

Vulkan Core

v20.01

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1 Namespace Index	1
1.1 Namespace List	1
2 Class Index	3
2.1 Class List	3
3 Namespace Documentation	5
3.1 vCore Namespace Reference	5
3.1.1 Detailed Description	5
4 Class Documentation	7
4.1 vCore::Application Class Reference	7
4.1.1 Detailed Description	8
Index	9

Chapter 1

Namespace Index

1.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

vCore	Namespace Used By Wrapper	5
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Chapter 2

Class Index

2.1 Class List

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

vCore::Application	
Standar vCore Class To Create Application	7

Chapter 3

Namespace Documentation

3.1 vCore Namespace Reference

Namespace Used By Wrapper.

Classes

- class [Application](#)
Standar vCore Class To Create [Application](#).

Functions

- `template<typename T >`
`void log (T a)`
PRINT TO SCREEN.
- `template<typename T >`
`void error (T a)`
Display Error In Red.
- `template<typename T >`
`void debug (T a)`
Display Debug Message In Blue.
- `template<typename T >`
`void warning (T a)`
Display Warning Highlighted Yellow.
- `template<typename T >`
`void success (T a)`
Display Success In Green.
- `template<typename T >`
`void notice (T a)`
Display Notice In White.
- `template<typename T >`
`void log (T a, int x)`
Display Log With Set Color.

3.1.1 Detailed Description

Namespace Used By Wrapper.

Chapter 4

Class Documentation

4.1 vCore::Application Class Reference

Standar [vCore](#) Class To Create [Application](#).

```
#include <application.h>
```

Public Member Functions

- [Application](#) ()
Application Constructor.
- [~Application](#) ()
Application Deconstructor.
- VC_WINDOW * [createWindow](#) ()
Create Window with default title and size.
- VC_WINDOW * [createWindow](#) (std::string s)
Create Window with default size and specified title.
- VC_WINDOW * [createWindow](#) (int w, int h)
Create Window with default title and specified size.
- VC_WINDOW * [createWindow](#) (std::string s, int w, int h)
Create Window with specified title and size.
- void [setTitle](#) (std::string t)
Set Window Title.
- int [getWidth](#) ()
Get Window Width.
- void [setWidth](#) (int w)
Set Window Width.
- int [getHieght](#) ()
Get Window Height.
- void [setHeight](#) (int h)
Set Window Height.
- void [setSize](#) (int w, int h)
Set Window Size.
- void [destroy](#) ()
Destroy Objects.

- void `close` ()
Close Window.
- bool `update` ()
Update Window.
- VC_WINDOW * `getWindow` ()
Get VC_WINDOW.

4.1.1 Detailed Description

Standar `vCore` Class To Create `Application`.

Definition at line 18 of file `application.h`.

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

- `application.h`
- `application.cpp`

Index

vCore, [5](#)

vCore::Application, [7](#)