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Class MainNavigator

[java.lang.Object](#)

`javafx.application.Application`

MainNavigator

```
public class MainNavigator extends javafx.application.Application
```

This class is responsible of loading the GUI and creating a new game. This is a virtual navigation game. The user can navigate through the rooms of a virtualised flat.

Version:

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Author:

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Nested Class Summary

Nested classes/interfaces inherited from class `javafx.application.Application`

`javafx.application.Application.Parameters`

Field Summary

Fields inherited from class `javafx.application.Application`

`STYLESHEET_CASPIAN`, `STYLESHEET_MODENA`

Constructor Summary

[MainNavigator](#)()

Method Summary

static void [main](#)([String](#)[] args)

void	start (javafx.stage.Stage stage)

Methods inherited from class `javafx.application.Application`

`getHostServices`, `getParameters`, `getUserAgentStylesheet`, `init`, `launch`, `launch`, `notifyPreloader`, `setUserAgentStylesheet`, `stop`

Methods inherited from class `java.lang.Object`

[clone](#), [equals](#), [finalize](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#), [toString](#), [wait](#), [wait](#), [wait](#)

Constructor Detail

MainNavigator

```
public MainNavigator()
```

Method Detail

main

```
public static void main(String[] args)
```

start

```
public void start(javafx.stage.Stage stage)
```

Specified by:

`start` in class `javafx.application.Application`

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