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Namespace OutlawEngine

Classes

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Class Camera

Inheritance

System.Object
Camera

Inherited Members

- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)
- System.Object.ToString()

Namespace: [OutlawEngine](#)

Assembly: OutlawEngine.dll

Syntax

```
public class Camera
```

Constructors

Camera(Vector3, Single)

Declaration

```
public Camera(Vector3 position, float aspectRatio)
```

Parameters

TYPE	NAME	DESCRIPTION
OpenTK.Mathematics.Vector3	position	
System.Single	aspectRatio	

Properties

AspectRatio

Declaration

```
public float AspectRatio { set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Fov

Declaration

```
public float Fov { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Front

Declaration

```
public Vector3 Front { get; }
```

Property Value

TYPE	DESCRIPTION
OpenTK.Mathematics.Vector3	

Pitch

Declaration

```
public float Pitch { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Position

Declaration

```
public Vector3 Position { get; set; }
```

Property Value

TYPE	DESCRIPTION
OpenTK.Mathematics.Vector3	

Right

Declaration

```
public Vector3 Right { get; }
```

Property Value

TYPE	DESCRIPTION
OpenTK.Mathematics.Vector3	

Up

Declaration

```
public Vector3 Up { get; }
```

Property Value

TYPE	DESCRIPTION
OpenTK.Mathematics.Vector3	

Yaw

Declaration

```
public float Yaw { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Methods

GetProjectionMatrix()

Declaration

```
public Matrix4 GetProjectionMatrix()
```

Returns

TYPE	DESCRIPTION
OpenTK.Mathematics.Matrix4	

GetViewMatrix()

Declaration

```
public Matrix4 GetViewMatrix()
```

Returns

TYPE	DESCRIPTION
OpenTK.Mathematics.Matrix4	

Class ImGuiController

Inheritance

System.Object
ImGuiController

Implements

System.IDisposable

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [OutlawEngine](#)
Assembly: OutlawEngine.dll

Syntax

```
public class ImGuiController : IDisposable
```

Constructors

ImGuiController(Int32, Int32)

Constructs a new ImGuiController.

Declaration

```
public ImGuiController(int width, int height)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	width	
System.Int32	height	

Methods

CheckGLError(String)

Declaration

```
public static void CheckGLError(string title)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	title	

CreateDeviceResources()

Declaration

```
public void CreateDeviceResources()
```

CreateProgram(String, String, String)

Declaration

```
public static int CreateProgram(string name, string vertexSource, string fragmentSoruce)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	
System.String	vertexSource	
System.String	fragmentSoruce	

Returns

TYPE	DESCRIPTION
System.Int32	

DestroyDeviceObjects()

Declaration

```
public void DestroyDeviceObjects()
```

Dispose()

Frees all graphics resources used by the renderer.

Declaration

```
public void Dispose()
```

LabelObject(ObjectLabelIdentifier, Int32, String)

Declaration

```
public static void LabelObject(ObjectLabelIdentifier objLabelIdent, int glObject, string name)
```

Parameters

TYPE	NAME	DESCRIPTION
OpenTK.Graphics.OpenGL4.ObjectLabelIdentifier	objLabelIdent	
System.Int32	glObject	
System.String	name	

PressChar(Char)

Declaration

```
public void PressChar(char keyChar)
```


Parameters

TYPE	NAME	DESCRIPTION
System.Char	keyChar	

RecreateFontDeviceTexture()

Recreates the device texture used to render text.

Declaration

```
public void RecreateFontDeviceTexture()
```

Render()

Renders the ImGui draw list data.

Declaration

```
public void Render()
```

Update(GameWindow, Single)

Updates ImGui input and IO configuration state.

Declaration

```
public void Update(GameWindow wnd, float deltaSeconds)
```

Parameters

TYPE	NAME	DESCRIPTION
OpenTK.Windowing.Desktop.GameWindow	wnd	
System.Single	deltaSeconds	

WindowResized(Int32, Int32)

Declaration

```
public void WindowResized(int width, int height)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	width	
System.Int32	height	

Implements

System.IDisposable

Class Shader

Inheritance

System.Object
Shader

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [OutlawEngine](#)

Assembly: OutlawEngine.dll

Syntax

```
public class Shader
```

Constructors

Shader(String, String)

Declaration

```
public Shader(string vertPath, string fragPath)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	vertPath	
System.String	fragPath	

Fields

Handle

Declaration

```
public readonly int Handle
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Methods

GetAttribLocation(String)

Declaration

```
public int GetAttribLocation(string attribName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	attribName	

Returns

TYPE	DESCRIPTION
System.Int32	

SetFloat(String, Single)

Set a uniform float on this shader.

Declaration

```
public void SetFloat(string name, float data)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	The name of the uniform
System.Single	data	The data to set

SetInt(String, Int32)

Set a uniform int on this shader.

Declaration

```
public void SetInt(string name, int data)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	The name of the uniform
System.Int32	data	The data to set

SetMatrix4(String, Matrix4)

Set a uniform Matrix4 on this shader

Declaration

```
public void SetMatrix4(string name, Matrix4 data)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	The name of the uniform
OpenTK.Mathematics.Matrix4	data	The data to set

Remarks

The matrix is transposed before being sent to the shader.

SetVector3(String, Vector3)

Set a uniform Vector3 on this shader.

Declaration

```
public void SetVector3(string name, Vector3 data)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	The name of the uniform
OpenTK.Mathematics.Vector3	data	The data to set

Use()

Declaration

```
public void Use()
```

Class Texture

Inheritance

System.Object
Texture

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [OutlawEngine](#)
Assembly: OutlawEngine.dll

Syntax

```
public class Texture
```

Constructors

Texture(Int32)

Declaration

```
public Texture(int glHandle)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	glHandle	

Fields

Handle

Declaration

```
public readonly int Handle
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Methods

LoadFromFile(String)

Declaration

```
public static Texture LoadFromFile(string path)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	path	

Returns

TYPE	DESCRIPTION
Texture	

Use(TextureUnit)

Declaration

```
public void Use(TextureUnit unit)
```

Parameters

TYPE	NAME	DESCRIPTION
OpenTK.Graphics.OpenGL4.TextureUnit	unit	

Class TextureAtlas

Inheritance

System.Object
TextureAtlas

Inherited Members

- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)
- System.Object.ToString()

Namespace: [OutlawEngine](#)

Assembly: OutlawEngine.dll

Syntax

```
public class TextureAtlas
```

Methods

IdtoCord(Int32, Int32)

Declaration

```
public static float[] IdtoCord(int id, int f = 0)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	id	
System.Int32	f	

Returns

TYPE	DESCRIPTION
System.Single[]	

Namespace OutlawEngine.renderer

Classes

[render](#)

Class render

Inheritance

System.Object
render

Inherited Members

- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)
- System.Object.ToString()

Namespace: [OutlawEngine.renderer](#)

Assembly: OutlawEngine.dll

Syntax

```
public static class render
```

Methods

Render(Shader, Texture, Int32, Vector3, Single[])

Declaration

```
public static void Render(Shader _shader, Texture _texture, int vao, Vector3 position, float[] vertice)
```

Parameters

TYPE	NAME	DESCRIPTION
Shader	_shader	
Texture	_texture	
System.Int32	vao	
OpenTK.Mathematics.Vector3	position	
System.Single[]	vertice	

Namespace Vox_Populi

Classes

[Chunk](#)

[Chunk_Manager](#)

[MessageExtensions](#)

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Class Chunk

Inheritance

System.Object
Chunk

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [Vox_Populi](#)
Assembly: Vox__Populi.dll

Syntax

```
public class Chunk
```

Constructors

Chunk(Int16[], Int32, Int32)

Declaration

```
public Chunk(short[] blocks, int xx, int yy)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int16[]	blocks	
System.Int32	xx	
System.Int32	yy	

Fields

changed

Declaration

```
public bool changed
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

m_block

Declaration

```
public short[] m_block
```

Field Value

TYPE	DESCRIPTION
System.Int16[]	

x

Declaration

```
public int x
```

Field Value

TYPE	DESCRIPTION
System.Int32	

y

Declaration

```
public int y
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Methods

createmesh(Shader, Vector2)

Declaration

```
public int createmesh(Shader _shader, Vector2 id)
```

Parameters

TYPE	NAME	DESCRIPTION
Shader	_shader	
OpenTK.Mathematics.Vector2	id	

Returns

TYPE	DESCRIPTION
System.Int32	

Render(Shader, Texture)

Declaration

```
public void Render(Shader _shader, Texture _texture)
```

Parameters

TYPE	NAME	DESCRIPTION
Shader	_shader	
Texture	_texture	

Class Chunk_Manager

Inheritance

System.Object

Chunk_Manager

Inherited Members

- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)
- System.Object.ToString()

Namespace: [Vox_Populi](#)

Assembly: Vox__Populi.dll

Syntax

```
public static class Chunk_Manager
```

Fields

clist

Declaration

```
public static List<Chunk> clist
```

Field Value

TYPE	DESCRIPTION
List< Chunk >	

countvert

Declaration

```
public static int countvert
```

Field Value

TYPE	DESCRIPTION
System.Int32	

render_distance

Declaration

```
public static int render_distance
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Methods

getchunk(Int32, Int32)

Declaration

```
public static int getchunk(int x, int y)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	x	
System.Int32	y	

Returns

TYPE	DESCRIPTION
System.Int32	

RenderChunk(Shader, Texture)

Declaration

```
public static void RenderChunk(Shader _shader, Texture _texture)
```

Parameters

TYPE	NAME	DESCRIPTION
Shader	_shader	
Texture	_texture	

Update(Shader)

Declaration

```
public static void Update(Shader _shader)
```

Parameters

TYPE	NAME	DESCRIPTION
Shader	_shader	

Class MessageExtensions

Inheritance

System.Object

MessageExtensions

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: [Vox_Populi](#)

Assembly: Vox__Populi.dll

Syntax

```
public static class MessageExtensions
```

Methods

Add(Message, Quaternion)

Declaration

```
public static Message Add(this Message message, Quaternion value)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	
OpenTK.Mathematics.Quaternion	value	

Returns

TYPE	DESCRIPTION
Riptide.Message	

Remarks

This method is simply an alternative way of calling [AddQuaternion\(Message, Quaternion\)](#).

Add(Message, Vector2)

Declaration

```
public static Message Add(this Message message, Vector2 value)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	

TYPE	NAME	DESCRIPTION
OpenTK.Mathematics.Vector2	value	

Returns

TYPE	DESCRIPTION
Riptide.Message	

Remarks

This method is simply an alternative way of calling [AddVector2\(Message, Vector2\)](#).

Add(Message, Vector3)

Declaration

```
public static Message Add(this Message message, Vector3 value)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	
OpenTK.Mathematics.Vector3	value	

Returns

TYPE	DESCRIPTION
Riptide.Message	

Remarks

This method is simply an alternative way of calling [AddVector2\(Message, Vector2\)](#).

AddQuaternion(Message, Quaternion)

Adds a OpenTK.Mathematics.Quaternion to the message.

Declaration

```
public static Message AddQuaternion(this Message message, Quaternion value)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	
OpenTK.Mathematics.Quaternion	value	The OpenTK.Mathematics.Quaternion to add.

Returns

TYPE	DESCRIPTION

TYPE	DESCRIPTION
Riptide.Message	The message that the OpenTK.Mathematics.Quaternion was added to.

AddVector2(Message, Vector2)

Adds a OpenTK.Mathematics.Vector2 to the message.

Declaration

```
public static Message AddVector2(this Message message, Vector2 value)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	
OpenTK.Mathematics.Vector2	value	The OpenTK.Mathematics.Vector2 to add.

Returns

TYPE	DESCRIPTION
Riptide.Message	The message that the OpenTK.Mathematics.Vector2 was added to.

AddVector3(Message, Vector3)

Adds a OpenTK.Mathematics.Vector2 to the message.

Declaration

```
public static Message AddVector3(this Message message, Vector3 value)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	
OpenTK.Mathematics.Vector3	value	The OpenTK.Mathematics.Vector2 to add.

Returns

TYPE	DESCRIPTION
Riptide.Message	The message that the OpenTK.Mathematics.Vector2 was added to.

GetQuaternion(Message)

Retrieves a OpenTK.Mathematics.Quaternion from the message.

Declaration

```
public static Quaternion GetQuaternion(this Message message)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	

Returns

TYPE	DESCRIPTION
OpenTK.Mathematics.Quaternion	The OpenTK.Mathematics.Quaternion that was retrieved.

GetVector2(Message)

Retrieves a OpenTK.Mathematics.Vector2 from the message.

Declaration

```
public static Vector2 GetVector2(this Message message)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	

Returns

TYPE	DESCRIPTION
OpenTK.Mathematics.Vector2	The OpenTK.Mathematics.Vector2 that was retrieved.

GetVector3(Message)

Retrieves a OpenTK.Mathematics.Vector2 from the message.

Declaration

```
public static Vector3 GetVector3(this Message message)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	

Returns

TYPE	DESCRIPTION
OpenTK.Mathematics.Vector3	The OpenTK.Mathematics.Vector2 that was retrieved.

Class player

Inheritance

System.Object
player

Inherited Members

- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)
- System.Object.ToString()

Namespace: [Vox_Populi](#)
Assembly: Vox_Populi_lib.dll

Syntax

```
public class player
```

Constructors

player(Int32, String, Shader)

Declaration

```
public player(int id, string name, Shader shader)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	id	
System.String	name	
Shader	shader	

Fields

_shader

Declaration

```
public Shader _shader
```

Field Value

TYPE	DESCRIPTION
Shader	

id

Declaration

```
public int id
```

Field Value

TYPE	DESCRIPTION
System.Int32	

name

Declaration

```
public string name
```

Field Value

TYPE	DESCRIPTION
System.String	

position

Declaration

```
public Vector3 position
```

Field Value

TYPE	DESCRIPTION
OpenTK.Mathematics.Vector3	

speed

Declaration

```
public float speed
```

Field Value

TYPE	DESCRIPTION
System.Single	

tex

Declaration

```
public Texture tex
```

Field Value

TYPE	DESCRIPTION
Texture	

vao

Declaration

```
public int vao
```

Field Value

TYPE	DESCRIPTION
System.Int32	

vbo

Declaration

```
public int vbo
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Methods

render()

Declaration

```
public void render()
```

Class Program

Inheritance

System.Object
Program

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [Vox_Populi](#)
Assembly: Vox__Populi.dll

Syntax

```
public static class Program
```

Fields

window

Declaration

```
public static Window window
```

Field Value

TYPE	DESCRIPTION
Window	

Class Utils

Inheritance

System.Object
Utils

Inherited Members

- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)
- System.Object.ToString()

Namespace: [Vox_Populi](#)
Assembly: Vox__Populi.dll

Syntax

```
public static class Utils
```

Methods

bytestoints(Byte[])

Declaration

```
public static short[] bytestoints(byte[] input)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	input	

Returns

TYPE	DESCRIPTION
System.Int16[]	

Decompress(Byte[])

Declaration

```
public static byte[] Decompress(byte[] data)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	

Returns

TYPE	DESCRIPTION
System.Byte[]	

Class Window

Inheritance

System.Object

OpenTK.Windowing.Desktop.NativeWindow

OpenTK.Windowing.Desktop.GameWindow

Window

Implements

System.IDisposable

Inherited Members

OpenTK.Windowing.Desktop.GameWindow.Run()

OpenTK.Windowing.Desktop.GameWindow.SwapBuffers()

OpenTK.Windowing.Desktop.GameWindow.Close()

OpenTK.Windowing.Desktop.GameWindow.OnRenderThreadStarted()

OpenTK.Windowing.Desktop.GameWindow.OnUnload()

OpenTK.Windowing.Desktop.GameWindow.IsRunningSlowly

OpenTK.Windowing.Desktop.GameWindow.IsMultiThreaded

OpenTK.Windowing.Desktop.GameWindow.RenderFrequency

OpenTK.Windowing.Desktop.GameWindow.RenderTime

OpenTK.Windowing.Desktop.GameWindow.UpdateTime

OpenTK.Windowing.Desktop.GameWindow.UpdateFrequency

OpenTK.Windowing.Desktop.GameWindow.Load

OpenTK.Windowing.Desktop.GameWindow.Unload

OpenTK.Windowing.Desktop.GameWindow.UpdateFrame

OpenTK.Windowing.Desktop.GameWindow.RenderThreadStarted

OpenTK.Windowing.Desktop.GameWindow.RenderFrame

OpenTK.Windowing.Desktop.NativeWindow.Focus()

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OpenTK.Windowing.Desktop.NativeWindow.ProcessEvents()

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OpenTK.Windowing.Desktop.NativeWindow.Exists
OpenTK.Windowing.Desktop.NativeWindow.IsExiting
OpenTK.Windowing.Desktop.NativeWindow.WindowState
OpenTK.Windowing.Desktop.NativeWindow.WindowBorder
OpenTK.Windowing.Desktop.NativeWindow.Bounds
OpenTK.Windowing.Desktop.NativeWindow.Location
OpenTK.Windowing.Desktop.NativeWindow.Size
OpenTK.Windowing.Desktop.NativeWindow.MinimumSize
OpenTK.Windowing.Desktop.NativeWindow.MaximumSize
OpenTK.Windowing.Desktop.NativeWindow.AspectRatio
OpenTK.Windowing.Desktop.NativeWindow.ClientRectangle
OpenTK.Windowing.Desktop.NativeWindow.ClientSize
OpenTK.Windowing.Desktop.NativeWindow.IsFullscreen
OpenTK.Windowing.Desktop.NativeWindow.Cursor
OpenTK.Windowing.Desktop.NativeWindow.CursorState
OpenTK.Windowing.Desktop.NativeWindow.CursorVisible

OpenTK.Windowing.Desktop.NativeWindow.CursorGrabbed
OpenTK.Windowing.Desktop.NativeWindow.Move
OpenTK.Windowing.Desktop.NativeWindow.Resize
OpenTK.Windowing.Desktop.NativeWindow.Refresh
OpenTK.Windowing.Desktop.NativeWindow.Closing
OpenTK.Windowing.Desktop.NativeWindow.Closed
OpenTK.Windowing.Desktop.NativeWindow.Minimized
OpenTK.Windowing.Desktop.NativeWindow.Maximized
OpenTK.Windowing.Desktop.NativeWindow.JoystickConnected
OpenTK.Windowing.Desktop.NativeWindow.FocusedChanged
OpenTK.Windowing.Desktop.NativeWindow.KeyDown
OpenTK.Windowing.Desktop.NativeWindow.TextInput
OpenTK.Windowing.Desktop.NativeWindow.KeyUp
OpenTK.Windowing.Desktop.NativeWindow.MonitorConnected
OpenTK.Windowing.Desktop.NativeWindow.MouseLeave
OpenTK.Windowing.Desktop.NativeWindow.MouseEnter
OpenTK.Windowing.Desktop.NativeWindow.MouseDown
OpenTK.Windowing.Desktop.NativeWindow.MouseUp
OpenTK.Windowing.Desktop.NativeWindow.MouseMove
OpenTK.Windowing.Desktop.NativeWindow.MouseWheel
OpenTK.Windowing.Desktop.NativeWindow.FileDrop
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [Vox_Populi](#)
Assembly: Vox__Populi.dll

Syntax

```
public class Window : GameWindow, IDisposable
```

Constructors

Window(GameWindowSettings, NativeWindowSettings)

Declaration

```
public Window(GameWindowSettings gameWindowSettings, NativeWindowSettings nativeWindowSettings)
```

Parameters

TYPE	NAME	DESCRIPTION
OpenTK.Windowing.Desktop.GameWindowSettings	gameWindowSettings	
OpenTK.Windowing.Desktop.NativeWindowSettings	nativeWindowSettings	

Fields

_shader

Declaration

```
public Shader _shader
```

Field Value

TYPE	DESCRIPTION
Shader	

cameraSpeed

Declaration

```
public float cameraSpeed
```

Field Value

TYPE	DESCRIPTION
System.Single	

debug_mesh

Declaration

```
public bool debug_mesh
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Methods

OnLoad()

Declaration

```
protected override void OnLoad()
```

Overrides

OpenTK.Windowing.Desktop.GameWindow.OnLoad()

OnMouseWheel(MouseWheelEventArgs)

Declaration

```
protected override void OnMouseWheel(MouseWheelEventArgs e)
```

Parameters

TYPE	NAME	DESCRIPTION
OpenTK.Windowing.Common.MouseWheelEventArgs	e	

Overrides

OpenTK.Windowing.Desktop.NativeWindow.OnMouseWheel(OpenTK.Windowing.Common.MouseWheelEventArgs)

OnRenderFrame(FrameEventArgs)

Declaration

```
protected override void OnRenderFrame(FrameEventArgs e)
```

Parameters

TYPE	NAME	DESCRIPTION
OpenTK.Windowing.Common.FrameEventArgs	e	

Overrides

OpenTK.Windowing.Desktop.GameWindow.OnRenderFrame(OpenTK.Windowing.Common.FrameEventArgs)

OnResize(ResizeEventArgs)

Declaration

```
protected override void OnResize(ResizeEventArgs e)
```

Parameters

TYPE	NAME	DESCRIPTION
OpenTK.Windowing.Common.ResizeEventArgs	e	

Overrides

OpenTK.Windowing.Desktop.NativeWindow.OnResize(OpenTK.Windowing.Common.ResizeEventArgs)

OnTextInput(TextInputEventArgs)

Declaration

```
protected override void OnTextInput(TextInputEventArgs e)
```

Parameters

TYPE	NAME	DESCRIPTION
OpenTK.Windowing.Common.TextInputEventArgs	e	

Overrides

OpenTK.Windowing.Desktop.NativeWindow.OnTextInput(OpenTK.Windowing.Common.TextInputEventArgs)

OnUpdateFrame(FrameEventArgs)

Declaration

```
protected override void OnUpdateFrame(FrameEventArgs e)
```

Parameters

TYPE	NAME	DESCRIPTION
OpenTK.Windowing.Common.FrameEventArgs	e	

Overrides

OpenTK.Windowing.Desktop.GameWindow.OnUpdateFrame(OpenTK.Windowing.Common.FrameEventArgs)

Implements

System.IDisposable

Namespace Vox_Populi_Server

Classes

[Chunk](#)

[Chunk_Manager](#)

[MessageExtensions](#)

[Program](#)

[utils](#)

Class Chunk

Inheritance

System.Object
Chunk

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [Vox_Populi_Server](#)

Assembly: Vox_poppuli_server.dll

Syntax

```
public class Chunk
```

Constructors

Chunk(Int32, Int32)

Declaration

```
public Chunk(int xx, int yy)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	xx	
System.Int32	yy	

Fields

CHUNK_HEIGHT

Declaration

```
public static int CHUNK_HEIGHT
```

Field Value

TYPE	DESCRIPTION
System.Int32	

CHUNK_SIZE

Declaration

```
public static int CHUNK_SIZE
```

Field Value

TYPE	DESCRIPTION
System.Int32	

m_block

Declaration

```
public short[] m_block
```

Field Value

TYPE	DESCRIPTION
System.Int16[]	

x

Declaration

```
public int x
```

Field Value

TYPE	DESCRIPTION
System.Int32	

y

Declaration

```
public int y
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Class Chunk_Manager

Inheritance

System.Object

Chunk_Manager

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: [Vox_Populi_Server](#)

Assembly: Vox_poppuli_server.dll

Syntax

```
public static class Chunk_Manager
```

Methods

createmap(Int32)

Declaration

```
public static void createmap(int widthy)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	widthy	

Class MessageExtensions

Inheritance

System.Object

MessageExtensions

Inherited Members

- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)
- System.Object.ToString()

Namespace: [Vox_Populi_Server](#)

Assembly: Vox_poppuli_server.dll

Syntax

```
public static class MessageExtensions
```

Methods

Add(Message, Quaternion)

Declaration

```
public static Message Add(this Message message, Quaternion value)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	
OpenTK.Mathematics.Quaternion	value	

Returns

TYPE	DESCRIPTION
Riptide.Message	

Remarks

This method is simply an alternative way of calling [AddQuaternion\(Message, Quaternion\)](#).

Add(Message, Vector2)

Declaration

```
public static Message Add(this Message message, Vector2 value)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	

TYPE	NAME	DESCRIPTION
OpenTK.Mathematics.Vector2	value	

Returns

TYPE	DESCRIPTION
Riptide.Message	

Remarks

This method is simply an alternative way of calling [AddVector2\(Message, Vector2\)](#).

Add(Message, Vector3)

Declaration

```
public static Message Add(this Message message, Vector3 value)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	
OpenTK.Mathematics.Vector3	value	

Returns

TYPE	DESCRIPTION
Riptide.Message	

Remarks

This method is simply an alternative way of calling [AddVector2\(Message, Vector2\)](#).

AddQuaternion(Message, Quaternion)

Adds a OpenTK.Mathematics.Quaternion to the message.

Declaration

```
public static Message AddQuaternion(this Message message, Quaternion value)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	
OpenTK.Mathematics.Quaternion	value	The OpenTK.Mathematics.Quaternion to add.

Returns

TYPE	DESCRIPTION

TYPE	DESCRIPTION
Riptide.Message	The message that the OpenTK.Mathematics.Quaternion was added to.

AddVector2(Message, Vector2)

Adds a OpenTK.Mathematics.Vector2 to the message.

Declaration

```
public static Message AddVector2(this Message message, Vector2 value)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	
OpenTK.Mathematics.Vector2	value	The OpenTK.Mathematics.Vector2 to add.

Returns

TYPE	DESCRIPTION
Riptide.Message	The message that the OpenTK.Mathematics.Vector2 was added to.

AddVector3(Message, Vector3)

Adds a OpenTK.Mathematics.Vector2 to the message.

Declaration

```
public static Message AddVector3(this Message message, Vector3 value)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	
OpenTK.Mathematics.Vector3	value	The OpenTK.Mathematics.Vector2 to add.

Returns

TYPE	DESCRIPTION
Riptide.Message	The message that the OpenTK.Mathematics.Vector2 was added to.

GetQuaternion(Message)

Retrieves a OpenTK.Mathematics.Quaternion from the message.

Declaration

```
public static Quaternion GetQuaternion(this Message message)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	

Returns

TYPE	DESCRIPTION
OpenTK.Mathematics.Quaternion	The OpenTK.Mathematics.Quaternion that was retrieved.

GetVector2(Message)

Retrieves a OpenTK.Mathematics.Vector2 from the message.

Declaration

```
public static Vector2 GetVector2(this Message message)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	

Returns

TYPE	DESCRIPTION
OpenTK.Mathematics.Vector2	The OpenTK.Mathematics.Vector2 that was retrieved.

GetVector3(Message)

Retrieves a OpenTK.Mathematics.Vector2 from the message.

Declaration

```
public static Vector3 GetVector3(this Message message)
```

Parameters

TYPE	NAME	DESCRIPTION
Riptide.Message	message	

Returns

TYPE	DESCRIPTION
OpenTK.Mathematics.Vector3	The OpenTK.Mathematics.Vector2 that was retrieved.

Class Program

Inheritance

System.Object
Program

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [Vox_Populi_Server](#)

Assembly: Vox_poppuli_server.dll

Syntax

```
public static class Program
```

Fields

server

Declaration

```
public static Server server
```

Field Value

TYPE	DESCRIPTION
Riptide.Server	

Class utils

Inheritance

System.Object
utils

Inherited Members

- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)
- System.Object.ToString()

Namespace: [Vox_Populi_Server](#)

Assembly: Vox_poppuli_server.dll

Syntax

```
public static class utils
```

Methods

Compress(Byte[])

Declaration

```
public static byte[] Compress(byte[] data)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	

Returns

TYPE	DESCRIPTION
System.Byte[]	

conintbyte(Int16[])

Declaration

```
public static byte[] conintbyte(short[] intArray)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int16[]	intArray	

Returns

TYPE	DESCRIPTION
System.Byte[]	