

## Game Engine

Generated by Doxygen 1.8.13



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# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

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

CacheBase . . . . .	7
ResourceCache< T > . . . . .	28
EngineConfiguration . . . . .	10
eng::input::Event . . . . .	11
eng::input::KeyEvent . . . . .	14
eng::input::MouseEvent . . . . .	21
eng::input::MouseMoveEvent . . . . .	23
eng::input::ScrollEvent . . . . .	31
eng::input::Key . . . . .	14
LoaderBase . . . . .	19
Loader< T > . . . . .	18
eng::input::Mods . . . . .	20
eng::input::KeyEvent . . . . .	14
eng::input::MouseEvent . . . . .	21
ResourceManager . . . . .	29
Scene . . . . .	30
Shader . . . . .	32
SharedQueue< T > . . . . .	34
SharedQueue< ResourceLoadFunction > . . . . .	34
SharedQueue< Task *> . . . . .	34
Task . . . . .	35
TextFileResource . . . . .	36
Thread . . . . .	37
ThreadLoop . . . . .	38
AsyncResourceManager . . . . .	5
RenderManager . . . . .	26
UpdateManager . . . . .	58
ThreadPool . . . . .	39
Toggleable . . . . .	40
Component . . . . .	8
Renderable . . . . .	24
Triangle . . . . .	42
Updatable . . . . .	56

Lifetime . . . . .	16
GameObject . . . . .	12
TypeIndependentCache . . . . .	44
Uniform< T > . . . . .	45
UniformBase . . . . .	55
Uniform< float > . . . . .	45
Uniform< int > . . . . .	47
Uniform< Vec2 > . . . . .	49
Uniform< Vec3 > . . . . .	51
Uniform< Vec4 > . . . . .	53
Vec2 . . . . .	59
Vec3 . . . . .	59
Vec4 . . . . .	60
Window . . . . .	61
WindowConfiguration . . . . .	63

## Chapter 2

# Class Index

### 2.1 Class List

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

AsyncResourceManager	5
CacheBase	7
Component	8
EngineConfiguration	10
eng::input::Event	11
GameObject	12
eng::input::Key	14
eng::input::KeyEvent	14
Lifetime	16
Loader< T >	18
LoaderBase	19
eng::input::Mods	20
eng::input::MouseEvent	21
eng::input::MouseMoveEvent	23
Renderable	24
RenderManager	26
ResourceCache< T >	28
ResourceManager	29
Scene	30
eng::input::ScrollEvent	31
Shader	32
SharedQueue< T >	34
Task	35
TextFileResource	36
Thread	37
ThreadLoop	38
ThreadPool	39
Toggleable	40
Triangle	42
TypeIndependentCache	44
Uniform< T >	45
Uniform< float >	45
Uniform< int >	47
Uniform< Vec2 >	49
Uniform< Vec3 >	51

<a href="#">Uniform&lt; Vec4 &gt;</a>	<a href="#">53</a>
<a href="#">UniformBase</a>	<a href="#">55</a>
<a href="#">Updatable</a>	<a href="#">56</a>
<a href="#">UpdateManager</a>	<a href="#">58</a>
<a href="#">Vec2</a>	<a href="#">59</a>
<a href="#">Vec3</a>	<a href="#">59</a>
<a href="#">Vec4</a>	<a href="#">60</a>
<a href="#">Window</a>	<a href="#">61</a>
<a href="#">WindowConfiguration</a>	<a href="#">63</a>

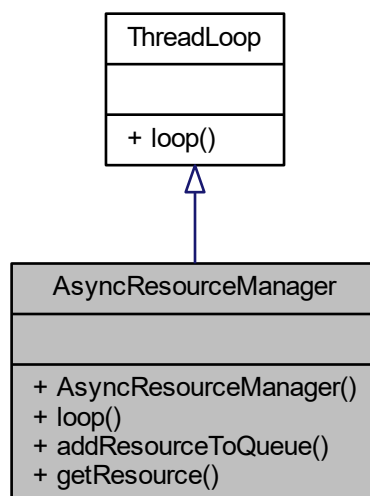


## Chapter 3

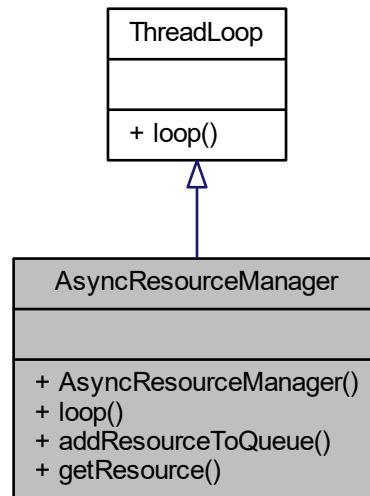
# Class Documentation

### 3.1 AsyncResourceManager Class Reference

Inheritance diagram for AsyncResourceManager:



Collaboration diagram for AsyncResourceManager:



## Public Member Functions

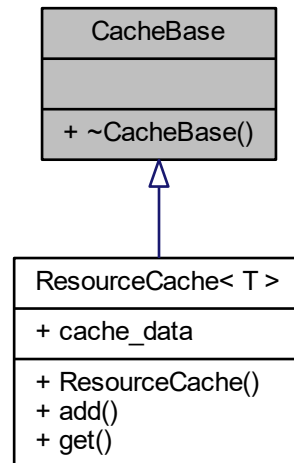
- **AsyncResourceManager** (uint32\_t)
- void **loop** ()
- template<typename T >  
bool **addResourceToQueue** (std::string name, std::string filepath, std::function< void(std::shared\_ptr< T >)> onLoad, std::function< void(void)> onFail)
- template<typename T >  
std::shared\_ptr< T > **getResource** (std::string name)

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

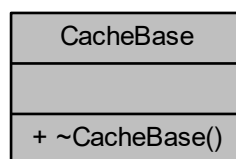
- include/core/managers/resource.h
- src/core/managers/resource.cpp

## 3.2 CacheBase Class Reference

Inheritance diagram for CacheBase:



Collaboration diagram for CacheBase:

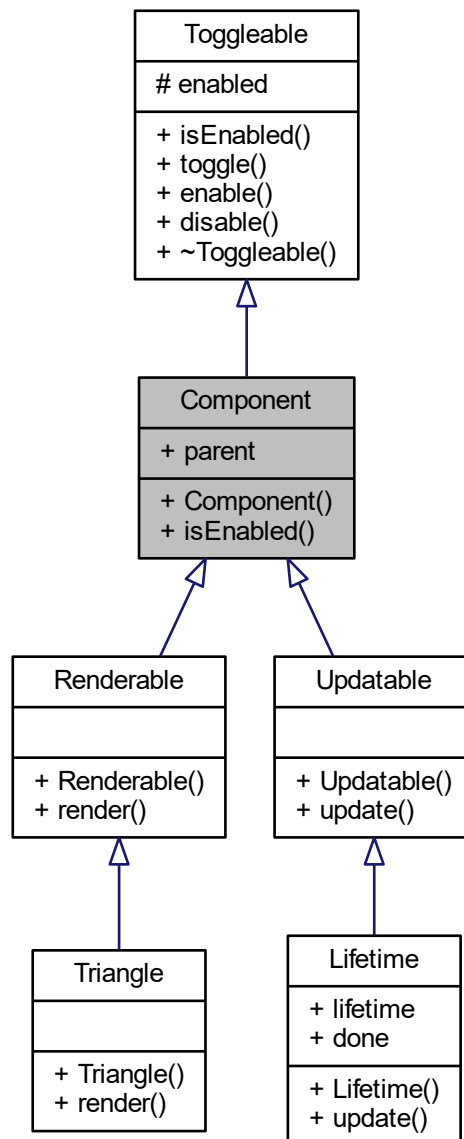


The documentation for this class was generated from the following file:

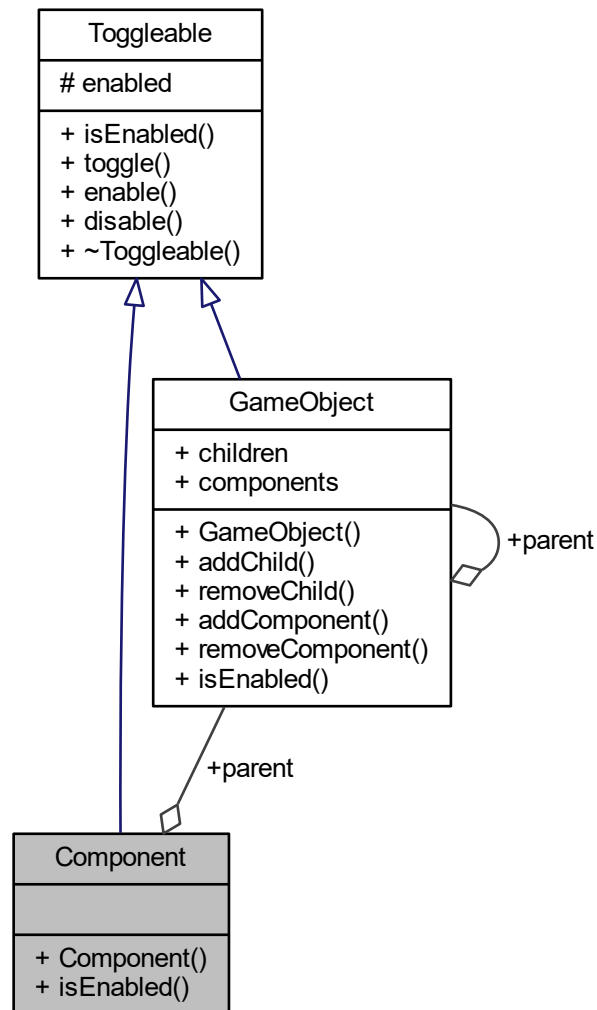
- `include/core/managers/resource.h`

### 3.3 Component Class Reference

Inheritance diagram for Component:



Collaboration diagram for Component:



### Public Member Functions

- **Component** ([GameObject](#) &)
- `bool isEnabled ()`

### Public Attributes

- [GameObject](#) \* **parent** = nullptr

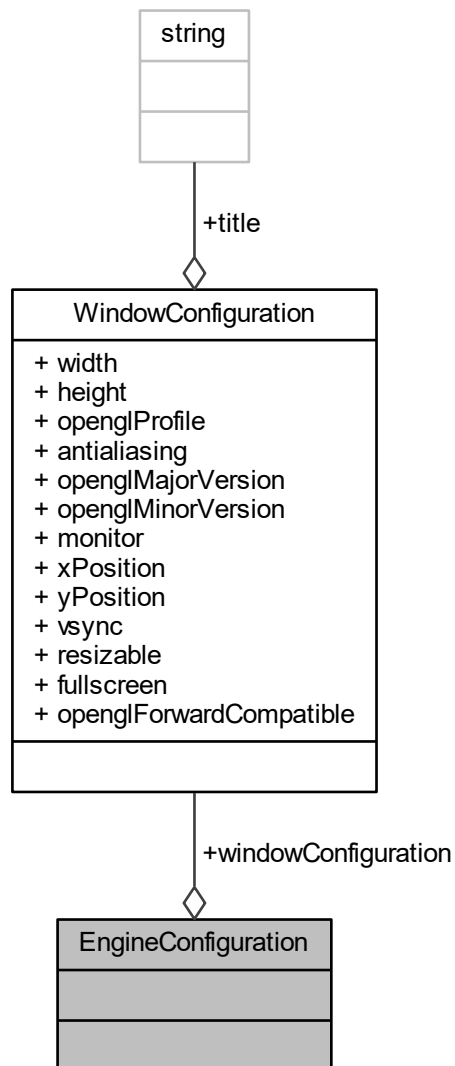
### Additional Inherited Members

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

- `include/core/object/gameobject.h`
- `src/core/object/gameobject.cpp`

### 3.4 EngineConfiguration Struct Reference

Collaboration diagram for EngineConfiguration:



#### Public Attributes

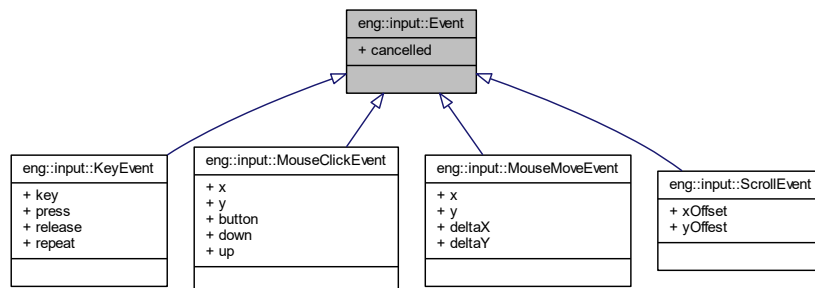
- [WindowConfiguration](#) **windowConfiguration**

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

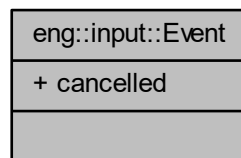
- `include/core/engine.h`

## 3.5 eng::input::Event Struct Reference

Inheritance diagram for eng::input::Event:



Collaboration diagram for eng::input::Event:



### Public Attributes

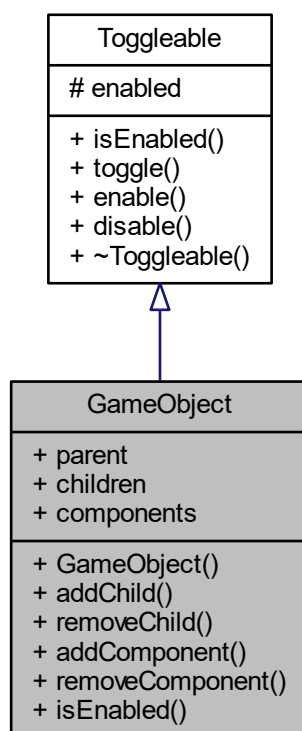
- bool **cancelled** = false

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

- `include/core/managers/input.h`

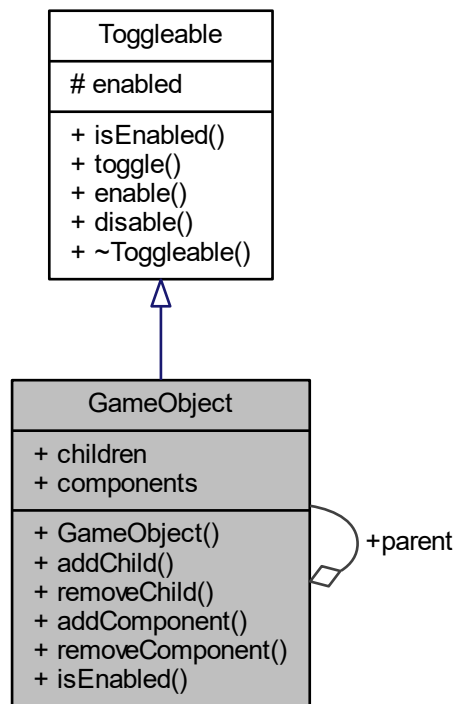
### 3.6 GameObject Class Reference

Inheritance diagram for GameObject:





Collaboration diagram for GameObject:



### Public Member Functions

- **GameObject** ([GameObject](#) \*parent=nullptr)
- void **addChild** ([GameObject](#) &)
- void **removeChild** ([GameObject](#) &)
- void **addComponent** ([Component](#) &)
- void **removeComponent** ([Component](#) &)
- bool **isEnabled** ()

### Public Attributes

- [GameObject](#) \* **parent**
- std::unordered\_set< [GameObject](#) \* > **children**
- std::unordered\_set< [Component](#) \* > **components**

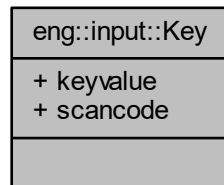
### Additional Inherited Members

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

- include/core/object/gameobject.h
- src/core/object/gameobject.cpp

### 3.7 eng::input::Key Struct Reference

Collaboration diagram for eng::input::Key:



#### Public Attributes

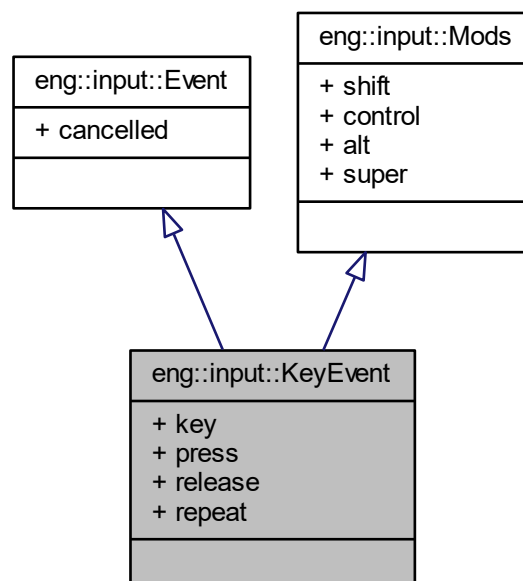
- int **keyvalue**
- int **scancode**

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

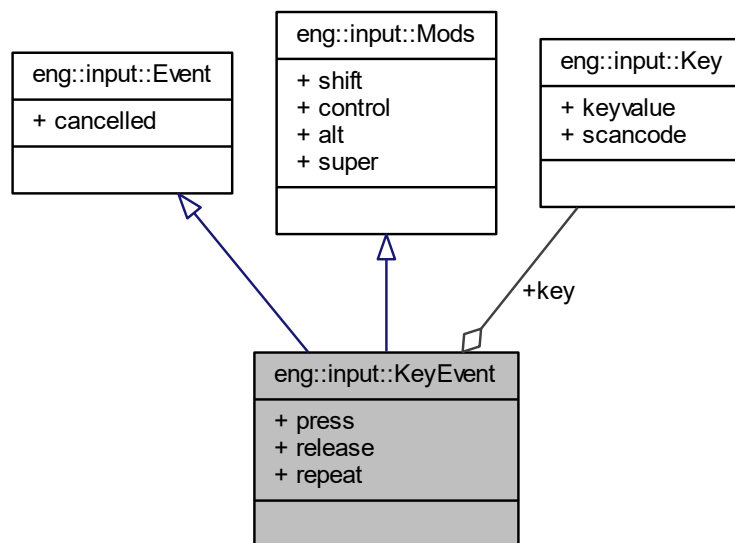
- `include/core/managers/input.h`

### 3.8 eng::input::KeyEvent Struct Reference

Inheritance diagram for eng::input::KeyEvent:



Collaboration diagram for eng::input::KeyEvent:



## Public Attributes

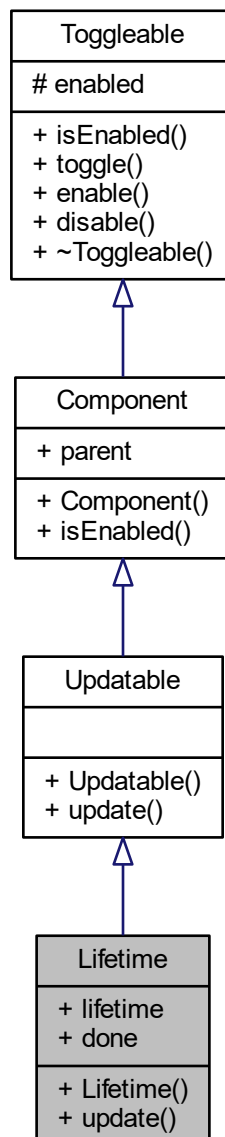
- [Key](#) **key**
- bool **press**
- bool **release**
- bool **repeat**

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

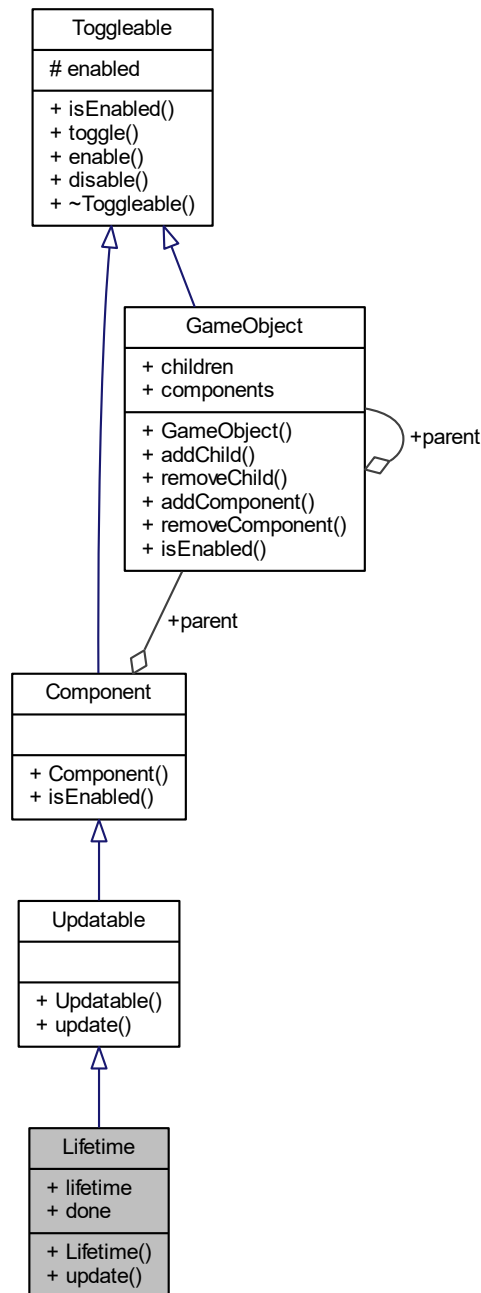
- `include/core/managers/input.h`

### 3.9 Lifetime Class Reference

Inheritance diagram for Lifetime:



Collaboration diagram for Lifetime:



### Public Member Functions

- **Lifetime** ([GameObject](#) &parent, double lifetime)
- void **update** (double delta)

### Public Attributes

- double **lifetime**

- bool **done** = false

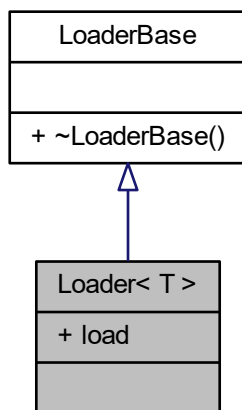
### Additional Inherited Members

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

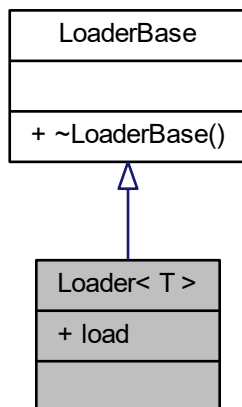
- src/main.cpp

## 3.10 Loader< T > Class Template Reference

Inheritance diagram for Loader< T >:



Collaboration diagram for Loader< T >:



### Public Attributes

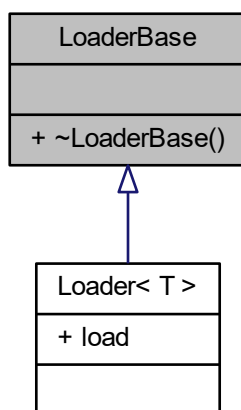
- `std::function< std::shared_ptr< T >std::string>> load`

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

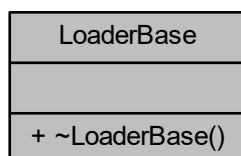
- `include/core/managers/resource.h`

## 3.11 LoaderBase Class Reference

Inheritance diagram for LoaderBase:



Collaboration diagram for LoaderBase:

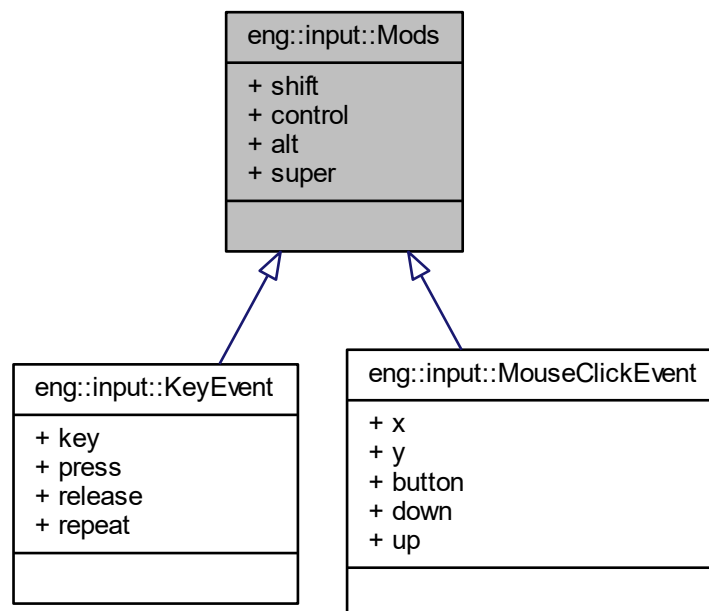


The documentation for this class was generated from the following file:

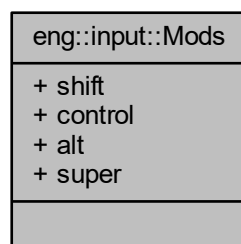
- `include/core/managers/resource.h`

### 3.12 eng::input::Mods Struct Reference

Inheritance diagram for eng::input::Mods:



Collaboration diagram for eng::input::Mods:



#### Public Attributes

- bool **shift**
- bool **control**
- bool **alt**



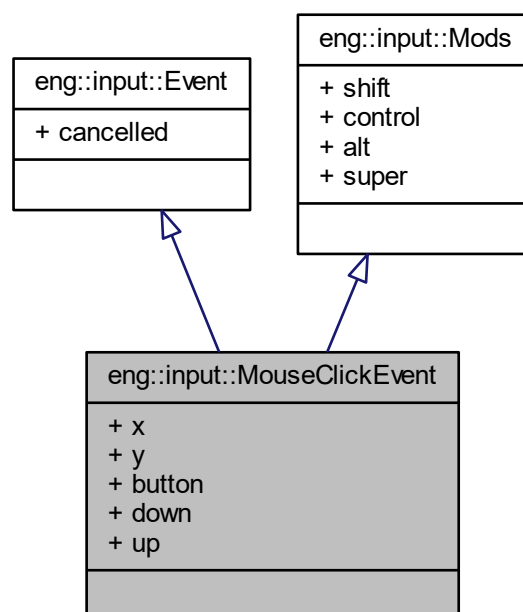
- bool **super**

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

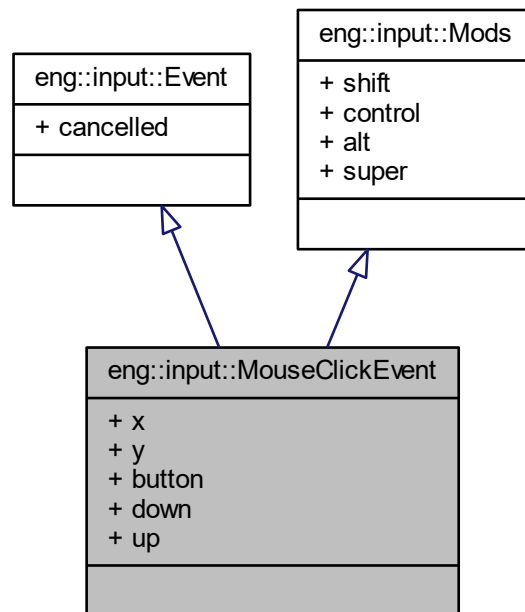
- include/core/managers/input.h

### 3.13 eng::input::MouseEvent Struct Reference

Inheritance diagram for eng::input::MouseEvent:



Collaboration diagram for eng::input::MouseEvent:



## Public Attributes

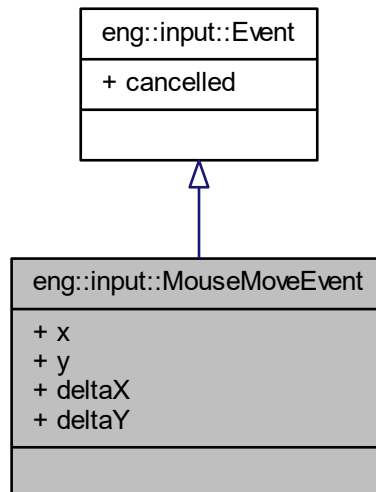
- double **x**
- double **y**
- int **button**
- bool **down**
- bool **up**

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

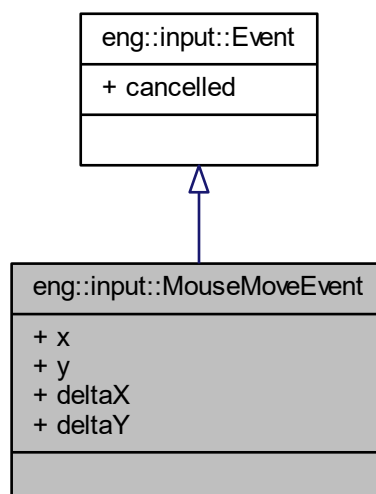
- `include/core/managers/input.h`

## 3.14 eng::input::MouseMoveEvent Struct Reference

Inheritance diagram for eng::input::MouseMoveEvent:



Collaboration diagram for eng::input::MouseMoveEvent:



### Public Attributes

- `double x`

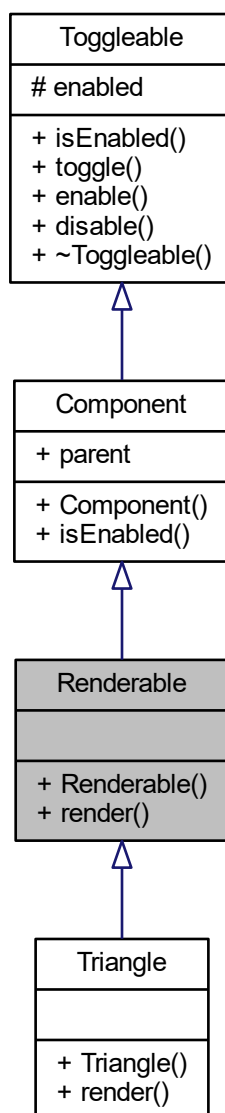
- double **y**
- double **deltaX**
- double **deltaY**

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

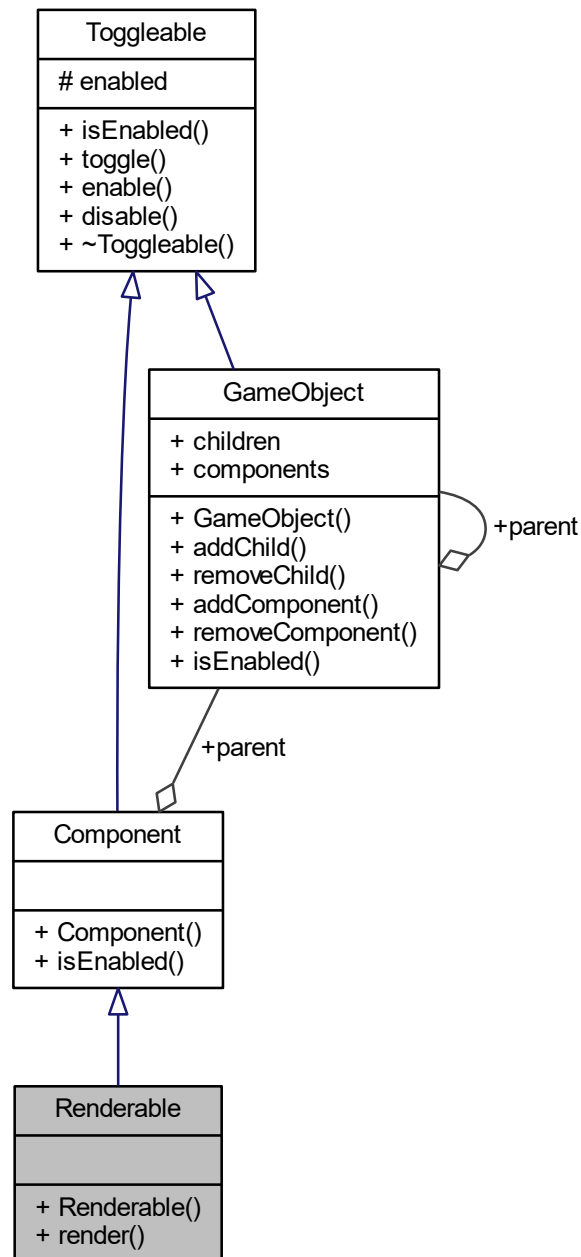
- include/core/managers/input.h

### 3.15 Renderable Class Reference

Inheritance diagram for Renderable:



Collaboration diagram for Renderable:



## Public Member Functions

- **Renderable** ([GameObject](#) &parent)
- virtual void **render** ()=0

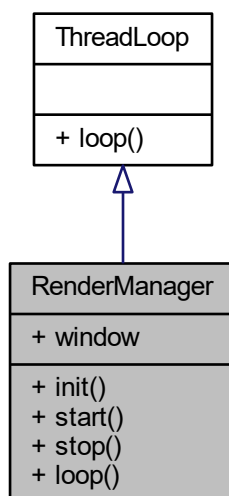
### Additional Inherited Members

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

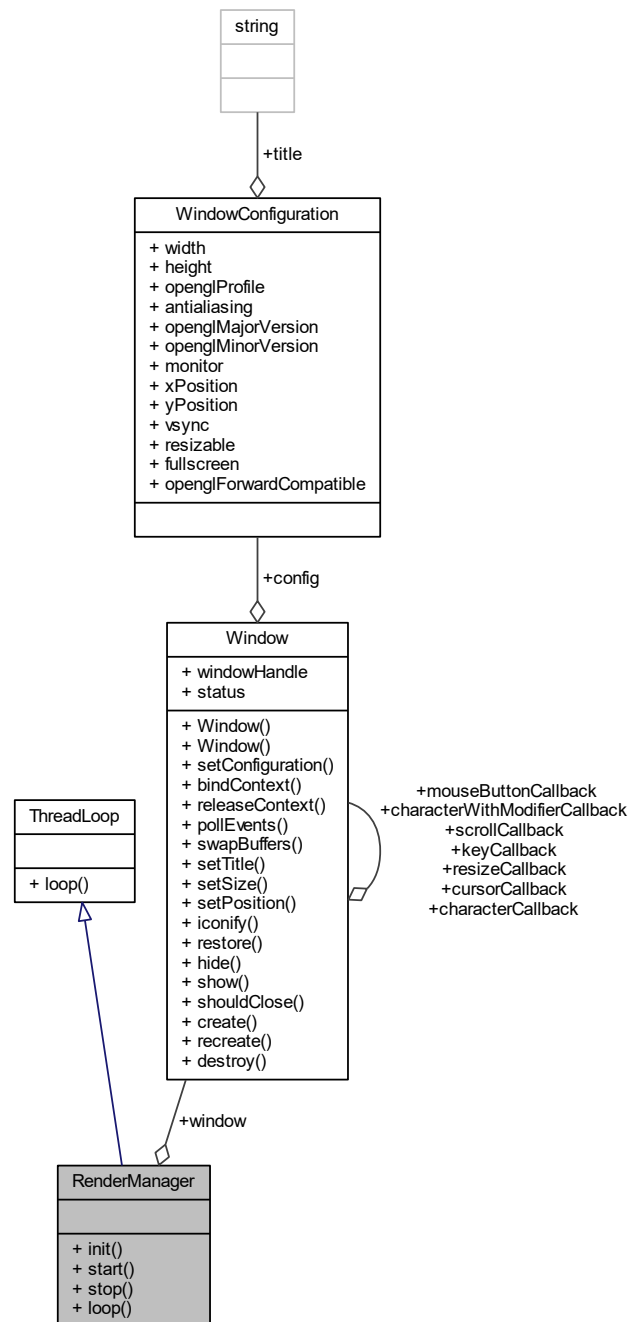
- `include/core/object/gameobject.h`

## 3.16 RenderManager Class Reference

Inheritance diagram for RenderManager:



Collaboration diagram for RenderManager:



## Public Member Functions

- void **init** ([WindowConfiguration](#))
- void **start** ()
- void **stop** ()
- void **loop** ()

## Public Attributes

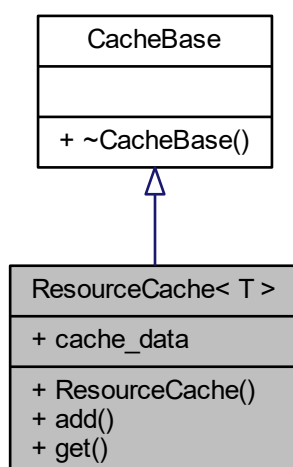
- [Window](#) **window**

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

- include/core/managers/render.h
- src/core/managers/render.cpp

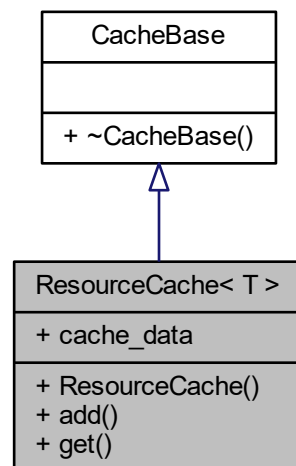
## 3.17 ResourceCache< T > Class Template Reference

Inheritance diagram for ResourceCache< T >:





Collaboration diagram for ResourceCache< T >:



### Public Member Functions

- void **add** (std::string name, std::shared\_ptr< T > res)
- std::shared\_ptr< T > **get** (std::string name)

### Public Attributes

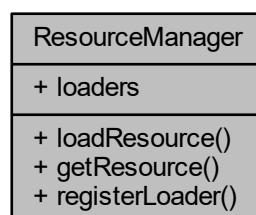
- std::unordered\_map< std::string, std::shared\_ptr< T > > **cache\_data**

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

- include/core/managers/resource.h

## 3.18 ResourceManager Class Reference

Collaboration diagram for ResourceManager:



## Public Member Functions

- `template<typename T >`  
`std::shared_ptr< T > loadResource (std::string name, std::string filepath)`
- `template<typename T >`  
`std::shared_ptr< T > getResource (std::string name)`

## Static Public Member Functions

- `template<typename T >`  
`static void registerLoader (std::function< std::shared_ptr< T >(std::string)> loaderFunction)`

## Static Public Attributes

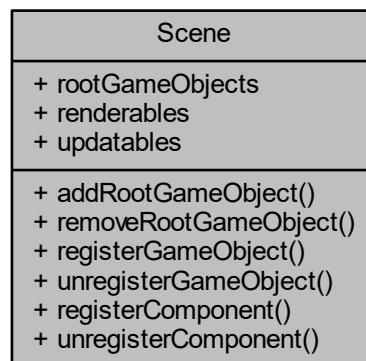
- `static std::unordered_map< std::type_index, std::shared_ptr< LoaderBase > > loaders`

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

- `include/core/managers/resource.h`
- `src/core/managers/resource.cpp`

## 3.19 Scene Class Reference

Collaboration diagram for Scene:



## Public Member Functions

- `void addRootGameObject (GameObject &)`
- `void removeRootGameObject (GameObject &)`
- `void registerGameObject (GameObject *)`
- `void unregisterGameObject (GameObject &)`
- `void registerComponent (Component *)`
- `void unregisterComponent (Component &)`

## Public Attributes

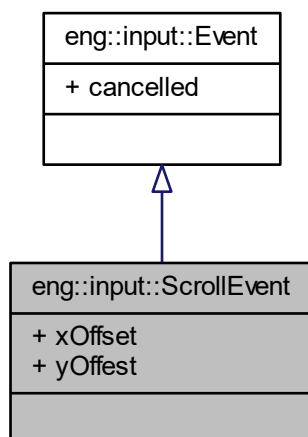
- std::vector< [GameObject](#) \* > **rootGameObjects**
- std::unordered\_set< [Renderable](#) \* > **renderables**
- std::unordered\_set< [Updatable](#) \* > **updatables**

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

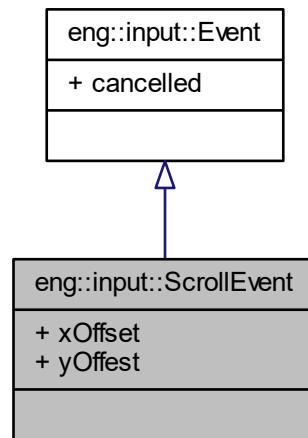
- include/core/managers/scene.h
- src/core/managers/scene.cpp

## 3.20 eng::input::ScrollEvent Struct Reference

Inheritance diagram for eng::input::ScrollEvent:



Collaboration diagram for eng::input::ScrollEvent:



#### Public Attributes

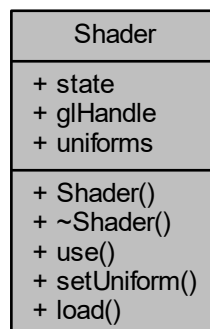
- double **xOffset** = 0
- double **yOffset** = 0

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

- `include/core/managers/input.h`

### 3.21 Shader Class Reference

Collaboration diagram for Shader:



## Public Member Functions

- void **use** ()
- template<typename T >  
void **setUniform** (string name, T value)

## Static Public Member Functions

- static std::shared\_ptr< [Shader](#) > **load** (string filepath)

## Public Attributes

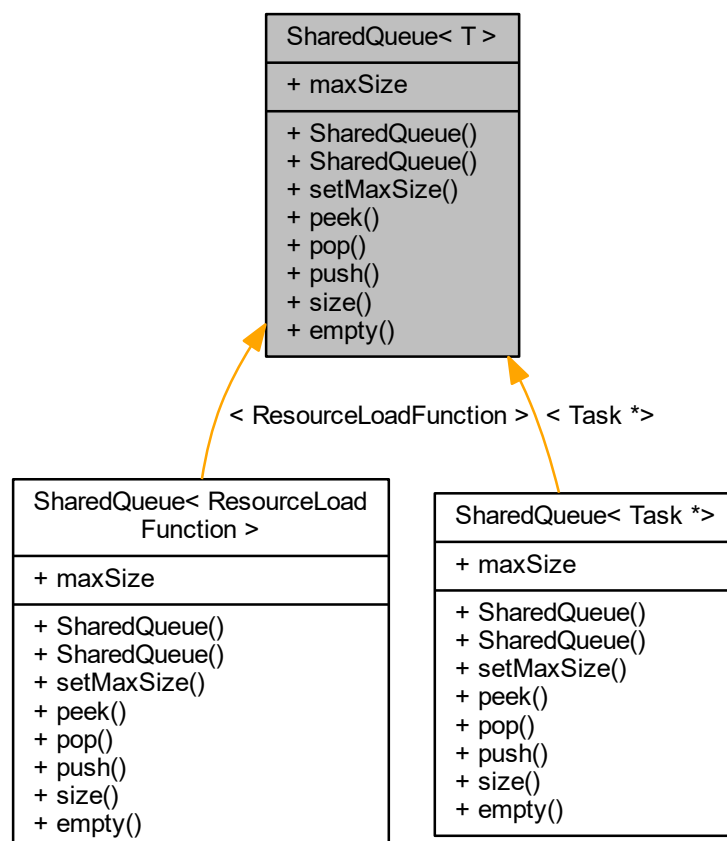
- ShaderState **state** = SHADER\_UNINITIALIZED
- int **glHandle** = 0
- std::unordered\_map< string, [UniformBase](#) \*> **uniforms**

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

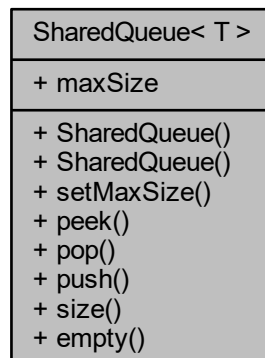
- include/core/resources/shader.h
- src/core/resources/shader.cpp

### 3.22 SharedQueue< T > Class Template Reference

Inheritance diagram for SharedQueue< T >:



Collaboration diagram for SharedQueue< T >:



#### Public Member Functions

- **SharedQueue** (int size)
- void **setMaxSize** (int size)
- bool **peek** (T \*ptr)
- bool **pop** (T \*ptr)
- bool **push** (T val)
- int **size** ()
- bool **empty** ()

#### Public Attributes

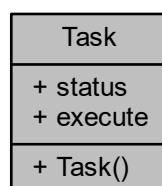
- int **maxSize** = 0

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

- include/core/threads/thread\_safe\_container.h

## 3.23 Task Class Reference

Collaboration diagram for Task:



### Public Member Functions

- **Task** (void\*)(void))

### Public Attributes

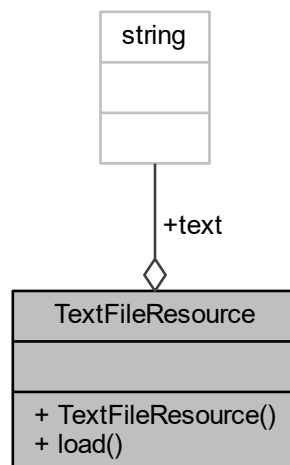
- int **status** = TASK\_FREE
- void(\* **execute** )(void) = []() {}

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

- include/core/threads/threadpool.h
- src/core/threads/threadpool.cpp

## 3.24 TextFileResource Class Reference

Collaboration diagram for TextFileResource:



### Static Public Member Functions

- static std::shared\_ptr< [TextFileResource](#) > **load** (std::string filepath)

### Public Attributes

- std::string **text**

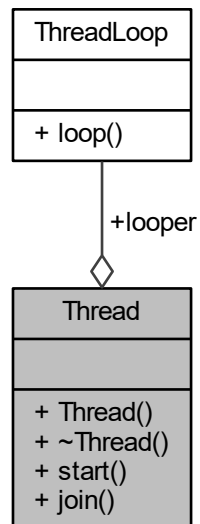
The documentation for this class was generated from the following files:

- include/core/resources/textfile.h
- src/core/resources/textfile.cpp



## 3.25 Thread Class Reference

Collaboration diagram for Thread:



### Public Member Functions

- **Thread** ([ThreadLoop](#) &looper)
- void **start** ()
- void **join** ()

### Public Attributes

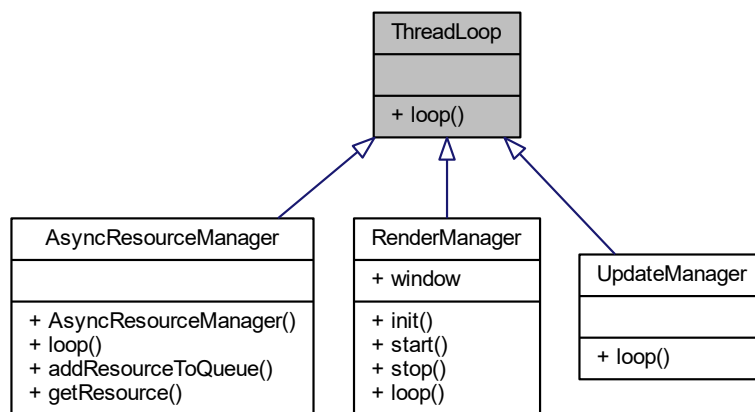
- [ThreadLoop](#) \* **looper**

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

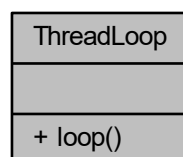
- include/core/threads/mythread.h
- src/core/threads/mythread.cpp

### 3.26 ThreadLoop Class Reference

Inheritance diagram for ThreadLoop:



Collaboration diagram for ThreadLoop:



#### Public Member Functions

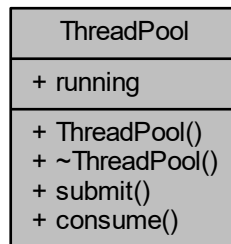
- virtual void **loop** ()=0

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

- include/core/threads/mythread.h

## 3.27 ThreadPool Class Reference

Collaboration diagram for ThreadPool:



### Public Member Functions

- **ThreadPool** (uint32\_t, uint32\_t)
- void **submit** (Task \*)
- bool **consume** (Task \*\*)

### Public Attributes

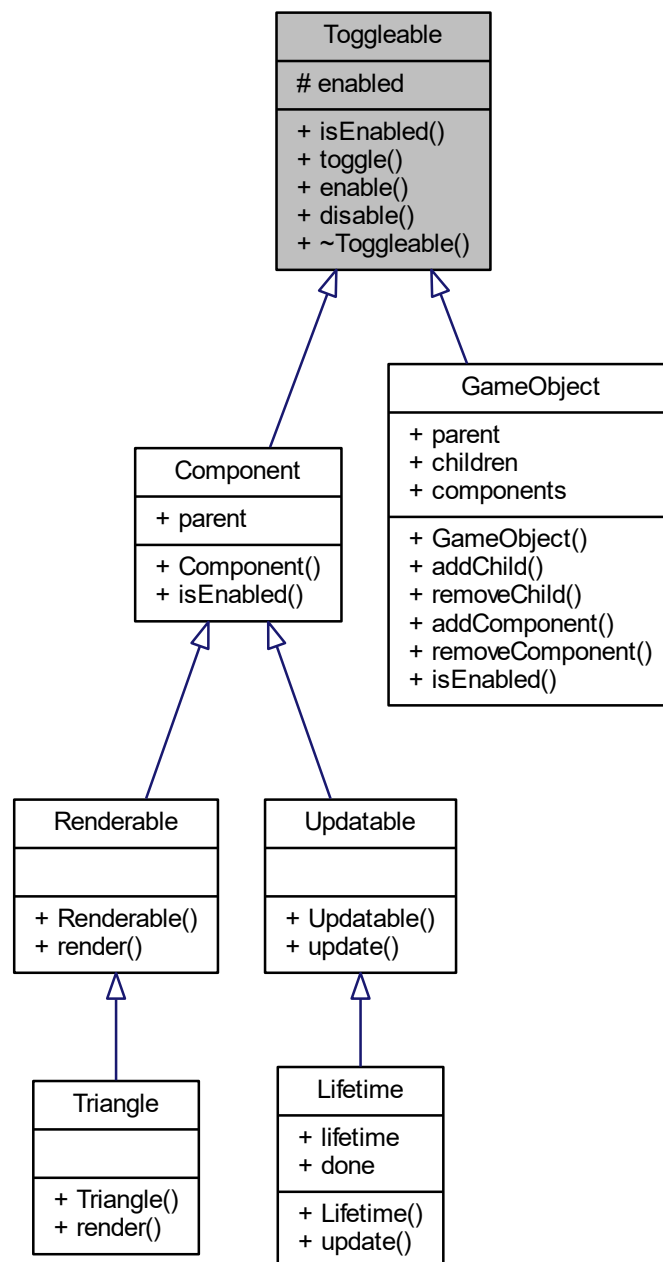
- bool **running** = true

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

- include/core/threads/threadpool.h
- src/core/threads/threadpool.cpp

### 3.28 Toggleable Class Reference

Inheritance diagram for Toggleable:



Collaboration diagram for Toggleable:

Toggleable
# enabled
+ isEnabled() + toggle() + enable() + disable() + ~Toggleable()

### Public Member Functions

- bool **isEnabled** ()
- void **toggle** ()
- void **enable** ()
- void **disable** ()

### Protected Attributes

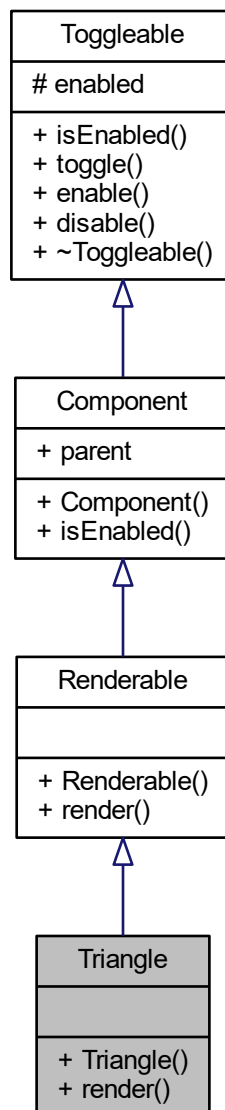
- bool **enabled** = true

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

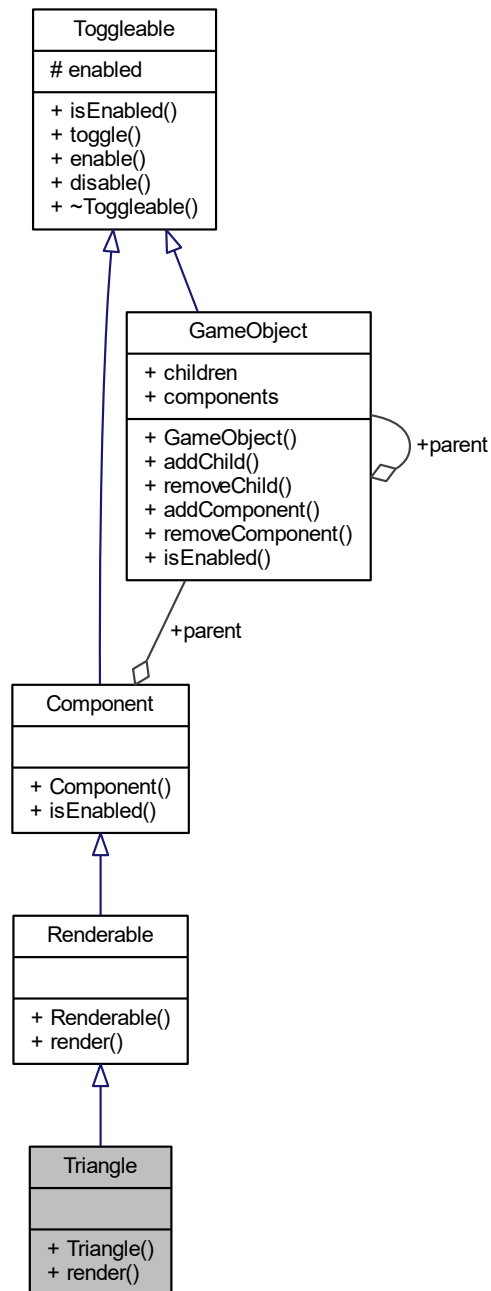
- include/core/object/gameobject.h
- src/core/object/gameobject.cpp

### 3.29 Triangle Class Reference

Inheritance diagram for Triangle:



Collaboration diagram for Triangle:



## Public Member Functions

- **Triangle** ([GameObject](#) &parent)
- void **render** ()

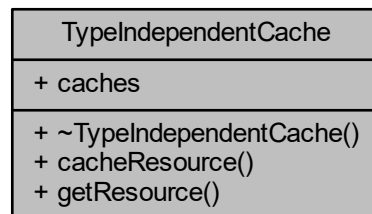
## Additional Inherited Members

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

- src/main.cpp

## 3.30 TypeIndependentCache Class Reference

Collaboration diagram for TypeIndependentCache:



## Public Member Functions

- template<typename T >  
void **cacheResource** (std::string name, std::shared\_ptr< T > res)
- template<typename T >  
std::shared\_ptr< T > **getResource** (std::string name)

## Public Attributes

- std::unordered\_map< std::type\_index, [CacheBase](#) \* > **caches**

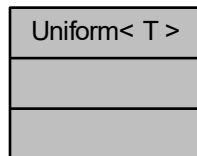
The documentation for this class was generated from the following file:

- include/core/managers/resource.h



### 3.31 Uniform< T > Class Template Reference

Collaboration diagram for Uniform< T >:

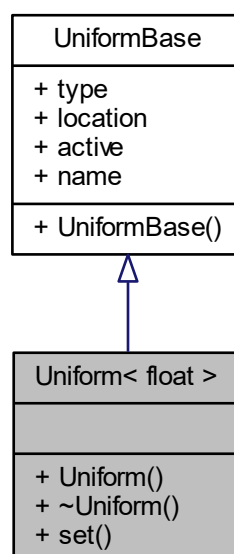


The documentation for this class was generated from the following file:

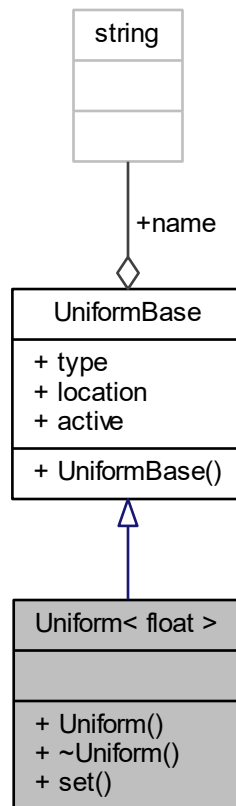
- include/core/resources/shader.h

### 3.32 Uniform< float > Class Template Reference

Inheritance diagram for Uniform< float >:



Collaboration diagram for Uniform< float >:



## Public Member Functions

- **Uniform** (std::shared\_ptr< [Shader](#) > parent, const string name)
- void **set** (float value)

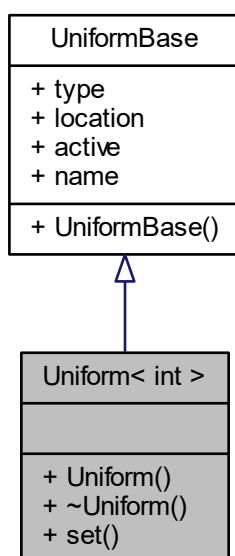
## Additional Inherited Members

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

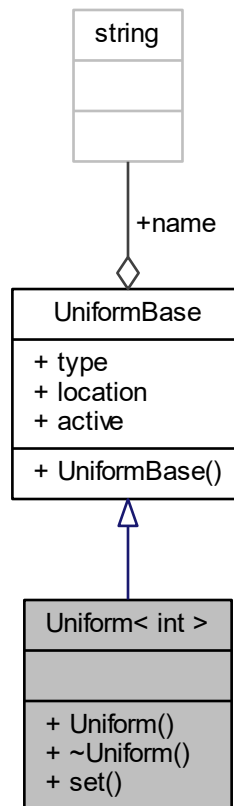
- include/core/resources/shader.h

### 3.33 Uniform< int > Class Template Reference

Inheritance diagram for Uniform< int >:



Collaboration diagram for Uniform< int >:



## Public Member Functions

- **Uniform** (std::shared\_ptr< [Shader](#) > parent, const string name)
- void **set** (int value)

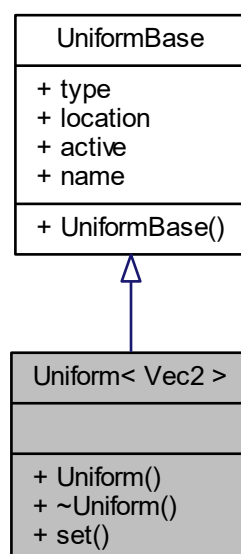
## Additional Inherited Members

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

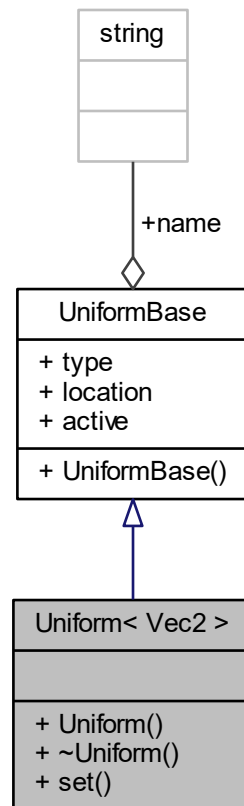
- include/core/resources/shader.h

### 3.34 Uniform< Vec2 > Class Template Reference

Inheritance diagram for Uniform< Vec2 >:



Collaboration diagram for Uniform< Vec2 >:



## Public Member Functions

- **Uniform** (std::shared\_ptr< [Shader](#) > parent, const string name)
- void **set** ([Vec2](#) value)

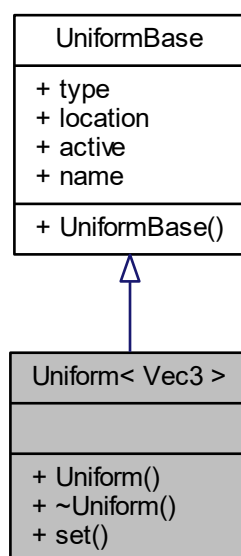
## Additional Inherited Members

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

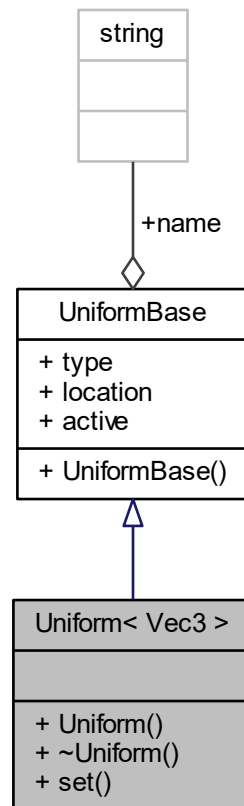
- include/core/resources/shader.h

### 3.35 Uniform< Vec3 > Class Template Reference

Inheritance diagram for Uniform< Vec3 >:



Collaboration diagram for Uniform< Vec3 >:



## Public Member Functions

- **Uniform** (std::shared\_ptr< [Shader](#) > parent, const string name)
- void **set** ([Vec3](#) value)

## Additional Inherited Members

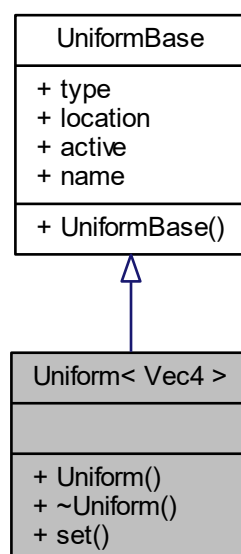
The documentation for this class was generated from the following file:

- include/core/resources/shader.h

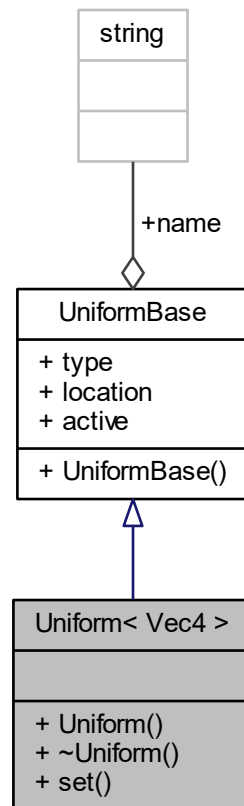


### 3.36 Uniform< Vec4 > Class Template Reference

Inheritance diagram for Uniform< Vec4 >:



Collaboration diagram for Uniform< Vec4 >:



## Public Member Functions

- **Uniform** (std::shared\_ptr< Shader > parent, const string name)
- void **set** (Vec4 value)

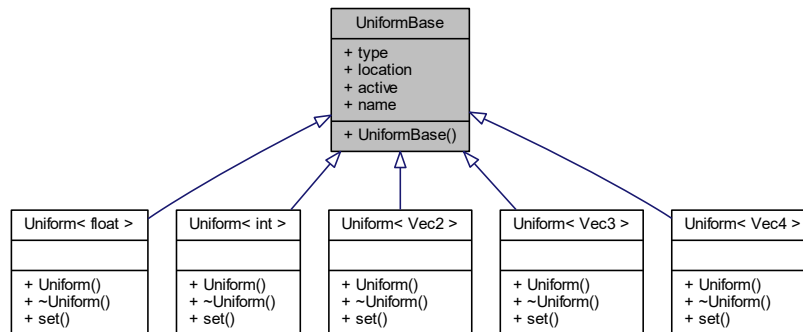
## Additional Inherited Members

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

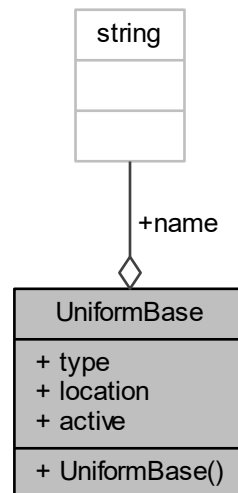
- include/core/resources/shader.h

## 3.37 UniformBase Class Reference

Inheritance diagram for UniformBase:



Collaboration diagram for UniformBase:



### Public Member Functions

- **UniformBase** (`std::type_index` type, `const std::string` name)

### Public Attributes

- `std::type_index` **type**

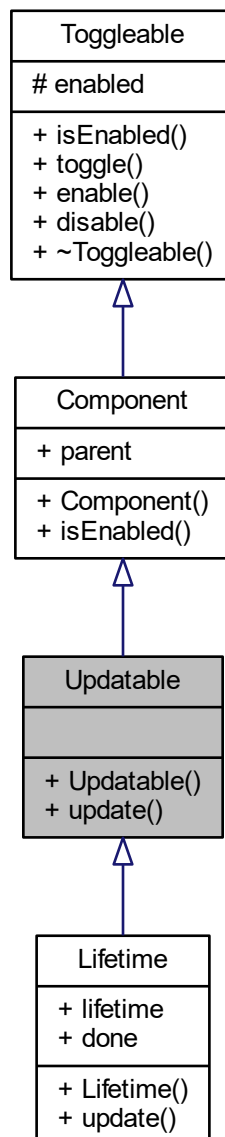
- int **location**
- bool **active**
- std::string **name**

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

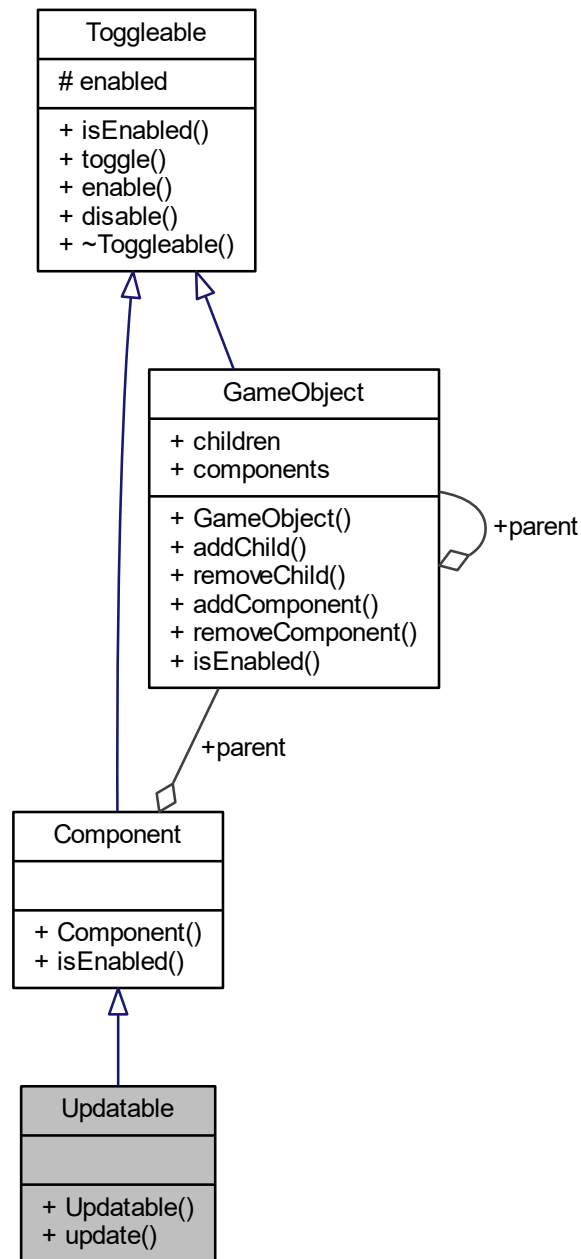
- include/core/resources/shader.h

### 3.38 Updatable Class Reference

Inheritance diagram for Updatable:



Collaboration diagram for Updatable:



## Public Member Functions

- **Updatable** ([GameObject](#) &parent)
- virtual void **update** (double delta)=0

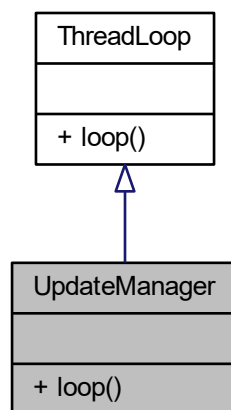
### Additional Inherited Members

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

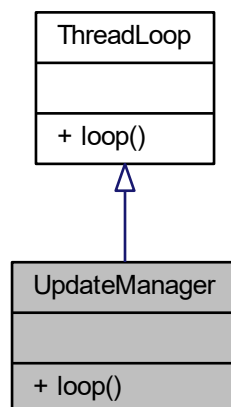
- include/core/object/gameobject.h

## 3.39 UpdateManager Class Reference

Inheritance diagram for UpdateManager:



Collaboration diagram for UpdateManager:



### Public Member Functions

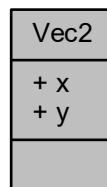
- void **loop** ()

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

- include/core/managers/update.h
- src/core/managers/update.cpp

## 3.40 Vec2 Struct Reference

Collaboration diagram for Vec2:



### Public Attributes

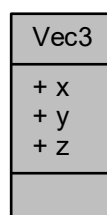
- float **x**
- float **y**

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

- include/core/resources/shader.h

## 3.41 Vec3 Struct Reference

Collaboration diagram for Vec3:



### Public Attributes

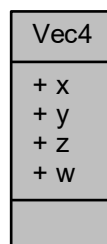
- float **x**
- float **y**
- float **z**

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

- include/core/resources/shader.h

## 3.42 Vec4 Struct Reference

Collaboration diagram for Vec4:



### Public Attributes

- float **x**
- float **y**
- float **z**
- float **w**

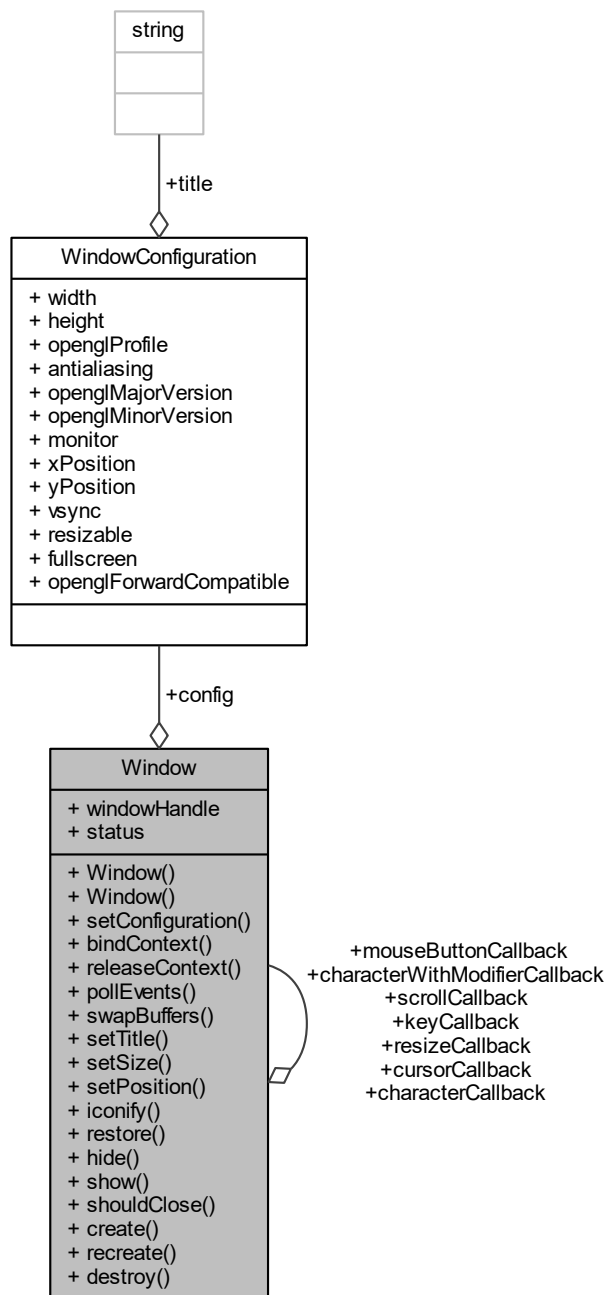
The documentation for this struct was generated from the following file:

- include/core/resources/shader.h



## 3.43 Window Class Reference

Collaboration diagram for Window:



### Public Member Functions

- **Window** ([WindowConfiguration](#) &)
- void **setConfiguration** ([WindowConfiguration](#) &)

- void **bindContext** ()
- void **releaseContext** ()
- void **pollEvents** ()
- void **swapBuffers** ()
- void **setTitle** (std::string)
- void **setSize** (unsigned width, unsigned height)
- void **setPosition** (unsigned x, unsigned y)
- void **iconify** ()
- void **restore** ()
- void **hide** ()
- void **show** ()
- bool **shouldClose** ()
- void **create** ()
- void **recreate** ()
- void **destroy** ()

## Public Attributes

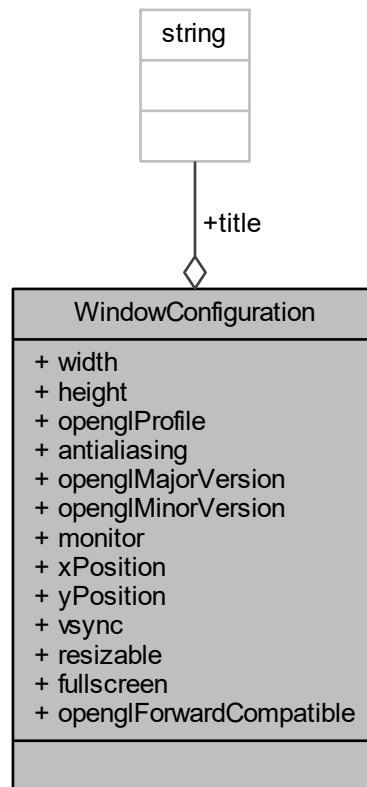
- [WindowConfiguration](#) & **config**
- GLFWwindow \* **windowHandle**
- WindowStatus **status**
- ResizeCallback **resizeCallback** = nullptr
- KeyCallback **keyCallback** = nullptr
- CharacterCallback **characterCallback** = nullptr
- CharacterWithModifierCallback **characterWithModifierCallback** = nullptr
- CursorPositionCallback **cursorCallback** = nullptr
- MouseButtonCallback **mouseButtonCallback** = nullptr
- ScrollCallback **scrollCallback** = nullptr

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

- include/core/graphics/window.h
- src/core/graphics/window.cpp

## 3.44 WindowConfiguration Struct Reference

Collaboration diagram for WindowConfiguration:



### Public Attributes

- `std::string title` = "Default window name"
- unsigned `width` = 1280
- unsigned `height` = 720
- unsigned `openglProfile` = GLFW\_OPENGL\_ANY\_PROFILE
- unsigned `antialiasing` = 0
- unsigned `openglMajorVersion` = 1
- unsigned `openglMinorVersion` = 1
- unsigned `monitor` = 0
- unsigned `xPosition` = 0
- unsigned `yPosition` = 0
- bool `vsync` = true
- bool `resizable` = true
- bool `fullscreen` = false
- bool `openglForwardCompatible` = false

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

- `include/core/graphics/window.h`



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