance of the [MenuControl](#) class.

Protected Member Functions

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

Properties

- string [MapName](#) [get, set]
Gets or sets current map.
- bool [Exit](#) [get, set]
Gets or sets a value indicating whether page about to close.
- bool [ScrollMode](#) [get, set]
Gets or sets a value indicating whether scrolling enabled.
- bool [TitleEnabled](#) [get, set]
Gets or sets a value indicating whether title enabled.

5.60.1 Detailed Description

Main menu control class.

Definition at line 20 of file MenuControl.cs.

5.60.2 Constructor & Destructor Documentation

5.60.2.1 MenuControl() [1/2]

```
TimeWar.Main.MenuControl.MenuControl ( )
```

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

Definition at line 34 of file MenuControl.cs.

5.60.2.2 MenuControl() [2/2]

```
TimeWar.Main.MenuControl.MenuControl (
    Factory factory )
```

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

Parameters

<i>factory</i>	Factory.
----------------	----------

Definition at line 46 of file MenuControl.cs.

5.60.3 Member Function Documentation

5.60.3.1 OnRender()

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

Render drawing groups.

Parameters

<i>drawingContext</i>	Canvas.
-----------------------	---------

Definition at line 79 of file MenuControl.cs.

5.60.4 Property Documentation

5.60.4.1 Exit

```
bool TimeWar.Main.MenuControl.Exit [get], [set]
```

Gets or sets a value indicating whether page about to close.

Definition at line 59 of file MenuControl.cs.

5.60.4.2 MapName

```
string TimeWar.Main.MenuControl.MapName [get], [set]
```

Gets or sets current map.

Definition at line 54 of file MenuControl.cs.

5.60.4.3 ScrollMode

```
bool TimeWar.Main.MenuControl.ScrollMode [get], [set]
```

Gets or sets a value indicating whether scrolling enabled.

Definition at line 68 of file MenuControl.cs.

5.60.4.4 TitleEnabled

```
bool TimeWar.Main.MenuControl.TitleEnabled [get], [set]
```

Gets or sets a value indicating whether title enabled.

Definition at line 73 of file MenuControl.cs.

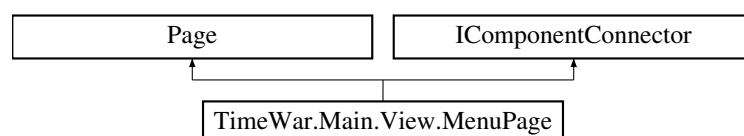
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Main/MenuControl.cs

5.61 TimeWar.Main.View.MenuPage Class Reference

[MenuPage](#)

Inheritance diagram for TimeWar.Main.View.MenuPage:



Public Member Functions

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

Package Functions

- System.Delegate [_CreateDelegate](#) (System.Type delegateType, string handler)
- System.Delegate [_CreateDelegate](#) (System.Type delegateType, string handler)
- System.Delegate [_CreateDelegate](#) (System.Type delegateType, string handler)
- System.Delegate [_CreateDelegate](#) (System.Type delegateType, string handler)

Package Attributes

- [TimeWar.Main.View.MenuPage](#) **Menu**
- System.Windows.Controls.Label **ProfileLab**
- [TimeWar.Main.MenuControl](#) **cont**

5.61.1 Detailed Description

[MenuPage](#)

Interaction logic for MenuPage.xaml.

Definition at line 44 of file MenuPage.g.cs.

5.61.2 Constructor & Destructor Documentation

5.61.2.1 [MenuPage](#)()

```
TimeWar.Main.View.MenuPage.MenuPage ( )
```

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

Definition at line 21 of file MenuPage.xaml.cs.

5.61.3 Member Function Documentation

5.61.3.1 InitializeComponent() [1/4]

```
void TimeWar.Main.View.MenuPage.InitializeComponent ( )
```

InitializeComponent

Definition at line 77 of file MenuPage.g.cs.

5.61.3.2 InitializeComponent() [2/4]

```
void TimeWar.Main.View.MenuPage.InitializeComponent ( )
```

InitializeComponent

Definition at line 77 of file MenuPage.g.i.cs.

5.61.3.3 InitializeComponent() [3/4]

```
void TimeWar.Main.View.MenuPage.InitializeComponent ( )
```

InitializeComponent

Definition at line 77 of file MenuPage.g.cs.

5.61.3.4 InitializeComponent() [4/4]

```
void TimeWar.Main.View.MenuPage.InitializeComponent ( )
```

InitializeComponent

Definition at line 77 of file MenuPage.g.i.cs.

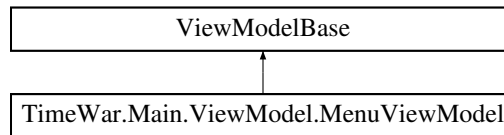
The documentation for this class was generated from the following files:

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

5.62 TimeWar.Main.ViewModel.MenuViewModel Class Reference

Menu view model class.

Inheritance diagram for TimeWar.Main.ViewModel.MenuViewModel:



Public Member Functions

- **MenuViewModel** (INavigationService< NavigationPages > navigationService, IViewerLogicUI viewerLogicUI)
Initializes a new instance of the MenuViewModel class.
- void **Init** ()
Load menu text.

Properties

- RelayCommand **ContinueGameCommand** [get]
Gets the continue game command.
- RelayCommand **NewGamePageCommand** [get]
Gets the navigate to game page command.
- RelayCommand **ProfilesPageCommand** [get]
Gets the navigate to profile page command.
- RelayCommand **ExitCommand** [get]
Gets the navigate to profile page command.
- PlayerProfileUI **SelectedProfile** [get]
Gets the currently selected profile.
- string **MenuText** [get]
Gets the main menu text.
- bool **ContinueVisibility** [get, set]
Gets or sets a value indicating whether continue button visible.

5.62.1 Detailed Description

Menu view model class.

Definition at line 16 of file MenuViewModel.cs.

5.62.2 Constructor & Destructor Documentation

5.62.2.1 MenuViewModel()

```

TimeWar.Main.ViewModel.MenuViewModel.MenuViewModel (
    INavigationService< NavigationPages > navigationService,
    IViewerLogicUI viewerLogicUI )
  
```

Initializes a new instance of the MenuViewModel class.

Parameters

<i>navigationService</i>	Navigation service.
<i>viewerLogicUI</i>	Viewer logic.

Definition at line 27 of file MenuViewModel.cs.

5.62.3 Member Function Documentation

5.62.3.1 Init()

```
void TimeWar.Main.ViewModel.MenuViewModel.Init ( )
```

Load menu text.

Definition at line 86 of file MenuViewModel.cs.

5.62.4 Property Documentation

5.62.4.1 ContinueGameCommand

```
RelayCommand TimeWar.Main.ViewModel.MenuViewModel.ContinueGameCommand [get]
```

Gets the continue game command.

Definition at line 47 of file MenuViewModel.cs.

5.62.4.2 ContinueVisibility

```
bool TimeWar.Main.ViewModel.MenuViewModel.ContinueVisibility [get], [set]
```

Gets or sets a value indicating whether continue button visible.

Definition at line 77 of file MenuViewModel.cs.

5.62.4.3 ExitCommand

```
RelayCommand TimeWar.Main.ViewModel.MenuViewModel.ExitCommand [get]
```

Gets the navigate to profile page command.

Definition at line 62 of file MenuViewModel.cs.

5.62.4.4 MenuText

```
string TimeWar.Main.ViewModel.MenuViewModel.MenuText [get]
```

Gets the main menu text.

Definition at line 72 of file MenuViewModel.cs.

5.62.4.5 NewGamePageCommand

```
RelayCommand TimeWar.Main.ViewModel.MenuViewModel.NewGamePageCommand [get]
```

Gets the navigate to game page command.

Definition at line 52 of file MenuViewModel.cs.

5.62.4.6 ProfilesPageCommand

```
RelayCommand TimeWar.Main.ViewModel.MenuViewModel.ProfilesPageCommand [get]
```

Gets the navigate to profile page command.

Definition at line 57 of file MenuViewModel.cs.

5.62.4.7 SelectedProfile

```
PlayerProfileUI TimeWar.Main.ViewModel.MenuViewModel.SelectedProfile [get]
```

Gets the currently selected profile.

Definition at line 67 of file MenuViewModel.cs.

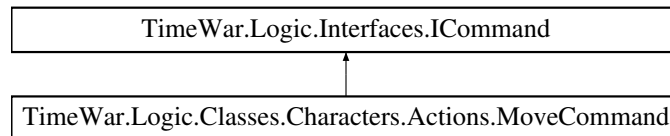
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Main/ViewModel/MenuViewModel.cs

5.63 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 position, [GameModel](#) model)
Initializes a new instance of the [MoveCommand](#) class.
- void [Undo](#) ()
Undo the command.

5.63.1 Detailed Description

Move commands.

Definition at line 15 of file MoveCommand.cs.

5.63.2 Constructor & Destructor Documentation

5.63.2.1 MoveCommand()

```

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

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

Parameters

<i>gameEntity</i>	Moveable game entity.
<i>position</i>	Position of the game entity.
<i>model</i>	Game model.

Definition at line 27 of file MoveCommand.cs.

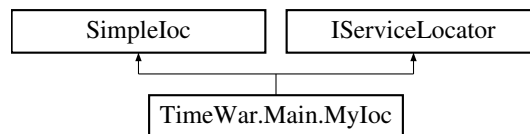
The documentation for this class was generated from the following file:

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

5.64 TimeWar.Main.Myloc Class Reference

Simpleloc with IServiceLocator interface.

Inheritance diagram for TimeWar.Main.Myloc:



Properties

- static `Myloc Instance` = new `Myloc()` [get]
Gets the `Myloc` instance.

5.64.1 Detailed Description

Simpleloc with IServiceLocator interface.

Definition at line 13 of file `Myloc.cs`.

5.64.2 Property Documentation

5.64.2.1 Instance

```
MyIoc TimeWar.Main.MyIoc.Instance = new MyIoc() [static], [get]
```

Gets the `Myloc` instance.

Definition at line 18 of file `Myloc.cs`.

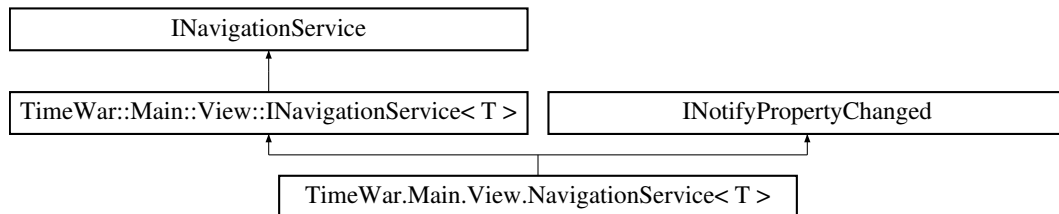
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Main/ViewModel/Myloc.cs

5.65 TimeWar.Main.View.NavigationService< T > Class Template Reference

Navigation service class.

Inheritance diagram for TimeWar.Main.View.NavigationService< T >:



Public Member Functions

- [NavigationService](#) (string frameName="MainFrame")
Initializes a new instance of the [NavigationService< T >](#) class.
- void [GoBack](#) ()
- void [NavigateTo](#) (T navigationPage)
Navigate to the selected page.
- void [NavigateTo](#) (string pageKey)
- void [NavigateTo](#) (string pageKey, object parameter)
- void [ConfigurePage](#) (string pageKey, Uri pagePath=null)
Add pages to the dictionary.
- void [ConfigurePages](#) ()
Configure all of the pages for the T enum.

Properties

- string [CurrentPageKey](#) [get]
Gets current page.
- object [Parameter](#) [get]
Gets page parameter.

Events

- PropertyChangedEventHandler [PropertyChanged](#)

5.65.1 Detailed Description

Navigation service class.

Template Parameters

<code>T</code>	Enum type.
----------------	------------

Definition at line 20 of file NavigationService.cs.

5.65.2 Constructor & Destructor Documentation

5.65.2.1 NavigationService()

```
TimeWar.Main.View.NavigationService< T >.NavigationService (
    string frameName = "MainFrame" )
```

Initializes a new instance of the [NavigationService<T>](#) class.

Parameters

<i>frameName</i>	Main frame name.
------------------	----------------------------------

Definition at line 42 of file NavigationService.cs.

5.65.3 Member Function Documentation

5.65.3.1 ConfigurePage()

```
void TimeWar.Main.View.NavigationService< T >.ConfigurePage (
    string pageKey,
    Uri pagePath = null )
```

Add pages to the dictionary.

Parameters

<i>pageKey</i>	Name of the page.
<i>pagePath</i>	Path of the page(optional).

Definition at line 132 of file NavigationService.cs.

5.65.3.2 ConfigurePages()

```
void TimeWar.Main.View.NavigationService< T >.ConfigurePages ( )
```

Configure all of the pages for the T enum.

Definition at line 155 of file NavigationService.cs.

5.65.4 Property Documentation

5.65.4.1 CurrentPageKey

```
string TimeWar.Main.View.NavigationService< T >.CurrentPageKey [get]
```

Gets current page.

Definition at line 60 of file NavigationService.cs.

5.65.4.2 Parameter

```
object TimeWar.Main.View.NavigationService< T >.Parameter [get]
```

Gets page parameter.

Definition at line 80 of file NavigationService.cs.

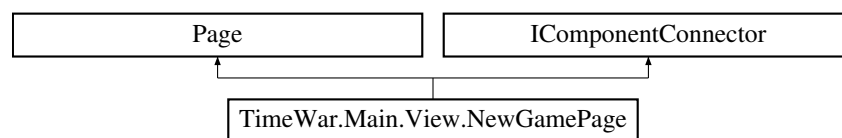
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Main/View/NavigationService.cs

5.66 TimeWar.Main.View.NewGamePage Class Reference

NewGamePage

Inheritance diagram for TimeWar.Main.View.NewGamePage:



Public Member Functions

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

Package Functions

- System.Delegate **_CreateDelegate** (System.Type delegateType, string handler)
- System.Delegate **_CreateDelegate** (System.Type delegateType, string handler)
- System.Delegate **_CreateDelegate** (System.Type delegateType, string handler)
- System.Delegate **_CreateDelegate** (System.Type delegateType, string handler)

Package Attributes

- [TimeWar.Main.MenuControl](#) **cont**

5.66.1 Detailed Description

[NewGamePage](#)

Interaction logic for NewGamePage.xaml.

Definition at line 43 of file NewGamePage.g.cs.

5.66.2 Constructor & Destructor Documentation

5.66.2.1 NewGamePage()

```
TimeWar.Main.View.NewGamePage.NewGamePage ( )
```

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

Definition at line 34 of file NewGamePage.xaml.cs.

5.66.3 Member Function Documentation

5.66.3.1 InitializeComponent() [1/4]

```
void TimeWar.Main.View.NewGamePage.InitializeComponent ( )
```

InitializeComponent

Definition at line 60 of file NewGamePage.g.cs.

5.66.3.2 InitializeComponent() [2/4]

```
void TimeWar.Main.View.NewGamePage.InitializeComponent ( )
```

InitializeComponent

Definition at line 60 of file NewGamePage.g.i.cs.

5.66.3.3 InitializeComponent() [3/4]

```
void TimeWar.Main.View.NewGamePage.InitializeComponent ( )
```

InitializeComponent

Definition at line 60 of file NewGamePage.g.cs.

5.66.3.4 InitializeComponent() [4/4]

```
void TimeWar.Main.View.NewGamePage.InitializeComponent ( )
```

InitializeComponent

Definition at line 60 of file NewGamePage.g.i.cs.

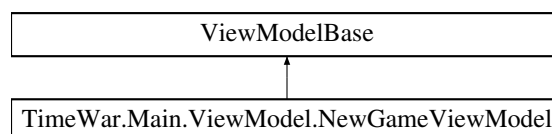
The documentation for this class was generated from the following files:

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

5.67 TimeWar.Main.ViewModel.NewGameViewModel Class Reference

New game view model.

Inheritance diagram for TimeWar.Main.ViewModel.NewGameViewModel:



Public Member Functions

- [NewGameViewModel](#) ([INavigationService](#)< [NavigationPages](#) > navigationService, [IViewerLogicUI](#) viewer↔
Logic)
Initializes a new instance of the [NewGameViewModel](#) class.
- void [InitMaps](#) ()
Init avaiable maps.

Properties

- [MapFiles](#) [SelectedMap](#) [get, set]
Gets or sets currently selected map.
- [RelayCommand](#) [MenuPageCommand](#) [get]
Gets the navigate to menu page command.
- [RelayCommand](#) [GamePageCommand](#) [get]
Gets the navigate to game page command.
- [ObservableCollection](#)< [MapFiles](#) > [Maps](#) [get]
Gets maps collection.
- [ObservableCollection](#)< [MapRecordUI](#) > [Scoreboard](#) [get]
Gets scoreboard collection.

5.67.1 Detailed Description

New game view model.

Definition at line 22 of file [NewGameViewModel.cs](#).

5.67.2 Constructor & Destructor Documentation

5.67.2.1 NewGameViewModel()

```
TimeWar.Main.ViewModel.NewGameViewModel.NewGameViewModel (  
    INavigationService< NavigationPages > navigationService,  
    IViewerLogicUI viewerLogic )
```

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

Parameters

<i>navigationService</i>	Navigation service.
<i>viewerLogic</i>	Viewer logic.

Definition at line 35 of file [NewGameViewModel.cs](#).

5.67.3 Member Function Documentation

5.67.3.1 InitMaps()

```
void TimeWar.Main.ViewModel.NewGameViewModel.InitMaps ( )
```

Init available maps.

Definition at line 97 of file NewGameViewModel.cs.

5.67.4 Property Documentation

5.67.4.1 GamePageCommand

```
RelayCommand TimeWar.Main.ViewModel.NewGameViewModel.GamePageCommand [get]
```

Gets the navigate to game page command.

Definition at line 74 of file NewGameViewModel.cs.

5.67.4.2 Maps

```
ObservableCollection<MapFiles> TimeWar.Main.ViewModel.NewGameViewModel.Maps [get]
```

Gets maps collection.

Definition at line 79 of file NewGameViewModel.cs.

5.67.4.3 MenuPageCommand

```
RelayCommand TimeWar.Main.ViewModel.NewGameViewModel.MenuPageCommand [get]
```

Gets the navigate to menu page command.

Definition at line 69 of file NewGameViewModel.cs.

5.67.4.4 Scoreboard

`ObservableCollection<MapRecordUI> TimeWar.Main.ViewModel.NewGameViewModel.Scoreboard [get]`

Gets scoreboard collection.

Definition at line 88 of file `NewGameViewModel.cs`.

5.67.4.5 SelectedMap

`MapFiles TimeWar.Main.ViewModel.NewGameViewModel.SelectedMap [get], [set]`

Gets or sets currently selected map.

Definition at line 60 of file `NewGameViewModel.cs`.

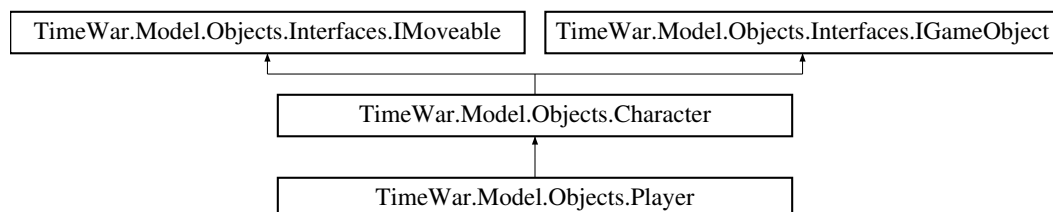
The documentation for this class was generated from the following file:

- `feleves/TimeWar/TimeWar.Main/ViewModel/NewGameViewModel.cs`

5.68 TimeWar.Model.Objects.Player Class Reference

`Player` detail class.

Inheritance diagram for `TimeWar.Model.Objects.Player`:



Public Member Functions

- `Player` (Point pos, int health, int height, int width, string spriteFile)
Initializes a new instance of the `Player` class.
- `void PlayerDeath ()`
Method is called when the player is dead.

Properties

- `int Kills [get, set]`
Gets or sets player kills.
- `int Deaths [get, set]`
Gets or sets player deaths.
- `Point Checkpoint [get, set]`
Gets or sets checkpoint.
- `int NumOfWeaponUnlocked [get, set]`
Gets or sets number of unlocked weapons.

Additional Inherited Members

5.68.1 Detailed Description

[Player](#) detail class.

Definition at line 15 of file Player.cs.

5.68.2 Constructor & Destructor Documentation

5.68.2.1 Player()

```
TimeWar.Model.Objects.Player.Player (
    Point pos,
    int health,
    int height,
    int width,
    string spriteFile )
```

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

Parameters

<i>pos</i>	Position.
<i>health</i>	Health value.
<i>height</i>	Height.
<i>width</i>	Width.
<i>spriteFile</i>	Spritesheet file name.

Definition at line 25 of file Player.cs.

5.68.3 Member Function Documentation

5.68.3.1 PlayerDeath()

```
void TimeWar.Model.Objects.Player.PlayerDeath ( )
```

Method is called when the player is dead.

Definition at line 58 of file Player.cs.

5.68.4 Property Documentation

5.68.4.1 Checkpoint

```
Point TimeWar.Model.Objects.Player.Checkpoint [get], [set]
```

Gets or sets checkpoint.

Definition at line 48 of file Player.cs.

5.68.4.2 Deaths

```
int TimeWar.Model.Objects.Player.Deaths [get], [set]
```

Gets or sets player deaths.

Definition at line 43 of file Player.cs.

5.68.4.3 Kills

```
int TimeWar.Model.Objects.Player.Kills [get], [set]
```

Gets or sets player kills.

Definition at line 38 of file Player.cs.

5.68.4.4 NumOfWeaponUnlocked

```
int TimeWar.Model.Objects.Player.NumOfWeaponUnlocked [get], [set]
```

Gets or sets number of unlocked weapons.

Definition at line 53 of file Player.cs.

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

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

5.69 TimeWar.Data.Models.PlayerProfile Class Reference

Player profile class.

Public Member Functions

- [PlayerProfile](#) ()

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

Properties

- int [PlayerId](#) [get, set]
Gets or sets the player id.
- string [PlayerName](#) [get, set]
Gets or sets the name of the player.
- int [TotalKills](#) [get, set]
Gets or sets the total number of kills.
- int [TotalDeaths](#) [get, set]
Gets or sets the total number of deaths.
- int [CompletedRuns](#) [get, set]
Gets or sets the number of completed runs.
- bool [Selected](#) [get, set]
Gets or sets a value indicating whether this is the selected profile.
- int? [SaveId](#) [get, set]
Gets or sets the autosave id.
- virtual [Save Save](#) [get, set]
Gets or sets the player auto save navigational property.
- virtual ICollection< [MapRecord](#) > [Records](#) [get]
Gets the records navigational property.

5.69.1 Detailed Description

Player profile class.

Definition at line 14 of file PlayerProfile.cs.

5.69.2 Constructor & Destructor Documentation

5.69.2.1 PlayerProfile()

```
TimeWar.Data.Models.PlayerProfile.PlayerProfile ( )
```

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

Definition at line 19 of file PlayerProfile.cs.

5.69.3 Property Documentation

5.69.3.1 CompletedRuns

```
int TimeWar.Data.Models.PlayerProfile.CompletedRuns [get], [set]
```

Gets or sets the number of completed runs.

Definition at line 47 of file PlayerProfile.cs.

5.69.3.2 PlayerId

```
int TimeWar.Data.Models.PlayerProfile.PlayerId [get], [set]
```

Gets or sets the player id.

Definition at line 27 of file PlayerProfile.cs.

5.69.3.3 PlayerName

```
string TimeWar.Data.Models.PlayerProfile.PlayerName [get], [set]
```

Gets or sets the name of the player.

Definition at line 32 of file PlayerProfile.cs.

5.69.3.4 Records

```
virtual ICollection<MapRecord> TimeWar.Data.Models.PlayerProfile.Records [get]
```

Gets the records navigational property.

Definition at line 68 of file PlayerProfile.cs.

5.69.3.5 Save

```
virtual Save TimeWar.Data.Models.PlayerProfile.Save [get], [set]
```

Gets or sets the player auto save navigational property.

Definition at line 63 of file PlayerProfile.cs.

5.69.3.6 SaveId

```
int? TimeWar.Data.Models.PlayerProfile.SaveId [get], [set]
```

Gets or sets the autosave id.

Definition at line 58 of file PlayerProfile.cs.

5.69.3.7 Selected

```
bool TimeWar.Data.Models.PlayerProfile.Selected [get], [set]
```

Gets or sets a value indicating whether this is the selected profile.

Definition at line 52 of file PlayerProfile.cs.

5.69.3.8 TotalDeaths

```
int TimeWar.Data.Models.PlayerProfile.TotalDeaths [get], [set]
```

Gets or sets the total number of deaths.

Definition at line 42 of file PlayerProfile.cs.

5.69.3.9 TotalKills

```
int TimeWar.Data.Models.PlayerProfile.TotalKills [get], [set]
```

Gets or sets the total number of kills.

Definition at line 37 of file PlayerProfile.cs.

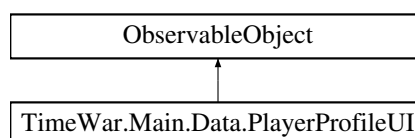
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Data/Models/PlayerProfile.cs

5.70 TimeWar.Main.Data.PlayerProfileUI Class Reference

Profile ui data class.

Inheritance diagram for TimeWar.Main.Data.PlayerProfileUI:



Public Member Functions

- [PlayerProfileUI](#) ()
Initializes a new instance of the [PlayerProfileUI](#) class.
- void [CopyFrom](#) ([PlayerProfileUI](#) other)
Copy data from another Profile element.

Static Public Member Functions

- static [PlayerProfile](#) [ConvertToProfileEntity](#) ([PlayerProfileUI](#) profileui)
Convert profileui entity to database entity.
- static [PlayerProfileUI](#) [ConvertToProfileUiEntity](#) ([PlayerProfile](#) profile)
Convert profile entity to ui entity.

Properties

- int [PlayerId](#) [get, set]
Gets or sets the player id.
- string [PlayerName](#) [get, set]
Gets or sets the name of the player.
- int [TotalKills](#) [get, set]
Gets or sets the total number of kills.
- int [TotalDeaths](#) [get, set]
Gets or sets the total number of deaths.
- int [CompletedRuns](#) [get, set]
Gets or sets the number of completed runs.
- bool [Selected](#) [get, set]
Gets or sets a value indicating whether selected.
- [Save Save](#) [get, set]
Gets or sets the save id.

5.70.1 Detailed Description

Profile ui data class.

Definition at line 14 of file PlayerProfileUI.cs.

5.70.2 Constructor & Destructor Documentation

5.70.2.1 PlayerProfileUI()

```
TimeWar.Main.Data.PlayerProfileUI.PlayerProfileUI ( )
```

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

Definition at line 27 of file PlayerProfileUI.cs.

5.70.3 Member Function Documentation

5.70.3.1 ConvertToProfileEntity()

```
static PlayerProfile TimeWar.Main.Data.PlayerProfileUI.ConvertToProfileEntity (
    PlayerProfileUI profileui ) [static]
```

Convert profileui entity to database entity.

Parameters

<i>profileui</i>	Profile ui entity.
------------------	--------------------

Returns

Profile entity.

Definition at line 99 of file PlayerProfileUI.cs.

5.70.3.2 ConvertToProfileUiEntity()

```
static PlayerProfileUI TimeWar.Main.Data.PlayerProfileUI.ConvertToProfileUiEntity (
    PlayerProfile profile ) [static]
```

Convert profile entity to ui entity.

Parameters

<i>profile</i>	Profile entity.
----------------	-----------------

Returns

Profile ui entity.

Definition at line 122 of file PlayerProfileUI.cs.

5.70.3.3 CopyFrom()

```
void TimeWar.Main.Data.PlayerProfileUI.CopyFrom (
    PlayerProfileUI other )
```

Copy data from another Profile element.

Parameters

<i>other</i>	Data source.
--------------	------------------------------

Definition at line 144 of file PlayerProfileUI.cs.

5.70.4 Property Documentation

5.70.4.1 CompletedRuns

```
int TimeWar.Main.Data.PlayerProfileUI.CompletedRuns [get], [set]
```

Gets or sets the number of completed runs.

Definition at line 70 of file PlayerProfileUI.cs.

5.70.4.2 PlayerId

```
int TimeWar.Main.Data.PlayerProfileUI.PlayerId [get], [set]
```

Gets or sets the player id.

Definition at line 34 of file PlayerProfileUI.cs.

5.70.4.3 PlayerName

```
string TimeWar.Main.Data.PlayerProfileUI.PlayerName [get], [set]
```

Gets or sets the name of the player.

Definition at line 43 of file PlayerProfileUI.cs.

5.70.4.4 Save

```
Save TimeWar.Main.Data.PlayerProfileUI.Save [get], [set]
```

Gets or sets the save id.

Definition at line 88 of file PlayerProfileUI.cs.

5.70.4.5 Selected

```
bool TimeWar.Main.Data.PlayerProfileUI.Selected [get], [set]
```

Gets or sets a value indicating whether selected.

Definition at line 79 of file PlayerProfileUI.cs.

5.70.4.6 TotalDeaths

```
int TimeWar.Main.Data.PlayerProfileUI.TotalDeaths [get], [set]
```

Gets or sets the total number of deaths.

Definition at line 61 of file PlayerProfileUI.cs.

5.70.4.7 TotalKills

```
int TimeWar.Main.Data.PlayerProfileUI.TotalKills [get], [set]
```

Gets or sets the total number of kills.

Definition at line 52 of file PlayerProfileUI.cs.

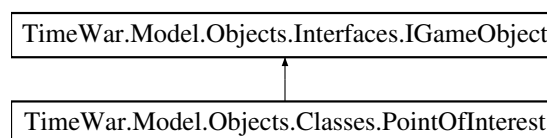
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Main/Data/PlayerProfileUI.cs

5.71 TimeWar.Model.Objects.Classes.PointOfInterest Class Reference

Class for checkpoints, finish point, powerups.

Inheritance diagram for TimeWar.Model.Objects.Classes.PointOfInterest:



Public Member Functions

- [PointOfInterest](#) ([POIType](#) type, int height, int width, string spritefile, Point position, bool stanceless=true)
Initializes a new instance of the [PointOfInterest](#) class.

Properties

- [POIType Type](#) [get, set]
Gets or sets the type of a POI.
- [int Height](#) [get, set]
- [int Width](#) [get, set]
- [string SpriteFile](#) [get, set]
- [Stances Stance](#) [get, set]
- [bool StanceLess](#) [get, set]
- [Point MovementVector](#) [get, set]
- [int CurrentSprite](#) [get, set]
- [Point Position](#) [get, set]

5.71.1 Detailed Description

Class for checkpoints, finish point, powerups.

Definition at line 64 of file PointOfInterest.cs.

5.71.2 Constructor & Destructor Documentation

5.71.2.1 PointOfInterest()

```
TimeWar.Model.Objects.Classes.PointOfInterest.PointOfInterest (
    POIType type,
    int height,
    int width,
    string spritefile,
    Point position,
    bool stanceless = true )
```

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

Parameters

<i>type</i>	Type of a poi.
<i>height</i>	Height.
<i>width</i>	Width.
<i>spritefile</i>	Sprite file.
<i>position</i>	Position.
<i>stanceless</i>	Stanceless.

Definition at line 75 of file PointOfInterest.cs.

5.71.3 Property Documentation

5.71.3.1 Type

`POIType` TimeWar.Model.Objects.Classes.PointOfInterest.Type [get], [set]

Gets or sets the type of a POI.

Definition at line 88 of file PointOfInterest.cs.

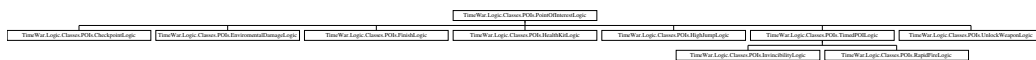
The documentation for this class was generated from the following file:

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

5.72 TimeWar.Logic.Classes.POIs.PointOfInterestLogic Class Reference

Base class for `POIs`.

Inheritance diagram for TimeWar.Logic.Classes.POIs.PointOfInterestLogic:



Public Member Functions

- void `OneTick` ()
One tick.
- abstract void `POIEvent` ()
Action that happens when a player contacts a POI.

Protected Member Functions

- `PointOfInterestLogic` (`GameModel` model, `PointOfInterest` poi, bool timed=false)
Initializes a new instance of the `PointOfInterestLogic` class.

Properties

- `GameModel Model` [get, set]
Gets or sets game `Model`.
- bool `TimedPoi` [get, set]
Gets or sets a value indicating whether a poi is timed or not.
- int `Timer` [get, set]
Gets or sets the max time of a poi.
- `PointOfInterest Poi` [get, set]
Gets or sets point of interest.
- bool `IsPlayerContacted` [get, set]
Gets or sets a value indicating whether player is contacted or not.

5.72.1 Detailed Description

Base class for [POIs](#).

Definition at line 20 of file PointOfInterestLogic.cs.

5.72.2 Constructor & Destructor Documentation

5.72.2.1 PointOfInterestLogic()

```
TimeWar.Logic.Classes.POIs.PointOfInterestLogic.PointOfInterestLogic (
    GameModel model,
    PointOfInterest poi,
    bool timed = false ) [protected]
```

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

Parameters

<i>model</i>	Game model.
<i>poi</i>	Poi.
<i>timed</i>	If a poi is timed or not.

Definition at line 28 of file PointOfInterestLogic.cs.

5.72.3 Member Function Documentation

5.72.3.1 OneTick()

```
void TimeWar.Logic.Classes.POIs.PointOfInterestLogic.OneTick ( )
```

One tick.

Definition at line 65 of file PointOfInterestLogic.cs.

5.72.3.2 POIEvent()

```
abstract void TimeWar.Logic.Classes.POIs.PointOfInterestLogic.POIEvent ( ) [pure virtual]
```

Action that happens when a player contacts a POI.

Implemented in [TimeWar.Logic.Classes.POIs.UnlockWeaponLogic](#), [TimeWar.Logic.Classes.POIs.TimedPOILogic](#), [TimeWar.Logic.Classes.POIs.RapidFireLogic](#), [TimeWar.Logic.Classes.POIs.InvincibilityLogic](#), [TimeWar.Logic.Classes.POIs.HighJumpLogic](#), [TimeWar.Logic.Classes.POIs.HealthKitLogic](#), [TimeWar.Logic.Classes.POIs.FinishLogic](#), [TimeWar.Logic.Classes.POIs.EnvironmentalDamageLogic](#) and [TimeWar.Logic.Classes.POIs.CheckpointLogic](#).

5.72.4 Property Documentation

5.72.4.1 IsPlayerContacted

```
bool TimeWar.Logic.Classes.POIs.PointOfInterestLogic.IsPlayerContacted [get], [set]
```

Gets or sets a value indicating whether player is contacted or not.

Definition at line 60 of file PointOfInterestLogic.cs.

5.72.4.2 Model

```
GameModel TimeWar.Logic.Classes.POIs.PointOfInterestLogic.Model [get], [set]
```

Gets or sets game [Model](#).

Definition at line 40 of file PointOfInterestLogic.cs.

5.72.4.3 Poi

```
PointOfInterest TimeWar.Logic.Classes.POIs.PointOfInterestLogic.Poi [get], [set]
```

Gets or sets point of interest.

Definition at line 55 of file PointOfInterestLogic.cs.

5.72.4.4 TimedPoi

```
bool TimeWar.Logic.Classes.POIs.PointOfInterestLogic.TimedPoi [get], [set]
```

Gets or sets a value indicating whether a poi is timed or not.

Definition at line 45 of file PointOfInterestLogic.cs.

5.72.4.5 Timer

```
int TimeWar.Logic.Classes.POIs.PointOfInterestLogic.Timer [get], [set]
```

Gets or sets the max time of a poi.

Definition at line 50 of file PointOfInterestLogic.cs.

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

- feleves/TimeWar/TimeWar.Logic/Classes/POIs/PointOfInterestLogic.cs

5.73 TimeWar.Logic.Classes.LogicCollections.PointOfInterestLogics Class Reference

Collection of [POIs](#).

Public Member Functions

- [PointOfInterestLogics](#) ([GameModel](#) model, [CharacterLogic](#) character, [CommandManager](#) commandManager)
Initializes a new instance of the [PointOfInterestLogics](#) class.
- void [TickPois](#) ()
Tick Pois.
- void [GetPOIs](#) ()
Gets pois.

Events

- EventHandler [Powerup](#)
Powerup event.

5.73.1 Detailed Description

Collection of [POIs](#).

Definition at line 20 of file PointOfInterestLogics.cs.

5.73.2 Constructor & Destructor Documentation

5.73.2.1 PointOfInterestLogics()

```
TimeWar.Logic.Classes.LogicCollections.PointOfInterestLogics.PointOfInterestLogics (
    GameModel model,
    CharacterLogic character,
    CommandManager commandManager )
```

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

Parameters

<i>model</i>	Game model.
<i>character</i>	Character.
<i>commandManager</i>	Command manager.

Definition at line 34 of file PointOfInterestLogics.cs.

5.73.3 Member Function Documentation

5.73.3.1 GetPOIs()

```
void TimeWar.Logic.Classes.LogicCollections.PointOfInterestLogics.GetPOIs ( )
```

Gets pois.

Definition at line 70 of file PointOfInterestLogics.cs.

5.73.3.2 TickPois()

```
void TimeWar.Logic.Classes.LogicCollections.PointOfInterestLogics.TickPois ( )
```

Tick Pois.

Definition at line 51 of file PointOfInterestLogics.cs.

5.73.4 Event Documentation

5.73.4.1 Powerup

```
EventHandler TimeWar.Logic.Classes.LogicCollections.PointOfInterestLogics.Powerup
```

Powerup event.

Definition at line 46 of file PointOfInterestLogics.cs.

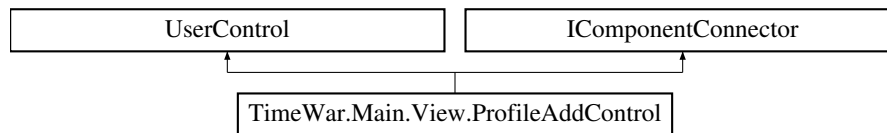
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/LogicCollections/PointOfInterestLogics.cs

5.74 TimeWar.Main.View.ProfileAddControl Class Reference

ProfileAddControl

Inheritance diagram for TimeWar.Main.View.ProfileAddControl:



Public Member Functions

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

Package Attributes

- System.Windows.Controls.TextBox **PlayerName**

5.74.1 Detailed Description

ProfileAddControl

Interaction logic for ProfileEditorControl.xaml.

Definition at line 43 of file ProfileAddControl.g.cs.

5.74.2 Constructor & Destructor Documentation

5.74.2.1 ProfileAddControl()

```
TimeWar.Main.View.ProfileAddControl.ProfileAddControl ( )
```

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

Definition at line 36 of file ProfileAddControl.xaml.cs.

5.74.3 Member Function Documentation

5.74.3.1 InitializeComponent() [1/4]

```
void TimeWar.Main.View.ProfileAddControl.InitializeComponent ( )
```

InitializeComponent

Definition at line 60 of file ProfileAddControl.g.cs.

5.74.3.2 InitializeComponent() [2/4]

```
void TimeWar.Main.View.ProfileAddControl.InitializeComponent ( )
```

InitializeComponent

Definition at line 60 of file ProfileAddControl.g.i.cs.

5.74.3.3 InitializeComponent() [3/4]

```
void TimeWar.Main.View.ProfileAddControl.InitializeComponent ( )
```

InitializeComponent

Definition at line 60 of file ProfileAddControl.g.cs.

5.74.3.4 InitializeComponent() [4/4]

```
void TimeWar.Main.View.ProfileAddControl.InitializeComponent ( )
```

InitializeComponent

Definition at line 60 of file ProfileAddControl.g.i.cs.

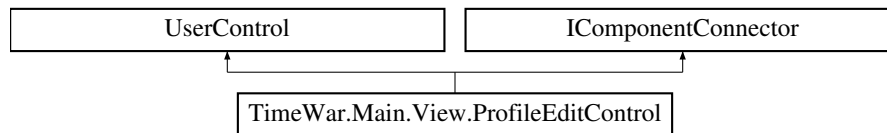
The documentation for this class was generated from the following files:

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

5.75 TimeWar.Main.View.ProfileEditControl Class Reference

ProfileEditControl

Inheritance diagram for TimeWar.Main.View.ProfileEditControl:



Public Member Functions

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

Package Attributes

- System.Windows.Controls.TextBox **PlayerName**

5.75.1 Detailed Description

ProfileEditControl

Interaction logic for ProfileEditControl.xaml.

Definition at line 42 of file ProfileEditControl.g.cs.

5.75.2 Constructor & Destructor Documentation

5.75.2.1 ProfileEditControl()

```
TimeWar.Main.View.ProfileEditControl.ProfileEditControl ( )
```

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

Definition at line 34 of file ProfileEditControl.xaml.cs.

5.75.3 Member Function Documentation

5.75.3.1 InitializeComponent() [1/4]

```
void TimeWar.Main.View.ProfileEditControl.InitializeComponent ( )
```

InitializeComponent

Definition at line 59 of file ProfileEditControl.g.cs.

5.75.3.2 InitializeComponent() [2/4]

```
void TimeWar.Main.View.ProfileEditControl.InitializeComponent ( )
```

InitializeComponent

Definition at line 59 of file ProfileEditControl.g.i.cs.

5.75.3.3 InitializeComponent() [3/4]

```
void TimeWar.Main.View.ProfileEditControl.InitializeComponent ( )
```

InitializeComponent

Definition at line 59 of file ProfileEditControl.g.cs.

5.75.3.4 InitializeComponent() [4/4]

```
void TimeWar.Main.View.ProfileEditControl.InitializeComponent ( )
```

InitializeComponent

Definition at line 59 of file ProfileEditControl.g.i.cs.

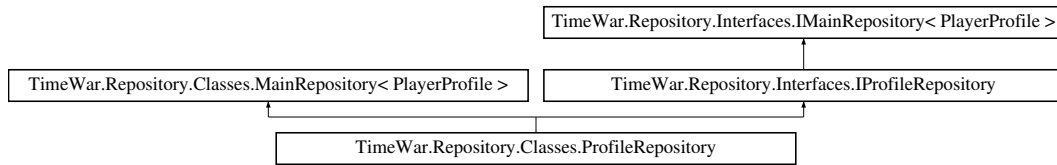
The documentation for this class was generated from the following files:

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

5.76 TimeWar.Repository.Classes.ProfileRepository Class Reference

Profile entity class.

Inheritance diagram for TimeWar.Repository.Classes.ProfileRepository:



Public Member Functions

- [ProfileRepository](#) (DbContext ctx)
Initializes a new instance of the [ProfileRepository](#) class.
- override [PlayerProfile GetOne](#) (int id)
- void [Update](#) ([PlayerProfile](#) entity)
Update entity content.

Additional Inherited Members

5.76.1 Detailed Description

Profile entity class.

Definition at line 16 of file ProfileRepository.cs.

5.76.2 Constructor & Destructor Documentation

5.76.2.1 ProfileRepository()

```
TimeWar.Repository.Classes.ProfileRepository.ProfileRepository (
    DbContext ctx )
```

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

Parameters

<i>ctx</i>	Database context object.
------------	--------------------------

Definition at line 22 of file ProfileRepository.cs.

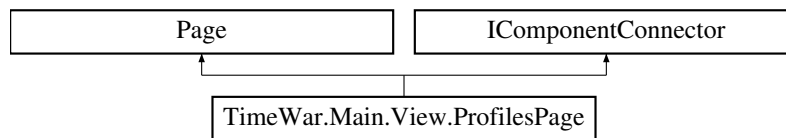
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Repository/Classes/ProfileRepository.cs

5.77 TimeWar.Main.View.ProfilesPage Class Reference

ProfilesPage

Inheritance diagram for TimeWar.Main.View.ProfilesPage:



Public Member Functions

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

Package Functions

- System.Delegate **_CreateDelegate** (System.Type delegateType, string handler)
- System.Delegate **_CreateDelegate** (System.Type delegateType, string handler)
- System.Delegate **_CreateDelegate** (System.Type delegateType, string handler)
- System.Delegate **_CreateDelegate** (System.Type delegateType, string handler)

Package Attributes

- System.Windows.Controls.Grid **MainGrid**
- [TimeWar.Main.MenuControl](#) **cont**
- [TimeWar.Main.View.ProfileAddControl](#) **AddDialog**
- [TimeWar.Main.View.ProfileEditControl](#) **EditDialog**

5.77.1 Detailed Description

ProfilesPage

Interaction logic for ProfilesPage.xaml.

Definition at line 44 of file ProfilesPage.g.cs.

5.77.2 Constructor & Destructor Documentation

5.77.2.1 ProfilesPage()

```
TimeWar.Main.View.ProfilesPage.ProfilesPage ( )
```

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

Definition at line 21 of file ProfilesPage.xaml.cs.

5.77.3 Member Function Documentation

5.77.3.1 InitializeComponent() [1/4]

```
void TimeWar.Main.View.ProfilesPage.InitializeComponent ( )
```

InitializeComponent

Definition at line 85 of file ProfilesPage.g.cs.

5.77.3.2 InitializeComponent() [2/4]

```
void TimeWar.Main.View.ProfilesPage.InitializeComponent ( )
```

InitializeComponent

Definition at line 85 of file ProfilesPage.g.i.cs.

5.77.3.3 InitializeComponent() [3/4]

```
void TimeWar.Main.View.ProfilesPage.InitializeComponent ( )
```

InitializeComponent

Definition at line 85 of file ProfilesPage.g.cs.

5.77.3.4 InitializeComponent() [4/4]

```
void TimeWar.Main.View.ProfilesPage.InitializeComponent ( )
```

InitializeComponent

Definition at line 85 of file ProfilesPage.g.i.cs.

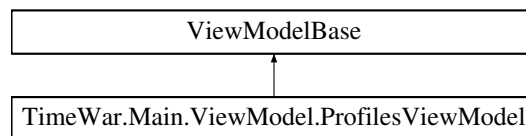
The documentation for this class was generated from the following files:

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

5.78 TimeWar.Main.ViewModel.ProfilesViewModel Class Reference

Profile view model class.

Inheritance diagram for TimeWar.Main.ViewModel.ProfilesViewModel:



Public Member Functions

- [ProfilesViewModel](#) ([INavigationService](#)< [NavigationPages](#) > navigationService, [IViewerLogicUI](#) viewer↔
LogicUI, [IManagerLogicUI](#) managerLogicUI)
Initializes a new instance of the [ProfilesViewModel](#) class.
- [ProfilesViewModel](#) ()
Initializes a new instance of the [ProfilesViewModel](#) class.
- void [Relnit](#) ()
Reload database.

Properties

- RelayCommand [MenuPageCommand](#) [get]
Gets the navigate to game page command.
- RelayCommand [CreateProfileCommand](#) [get]
Gets the create profile command.
- RelayCommand [ModifyProfileCommand](#) [get]
Gets the create profile command.
- RelayCommand [DeleteProfileCommand](#) [get]
Gets the create profile command.
- [PlayerProfileUI](#) [SelectedPlayer](#) [get, set]
Gets or sets currently selected player.
- [PlayerProfileUI](#) [Editing](#) [get, set]
Gets or sets editing instance.
- ObservableCollection< [PlayerProfileUI](#) > [PlayerProfileUIs](#) [get]
Gets the player profiles collection.

5.78.1 Detailed Description

Profile view model class.

Definition at line 20 of file ProfilesViewModel.cs.

5.78.2 Constructor & Destructor Documentation

5.78.2.1 ProfilesViewModel() [1/2]

```
TimeWar.Main.ViewModel.ProfilesViewModel.ProfilesViewModel (
    INavigationService< NavigationPages > navigationService,
    IViewerLogicUI viewerLogicUI,
    IManagerLogicUI managerLogicUI )
```

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

Parameters

<i>navigationService</i>	Navigation service.
<i>viewerLogicUI</i>	Viewer logic.
<i>managerLogicUI</i>	Manager logic.

Definition at line 35 of file ProfilesViewModel.cs.

5.78.2.2 ProfilesViewModel() [2/2]

```
TimeWar.Main.ViewModel.ProfilesViewModel.ProfilesViewModel ( )
```

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

Definition at line 90 of file ProfilesViewModel.cs.

5.78.3 Member Function Documentation

5.78.3.1 ReInit()

```
void TimeWar.Main.ViewModel.ProfilesViewModel.ReInit ( )
```

Reload database.

Definition at line 152 of file ProfilesViewModel.cs.

5.78.4 Property Documentation

5.78.4.1 CreateProfileCommand

```
RelayCommand TimeWar.Main.ViewModel.ProfilesViewModel.CreateProfileCommand [get]
```

Gets the create profile command.

Definition at line 103 of file ProfilesViewModel.cs.

5.78.4.2 DeleteProfileCommand

```
RelayCommand TimeWar.Main.ViewModel.ProfilesViewModel.DeleteProfileCommand [get]
```

Gets the create profile command.

Definition at line 113 of file ProfilesViewModel.cs.

5.78.4.3 Editing

```
PlayerProfileUI TimeWar.Main.ViewModel.ProfilesViewModel.Editing [get], [set]
```

Gets or sets editing instance.

Definition at line 127 of file ProfilesViewModel.cs.

5.78.4.4 MenuPageCommand

```
RelayCommand TimeWar.Main.ViewModel.ProfilesViewModel.MenuPageCommand [get]
```

Gets the navigate to game page command.

Definition at line 98 of file ProfilesViewModel.cs.

5.78.4.5 ModifyProfileCommand

```
RelayCommand TimeWar.Main.ViewModel.ProfilesViewModel.ModifyProfileCommand [get]
```

Gets the create profile command.

Definition at line 108 of file ProfilesViewModel.cs.

5.78.4.6 PlayerProfileUIs

```
ObservableCollection<PlayerProfileUI> TimeWar.Main.ViewModel.ProfilesViewModel.PlayerProfileUIs [get]
```

Gets the player profiles collection.

Definition at line 136 of file ProfilesViewModel.cs.

5.78.4.7 SelectedPlayer

```
PlayerProfileUI TimeWar.Main.ViewModel.ProfilesViewModel.SelectedPlayer [get], [set]
```

Gets or sets currently selected player.

Definition at line 118 of file ProfilesViewModel.cs.

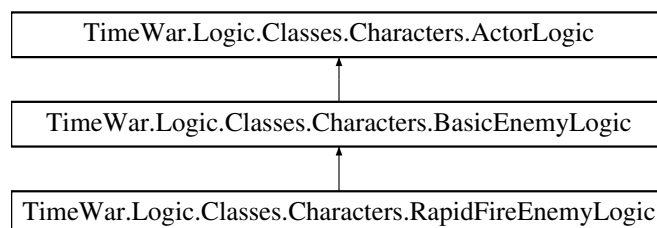
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Main/ViewModel/ProfilesViewModel.cs

5.79 TimeWar.Logic.Classes.Characters.RapidFireEnemyLogic Class Reference

Rapid fire enemy.

Inheritance diagram for TimeWar.Logic.Classes.Characters.RapidFireEnemyLogic:



Public Member Functions

- [RapidFireEnemyLogic](#) ([GameModel](#) model, [Character](#) character, [CommandManager](#) commandManager)
Initializes a new instance of the [RapidFireEnemyLogic](#) class.
- override void [OneTick](#) ()
One Tick.

Additional Inherited Members

5.79.1 Detailed Description

Rapid fire enemy.

Definition at line 20 of file RapidFireEnemyLogic.cs.

5.79.2 Constructor & Destructor Documentation

5.79.2.1 RapidFireEnemyLogic()

```
TimeWar.Logic.Classes.Characters.RapidFireEnemyLogic.RapidFireEnemyLogic (
    GameModel model,
    Character character,
    CommandManager commandManager )
```

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

Parameters

<i>model</i>	Game model.
<i>character</i>	Character.
<i>commandManager</i>	Command manager.

Definition at line 28 of file RapidFireEnemyLogic.cs.

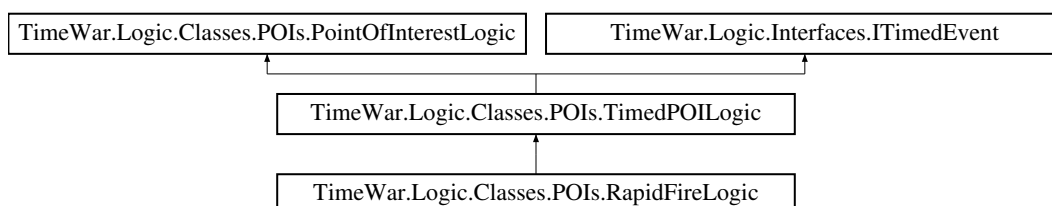
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/Characters/EnemyLogics/RapidFireEnemyLogic.cs

5.80 TimeWar.Logic.Classes.POIs.RapidFireLogic Class Reference

Rapid fire logic.

Inheritance diagram for TimeWar.Logic.Classes.POIs.RapidFireLogic:



Public Member Functions

- [RapidFireLogic](#) ([GameModel](#) model, [PointOfInterest](#) poi, [CharacterLogic](#) character, int timeOfEffect=10000, bool timed=false)
Initializes a new instance of the [RapidFireLogic](#) class.
- override void [POIEvent](#) ()
Action that happens when a player contacts a POI.
- override void [ResetStats](#) ()
Resets the player's stats.

Properties

- int [DefaultAttackTime](#) [get, set]
Gets or sets the original attack time of the player.

Additional Inherited Members

5.80.1 Detailed Description

Rapid fire logic.

Definition at line 20 of file RapidFireLogic.cs.

5.80.2 Constructor & Destructor Documentation

5.80.2.1 RapidFireLogic()

```
TimeWar.Logic.Classes.POIs.RapidFireLogic.RapidFireLogic (  
    GameModel model,  
    PointOfInterest poi,  
    CharacterLogic character,  
    int timeOfEffect = 10000,  
    bool timed = false )
```

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

Parameters

<i>model</i>	Model .
<i>poi</i>	Poi.
<i>character</i>	Character.
<i>timeOfEffect</i>	Time of effect.
<i>timed</i>	Timed.

Definition at line 30 of file RapidFireLogic.cs.

5.80.3 Property Documentation

5.80.3.1 DefaultAttackTime

```
int TimeWar.Logic.Classes.POIs.RapidFireLogic.DefaultAttackTime [get], [set]
```

Gets or sets the original attack time of the player.

Definition at line 39 of file RapidFireLogic.cs.

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

- feleves/TimeWar/TimeWar.Logic/Classes/POIs/RapidFireLogic.cs

5.81 TimeWar.Renderer.RendererConfig Class Reference

[Renderer](#) config class.

Properties

- static int [LayersHeight](#) = 1200 [get]
Gets layers height.
- static int [LayersWidth](#) = 430 [get]
Gets layers width.
- static double [BackgroundHorizontalTileNumber](#) = 6 [get]
Gets number of tile horizontal repeat.
- static double [BackgroundVerticalTileNumber](#) = 1 [get]
Gets number of tile vertical repeat.
- static int [NumberOfLayers](#) = 4 [get]
Gets number of background layers.
- static IReadOnlyList< double > [LayersVerticalSpeed](#) = new List<double> { 0.1, 0.1, 0.1, 0.1 } [get]
Gets Layers vertical speed.
- static IReadOnlyList< double > [LayersHorizontalSpeed](#) = new List<double> { 0.6, 0.4, 0.1, 0.1 } [get]
Gets Layers horizontal speed.
- static IReadOnlyList< string > [LayersSpriteFile](#) = new List<string> { "backgroundlayer1", "backgroundlayer2", "backgroundlayer3", "backgroundlayer4" } [get]
Gets Layers sprite file names.
- static int [LayersHorizontalOffset](#) [get]
Gets Layers horizontal offset.
- static int [LayersVerticalOffset](#) = -2000 [get]
Gets Layers vertical offset.

5.81.1 Detailed Description

[Renderer](#) config class.

Definition at line 16 of file RendererConfig.cs.

5.81.2 Property Documentation

5.81.2.1 BackgroundHorizontalTileNumber

```
double TimeWar.Renderer.RendererConfig.BackgroundHorizontalTileNumber = 6 [static], [get]
```

Gets number of tile horizontal repeat.

Definition at line 31 of file `RendererConfig.cs`.

5.81.2.2 BackgroundVerticalTileNumber

```
double TimeWar.Renderer.RendererConfig.BackgroundVerticalTileNumber = 1 [static], [get]
```

Gets number of tile vertical repeat.

Definition at line 36 of file `RendererConfig.cs`.

5.81.2.3 LayersHeight

```
int TimeWar.Renderer.RendererConfig.LayersHeight = 1200 [static], [get]
```

Gets layers height.

Definition at line 21 of file `RendererConfig.cs`.

5.81.2.4 LayersHorizontalOffset

```
int TimeWar.Renderer.RendererConfig.LayersHorizontalOffset [static], [get]
```

Gets Layers horizontal offset.

Definition at line 61 of file `RendererConfig.cs`.

5.81.2.5 LayersHorizontalSpeed

```
ICollection<double> TimeWar.Renderer.RendererConfig.LayersHorizontalSpeed = new List<double>  
{ 0.6, 0.4, 0.1, 0.1 } [static], [get]
```

Gets Layers horizontal speed.

Definition at line 51 of file `RendererConfig.cs`.

5.81.2.6 LayersSpriteFile

```
ICollection<string> TimeWar.Renderer.RendererConfig.LayersSpriteFile = new List<string> {  
    "backgroundlayer1", "backgroundlayer2", "backgroundlayer3", "backgroundlayer4" } [static], [get]
```

Gets Layers sprite file names.

Definition at line 56 of file `RendererConfig.cs`.

5.81.2.7 LayersVerticalOffset

```
int TimeWar.Renderer.RendererConfig.LayersVerticalOffset = -2000 [static], [get]
```

Gets Layers vertical offset.

Definition at line 66 of file `RendererConfig.cs`.

5.81.2.8 LayersVerticalSpeed

```
ICollection<double> TimeWar.Renderer.RendererConfig.LayersVerticalSpeed = new List<double>  
{ 0.1, 0.1, 0.1, 0.1 } [static], [get]
```

Gets Layers vertical speed.

Definition at line 46 of file `RendererConfig.cs`.

5.81.2.9 LayersWidth

```
int TimeWar.Renderer.RendererConfig.LayersWidth = 430 [static], [get]
```

Gets layers width.

Definition at line 26 of file `RendererConfig.cs`.

5.81.2.10 NumberOfLayers

```
int TimeWar.Renderer.RendererConfig.NumberOfLayers = 4 [static], [get]
```

Gets number of background layers.

Definition at line 41 of file `RendererConfig.cs`.

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

- `feleves/TimeWar/TimeWar.Renderer/RendererConfig.cs`

5.82 TimeWar.Data.Models.Save Class Reference

Game save entity class.

Properties

- `int Id` [get, set]
Gets or sets save id.
- `string MapName` [get, set]
Gets or sets map name.
- `string Playerdata` [get, set]
Gets or sets point.
- `string Enemydata` [get, set]
Gets or sets checkpoint.
- `int? PlayerId` [get, set]
Gets or sets the player id.
- `virtual PlayerProfile Player` [get, set]
Gets or sets player navigational property.

5.82.1 Detailed Description

Game save entity class.

Definition at line 13 of file Save.cs.

5.82.2 Property Documentation

5.82.2.1 Enemydata

```
string TimeWar.Data.Models.Save.Enemydata [get], [set]
```

Gets or sets checkpoint.

Definition at line 33 of file Save.cs.

5.82.2.2 Id

```
int TimeWar.Data.Models.Save.Id [get], [set]
```

Gets or sets save id.

Definition at line 18 of file Save.cs.

5.82.2.3 MapName

```
string TimeWar.Data.Models.Save.MapName [get], [set]
```

Gets or sets map name.

Definition at line 23 of file Save.cs.

5.82.2.4 Player

```
virtual PlayerProfile TimeWar.Data.Models.Save.Player [get], [set]
```

Gets or sets player navigational property.

Definition at line 44 of file Save.cs.

5.82.2.5 Playerdata

```
string TimeWar.Data.Models.Save.Playerdata [get], [set]
```

Gets or sets point.

Definition at line 28 of file Save.cs.

5.82.2.6 PlayerId

```
int? TimeWar.Data.Models.Save.PlayerId [get], [set]
```

Gets or sets the player id.

Definition at line 39 of file Save.cs.

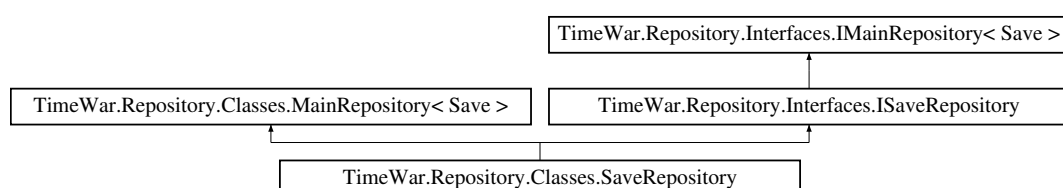
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Data/Models/Save.cs

5.83 TimeWar.Repository.Classes.SaveRepository Class Reference

Save entity class.

Inheritance diagram for TimeWar.Repository.Classes.SaveRepository:



Public Member Functions

- [SaveRepository](#) (DbContext ctx)
Initializes a new instance of the [SaveRepository](#) class.
- override [Save GetOne](#) (int id)
- void [Update](#) ([Save](#) entity)
Update entity content.

Additional Inherited Members

5.83.1 Detailed Description

Save entity class.

Definition at line 16 of file SaveRepository.cs.

5.83.2 Constructor & Destructor Documentation

5.83.2.1 SaveRepository()

```
TimeWar.Repository.Classes.SaveRepository.SaveRepository (
    DbContext ctx )
```

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

Parameters

<i>ctx</i>	Database context object.
------------	--------------------------

Definition at line 22 of file SaveRepository.cs.

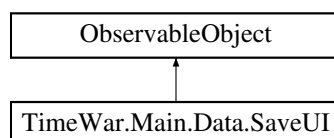
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Repository/Classes/SaveRepository.cs

5.84 TimeWar.Main.Data.SaveUI Class Reference

Save ui data class.

Inheritance diagram for TimeWar.Main.Data.SaveUI:



Public Member Functions

- [SaveUI](#) ()
Initializes a new instance of the [SaveUI](#) class.
- void [CopyFrom](#) ([SaveUI](#) other)
Copy data from another Save element.

Static Public Member Functions

- static [Save ConvertToSaveEntity](#) ([SaveUI](#) saveui)
Convert saveui entity to database entity.
- static [SaveUI ConvertToSaveUiEntity](#) ([Save](#) save)
Convert save entity to ui entity.

Properties

- int [Id](#) [get, set]
Gets or sets save id.
- string [Playerdata](#) [get, set]
Gets or sets point.
- string [Enemydata](#) [get, set]
Gets or sets checkpoint.

5.84.1 Detailed Description

Save ui data class.

Definition at line 14 of file SaveUI.cs.

5.84.2 Constructor & Destructor Documentation

5.84.2.1 SaveUI()

```
TimeWar.Main.Data.SaveUI.SaveUI ( )
```

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

Definition at line 23 of file SaveUI.cs.

5.84.3 Member Function Documentation

5.84.3.1 ConvertToSaveEntity()

```
static Save TimeWar.Main.Data.SaveUI.ConvertToSaveEntity (  
    SaveUI saveui ) [static]
```

Convert saveui entity to database entity.

Parameters

<i>saveui</i>	Save ui entity.
---------------	-----------------

Returns

Save entity.

Definition at line 59 of file SaveUI.cs.

5.84.3.2 ConvertToSaveUiEntity()

```
static SaveUI TimeWar.Main.Data.SaveUI.ConvertToSaveUiEntity (  
    Save save ) [static]
```

Convert save entity to ui entity.

Parameters

<i>save</i>	Save entity.
-------------	--------------

Returns

Save ui entity.

Definition at line 77 of file SaveUI.cs.

5.84.3.3 CopyFrom()

```
void TimeWar.Main.Data.SaveUI.CopyFrom (  
    SaveUI other )
```

Copy data from another Save element.

Parameters

<i>other</i>	Data source.
--------------	--------------

Definition at line 94 of file SaveUI.cs.

5.84.4 Property Documentation

5.84.4.1 Enemydata

```
string TimeWar.Main.Data.SaveUI.Enemydata [get], [set]
```

Gets or sets checkpoint.

Definition at line 48 of file SaveUI.cs.

5.84.4.2 Id

```
int TimeWar.Main.Data.SaveUI.Id [get], [set]
```

Gets or sets save id.

Definition at line 30 of file SaveUI.cs.

5.84.4.3 Playerdata

```
string TimeWar.Main.Data.SaveUI.Playerdata [get], [set]
```

Gets or sets point.

Definition at line 39 of file SaveUI.cs.

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

- feleves/TimeWar/TimeWar.Main/Data/SaveUI.cs

5.85 TimeWar.Renderer.Sprite Class Reference

[Sprite](#) static class.

Static Public Member Functions

- static ImageBrush[[]] [CreateSprite](#) (int height, int width, string fname)
Create new image brush collection using spritesheet.

5.85.1 Detailed Description

[Sprite](#) static class.

Definition at line 15 of file Sprite.cs.

5.85.2 Member Function Documentation

5.85.2.1 CreateSprite()

```
static ImageBrush [][] TimeWar.Renderer.Sprite.CreateSprite (  
    int height,  
    int width,  
    string fname ) [static]
```

Create new image brush collection using spritesheet.

Parameters

<i>height</i>	Character height.
<i>width</i>	Character width.
<i>fname</i>	Spritesheet file name.

Returns

Return frames as Image brush 2D array.

Definition at line 24 of file Sprite.cs.

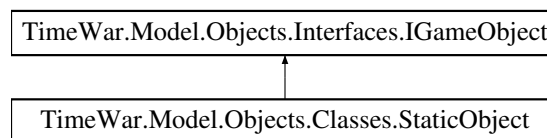
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Renderer/Sprite.cs

5.86 TimeWar.Model.Objects.Classes.StaticObject Class Reference

Static object class.

Inheritance diagram for TimeWar.Model.Objects.Classes.StaticObject:



Public Member Functions

- [StaticObject](#) (int height, int width, string spritefile, Point position, bool hud=false)
Initializes a new instance of the [StaticObject](#) class.
- override bool [Equals](#) (object obj)
- override int [GetHashCode](#) ()

Properties

- int [Height](#) [get, set]
- int [Width](#) [get, set]
- string [SpriteFile](#) [get, set]
- Point [Position](#) [get, set]
- bool [Hud](#) [get, set]
Gets or sets a value indicating whether hud or not.
- [Stances Stance](#) [get, set]
- bool [StanceLess](#) [get, set]
- Point [MovementVector](#) [get, set]
- int [CurrentSprite](#) [get, set]

5.86.1 Detailed Description

Static object class.

Definition at line 13 of file StaticObject.cs.

5.86.2 Constructor & Destructor Documentation

5.86.2.1 StaticObject()

```
TimeWar.Model.Objects.Classes.StaticObject.StaticObject (
    int height,
    int width,
    string spritefile,
    Point position,
    bool hud = false )
```

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

Parameters

<i>height</i>	Object height.
<i>width</i>	Object width.
<i>spritefile</i>	Object sprite file.
<i>position</i>	Object position.
<i>hud</i>	Hud object.

Definition at line 23 of file StaticObject.cs.

5.86.3 Property Documentation

5.86.3.1 Hud

```
bool TimeWar.Model.Objects.Classes.StaticObject.Hud [get], [set]
```

Gets or sets a value indicating whether hud or not.

Definition at line 49 of file StaticObject.cs.

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

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

5.87 TimeWar.LogicTests.Tests Class Reference

Test class for logic methods.

Public Member Functions

- void [Setup](#) ()
Sets up testing.
- void [PlayerMovementTest](#) ()
Tests player movement.
- void [TestRewind](#) ()
Test rewind feature.
- void [ShootingTest](#) ()
Test shootin feature.
- void [BulletDirectionTest](#) ()
Test player damageing feature.
- void [EffectTest](#) ()
Test rewind feature.

5.87.1 Detailed Description

Test class for logic methods.

Definition at line 25 of file Tests.cs.

5.87.2 Member Function Documentation

5.87.2.1 BulletDirectionTest()

```
void TimeWar.LogicTests.Tests.BulletDirectionTest ( )
```

Test player damageing feature.

Definition at line 150 of file Tests.cs.

5.87.2.2 EffectTest()

```
void TimeWar.LogicTests.Tests.EffectTest ( )
```

Test rewind feature.

Definition at line 170 of file Tests.cs.

5.87.2.3 PlayerMovementTest()

```
void TimeWar.LogicTests.Tests.PlayerMovementTest ( )
```

[Tests](#) player movement.

Definition at line 64 of file Tests.cs.

5.87.2.4 Setup()

```
void TimeWar.LogicTests.Tests.Setup ( )
```

Sets up testing.

Definition at line 41 of file Tests.cs.

5.87.2.5 ShootingTest()

```
void TimeWar.LogicTests.Tests.ShootingTest ( )
```

Test shootin feature.

Definition at line 131 of file Tests.cs.

5.87.2.6 TestRewind()

```
void TimeWar.LogicTests.Tests.TestRewind ( )
```

Test rewind feature.

Definition at line 107 of file Tests.cs.

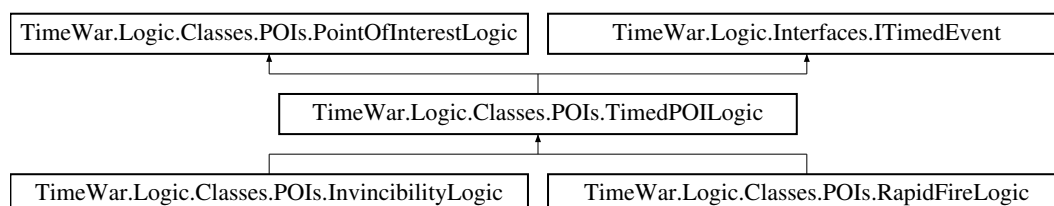
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.LogicTests/Tests.cs

5.88 TimeWar.Logic.Classes.POIs.TimedPOILogic Class Reference

Base class for timed [POIs](#).

Inheritance diagram for TimeWar.Logic.Classes.POIs.TimedPOILogic:



Public Member Functions

- **TimedPOILogic** ([GameModel](#) model, [PointOfInterest](#) poi, [CharacterLogic](#) character, int timeOfEffect=10000, bool timed=false)
Initializes a new instance of the [TimedPOILogic](#) class.
- bool **CheckTimer** ()
Checks if a timed event can despawn.
- override void **POIEvent** ()
Action that happens when a player contacts a POI.
- virtual void **ResetStats** ()
Resets the player's stats.

Properties

- [CharacterLogic](#) **Character** [get, set]
Gets or sets character for the effect.

Additional Inherited Members

5.88.1 Detailed Description

Base class for timed [POIs](#).

Definition at line 20 of file [TimedPOILogic.cs](#).

5.88.2 Constructor & Destructor Documentation

5.88.2.1 TimedPOILogic()

```
TimeWar.Logic.Classes.POIs.TimedPOILogic.TimedPOILogic (  
    GameModel model,  
    PointOfInterest poi,  
    CharacterLogic character,  
    int timeOfEffect = 10000,  
    bool timed = false )
```

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

Parameters

<i>model</i>	Model .
<i>poi</i>	Poi .
<i>character</i>	Character .
<i>timeOfEffect</i>	Time of effect.
<i>timed</i>	Timed.

Definition at line 32 of file TimedPOILogic.cs.

5.88.3 Property Documentation

5.88.3.1 Character

`CharacterLogic` `TimeWar.Logic.Classes.POIs.TimedPOILogic.Character` [get], [set]

Gets or sets character for the effect.

Definition at line 42 of file TimedPOILogic.cs.

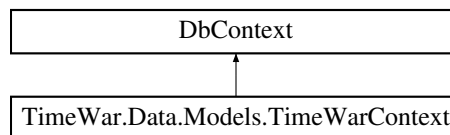
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/POIs/TimedPOILogic.cs

5.89 TimeWar.Data.Models.TimeWarContext Class Reference

`TimeWar` database context class.

Inheritance diagram for `TimeWar.Data.Models.TimeWarContext`:



Public Member Functions

- `TimeWarContext` ()
Initializes a new instance of the `TimeWarContext` class.

Protected Member Functions

- override void `OnConfiguring` (DbContextOptionsBuilder optionsBuilder)
- override void `OnModelCreating` (ModelBuilder modelBuilder)

Properties

- virtual DbSet< `PlayerProfile` > `Profiles` [get, set]
Gets or sets profiles table.
- virtual DbSet< `MapRecord` > `MapRecords` [get, set]
Gets or sets maps table.
- virtual DbSet< `Save` > `Saves` [get, set]
Gets or sets saves table.

5.89.1 Detailed Description

[TimeWar](#) database context class.

Definition at line 12 of file TimeWarContext.cs.

5.89.2 Constructor & Destructor Documentation

5.89.2.1 TimeWarContext()

```
TimeWar.Data.Models.TimeWarContext.TimeWarContext ( )
```

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

Definition at line 17 of file TimeWarContext.cs.

5.89.3 Property Documentation

5.89.3.1 MapRecords

```
virtual DbSet<MapRecord> TimeWar.Data.Models.TimeWarContext.MapRecords [get], [set]
```

Gets or sets maps table.

Definition at line 30 of file TimeWarContext.cs.

5.89.3.2 Profiles

```
virtual DbSet<PlayerProfile> TimeWar.Data.Models.TimeWarContext.Profiles [get], [set]
```

Gets or sets profiles table.

Definition at line 25 of file TimeWarContext.cs.

5.89.3.3 Saves

```
virtual DbSet<Save> TimeWar.Data.Models.TimeWarContext.Saves [get], [set]
```

Gets or sets saves table.

Definition at line 35 of file TimeWarContext.cs.

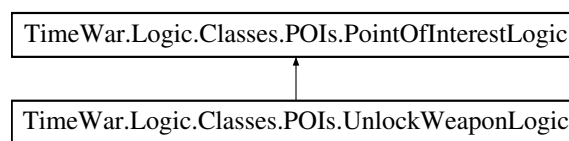
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Data/Models/TimeWarContext.cs

5.90 TimeWar.Logic.Classes.POIs.UnlockWeaponLogic Class Reference

Unlocks a weapon.

Inheritance diagram for TimeWar.Logic.Classes.POIs.UnlockWeaponLogic:



Public Member Functions

- **UnlockWeaponLogic** ([GameModel](#) model, [PointOfInterest](#) poi, int numOfUnlocks=1, bool timed=false)
Initializes a new instance of the [UnlockWeaponLogic](#) class.
- override void **POIEvent** ()
Action that happens when a player contacts a POI.

Properties

- int **NumOfUnlocks** [get, set]
Gets or sets the number of unlocked weapons.

Additional Inherited Members

5.90.1 Detailed Description

Unlocks a weapon.

Definition at line 18 of file UnlockWeaponLogic.cs.

5.90.2 Constructor & Destructor Documentation

5.90.2.1 UnlockWeaponLogic()

```
TimeWar.Logic.Classes.POIs.UnlockWeaponLogic.UnlockWeaponLogic (
    GameModel model,
    PointOfInterest poi,
    int numOfUnlocks = 1,
    bool timed = false )
```

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

Parameters

<i>model</i>	Model .
<i>poi</i>	Poi.
<i>numOfUnlocks</i>	Number of unlocked weapons.
<i>timed</i>	Timed.

Definition at line 27 of file UnlockWeaponLogic.cs.

5.90.3 Property Documentation

5.90.3.1 NumOfUnlocks

```
int TimeWar.Logic.Classes.POIs.UnlockWeaponLogic.NumOfUnlocks [get], [set]
```

Gets or sets the number of unlocked weapons.

Definition at line 36 of file UnlockWeaponLogic.cs.

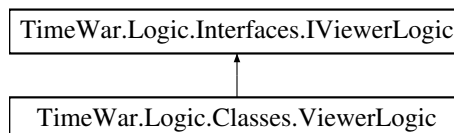
The documentation for this class was generated from the following file:

- feleves/TimeWar/TimeWar.Logic/Classes/POIs/UnlockWeaponLogic.cs

5.91 TimeWar.Logic.Classes.ViewerLogic Class Reference

Database viewer class.

Inheritance diagram for TimeWar.Logic.Classes.ViewerLogic:



Public Member Functions

- [ViewerLogic](#) ([IProfileRepository](#) profileRepo, [ISaveRepository](#) saveRepo, [IMapRecordRepository](#) mapRepo)
Initializes a new instance of the [ViewerLogic](#) class.
- [MapRecord GetMap](#) (int id)
Get map entity based on id.
- [IList< \[MapRecord\]\(#\) > GetMaps](#) ()
Get all map entity.
- [PlayerProfile GetProfile](#) (int id)
Get profile entity based on id.
- [IList< \[PlayerProfile\]\(#\) > GetProfiles](#) ()
Get all profile entity.
- [Save GetSave](#) (int id)
Get save entity based on id.
- [IList< \[Save\]\(#\) > GetSaves](#) ()
Get all save entity.
- [PlayerProfile GetSelectedProfile](#) ()
Gets selected player profile.

5.91.1 Detailed Description

Database viewer class.

Definition at line 16 of file ViewerLogic.cs.

5.91.2 Constructor & Destructor Documentation

5.91.2.1 ViewerLogic()

```
TimeWar.Logic.Classes.ViewerLogic.ViewerLogic (
    IProfileRepository profileRepo,
    ISaveRepository saveRepo,
    IMapRecordRepository mapRepo )
```

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

Parameters

<i>profileRepo</i>	Profile repository.
<i>saveRepo</i>	Save repository.
<i>mapRepo</i>	Map repository.

Definition at line 24 of file ViewerLogic.cs.

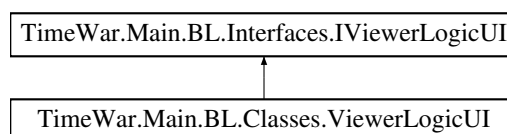
The documentation for this class was generated from the following file:

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

5.92 TimeWar.Main.BL.Classes.ViewerLogicUI Class Reference

Viewer logic ui class.

Inheritance diagram for TimeWar.Main.BL.Classes.ViewerLogicUI:



Public Member Functions

- [ViewerLogicUI](#) ([Factory](#) factory)
Initializes a new instance of the [ViewerLogicUI](#) class.
- [PlayerProfileUI](#) [GetSelectedProfile](#) ()
Gets the currently selected profile.
- [IList](#)< [MapRecordUI](#) > [GetMaps](#) ()
Get all map entity.
- [IList](#)< [PlayerProfileUI](#) > [GetProfiles](#) ()
Get all profile entity.
- [IList](#)< [SaveUI](#) > [GetSaves](#) ()
Get all save entity.
- [IList](#)< [MapFiles](#) > [LoadMaps](#) ()
Init all map from game folder.

5.92.1 Detailed Description

Viewer logic ui class.

Definition at line 17 of file [ViewerLogicUI.cs](#).

5.92.2 Constructor & Destructor Documentation

5.92.2.1 ViewerLogicUI()

```
TimeWar.Main.BL.Classes.ViewerLogicUI.ViewerLogicUI (
    Factory factory )
```

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

Parameters

<i>factory</i>	Factory instance.
----------------	-----------------------------------

Definition at line 25 of file [ViewerLogicUI.cs](#).

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

- [feleves/TimeWar/TimeWar.Main/BL/Classes/ViewerLogicUI.cs](#)

5.93 TimeWar.Main.ViewModel.ViewModelLocator Class Reference

[View](#) model locator class.

Public Member Functions

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

Properties

- [MenuViewModel](#) [MenuViewModel](#) [get, set]
Gets or sets menu view model.
- [MainViewModel](#) [MainViewModel](#) [get, set]
Gets or sets main frame view model.
- [GameViewModel](#) [GameViewModel](#) [get, set]
Gets or sets game view model.
- [ProfilesViewModel](#) [ProfilesViewModel](#) [get, set]
Gets or sets profiles view model.
- [NewGameViewModel](#) [NewGameViewModel](#) [get, set]
Gets or sets new game view model.

5.93.1 Detailed Description

[View](#) model locator class.

Definition at line 21 of file [ViewModelLocator.cs](#).

5.93.2 Constructor & Destructor Documentation

5.93.2.1 [ViewModelLocator](#)()

```
TimeWar.Main.ViewModel.ViewModelLocator.ViewModelLocator ( )
```

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

Definition at line 26 of file [ViewModelLocator.cs](#).

5.93.3 Property Documentation

5.93.3.1 [GameViewModel](#)

```
GameViewModel TimeWar.Main.ViewModel.ViewModelLocator.GameViewModel [get], [set]
```

Gets or sets game view model.

Definition at line 61 of file [ViewModelLocator.cs](#).

5.93.3.2 MainViewModel

`MainViewModel` TimeWar.Main.ViewModel.ViewModelLocator.MainViewModel [get], [set]

Gets or sets main frame view model.

Definition at line 56 of file ViewModelLocator.cs.

5.93.3.3 MenuViewModel

`MenuViewModel` TimeWar.Main.ViewModel.ViewModelLocator.MenuViewModel [get], [set]

Gets or sets menu view model.

Definition at line 51 of file ViewModelLocator.cs.

5.93.3.4 NewGameViewModel

`NewGameViewModel` TimeWar.Main.ViewModel.ViewModelLocator.NewGameViewModel [get], [set]

Gets or sets new game view model.

Definition at line 71 of file ViewModelLocator.cs.

5.93.3.5 ProfilesViewModel

`ProfilesViewModel` TimeWar.Main.ViewModel.ViewModelLocator.ProfilesViewModel [get], [set]

Gets or sets profiles view model.

Definition at line 66 of file ViewModelLocator.cs.

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

- feleves/TimeWar/TimeWar.Main/ViewModel/ViewModelLocator.cs

5.94 TimeWar.Model.Objects.Viewport Class Reference

Camera viewport class.

Public Member Functions

- [Viewport](#) (int windowWidth, int windowHeight, int gameWidth, int gameHeight, [Character](#) followed)
Initializes a new instance of the [Viewport](#) class.
- int [GetRelativeObjectPosX](#) (int xPos)
Get relative x position from the viewport.
- int [GetRelativeObjectPosY](#) (int yPos)
Get relative y position from the viewport.

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.

5.94.1 Detailed Description

Camera viewport class.

Definition at line 10 of file Viewport.cs.

5.94.2 Constructor & Destructor Documentation

5.94.2.1 Viewport()

```
TimeWar.Model.Objects.Viewport.Viewport (
    int windowWidth,
    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 23 of file Viewport.cs.

5.94.3 Member Function Documentation

5.94.3.1 GetRelativeObjectPosX()

```
int TimeWar.Model.Objects.Viewport.GetRelativeObjectPosX (
    int xPos )
```

Get relative x position from the viewport.

Parameters

<i>xPos</i>	Object x pos.
-------------	---------------

Returns

Relative x pos.

Definition at line 136 of file Viewport.cs.

5.94.3.2 GetRelativeObjectPosY()

```
int TimeWar.Model.Objects.Viewport.GetRelativeObjectPosY (
    int yPos )
```

Get relative y position from the viewport.

Parameters

<i>yPos</i>	Object y pos.
-------------	---------------

Returns

Relative y pos.

Definition at line 146 of file Viewport.cs.

5.94.4 Property Documentation

5.94.4.1 Followed

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

Gets or sets the currently followed character by viewport.

Definition at line 35 of file Viewport.cs.

5.94.4.2 GetRelativeCharacterPosX

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

Gets the followed character X position relative to the viewport.

Definition at line 90 of file Viewport.cs.

5.94.4.3 GetRelativeCharacterPosY

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

Gets the followed character Y position relative to the viewport.

Definition at line 112 of file Viewport.cs.

5.94.4.4 GetViewportX

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

Gets the calculated x position of the viewport.

Definition at line 50 of file Viewport.cs.

5.94.4.5 GetViewportY

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

Gets the calculated y position of the viewport.

Definition at line 70 of file Viewport.cs.

5.94.4.6 WindowHeight

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

Gets or sets the current window height.

Definition at line 45 of file Viewport.cs.

5.94.4.7 WindowWidth

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

Gets or sets the current window width.

Definition at line 40 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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