

band

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# Chapter 1

## README

`band` is a c++ media-library.

### Dependencies

- `libtool`: Combining static libraries when building.
- `doxygen`: Documentation generation.

### Building

- `make` in the root-directory builds documentation.
- `make` in the 'band'-dierctory builds `band` into a static-library.
- `make` in the 'example'-directory builds all the examples. A `make clean` should be run before if the library itself was actually modified.

### Running

- `cmd/file-to-code/file-to-code` runs a tool which generates a header and source file from a normal file.
- `example/bin/simple` runs the simple-example.

### Linking

- Provide the path to the comailed 'band'-directory as an include-path and the compiled static-library as a linked-library. Additionally, `dl`, `X11`, and `pthread` should be linked. These aren't a dependency for all platforms so they are left to the consumer to link. An example can be seen in the 'Makefile' in the 'example' folder.

### Feature-Requests

- Create a issue with the label 'enhancement'. It will be groomed then sorted into a release to be worked on.

### Contributing

- Any task or feature-request can be worked on before being groomed on its own branch. If the feature is desired, it will be merged until a release.



## Chapter 2

# Namespace Index

### 2.1 Namespace List

Here is a list of all namespaces with brief descriptions:

<a href="#">band</a>	11
<a href="#">band::asset</a>	16
<a href="#">band::asset::font</a>	16
<a href="#">band::interface</a>	16



## Chapter 3

# Hierarchical Index

### 3.1 Class Hierarchy

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

band::Area . . . . .	17
band::Circle . . . . .	29
band::Color . . . . .	30
band::Control . . . . .	31
band::BaseControl . . . . .	18
band::BaseControl . . . . .	18
band::Dimension . . . . .	42
band::File . . . . .	42
band::Interface . . . . .	43
band::interface::RaylibInterface . . . . .	59
band::interface::RaylibInterface . . . . .	59
band::Line . . . . .	57
band::Point . . . . .	58
band::Rectangle . . . . .	75
band::Triangle . . . . .	76
band::WindowArea . . . . .	77



## Chapter 4

# Class Index

### 4.1 Class List

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

<a href="#">band::Area</a>	17
<a href="#">band::BaseControl</a>	18
<a href="#">band::Circle</a>	29
<a href="#">band::Color</a>	30
<a href="#">band::Control</a>	31
<a href="#">band::Dimension</a>	42
<a href="#">band::File</a>	42
<a href="#">band::Interface</a>	43
<a href="#">band::Line</a>	57
<a href="#">band::Point</a>	58
<a href="#">band::interface::RaylibInterface</a>	59
<a href="#">band::Rectangle</a>	75
<a href="#">band::Triangle</a>	76
<a href="#">band::WindowArea</a>	77





## Chapter 5

# File Index

### 5.1 File List

Here is a list of all files with brief descriptions:

band/ <a href="#">all.h</a> . . . . .	79
band/ <a href="#">control.d</a> . . . . .	87
band/ <a href="#">control.h</a> . . . . .	82
band/ <a href="#">interface.d</a> . . . . .	87
band/ <a href="#">interface.h</a> . . . . .	84
band/asset/font/ <a href="#">helvetica.font.d</a> . . . . .	80
band/asset/font/ <a href="#">helvetica.font.h</a> . . . . .	80
band/bin/brand/ <a href="#">all.h</a> . . . . .	79
band/bin/brand/ <a href="#">control.h</a> . . . . .	81
band/bin/brand/ <a href="#">interface.h</a> . . . . .	83
band/bin/brand/asset/font/ <a href="#">helvetica.font.h</a> . . . . .	81
band/bin/brand/interface/ <a href="#">raylib_interface.h</a> . . . . .	86
band/interface/ <a href="#">raylib_interface.d</a> . . . . .	87
band/interface/ <a href="#">raylib_interface.h</a> . . . . .	86



## Chapter 6

# Namespace Documentation

### 6.1 band Namespace Reference

#### Namespaces

- [asset](#)
- [interface](#)

#### Classes

- struct [Area](#)
- class [BaseControl](#)
- struct [Circle](#)
- struct [Color](#)
- class [Control](#)
- struct [Dimension](#)
- struct [File](#)
- class [Interface](#)
- struct [Line](#)
- struct [Point](#)
- struct [Rectangle](#)
- struct [Triangle](#)
- struct [WindowArea](#)

#### Typedefs

- using [Text](#) = std::string
- using [Size](#) = uint32\_t
- using [TextureId](#) = size\_t
- using [ImageId](#) = size\_t
- using [FontId](#) = size\_t
- using [Real](#) = double
- using [Component](#) = uint8\_t

## Enumerations

- enum `Unit` { `Unit::kPixel`, `Unit::kRatio`, `Unit::kPixel`, `Unit::kRatio` }
- enum `Action` {  
`Action::kLeftClick`, `Action::kRightClick`, `Action::kClose`, `Action::kBackspace`,  
`Action::kLeftClick`, `Action::kRightClick`, `Action::kClose`, `Action::kBackspace` }
- enum `Leg` { `Leg::kWidth`, `Leg::kHeight`, `Leg::kWidth`, `Leg::kHeight` }
- enum `Unit` { `Unit::kPixel`, `Unit::kRatio`, `Unit::kPixel`, `Unit::kRatio` }
- enum `Action` {  
`Action::kLeftClick`, `Action::kRightClick`, `Action::kClose`, `Action::kBackspace`,  
`Action::kLeftClick`, `Action::kRightClick`, `Action::kClose`, `Action::kBackspace` }
- enum `Leg` { `Leg::kWidth`, `Leg::kHeight`, `Leg::kWidth`, `Leg::kHeight` }

## Functions

- void `DrawControls` (const std::initializer\_list< std::pair< `Control` &, `Point` >> &pairs, `Interface` &interface)
- `Dimension` `AddDimensions` (const `Dimension` &a, const `Dimension` &b, `Real` pixels)
- `Dimension` `SubtractDimensions` (const `Dimension` &a, const `Dimension` &b, `Real` pixels)
- `Dimension` `MultiplyDimensions` (const `Dimension` &a, `Real` scalar)
- std::unique\_ptr< `Interface` > `DefaultInterface` ()

### 6.1.1 Typedef Documentation

#### 6.1.1.1 Component

```
typedef uint8_t band::Component
```

#### 6.1.1.2 FontId

```
typedef size_t band::FontId
```

#### 6.1.1.3 ImageId

```
typedef size_t band::ImageId
```

#### 6.1.1.4 Real

```
typedef double band::Real
```

#### 6.1.1.5 Size

```
typedef uint32_t band::Size
```

#### 6.1.1.6 Text

```
typedef std::string band::Text
```

#### 6.1.1.7 TextureId

```
typedef size_t band::TextureId
```

### 6.1.2 Enumeration Type Documentation

#### 6.1.2.1 Action [1/2]

```
enum band::Action [strong]
```

##### Enumerator

kLeftClick	
kRightClick	
kClose	
kBackspace	
kLeftClick	
kRightClick	
kClose	
kBackspace	

#### 6.1.2.2 Action [2/2]

```
enum band::Action [strong]
```

##### Enumerator

kLeftClick	
kRightClick	

**Enumerator**

kClose	
kBackspace	
kLeftClick	
kRightClick	
kClose	
kBackspace	

**6.1.2.3 Leg** [1/2]

```
enum band::Leg [strong]
```

**Enumerator**

kWidth	
kHeight	
kWidth	
kHeight	

**6.1.2.4 Leg** [2/2]

```
enum band::Leg [strong]
```

**Enumerator**

kWidth	
kHeight	
kWidth	
kHeight	

**6.1.2.5 Unit** [1/2]

```
enum band::Unit [strong]
```

**Enumerator**

kPixel	
kRatio	
kPixel	
kRatio	

### 6.1.2.6 Unit [2/2]

```
enum band::Unit [strong]
```

#### Enumerator

kPixel	
kRatio	
kPixel	
kRatio	

## 6.1.3 Function Documentation

### 6.1.3.1 AddDimensions()

```
Dimension band::AddDimensions (
    const Dimension & a,
    const Dimension & b,
    Real pixels )
```

### 6.1.3.2 DefaultInterface()

```
std::unique_ptr< Interface > band::DefaultInterface ( )
```

### 6.1.3.3 DrawControls()

```
void band::DrawControls (
    const std::initializer_list< std::pair< Control &, Point >> & pairs,
    Interface & interface )
```

### 6.1.3.4 MultiplyDimensions()

```
Dimension band::MultiplyDimensions (
    const Dimension & a,
    Real scalar )
```

### 6.1.3.5 SubtractDimensions()

```
Dimension band::SubtractDimensions (
    const Dimension & a,
    const Dimension & b,
    Real pixels )
```

## 6.2 band::asset Namespace Reference

### Namespaces

- [font](#)

## 6.3 band::asset::font Namespace Reference

### Functions

- [band::File Helvetica \(\)](#)

### 6.3.1 Function Documentation

#### 6.3.1.1 Helvetica()

```
band::File band::asset::font::Helvetica ( )
```

## 6.4 band::interface Namespace Reference

### Classes

- class [RaylibInterface](#)



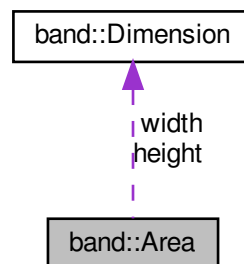
## Chapter 7

# Class Documentation

### 7.1 band::Area Struct Reference

```
#include <interface.h>
```

Collaboration diagram for band::Area:



#### Public Attributes

- [Dimension width](#)
- [Dimension height](#)

#### 7.1.1 Member Data Documentation

##### 7.1.1.1 height

[Dimension](#) `band::Area::height`

### 7.1.1.2 width

```
Dimension band::Area::width
```

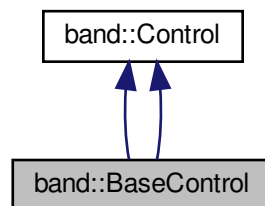
The documentation for this struct was generated from the following file:

- [band/bin/band/interface.h](#)

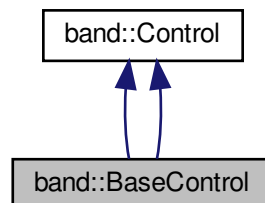
## 7.2 band::BaseControl Class Reference

```
#include <control.h>
```

Inheritance diagram for band::BaseControl:



Collaboration diagram for band::BaseControl:



## Public Member Functions

- [Color BackgroundColor](#) () const override
- void [SetBackgroundColor](#) (const [Color](#) &color) override
- [Color ForegroundColor](#) () const override
- void [SetForegroundColor](#) (const [Color](#) &color) override
- [Color BorderColor](#) () const override
- void [SetBorderColor](#) (const [Color](#) &color) override
- [Dimension HorizontalBorderThickness](#) () const override
- void [SetHorizontalBorderThickness](#) (const [Dimension](#) &dimension) override
- [Dimension VerticalBorderThickness](#) () const override
- void [SetVerticalBorderThickness](#) (const [Dimension](#) &dimension) override
- [Dimension HorizontalPadding](#) () const override
- void [SetHorizontalPadding](#) (const [Dimension](#) &dimension) override
- [Dimension VerticalPadding](#) () const override
- void [SetVerticalPadding](#) (const [Dimension](#) &dimension) override
- [::band::Area Area](#) () const override
- void [SetArea](#) (const [::band::Area](#) &area) override
- [::band::FontId FontId](#) () const override
- void [SetFontId](#) ([::band::FontId](#) id) override
- [Dimension FontSize](#) () const override
- void [SetFontSize](#) (const [Dimension](#) &font\_size) override
- void [Disable](#) () override
- void [Enable](#) () override
- bool [IsEnabled](#) () const override
- bool [HasFocus](#) () const override
- bool [HasPress](#) () const override
- void [Display](#) (const [Point](#) &point, [Interface](#) &interface) override
- void [CleanUp](#) ([Interface](#) &interface) override
- [Color BackgroundColor](#) () const override
- void [SetBackgroundColor](#) (const [Color](#) &color) override
- [Color ForegroundColor](#) () const override
- void [SetForegroundColor](#) (const [Color](#) &color) override
- [Color BorderColor](#) () const override
- void [SetBorderColor](#) (const [Color](#) &color) override
- [Dimension HorizontalBorderThickness](#) () const override
- void [SetHorizontalBorderThickness](#) (const [Dimension](#) &dimension) override
- [Dimension VerticalBorderThickness](#) () const override
- void [SetVerticalBorderThickness](#) (const [Dimension](#) &dimension) override
- [Dimension HorizontalPadding](#) () const override
- void [SetHorizontalPadding](#) (const [Dimension](#) &dimension) override
- [Dimension VerticalPadding](#) () const override
- void [SetVerticalPadding](#) (const [Dimension](#) &dimension) override
- [::band::Area Area](#) () const override
- void [SetArea](#) (const [::band::Area](#) &area) override
- [::band::FontId FontId](#) () const override
- void [SetFontId](#) ([::band::FontId](#) id) override
- [Dimension FontSize](#) () const override
- void [SetFontSize](#) (const [Dimension](#) &font\_size) override
- void [Disable](#) () override
- void [Enable](#) () override
- bool [IsEnabled](#) () const override
- bool [HasFocus](#) () const override
- bool [HasPress](#) () const override
- void [Display](#) (const [Point](#) &point, [Interface](#) &interface) override
- void [CleanUp](#) ([Interface](#) &interface) override

## 7.2.1 Member Function Documentation

### 7.2.1.1 Area() [1/2]

```
::band::Area band::BaseControl::Area ( ) const [override], [virtual]
```

Implements [band::Control](#).

### 7.2.1.2 Area() [2/2]

```
::band::Area band::BaseControl::Area ( ) const [override], [virtual]
```

Implements [band::Control](#).

### 7.2.1.3 BackgroundColor() [1/2]

```
Color band::BaseControl::BackgroundColor ( ) const [override], [virtual]
```

Implements [band::Control](#).

### 7.2.1.4 BackgroundColor() [2/2]

```
Color band::BaseControl::BackgroundColor ( ) const [override], [virtual]
```

Implements [band::Control](#).

### 7.2.1.5 BorderColor() [1/2]

```
Color band::BaseControl::BorderColor ( ) const [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.6 BorderColor() [2/2]

```
Color band::BaseControl::BorderColor ( ) const [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.7 Cleanup() [1/2]

```
void band::BaseControl::Cleanup (
    Interface & interface ) [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.8 Cleanup() [2/2]

```
void band::BaseControl::Cleanup (
    Interface & interface ) [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.9 Disable() [1/2]

```
void band::BaseControl::Disable ( ) [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.10 Disable() [2/2]

```
void band::BaseControl::Disable ( ) [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.11 Display() [1/2]

```
void band::BaseControl::Display (
    const Point & point,
    Interface & interface ) [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.12 Display() [2/2]

```
void band::BaseControl::Display (
    const Point & point,
    Interface & interface ) [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.13 Enable() [1/2]

```
void band::BaseControl::Enable ( ) [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.14 Enable() [2/2]

```
void band::BaseControl::Enable ( ) [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.15 FontId() [1/2]

```
::band::FontId band::BaseControl::FontId ( ) const [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.16 FontId() [2/2]

```
::band::FontId band::BaseControl::FontId ( ) const [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.17 FontSize() [1/2]

```
Dimension band::BaseControl::FontSize ( ) const [override], [virtual]
```

Implements [band::Control](#).

### 7.2.1.18 FontSize() [2/2]

`Dimension band::BaseControl::FontSize ( ) const [override], [virtual]`

Implements [band::Control](#).

### 7.2.1.19 ForegroundColor() [1/2]

`Color band::BaseControl::ForegroundColor ( ) const [override], [virtual]`

Implements [band::Control](#).

### 7.2.1.20 ForegroundColor() [2/2]

`Color band::BaseControl::ForegroundColor ( ) const [override], [virtual]`

Implements [band::Control](#).

### 7.2.1.21 HasFocus() [1/2]

`bool band::BaseControl::HasFocus ( ) const [override], [virtual]`

Implements [band::Control](#).

### 7.2.1.22 HasFocus() [2/2]

`bool band::BaseControl::HasFocus ( ) const [override], [virtual]`

Implements [band::Control](#).

### 7.2.1.23 HasPress() [1/2]

`bool band::BaseControl::HasPress ( ) const [override], [virtual]`

Implements [band::Control](#).

#### 7.2.1.24 HasPress() [2/2]

```
bool band::BaseControl::HasPress ( ) const [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.25 HorizontalBorderThickness() [1/2]

```
Dimension band::BaseControl::HorizontalBorderThickness ( ) const [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.26 HorizontalBorderThickness() [2/2]

```
Dimension band::BaseControl::HorizontalBorderThickness ( ) const [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.27 HorizontalPadding() [1/2]

```
Dimension band::BaseControl::HorizontalPadding ( ) const [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.28 HorizontalPadding() [2/2]

```
Dimension band::BaseControl::HorizontalPadding ( ) const [override], [virtual]
```

Implements [band::Control](#).

#### 7.2.1.29 IsEnabled() [1/2]

```
bool band::BaseControl::IsEnabled ( ) const [override], [virtual]
```

Implements [band::Control](#).



**7.2.1.30** `IsEnabled()` [2/2]

```
bool band::BaseControl::IsEnabled ( ) const [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.31** `SetArea()` [1/2]

```
void band::BaseControl::SetArea (
    const ::band::Area & area ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.32** `SetArea()` [2/2]

```
void band::BaseControl::SetArea (
    const ::band::Area & area ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.33** `SetBackgroundColor()` [1/2]

```
void band::BaseControl::SetBackgroundColor (
    const Color & color ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.34** `SetBackgroundColor()` [2/2]

```
void band::BaseControl::SetBackgroundColor (
    const Color & color ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.35** `SetBorderColor()` [1/2]

```
void band::BaseControl::SetBorderColor (
    const Color & color ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.36 SetBorderColor()** [2/2]

```
void band::BaseControl::SetBorderColor (
    const Color & color ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.37 SetFontId()** [1/2]

```
void band::BaseControl::SetFontId (
    ::band::FontId id ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.38 SetFontId()** [2/2]

```
void band::BaseControl::SetFontId (
    ::band::FontId id ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.39 SetFontSize()** [1/2]

```
void band::BaseControl::SetFontSize (
    const Dimension & font_size ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.40 SetFontSize()** [2/2]

```
void band::BaseControl::SetFontSize (
    const Dimension & font_size ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.41 SetForegroundColor()** [1/2]

```
void band::BaseControl::SetForegroundColor (
    const Color & color ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.42 SetForegroundColor()** [2/2]

```
void band::BaseControl::SetForegroundColor (
    const Color & color ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.43 SetHorizontalBorderThickness()** [1/2]

```
void band::BaseControl::SetHorizontalBorderThickness (
    const Dimension & dimension ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.44 SetHorizontalBorderThickness()** [2/2]

```
void band::BaseControl::SetHorizontalBorderThickness (
    const Dimension & dimension ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.45 SetHorizontalPadding()** [1/2]

```
void band::BaseControl::SetHorizontalPadding (
    const Dimension & dimension ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.46 SetHorizontalPadding()** [2/2]

```
void band::BaseControl::SetHorizontalPadding (
    const Dimension & dimension ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.47 SetVerticalBorderThickness()** [1/2]

```
void band::BaseControl::SetVerticalBorderThickness (
    const Dimension & dimension ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.48 SetVerticalBorderThickness()** [2/2]

```
void band::BaseControl::SetVerticalBorderThickness (
    const Dimension & dimension ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.49 SetVerticalPadding()** [1/2]

```
void band::BaseControl::SetVerticalPadding (
    const Dimension & dimension ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.50 SetVerticalPadding()** [2/2]

```
void band::BaseControl::SetVerticalPadding (
    const Dimension & dimension ) [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.51 VerticalBorderThickness()** [1/2]

```
Dimension band::BaseControl::VerticalBorderThickness ( ) const [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.52 VerticalBorderThickness()** [2/2]

```
Dimension band::BaseControl::VerticalBorderThickness ( ) const [override], [virtual]
```

Implements [band::Control](#).

**7.2.1.53 VerticalPadding()** [1/2]

```
Dimension band::BaseControl::VerticalPadding ( ) const [override], [virtual]
```

Implements [band::Control](#).

## 7.2.1.54 VerticalPadding() [2/2]

```
Dimension band::BaseControl::VerticalPadding ( ) const [override], [virtual]
```

Implements [band::Control](#).

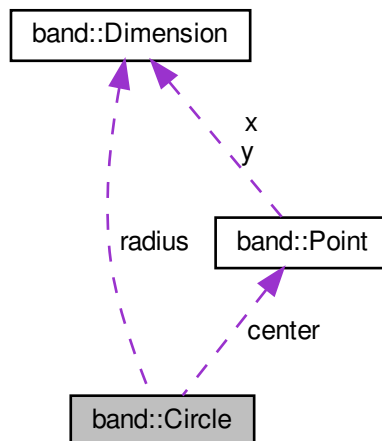
The documentation for this class was generated from the following file:

- [band/bin/band/control.h](#)

## 7.3 band::Circle Struct Reference

```
#include <interface.h>
```

Collaboration diagram for band::Circle:



### Public Attributes

- [Point](#) `center`
- [Dimension](#) `radius`

### 7.3.1 Member Data Documentation

#### 7.3.1.1 center

```
Point band::Circle::center
```

### 7.3.1.2 radius

`Dimension band::Circle::radius`

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

- `band/bin/band/interface.h`

## 7.4 band::Color Struct Reference

```
#include <interface.h>
```

### Public Attributes

- `Component r`
- `Component g`
- `Component b`
- `Component a`

### 7.4.1 Member Data Documentation

#### 7.4.1.1 a

`Component band::Color::a`

#### 7.4.1.2 b

`Component band::Color::b`

#### 7.4.1.3 g

`Component band::Color::g`

## 7.4.1.4 r

`Component` `band::Color::r`

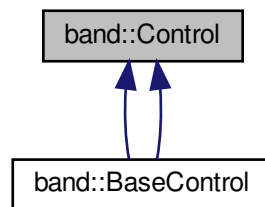
The documentation for this struct was generated from the following file:

- `band/bin/band/interface.h`

## 7.5 band::Control Class Reference

```
#include <control.h>
```

Inheritance diagram for `band::Control`:



### Public Member Functions

- virtual `~Control` ()=default
- virtual `Color BackgroundColor` () const =0
- virtual void `SetBackgroundColor` (const `Color` &color)=0
- virtual `Color ForegroundColor` () const =0
- virtual void `SetForegroundColor` (const `Color` &color)=0
- virtual `Color BorderColor` () const =0
- virtual void `SetBorderColor` (const `Color` &color)=0
- virtual `Dimension HorizontalBorderThickness` () const =0
- virtual void `SetHorizontalBorderThickness` (const `Dimension` &dimension)=0
- virtual `Dimension VerticalBorderThickness` () const =0
- virtual void `SetVerticalBorderThickness` (const `Dimension` &dimension)=0
- virtual `Dimension HorizontalPadding` () const =0
- virtual void `SetHorizontalPadding` (const `Dimension` &dimension)=0
- virtual `Dimension VerticalPadding` () const =0
- virtual void `SetVerticalPadding` (const `Dimension` &dimension)=0
- virtual `::band::Area Area` () const =0
- virtual void `SetArea` (const `::band::Area` &area)=0
- virtual `::band::FontId FontId` () const =0
- virtual void `SetFontId` (`::band::FontId` id)=0
- virtual `Dimension FontSize` () const =0
- virtual void `SetFontSize` (const `Dimension` &font\_size)=0

- virtual void [Disable](#) ()=0
- virtual void [Enable](#) ()=0
- virtual bool [IsEnabled](#) () const =0
- virtual bool [HasFocus](#) () const =0
- virtual bool [HasPress](#) () const =0
- virtual void [Display](#) (const [Point](#) &point, [Interface](#) &interface)=0
- virtual void [CleanUp](#) ([Interface](#) &interface)=0
- virtual [~Control](#) ()=default
- virtual [Color](#) [BackgroundColor](#) () const =0
- virtual void [SetBackgroundColor](#) (const [Color](#) &color)=0
- virtual [Color](#) [ForegroundColor](#) () const =0
- virtual void [SetForegroundColor](#) (const [Color](#) &color)=0
- virtual [Color](#) [BorderColor](#) () const =0
- virtual void [SetBorderColor](#) (const [Color](#) &color)=0
- virtual [Dimension](#) [HorizontalBorderThickness](#) () const =0
- virtual void [SetHorizontalBorderThickness](#) (const [Dimension](#) &dimension)=0
- virtual [Dimension](#) [VerticalBorderThickness](#) () const =0
- virtual void [SetVerticalBorderThickness](#) (const [Dimension](#) &dimension)=0
- virtual [Dimension](#) [HorizontalPadding](#) () const =0
- virtual void [SetHorizontalPadding](#) (const [Dimension](#) &dimension)=0
- virtual [Dimension](#) [VerticalPadding](#) () const =0
- virtual void [SetVerticalPadding](#) (const [Dimension](#) &dimension)=0
- virtual [::band::Area](#) [Area](#) () const =0
- virtual void [SetArea](#) (const [::band::Area](#) &area)=0
- virtual [::band::FontId](#) [FontId](#) () const =0
- virtual void [SetFontId](#) ([::band::FontId](#) id)=0
- virtual [Dimension](#) [FontSize](#) () const =0
- virtual void [SetFontSize](#) (const [Dimension](#) &font\_size)=0
- virtual void [Disable](#) ()=0
- virtual void [Enable](#) ()=0
- virtual bool [IsEnabled](#) () const =0
- virtual bool [HasFocus](#) () const =0
- virtual bool [HasPress](#) () const =0
- virtual void [Display](#) (const [Point](#) &point, [Interface](#) &interface)=0
- virtual void [CleanUp](#) ([Interface](#) &interface)=0

## 7.5.1 Constructor & Destructor Documentation

### 7.5.1.1 [~Control\(\)](#) [1/2]

```
virtual band::Control::~~Control ( ) [virtual], [default]
```

### 7.5.1.2 [~Control\(\)](#) [2/2]

```
virtual band::Control::~~Control ( ) [virtual], [default]
```



## 7.5.2 Member Function Documentation

### 7.5.2.1 Area() [1/2]

```
virtual band::Area band::Control::Area ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

### 7.5.2.2 Area() [2/2]

```
virtual band::Area band::Control::Area ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

### 7.5.2.3 BackgroundColor() [1/2]

```
virtual Color band::Control::BackgroundColor ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

### 7.5.2.4 BackgroundColor() [2/2]

```
virtual Color band::Control::BackgroundColor ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

### 7.5.2.5 BorderColor() [1/2]

```
virtual Color band::Control::BorderColor ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

#### 7.5.2.6 `BorderColor()` [2/2]

```
virtual Color band::Control::BorderColor ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

#### 7.5.2.7 `CleanUp()` [1/2]

```
virtual void band::Control::CleanUp (  
    Interface & interface ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

#### 7.5.2.8 `CleanUp()` [2/2]

```
virtual void band::Control::CleanUp (  
    Interface & interface ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

#### 7.5.2.9 `Disable()` [1/2]

```
virtual void band::Control::Disable ( ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

#### 7.5.2.10 `Disable()` [2/2]

```
virtual void band::Control::Disable ( ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

#### 7.5.2.11 `Display()` [1/2]

```
virtual void band::Control::Display (  
    const Point & point,  
    Interface & interface ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

#### 7.5.2.12 Display() [2/2]

```
virtual void band::Control::Display (
    const Point & point,
    Interface & interface ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

#### 7.5.2.13 Enable() [1/2]

```
virtual void band::Control::Enable ( ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

#### 7.5.2.14 Enable() [2/2]

```
virtual void band::Control::Enable ( ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

#### 7.5.2.15 FontId() [1/2]

```
virtual ::band::FontId band::Control::FontId ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

#### 7.5.2.16 FontId() [2/2]

```
virtual ::band::FontId band::Control::FontId ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

#### 7.5.2.17 FontSize() [1/2]

```
virtual Dimension band::Control::FontSize ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.18 FontSize()** [2/2]

```
virtual Dimension band::Control::FontSize ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.19 ForegroundColor()** [1/2]

```
virtual Color band::Control::ForegroundColor ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.20 ForegroundColor()** [2/2]

```
virtual Color band::Control::ForegroundColor ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.21 HasFocus()** [1/2]

```
virtual bool band::Control::HasFocus ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.22 HasFocus()** [2/2]

```
virtual bool band::Control::HasFocus ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.23 HasPress()** [1/2]

```
virtual bool band::Control::HasPress ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.24 HasPress()** [2/2]

```
virtual bool band::Control::HasPress ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.25 HorizontalBorderThickness()** [1/2]

```
virtual Dimension band::Control::HorizontalBorderThickness ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.26 HorizontalBorderThickness()** [2/2]

```
virtual Dimension band::Control::HorizontalBorderThickness ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.27 HorizontalPadding()** [1/2]

```
virtual Dimension band::Control::HorizontalPadding ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.28 HorizontalPadding()** [2/2]

```
virtual Dimension band::Control::HorizontalPadding ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.29 IsEnabled()** [1/2]

```
virtual bool band::Control::IsEnabled ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.30 isEnabled()** [2/2]

```
virtual bool band::Control::isEnabled ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.31 SetArea()** [1/2]

```
virtual void band::Control::SetArea (
    const ::band::Area & area ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.32 SetArea()** [2/2]

```
virtual void band::Control::SetArea (
    const ::band::Area & area ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.33 SetBackgroundColor()** [1/2]

```
virtual void band::Control::SetBackgroundColor (
    const Color & color ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.34 SetBackgroundColor()** [2/2]

```
virtual void band::Control::SetBackgroundColor (
    const Color & color ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.35 SetBorderColor()** [1/2]

```
virtual void band::Control::SetBorderColor (
    const Color & color ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.36 SetBorderColor()** [2/2]

```
virtual void band::Control::SetBorderColor (
    const Color & color ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.37 SetFontId()** [1/2]

```
virtual void band::Control::SetFontId (
    ::band::FontId id ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.38 SetFontId()** [2/2]

```
virtual void band::Control::SetFontId (
    ::band::FontId id ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.39 SetFontSize()** [1/2]

```
virtual void band::Control::SetFontSize (
    const Dimension & font_size ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.40 SetFontSize()** [2/2]

```
virtual void band::Control::SetFontSize (
    const Dimension & font_size ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.41 SetForegroundColor()** [1/2]

```
virtual void band::Control::SetForegroundColor (
    const Color & color ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.42 SetForegroundColor()** [2/2]

```
virtual void band::Control::SetForegroundColor (
    const Color & color ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.43 SetHorizontalBorderThickness()** [1/2]

```
virtual void band::Control::SetHorizontalBorderThickness (
    const Dimension & dimension ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.44 SetHorizontalBorderThickness()** [2/2]

```
virtual void band::Control::SetHorizontalBorderThickness (
    const Dimension & dimension ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.45 SetHorizontalPadding()** [1/2]

```
virtual void band::Control::SetHorizontalPadding (
    const Dimension & dimension ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.46 SetHorizontalPadding()** [2/2]

```
virtual void band::Control::SetHorizontalPadding (
    const Dimension & dimension ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.47 SetVerticalBorderThickness()** [1/2]

```
virtual void band::Control::SetVerticalBorderThickness (
    const Dimension & dimension ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).



**7.5.2.48 SetVerticalBorderThickness()** [2/2]

```
virtual void band::Control::SetVerticalBorderThickness (
    const Dimension & dimension ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.49 SetVerticalPadding()** [1/2]

```
virtual void band::Control::SetVerticalPadding (
    const Dimension & dimension ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.50 SetVerticalPadding()** [2/2]

```
virtual void band::Control::SetVerticalPadding (
    const Dimension & dimension ) [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.51 VerticalBorderThickness()** [1/2]

```
virtual Dimension band::Control::VerticalBorderThickness ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.52 VerticalBorderThickness()** [2/2]

```
virtual Dimension band::Control::VerticalBorderThickness ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

**7.5.2.53 VerticalPadding()** [1/2]

```
virtual Dimension band::Control::VerticalPadding ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

#### 7.5.2.54 VerticalPadding() [2/2]

```
virtual Dimension band::Control::VerticalPadding ( ) const [pure virtual]
```

Implemented in [band::BaseControl](#), and [band::BaseControl](#).

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

- [band/bin/band/control.h](#)

## 7.6 band::Dimension Struct Reference

```
#include <interface.h>
```

### Public Attributes

- [Real scalar](#)
- [Unit unit](#)

#### 7.6.1 Member Data Documentation

##### 7.6.1.1 scalar

```
Real band::Dimension::scalar
```

##### 7.6.1.2 unit

```
Unit band::Dimension::unit
```

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

- [band/bin/band/interface.h](#)

## 7.7 band::File Struct Reference

```
#include <interface.h>
```

## Public Attributes

- `const uint8_t * bytes`
- `const size_t n`

### 7.7.1 Member Data Documentation

#### 7.7.1.1 bytes

```
const uint8_t * band::File::bytes
```

#### 7.7.1.2 n

```
const size_t band::File::n
```

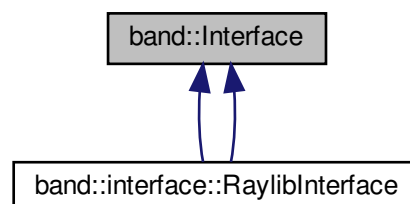
The documentation for this struct was generated from the following file:

- `band/bin/band/interface.h`

## 7.8 band::Interface Class Reference

```
#include <interface.h>
```

Inheritance diagram for band::Interface:



## Public Member Functions

- virtual [~Interface](#) ()=default
- virtual void [SetTargetFps](#) ([Size](#) fps)=0
- virtual void [SetWindowArea](#) (const [::band::WindowArea](#) &area)=0
- virtual void [SetIcon](#) ([ImageId](#) id)=0
- virtual void [SetTitle](#) (const [Text](#) &text)=0
- virtual void [ToggleFullscreen](#) ()=0
- virtual void [StartDrawing](#) ()=0
- virtual void [StopDrawing](#) ()=0
- virtual [ImageId](#) [LoadImage](#) (const [File](#) &file)=0
- virtual void [DeleteImage](#) ([ImageId](#) id)=0
- virtual void [DeleteAllImages](#) ()=0
- virtual [FontId](#) [LoadFont](#) (const [File](#) &file)=0
- virtual void [DeleteFont](#) ([FontId](#) id)=0
- virtual void [DeleteAllFonts](#) ()=0
- virtual [TextureId](#) [CreateBlankTexture](#) (const [Area](#) &area)=0
- virtual [TextureId](#) [CreateImageTexture](#) ([ImageId](#) id, const [Area](#) &area)=0
- virtual void [DeleteTexture](#) ([TextureId](#) id)=0
- virtual void [DeleteAllTextures](#) ()=0
- virtual void [SelectTexture](#) ([TextureId](#) id)=0
- virtual void [UnselectTexture](#) ()=0
- virtual void [DrawTexture](#) ([TextureId](#) id, const [Point](#) &position)=0
- virtual void [Clear](#) (const [Color](#) &color)=0
- virtual void [DrawLine](#) (const [Line](#) &line, const [Dimension](#) &thickness, const [Leg](#) &leg, const [Color](#) &color)=0
- virtual void [DrawCircle](#) (const [Circle](#) &circle, const [Leg](#) &leg, const [Color](#) &color)=0
- virtual void [DrawRectangle](#) (const [Rectangle](#) &rectangle, const [Color](#) &color)=0
- virtual void [DrawTriangle](#) (const [Triangle](#) &triangle, const [Color](#) &color)=0
- virtual void [DrawText](#) (const [Text](#) &text, const [Point](#) &position, const [Dimension](#) &dimension, const [Color](#) &color, [FontId](#) id)=0
- virtual void [DrawFps](#) (const [Point](#) &position)=0
- virtual [Area](#) [MeasureText](#) (const [Text](#) &text, const [Dimension](#) &dimension, [FontId](#) id) const =0
- virtual bool [HasAction](#) (const [Action](#) &action) const =0
- virtual std::optional< char > [CharacterPressed](#) () const =0
- virtual [Point](#) [MousePosition](#) () const =0
- virtual [::band::WindowArea](#) [WindowArea](#) () const =0
- virtual [~Interface](#) ()=default
- virtual void [SetTargetFps](#) ([Size](#) fps)=0
- virtual void [SetWindowArea](#) (const [::band::WindowArea](#) &area)=0
- virtual void [SetIcon](#) ([ImageId](#) id)=0
- virtual void [SetTitle](#) (const [Text](#) &text)=0
- virtual void [ToggleFullscreen](#) ()=0
- virtual void [StartDrawing](#) ()=0
- virtual void [StopDrawing](#) ()=0
- virtual [ImageId](#) [LoadImage](#) (const [File](#) &file)=0
- virtual void [DeleteImage](#) ([ImageId](#) id)=0
- virtual void [DeleteAllImages](#) ()=0
- virtual [FontId](#) [LoadFont](#) (const [File](#) &file)=0
- virtual void [DeleteFont](#) ([FontId](#) id)=0
- virtual void [DeleteAllFonts](#) ()=0
- virtual [TextureId](#) [CreateBlankTexture](#) (const [Area](#) &area)=0
- virtual [TextureId](#) [CreateImageTexture](#) ([ImageId](#) id, const [Area](#) &area)=0
- virtual void [DeleteTexture](#) ([TextureId](#) id)=0
- virtual void [DeleteAllTextures](#) ()=0
- virtual void [SelectTexture](#) ([TextureId](#) id)=0

- virtual void [UnselectTexture](#) ()=0
- virtual void [DrawTexture](#) ([TextureId](#) id, const [Point](#) &position)=0
- virtual void [Clear](#) (const [Color](#) &color)=0
- virtual void [DrawLine](#) (const [Line](#) &line, const [Dimension](#) &thickness, const [Leg](#) &leg, const [Color](#) &color)=0
- virtual void [DrawCircle](#) (const [Circle](#) &circle, const [Leg](#) &leg, const [Color](#) &color)=0
- virtual void [DrawRectangle](#) (const [Rectangle](#) &rectangle, const [Color](#) &color)=0
- virtual void [DrawTriangle](#) (const [Triangle](#) &triangle, const [Color](#) &color)=0
- virtual void [DrawText](#) (const [Text](#) &text, const [Point](#) &position, const [Dimension](#) &dimension, const [Color](#) &color, [FontId](#) id)=0
- virtual void [DrawFps](#) (const [Point](#) &position)=0
- virtual [Area MeasureText](#) (const [Text](#) &text, const [Dimension](#) &dimension, [FontId](#) id) const =0
- virtual bool [HasAction](#) (const [Action](#) &action) const =0
- virtual std::optional< char > [CharacterPressed](#) () const =0
- virtual [Point MousePosition](#) () const =0
- virtual [:band::WindowArea WindowArea](#) () const =0

## 7.8.1 Constructor & Destructor Documentation

### 7.8.1.1 ~Interface() [1/2]

```
virtual band::Interface::~~Interface ( ) [virtual], [default]
```

### 7.8.1.2 ~Interface() [2/2]

```
virtual band::Interface::~~Interface ( ) [virtual], [default]
```

## 7.8.2 Member Function Documentation

### 7.8.2.1 CharacterPressed() [1/2]

```
virtual std::optional<char> band::Interface::CharacterPressed ( ) const [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

### 7.8.2.2 CharacterPressed() [2/2]

```
virtual std::optional<char> band::Interface::CharacterPressed ( ) const [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.3 Clear()** [1/2]

```
virtual void band::Interface::Clear (
    const Color & color ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.4 Clear()** [2/2]

```
virtual void band::Interface::Clear (
    const Color & color ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.5 CreateBlankTexture()** [1/2]

```
virtual TextureId band::Interface::CreateBlankTexture (
    const Area & area ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.6 CreateBlankTexture()** [2/2]

```
virtual TextureId band::Interface::CreateBlankTexture (
    const Area & area ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.7 CreateImageTexture()** [1/2]

```
virtual TextureId band::Interface::CreateImageTexture (
    ImageId id,
    const Area & area ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

#### 7.8.2.8 CreateImageTexture() [2/2]

```
virtual TextureId band::Interface::CreateImageTexture (
    ImageId id,
    const Area & area ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

#### 7.8.2.9 DeleteAllFonts() [1/2]

```
virtual void band::Interface::DeleteAllFonts ( ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

#### 7.8.2.10 DeleteAllFonts() [2/2]

```
virtual void band::Interface::DeleteAllFonts ( ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

#### 7.8.2.11 DeleteAllImages() [1/2]

```
virtual void band::Interface::DeleteAllImages ( ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

#### 7.8.2.12 DeleteAllImages() [2/2]

```
virtual void band::Interface::DeleteAllImages ( ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

#### 7.8.2.13 DeleteAllTextures() [1/2]

```
virtual void band::Interface::DeleteAllTextures ( ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.14 DeleteAllTextures()** [2/2]

```
virtual void band::Interface::DeleteAllTextures ( ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.15 DeleteFont()** [1/2]

```
virtual void band::Interface::DeleteFont (
    FontId id ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.16 DeleteFont()** [2/2]

```
virtual void band::Interface::DeleteFont (
    FontId id ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.17 DeletelImage()** [1/2]

```
virtual void band::Interface::DeleteImage (
    ImageId id ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.18 DeletelImage()** [2/2]

```
virtual void band::Interface::DeleteImage (
    ImageId id ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.19 DeleteTexture()** [1/2]

```
virtual void band::Interface::DeleteTexture (
    TextureId id ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).



#### 7.8.2.20 DeleteTexture() [2/2]

```
virtual void band::Interface::DeleteTexture (
    TextureId id ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

#### 7.8.2.21 DrawCircle() [1/2]

```
virtual void band::Interface::DrawCircle (
    const Circle & circle,
    const Leg & leg,
    const Color & color ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

#### 7.8.2.22 DrawCircle() [2/2]

```
virtual void band::Interface::DrawCircle (
    const Circle & circle,
    const Leg & leg,
    const Color & color ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

#### 7.8.2.23 DrawFps() [1/2]

```
virtual void band::Interface::DrawFps (
    const Point & position ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

#### 7.8.2.24 DrawFps() [2/2]

```
virtual void band::Interface::DrawFps (
    const Point & position ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

#### 7.8.2.25 DrawLine() [1/2]

```
virtual void band::Interface::DrawLine (
    const Line & line,
    const Dimension & thickness,
    const Leg & leg,
    const Color & color ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

#### 7.8.2.26 DrawLine() [2/2]

```
virtual void band::Interface::DrawLine (
    const Line & line,
    const Dimension & thickness,
    const Leg & leg,
    const Color & color ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

#### 7.8.2.27 DrawRectangle() [1/2]

```
virtual void band::Interface::DrawRectangle (
    const Rectangle & rectangle,
    const Color & color ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

#### 7.8.2.28 DrawRectangle() [2/2]

```
virtual void band::Interface::DrawRectangle (
    const Rectangle & rectangle,
    const Color & color ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

#### 7.8.2.29 DrawText() [1/2]

```
virtual void band::Interface::DrawText (
    const Text & text,
    const Point & position,
    const Dimension & dimension,
    const Color & color,
    FontId id ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.30 DrawText()** [2/2]

```
virtual void band::Interface::DrawText (
    const Text & text,
    const Point & position,
    const Dimension & dimension,
    const Color & color,
    FontId id ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.31 DrawTexture()** [1/2]

```
virtual void band::Interface::DrawTexture (
    TextureId id,
    const Point & position ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.32 DrawTexture()** [2/2]

```
virtual void band::Interface::DrawTexture (
    TextureId id,
    const Point & position ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.33 DrawTriangle()** [1/2]

```
virtual void band::Interface::DrawTriangle (
    const Triangle & triangle,
    const Color & color ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.34 DrawTriangle()** [2/2]

```
virtual void band::Interface::DrawTriangle (
    const Triangle & triangle,
    const Color & color ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.35 HasAction()** [1/2]

```
virtual bool band::Interface::HasAction (  
    const Action & action ) const [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.36 HasAction()** [2/2]

```
virtual bool band::Interface::HasAction (  
    const Action & action ) const [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.37 LoadFont()** [1/2]

```
virtual FontId band::Interface::LoadFont (  
    const File & file ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.38 LoadFont()** [2/2]

```
virtual FontId band::Interface::LoadFont (  
    const File & file ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.39 LoadImage()** [1/2]

```
virtual ImageId band::Interface::LoadImage (  
    const File & file ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.40 LoadImage()** [2/2]

```
virtual ImageId band::Interface::LoadImage (  
    const File & file ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.41 MeasureText()** [1/2]

```
virtual Area band::Interface::MeasureText (
    const Text & text,
    const Dimension & dimension,
    FontId id ) const [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.42 MeasureText()** [2/2]

```
virtual Area band::Interface::MeasureText (
    const Text & text,
    const Dimension & dimension,
    FontId id ) const [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.43 MousePosition()** [1/2]

```
virtual Point band::Interface::MousePosition ( ) const [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.44 MousePosition()** [2/2]

```
virtual Point band::Interface::MousePosition ( ) const [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.45 SelectTexture()** [1/2]

```
virtual void band::Interface::SelectTexture (
    TextureId id ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.46 SelectTexture()** [2/2]

```
virtual void band::Interface::SelectTexture (
    TextureId id ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.47 SetIcon()** [1/2]

```
virtual void band::Interface::SetIcon (
    ImageId id ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.48 SetIcon()** [2/2]

```
virtual void band::Interface::SetIcon (
    ImageId id ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.49 SetTargetFps()** [1/2]

```
virtual void band::Interface::SetTargetFps (
    Size fps ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.50 SetTargetFps()** [2/2]

```
virtual void band::Interface::SetTargetFps (
    Size fps ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.51 SetTitle()** [1/2]

```
virtual void band::Interface::SetTitle (
    const Text & text ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.52 setTitle()** [2/2]

```
virtual void band::Interface::SetTitle (
    const Text & text ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.53 SetWindowArea()** [1/2]

```
virtual void band::Interface::SetWindowArea (
    const ::band::WindowArea & area ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.54 SetWindowArea()** [2/2]

```
virtual void band::Interface::SetWindowArea (
    const ::band::WindowArea & area ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.55 StartDrawing()** [1/2]

```
virtual void band::Interface::StartDrawing ( ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.56 StartDrawing()** [2/2]

```
virtual void band::Interface::StartDrawing ( ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.57 StopDrawing()** [1/2]

```
virtual void band::Interface::StopDrawing ( ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.58 StopDrawing()** [2/2]

```
virtual void band::Interface::StopDrawing ( ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.59 ToggleFullscreen()** [1/2]

```
virtual void band::Interface::ToggleFullscreen ( ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.60 ToggleFullscreen()** [2/2]

```
virtual void band::Interface::ToggleFullscreen ( ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.61 UnselectTexture()** [1/2]

```
virtual void band::Interface::UnselectTexture ( ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.62 UnselectTexture()** [2/2]

```
virtual void band::Interface::UnselectTexture ( ) [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

**7.8.2.63 WindowArea()** [1/2]

```
virtual ::band::WindowArea band::Interface::WindowArea ( ) const [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).



## 7.8.2.64 WindowArea() [2/2]

```
virtual ::band::WindowArea band::Interface::WindowArea ( ) const [pure virtual]
```

Implemented in [band::interface::RaylibInterface](#), and [band::interface::RaylibInterface](#).

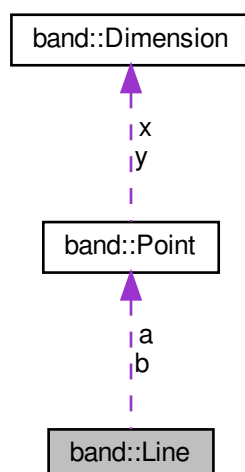
The documentation for this class was generated from the following file:

- [band/bin/band/interface.h](#)

## 7.9 band::Line Struct Reference

```
#include <interface.h>
```

Collaboration diagram for band::Line:



## Public Attributes

- [Point a](#)
- [Point b](#)

## 7.9.1 Member Data Documentation

### 7.9.1.1 a

```
Point band::Line::a
```

### 7.9.1.2 b

```
Point band::Line::b
```

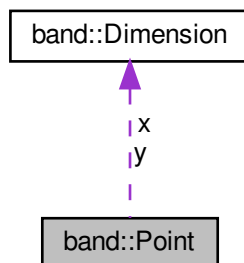
The documentation for this struct was generated from the following file:

- [band/bin/band/interface.h](#)

## 7.10 band::Point Struct Reference

```
#include <interface.h>
```

Collaboration diagram for band::Point:



### Public Attributes

- [Dimension x](#)
- [Dimension y](#)

### 7.10.1 Member Data Documentation

## 7.10.1.1 x

Dimension band::Point::x

## 7.10.1.2 y

Dimension band::Point::y

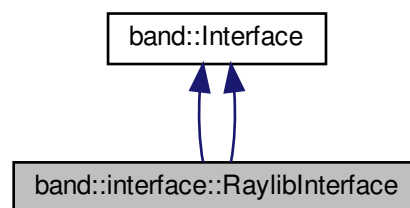
The documentation for this struct was generated from the following file:

- band/bin/band/interface.h

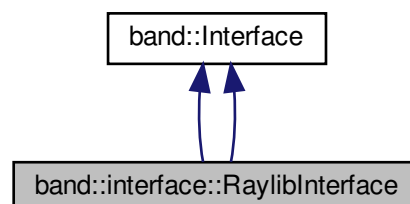
## 7.11 band::interface::RaylibInterface Class Reference

```
#include <raylib_interface.h>
```

Inheritance diagram for band::interface::RaylibInterface:



Collaboration diagram for band::interface::RaylibInterface:



## Public Member Functions

- [RaylibInterface](#) ()
- [~RaylibInterface](#) () override
- [RaylibInterface](#) (const [RaylibInterface](#) &)=delete
- [RaylibInterface](#) & [operator=](#) (const [RaylibInterface](#) &)=delete
- [RaylibInterface](#) (const [RaylibInterface](#) &&)=delete
- [RaylibInterface](#) & [operator=](#) (const [RaylibInterface](#) &&)=delete
- void [Open](#) ()
- void [Close](#) ()
- void [SetTargetFps](#) ([Size](#) fps) override
- void [SetWindowArea](#) (const [::band::WindowArea](#) &area) override
- void [SetIcon](#) ([ImageId](#) id) override
- void [SetTitle](#) (const [Text](#) &text) override
- void [ToggleFullscreen](#) () override
- void [StartDrawing](#) () override
- void [StopDrawing](#) () override
- [ImageId](#) [LoadImage](#) (const [File](#) &) override
- void [DeleteImage](#) ([ImageId](#) id) override
- void [DeleteAllImages](#) () override
- [FontId](#) [LoadFont](#) (const [File](#) &) override
- void [DeleteFont](#) ([FontId](#) id) override
- void [DeleteAllFonts](#) () override
- [TextureId](#) [CreateBlankTexture](#) (const [Area](#) &area) override
- [TextureId](#) [CreateImageTexture](#) ([ImageId](#) id, const [Area](#) &area) override
- void [DeleteTexture](#) ([TextureId](#) id) override
- void [DeleteAllTextures](#) () override
- void [SelectTexture](#) ([TextureId](#) id) override
- void [UnselectTexture](#) () override
- void [DrawTexture](#) ([TextureId](#) id, const [Point](#) &position) override
- void [Clear](#) (const [Color](#) &color) override
- void [DrawLine](#) (const [Line](#) &line, const [Dimension](#) &thickness, const [Leg](#) &leg, const [Color](#) &color) override
- void [DrawCircle](#) (const [Circle](#) &circle, const [Leg](#) &leg, const [Color](#) &color) override
- void [DrawRectangle](#) (const [Rectangle](#) &rectangle, const [Color](#) &color) override
- void [DrawTriangle](#) (const [Triangle](#) &triangle, const [Color](#) &color) override
- void [DrawText](#) (const [Text](#) &text, const [Point](#) &position, const [Dimension](#) &dimension, const [Color](#) &color, [FontId](#) id) override
- void [DrawFps](#) (const [Point](#) &position) override
- [Area](#) [MeasureText](#) (const [Text](#) &text, const [Dimension](#) &dimension, [FontId](#) id) const override
- bool [HasAction](#) (const [Action](#) &action) const override
- std::optional< char > [CharacterPressed](#) () const override
- [Point](#) [MousePosition](#) () const override
- [::band::WindowArea](#) [WindowArea](#) () const override
- [RaylibInterface](#) ()
- [~RaylibInterface](#) () override
- [RaylibInterface](#) (const [RaylibInterface](#) &)=delete
- [RaylibInterface](#) & [operator=](#) (const [RaylibInterface](#) &)=delete
- [RaylibInterface](#) (const [RaylibInterface](#) &&)=delete
- [RaylibInterface](#) & [operator=](#) (const [RaylibInterface](#) &&)=delete
- void [Open](#) ()
- void [Close](#) ()
- void [SetTargetFps](#) ([Size](#) fps) override
- void [SetWindowArea](#) (const [::band::WindowArea](#) &area) override
- void [SetIcon](#) ([ImageId](#) id) override
- void [SetTitle](#) (const [Text](#) &text) override

- void [ToggleFullscreen](#) () override
- void [StartDrawing](#) () override
- void [StopDrawing](#) () override
- [ImageId](#) [LoadImage](#) (const [File](#) &) override
- void [DeleteImage](#) ([ImageId](#) id) override
- void [DeleteAllImages](#) () override
- [FontId](#) [LoadFont](#) (const [File](#) &) override
- void [DeleteFont](#) ([FontId](#) id) override
- void [DeleteAllFonts](#) () override
- [TextureId](#) [CreateBlankTexture](#) (const [Area](#) &area) override
- [TextureId](#) [CreateImageTexture](#) ([ImageId](#) id, const [Area](#) &area) override
- void [DeleteTexture](#) ([TextureId](#) id) override
- void [DeleteAllTextures](#) () override
- void [SelectTexture](#) ([TextureId](#) id) override
- void [UnselectTexture](#) () override
- void [DrawTexture](#) ([TextureId](#) id, const [Point](#) &position) override
- void [Clear](#) (const [Color](#) &color) override
- void [DrawLine](#) (const [Line](#) &line, const [Dimension](#) &thickness, const [Leg](#) &leg, const [Color](#) &color) override
- void [DrawCircle](#) (const [Circle](#) &circle, const [Leg](#) &leg, const [Color](#) &color) override
- void [DrawRectangle](#) (const [Rectangle](#) &rectangle, const [Color](#) &color) override
- void [DrawTriangle](#) (const [Triangle](#) &triangle, const [Color](#) &color) override
- void [DrawText](#) (const [Text](#) &text, const [Point](#) &position, const [Dimension](#) &dimension, const [Color](#) &color, [FontId](#) id) override
- void [DrawFps](#) (const [Point](#) &position) override
- [Area](#) [MeasureText](#) (const [Text](#) &text, const [Dimension](#) &dimension, [FontId](#) id) const override
- bool [HasAction](#) (const [Action](#) &action) const override
- std::optional< char > [CharacterPressed](#) () const override
- [Point](#) [MousePosition](#) () const override
- ::band::WindowArea [WindowArea](#) () const override

### 7.11.1 Constructor & Destructor Documentation

#### 7.11.1.1 RaylibInterface() [1/6]

```
band::interface::RaylibInterface::RaylibInterface ( )
```

#### 7.11.1.2 ~RaylibInterface() [1/2]

```
band::interface::RaylibInterface::~~RaylibInterface ( ) [override]
```

#### 7.11.1.3 RaylibInterface() [2/6]

```
band::interface::RaylibInterface::RaylibInterface (
    const RaylibInterface & ) [delete]
```

**7.11.1.4 RaylibInterface()** [3/6]

```
band::interface::RaylibInterface::RaylibInterface (
    const RaylibInterface && ) [delete]
```

**7.11.1.5 RaylibInterface()** [4/6]

```
band::interface::RaylibInterface::RaylibInterface ( )
```

**7.11.1.6 ~RaylibInterface()** [2/2]

```
band::interface::RaylibInterface::~~RaylibInterface ( ) [override]
```

**7.11.1.7 RaylibInterface()** [5/6]

```
band::interface::RaylibInterface::RaylibInterface (
    const RaylibInterface & ) [delete]
```

**7.11.1.8 RaylibInterface()** [6/6]

```
band::interface::RaylibInterface::RaylibInterface (
    const RaylibInterface && ) [delete]
```

**7.11.2 Member Function Documentation****7.11.2.1 CharacterPressed()** [1/2]

```
std::optional<char> band::interface::RaylibInterface::CharacterPressed ( ) const [override],
[virtual]
```

Implements [band::Interface](#).

### 7.11.2.2 CharacterPressed() [2/2]

```
std::optional<char> band::interface::RaylibInterface::CharacterPressed ( ) const [override],  
[virtual]
```

Implements [band::Interface](#).

### 7.11.2.3 Clear() [1/2]

```
void band::interface::RaylibInterface::Clear (  
    const Color & color ) [override], [virtual]
```

Implements [band::Interface](#).

### 7.11.2.4 Clear() [2/2]

```
void band::interface::RaylibInterface::Clear (  
    const Color & color ) [override], [virtual]
```

Implements [band::Interface](#).

### 7.11.2.5 Close() [1/2]

```
void band::interface::RaylibInterface::Close ( )
```

### 7.11.2.6 Close() [2/2]

```
void band::interface::RaylibInterface::Close ( )
```

### 7.11.2.7 CreateBlankTexture() [1/2]

```
TextureId band::interface::RaylibInterface::CreateBlankTexture (  
    const Area & area ) [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.8 CreateBlankTexture() [2/2]

```
TextureId band::interface::RaylibInterface::CreateBlankTexture (
    const Area & area ) [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.9 CreateImageTexture() [1/2]

```
TextureId band::interface::RaylibInterface::CreateImageTexture (
    ImageId id,
    const Area & area ) [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.10 CreateImageTexture() [2/2]

```
TextureId band::interface::RaylibInterface::CreateImageTexture (
    ImageId id,
    const Area & area ) [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.11 DeleteAllFonts() [1/2]

```
void band::interface::RaylibInterface::DeleteAllFonts ( ) [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.12 DeleteAllFonts() [2/2]

```
void band::interface::RaylibInterface::DeleteAllFonts ( ) [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.13 DeleteAllImages() [1/2]

```
void band::interface::RaylibInterface::DeleteAllImages ( ) [override], [virtual]
```

Implements [band::Interface](#).



**7.11.2.14 DeleteAllImages()** [2/2]

```
void band::interface::RaylibInterface::DeleteAllImages ( ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.15 DeleteAllTextures()** [1/2]

```
void band::interface::RaylibInterface::DeleteAllTextures ( ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.16 DeleteAllTextures()** [2/2]

```
void band::interface::RaylibInterface::DeleteAllTextures ( ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.17 DeleteFont()** [1/2]

```
void band::interface::RaylibInterface::DeleteFont (
    FontId id ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.18 DeleteFont()** [2/2]

```
void band::interface::RaylibInterface::DeleteFont (
    FontId id ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.19 DeleteImage()** [1/2]

```
void band::interface::RaylibInterface::DeleteImage (
    ImageId id ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.20 DeleteImage()** [2/2]

```
void band::interface::RaylibInterface::DeleteImage (
    ImageId id ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.21 DeleteTexture()** [1/2]

```
void band::interface::RaylibInterface::DeleteTexture (
    TextureId id ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.22 DeleteTexture()** [2/2]

```
void band::interface::RaylibInterface::DeleteTexture (
    TextureId id ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.23 DrawCircle()** [1/2]

```
void band::interface::RaylibInterface::DrawCircle (
    const Circle & circle,
    const Leg & leg,
    const Color & color ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.24 DrawCircle()** [2/2]

```
void band::interface::RaylibInterface::DrawCircle (
    const Circle & circle,
    const Leg & leg,
    const Color & color ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.25 DrawFps()** [1/2]

```
void band::interface::RaylibInterface::DrawFps (
    const Point & position ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.26 DrawFps()** [2/2]

```
void band::interface::RaylibInterface::DrawFps (
    const Point & position ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.27 DrawLine()** [1/2]

```
void band::interface::RaylibInterface::DrawLine (
    const Line & line,
    const Dimension & thickness,
    const Leg & leg,
    const Color & color ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.28 DrawLine()** [2/2]

```
void band::interface::RaylibInterface::DrawLine (
    const Line & line,
    const Dimension & thickness,
    const Leg & leg,
    const Color & color ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.29 DrawRectangle()** [1/2]

```
void band::interface::RaylibInterface::DrawRectangle (
    const Rectangle & rectangle,
    const Color & color ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.30 DrawRectangle()** [2/2]

```
void band::interface::RaylibInterface::DrawRectangle (
    const Rectangle & rectangle,
    const Color & color ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.31 DrawText()** [1/2]

```
void band::interface::RaylibInterface::DrawText (
    const Text & text,
    const Point & position,
    const Dimension & dimension,
    const Color & color,
    FontId id ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.32 DrawText()** [2/2]

```
void band::interface::RaylibInterface::DrawText (
    const Text & text,
    const Point & position,
    const Dimension & dimension,
    const Color & color,
    FontId id ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.33 DrawTexture()** [1/2]

```
void band::interface::RaylibInterface::DrawTexture (
    TextureId id,
    const Point & position ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.34 DrawTexture()** [2/2]

```
void band::interface::RaylibInterface::DrawTexture (
    TextureId id,
    const Point & position ) [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.35 DrawTriangle() [1/2]

```
void band::interface::RaylibInterface::DrawTriangle (
    const Triangle & triangle,
    const Color & color ) [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.36 DrawTriangle() [2/2]

```
void band::interface::RaylibInterface::DrawTriangle (
    const Triangle & triangle,
    const Color & color ) [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.37 HasAction() [1/2]

```
bool band::interface::RaylibInterface::HasAction (
    const Action & action ) const [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.38 HasAction() [2/2]

```
bool band::interface::RaylibInterface::HasAction (
    const Action & action ) const [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.39 LoadFont() [1/2]

```
FontId band::interface::RaylibInterface::LoadFont (
    const File & ) [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.40 LoadFont() [2/2]

```
FontId band::interface::RaylibInterface::LoadFont (  
    const File & ) [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.41 LoadImage() [1/2]

```
ImageId band::interface::RaylibInterface::LoadImage (  
    const File & ) [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.42 LoadImage() [2/2]

```
ImageId band::interface::RaylibInterface::LoadImage (  
    const File & ) [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.43 MeasureText() [1/2]

```
Area band::interface::RaylibInterface::MeasureText (  
    const Text & text,  
    const Dimension & dimension,  
    FontId id ) const [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.44 MeasureText() [2/2]

```
Area band::interface::RaylibInterface::MeasureText (  
    const Text & text,  
    const Dimension & dimension,  
    FontId id ) const [override], [virtual]
```

Implements [band::Interface](#).

#### 7.11.2.45 MousePosition() [1/2]

`Point band::interface::RaylibInterface::MousePosition ( ) const [override], [virtual]`

Implements [band::Interface](#).

#### 7.11.2.46 MousePosition() [2/2]

`Point band::interface::RaylibInterface::MousePosition ( ) const [override], [virtual]`

Implements [band::Interface](#).

#### 7.11.2.47 Open() [1/2]

`void band::interface::RaylibInterface::Open ( )`

#### 7.11.2.48 Open() [2/2]

`void band::interface::RaylibInterface::Open ( )`

#### 7.11.2.49 operator=() [1/4]

`RaylibInterface& band::interface::RaylibInterface::operator= (   
const RaylibInterface & ) [delete]`

#### 7.11.2.50 operator=() [2/4]

`RaylibInterface& band::interface::RaylibInterface::operator= (   
const RaylibInterface & ) [delete]`

#### 7.11.2.51 operator=() [3/4]

`RaylibInterface& band::interface::RaylibInterface::operator= (   
const RaylibInterface && ) [delete]`

**7.11.2.52 operator=()** [4/4]

```
RaylibInterface& band::interface::RaylibInterface::operator= (
    const RaylibInterface && ) [delete]
```

**7.11.2.53 SelectTexture()** [1/2]

```
void band::interface::RaylibInterface::SelectTexture (
    TextureId id ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.54 SelectTexture()** [2/2]

```
void band::interface::RaylibInterface::SelectTexture (
    TextureId id ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.55 SetIcon()** [1/2]

```
void band::interface::RaylibInterface::SetIcon (
    ImageId id ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.56 SetIcon()** [2/2]

```
void band::interface::RaylibInterface::SetIcon (
    ImageId id ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.57 SetTargetFps()** [1/2]

```
void band::interface::RaylibInterface::SetTargetFps (
    Size fps ) [override], [virtual]
```

Implements [band::Interface](#).



**7.11.2.58 SetTargetFps()** [2/2]

```
void band::interface::RaylibInterface::SetTargetFps (
    Size fps ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.59 SetTitle()** [1/2]

```
void band::interface::RaylibInterface::SetTitle (
    const Text & text ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.60 SetTitle()** [2/2]

```
void band::interface::RaylibInterface::SetTitle (
    const Text & text ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.61 SetWindowArea()** [1/2]

```
void band::interface::RaylibInterface::SetWindowArea (
    const ::band::WindowArea & area ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.62 SetWindowArea()** [2/2]

```
void band::interface::RaylibInterface::SetWindowArea (
    const ::band::WindowArea & area ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.63 StartDrawing()** [1/2]

```
void band::interface::RaylibInterface::StartDrawing ( ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.64 StartDrawing()** [2/2]

```
void band::interface::RaylibInterface::StartDrawing ( ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.65 StopDrawing()** [1/2]

```
void band::interface::RaylibInterface::StopDrawing ( ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.66 StopDrawing()** [2/2]

```
void band::interface::RaylibInterface::StopDrawing ( ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.67 ToggleFullscreen()** [1/2]

```
void band::interface::RaylibInterface::ToggleFullscreen ( ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.68 ToggleFullscreen()** [2/2]

```
void band::interface::RaylibInterface::ToggleFullscreen ( ) [override], [virtual]
```

Implements [band::Interface](#).

**7.11.2.69 UnselectTexture()** [1/2]

```
void band::interface::RaylibInterface::UnselectTexture ( ) [override], [virtual]
```

Implements [band::Interface](#).

### 7.11.2.70 UnselectTexture() [2/2]

```
void band::interface::RaylibInterface::UnselectTexture ( ) [override], [virtual]
```

Implements [band::Interface](#).

### 7.11.2.71 WindowArea() [1/2]

```
::band::WindowArea band::interface::RaylibInterface::WindowArea ( ) const [override], [virtual]
```

Implements [band::Interface](#).

### 7.11.2.72 WindowArea() [2/2]

```
::band::WindowArea band::interface::RaylibInterface::WindowArea ( ) const [override], [virtual]
```

Implements [band::Interface](#).

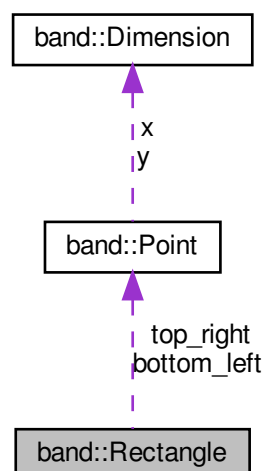
The documentation for this class was generated from the following file:

- [band/bin/band/interface/raylib\\_interface.h](#)

## 7.12 band::Rectangle Struct Reference

```
#include <interface.h>
```

Collaboration diagram for band::Rectangle:



## Public Attributes

- [Point](#) `bottom_left`
- [Point](#) `top_right`

### 7.12.1 Member Data Documentation

#### 7.12.1.1 `bottom_left`

[Point](#) `band::Rectangle::bottom_left`

#### 7.12.1.2 `top_right`

[Point](#) `band::Rectangle::top_right`

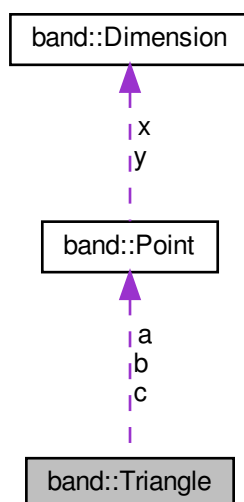
The documentation for this struct was generated from the following file:

- `band/bin/band/interface.h`

## 7.13 `band::Triangle` Struct Reference

```
#include <interface.h>
```

Collaboration diagram for `band::Triangle`:



## Public Attributes

- [Point a](#)
- [Point b](#)
- [Point c](#)

### 7.13.1 Member Data Documentation

#### 7.13.1.1 a

`Point band::Triangle::a`

#### 7.13.1.2 b

`Point band::Triangle::b`

#### 7.13.1.3 c

`Point band::Triangle::c`

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

- `band/bin/`[band/interface.h](#)

## 7.14 band::WindowArea Struct Reference

```
#include <interface.h>
```

## Public Attributes

- [Real width](#)
- [Real height](#)

### 7.14.1 Member Data Documentation

#### 7.14.1.1 height

`Real band::WindowArea::height`

#### 7.14.1.2 width

`Real band::WindowArea::width`

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

- `band/bin/`[band/interface.h](#)

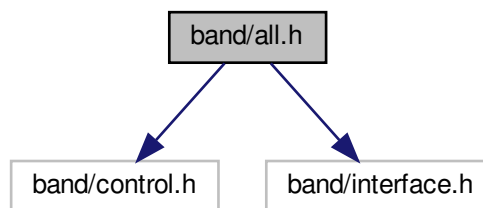


## Chapter 8

# File Documentation

### 8.1 band/all.h File Reference

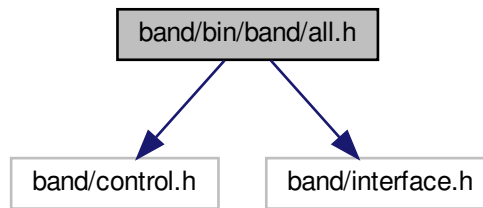
```
#include "band/control.h"  
#include "band/interface.h"  
Include dependency graph for all.h:
```



### 8.2 band/bin/band/all.h File Reference

```
#include "band/control.h"  
#include "band/interface.h"
```

Include dependency graph for all.h:

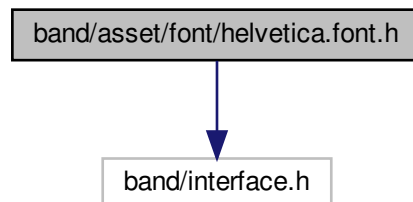


### 8.3 band/asset/font/helvetica.font.d File Reference

### 8.4 band/asset/font/helvetica.font.h File Reference

```
#include "band/interface.h"
```

Include dependency graph for helvetica.font.h:



#### Namespaces

- [band](#)
- [band::asset](#)
- [band::asset::font](#)

#### Functions

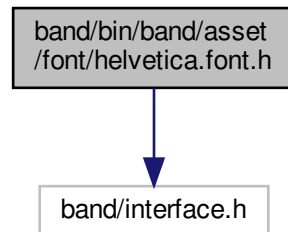
- [band::File band::asset::font::Helvetica \(\)](#)



## 8.5 band/bin/band/asset/font/helvetica.font.h File Reference

```
#include "band/interface.h"
```

Include dependency graph for helvetica.font.h:



### Namespaces

- [band](#)
- [band::asset](#)
- [band::asset::font](#)

### Functions

- [band::File band::asset::font::Helvetica \(\)](#)

## 8.6 band/bin/band/control.h File Reference

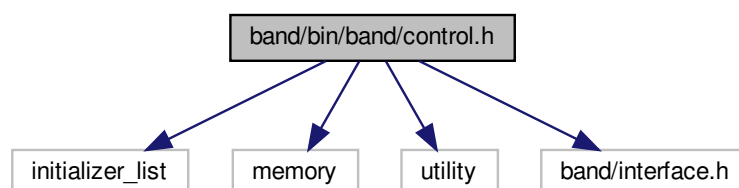
```
#include <initializer_list>
```

```
#include <memory>
```

```
#include <utility>
```

```
#include "band/interface.h"
```

Include dependency graph for control.h:



## Classes

- class [band::Control](#)
- class [band::BaseControl](#)

## Namespaces

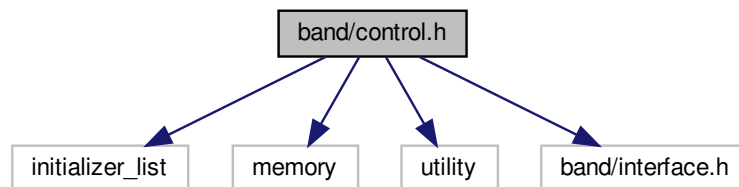
- [band](#)

## Functions

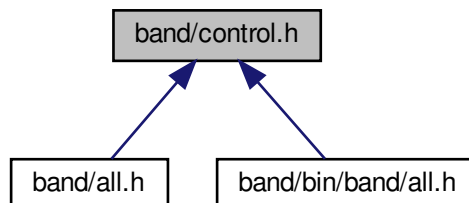
- void [band::DrawControls](#) (const std::initializer\_list< std::pair< Control &, Point >> &pairs, Interface &interface)

## 8.7 band/control.h File Reference

```
#include <initializer_list>
#include <memory>
#include <utility>
#include "band/interface.h"
Include dependency graph for control.h:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [band::Control](#)
- class [band::BaseControl](#)

## Namespaces

- [band](#)

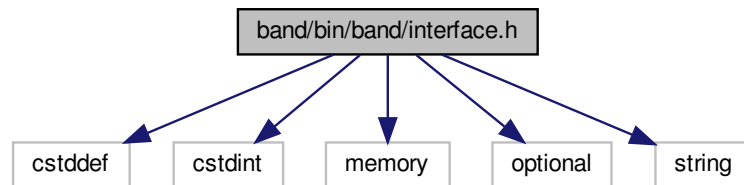
## Functions

- void [band::DrawControls](#) (const std::initializer\_list< std::pair< Control &, Point >> &pairs, Interface &interface)

## 8.8 band/bin/band/interface.h File Reference

```
#include <cstdint>
#include <cstdint>
#include <memory>
#include <optional>
#include <string>
```

Include dependency graph for interface.h:



## Classes

- struct [band::File](#)
- struct [band::Dimension](#)
- struct [band::Point](#)
- struct [band::Line](#)
- struct [band::Circle](#)
- struct [band::Triangle](#)
- struct [band::Rectangle](#)
- struct [band::Area](#)
- struct [band::WindowArea](#)
- struct [band::Color](#)
- class [band::Interface](#)

## Namespaces

- [band](#)

## Typedefs

- using [band::Text](#) = std::string
- using [band::Size](#) = uint32\_t
- using [band::TextureId](#) = size\_t
- using [band::ImageId](#) = size\_t
- using [band::FontId](#) = size\_t
- using [band::Real](#) = double
- using [band::Component](#) = uint8\_t

## Enumerations

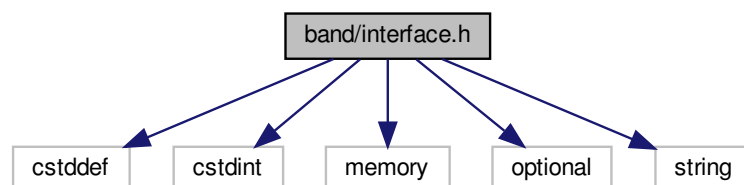
- enum [band::Unit](#) { [band::Unit::kPixel](#), [band::Unit::kRatio](#), [band::Unit::kPixel](#), [band::Unit::kRatio](#) }
- enum [band::Action](#) { [band::Action::kLeftClick](#), [band::Action::kRightClick](#), [band::Action::kClose](#), [band::Action::kBackspace](#), [band::Action::kLeftClick](#), [band::Action::kRightClick](#), [band::Action::kClose](#), [band::Action::kBackspace](#) }
- enum [band::Leg](#) { [band::Leg::kWidth](#), [band::Leg::kHeight](#), [band::Leg::kWidth](#), [band::Leg::kHeight](#) }

## Functions

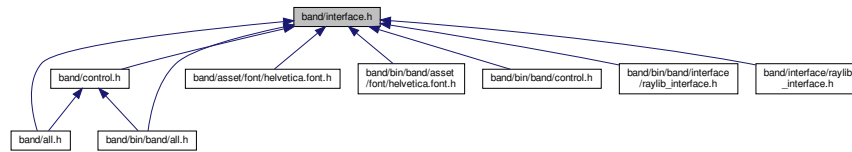
- Dimension [band::AddDimensions](#) (const Dimension &a, const Dimension &b, Real pixels)
- Dimension [band::SubtractDimensions](#) (const Dimension &a, const Dimension &b, Real pixels)
- Dimension [band::MultiplyDimensions](#) (const Dimension &a, Real scalar)
- std::unique\_ptr< Interface > [band::DefaultInterface](#) ()

## 8.9 band/interface.h File Reference

```
#include <cstdint>
#include <cstdint>
#include <memory>
#include <optional>
#include <string>
Include dependency graph for interface.h:
```



This graph shows which files directly or indirectly include this file:



## Classes

- struct [band::File](#)
- struct [band::Dimension](#)
- struct [band::Point](#)
- struct [band::Line](#)
- struct [band::Circle](#)
- struct [band::Triangle](#)
- struct [band::Rectangle](#)
- struct [band::Area](#)
- struct [band::WindowArea](#)
- struct [band::Color](#)
- class [band::Interface](#)

## Namespaces

- [band](#)

## Enumerations

- enum [band::Unit](#) { [band::Unit::kPixel](#), [band::Unit::kRatio](#), [band::Unit::kPixel](#), [band::Unit::kRatio](#) }
- enum [band::Action](#) { [band::Action::kLeftClick](#), [band::Action::kRightClick](#), [band::Action::kClose](#), [band::Action::kBackspace](#), [band::Action::kLeftClick](#), [band::Action::kRightClick](#), [band::Action::kClose](#), [band::Action::kBackspace](#) }
- enum [band::Leg](#) { [band::Leg::kWidth](#), [band::Leg::kHeight](#), [band::Leg::kWidth](#), [band::Leg::kHeight](#) }

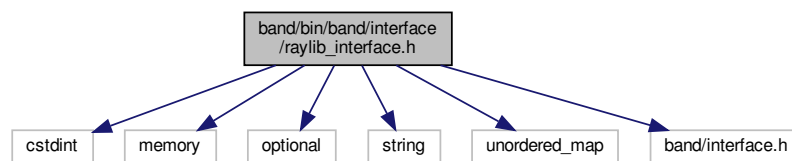
## Functions

- Dimension [band::AddDimensions](#) (const Dimension &a, const Dimension &b, Real pixels)
- Dimension [band::SubtractDimensions](#) (const Dimension &a, const Dimension &b, Real pixels)
- Dimension [band::MultiplyDimensions](#) (const Dimension &a, Real scalar)
- std::unique\_ptr< Interface > [band::DefaultInterface](#) ()

## 8.10 band/bin/band/interface/raylib\_interface.h File Reference

```
#include <stdint>
#include <memory>
#include <optional>
#include <string>
#include <unordered_map>
#include "band/interface.h"
```

Include dependency graph for raylib\_interface.h:



### Classes

- class [band::interface::RaylibInterface](#)

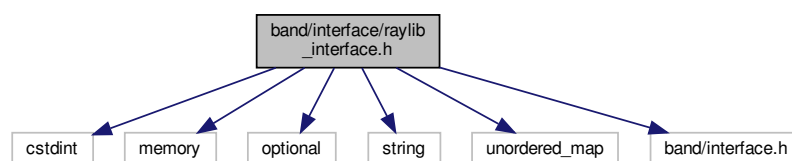
### Namespaces

- [band](#)
- [band::interface](#)

## 8.11 band/interface/raylib\_interface.h File Reference

```
#include <stdint>
#include <memory>
#include <optional>
#include <string>
#include <unordered_map>
#include "band/interface.h"
```

Include dependency graph for raylib\_interface.h:



## Classes

- class [band::interface::RaylibInterface](#)

## Namespaces

- [band](#)
- [band::interface](#)

## 8.12 band/control.d File Reference

## 8.13 band/interface.d File Reference

## 8.14 band/interface/raylib\_interface.d File Reference

## 8.15 README.md File Reference





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