

band

v1.0.0-dev

Generated by Doxygen 1.8.13

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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:

band	11
band::asset	14
band::asset::font	15
band::interface	15

Chapter 3

Hierarchical Index

3.1 Class Hierarchy

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

band::Area	17
band::Circle	24
band::Color	25
band::Control	26
band::BaseControl	18
band::Dimension	32
band::File	32
band::Interface	33
band::interface::RaylibInterface	42
band::Line	40
band::Point	41
band::Rectangle	51
band::Stage	52
band::Style	53
band::Styler	55
band::Triangle	56
band::WindowArea	57

Chapter 4

Class Index

4.1 Class List

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

band::Area	17
band::BaseControl	18
band::Circle	24
band::Color	25
band::Control	26
band::Dimension	32
band::File	32
band::Interface	33
band::Line	40
band::Point	41
band::interface::RaylibInterface	42
band::Rectangle	51
band::Stage	52
band::Style	53
band::Styler	55
band::Triangle	56
band::WindowArea	57

Chapter 5

File Index

5.1 File List

Here is a list of all files with brief descriptions:

band/ all.h	59
band/ control.d	60
band/ control.h	60
band/ interface.d	62
band/ interface.h	62
band/ stage.d	64
band/ stage.h	64
band/ styler.d	65
band/ styler.h	65
band/asset/font/ helvetica.font.d	59
band/asset/font/ helvetica.font.h	60
band/interface/ raylib_interface.d	63
band/interface/ raylib_interface.h	63

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](#)
- class [Stage](#)
- struct [Style](#)
- class [Styler](#)
- 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](#) }
- enum [Action](#) { [Action::kLeftClick](#), [Action::kRightClick](#), [Action::kClose](#), [Action::kBackspace](#) }
- enum [Leg](#) { [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

```
using band::Component = typedef uint8_t
```

6.1.1.2 FontId

```
using band::FontId = typedef size_t
```

6.1.1.3 ImageId

```
using band::ImageId = typedef size_t
```

6.1.1.4 Real

```
using band::Real = typedef double
```

6.1.1.5 Size

```
using band::Size = typedef uint32_t
```


6.1.1.6 Text

```
using band::Text = typedef std::string
```

6.1.1.7 TextureId

```
using band::TextureId = typedef size_t
```

6.1.2 Enumeration Type Documentation

6.1.2.1 Action

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

Enumerator

kLeftClick	
kRightClick	
kClose	
kBackspace	

6.1.2.2 Leg

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

Enumerator

kWidth	
kHeight	

6.1.2.3 Unit

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

Enumerator

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](#)

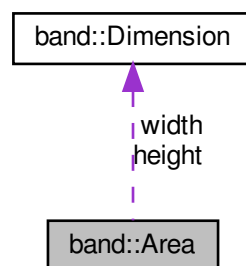
Chapter 7

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`

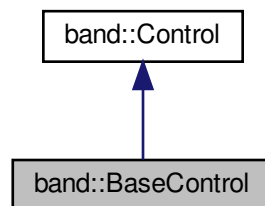
The documentation for this struct was generated from the following file:

- `band/interface.h`

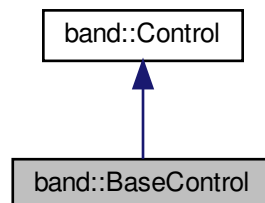
7.2 band::BaseControl Class Reference

```
#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

7.2.1 Member Function Documentation

7.2.1.1 Area()

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

Implements [band::Control](#).

7.2.1.2 BackgroundColor()

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

Implements [band::Control](#).

7.2.1.3 BorderColor()

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

Implements [band::Control](#).

7.2.1.4 Cleanup()

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

Implements [band::Control](#).

7.2.1.5 Disable()

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

Implements [band::Control](#).

7.2.1.6 Display()

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

Implements [band::Control](#).

7.2.1.7 Enable()

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

Implements [band::Control](#).

7.2.1.8 FontId()

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

Implements [band::Control](#).

7.2.1.9 FontSize()

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

Implements [band::Control](#).

7.2.1.10 ForegroundColor()

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

Implements [band::Control](#).

7.2.1.11 HasFocus()

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

Implements [band::Control](#).

7.2.1.12 HasPress()

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

Implements [band::Control](#).

7.2.1.13 HorizontalBorderThickness()

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

Implements [band::Control](#).

7.2.1.14 HorizontalPadding()

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

Implements [band::Control](#).

7.2.1.15 IsEnabled()

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

Implements [band::Control](#).

7.2.1.16 SetArea()

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

Implements [band::Control](#).

7.2.1.17 SetBackgroundColor()

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

Implements [band::Control](#).

7.2.1.18 SetBorderColor()

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

Implements [band::Control](#).

7.2.1.19 SetFontId()

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

Implements [band::Control](#).

7.2.1.20 SetFontSize()

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

Implements [band::Control](#).

7.2.1.21 SetForegroundColor()

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

Implements [band::Control](#).

7.2.1.22 SetHorizontalBorderThickness()

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

Implements [band::Control](#).

7.2.1.23 SetHorizontalPadding()

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

Implements [band::Control](#).

7.2.1.24 SetVerticalBorderThickness()

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

Implements [band::Control](#).

7.2.1.25 SetVerticalPadding()

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

Implements [band::Control](#).

7.2.1.26 VerticalBorderThickness()

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

Implements [band::Control](#).

7.2.1.27 VerticalPadding()

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

Implements [band::Control](#).

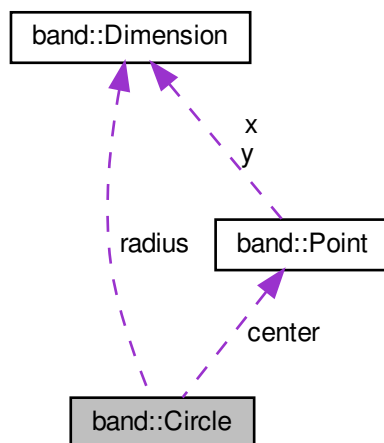
The documentation for this class was generated from the following file:

- [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/[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`

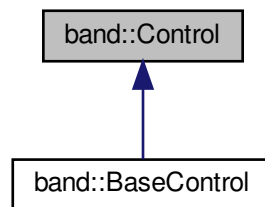
The documentation for this struct was generated from the following file:

- `band/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

7.5.1 Constructor & Destructor Documentation

7.5.1.1 ~Control()

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

7.5.2 Member Function Documentation

7.5.2.1 Area()

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

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

7.5.2.2 BackgroundColor()

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

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

7.5.2.3 BorderColor()

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

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

7.5.2.4 Cleanup()

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

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

7.5.2.5 Disable()

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

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

7.5.2.6 Display()

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

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

7.5.2.7 Enable()

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

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

7.5.2.8 FontId()

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

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

7.5.2.9 FontSize()

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

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

7.5.2.10 ForegroundColor()

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

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

7.5.2.11 HasFocus()

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

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

7.5.2.12 HasPress()

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

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

7.5.2.13 HorizontalBorderThickness()

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

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

7.5.2.14 HorizontalPadding()

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

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

7.5.2.15 IsEnabled()

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

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

7.5.2.16 SetArea()

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

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

7.5.2.17 SetBackgroundColor()

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

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

7.5.2.18 SetBorderColor()

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

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

7.5.2.19 SetFontId()

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

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

7.5.2.20 SetFontSize()

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

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

7.5.2.21 SetForegroundColor()

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

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

7.5.2.22 SetHorizontalBorderThickness()

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

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

7.5.2.23 SetHorizontalPadding()

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

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

7.5.2.24 SetVerticalBorderThickness()

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

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

7.5.2.25 SetVerticalPadding()

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

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

7.5.2.26 VerticalBorderThickness()

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

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

7.5.2.27 VerticalPadding()

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

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

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

- [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/[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
```

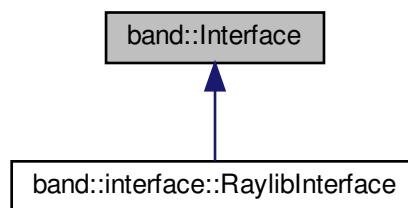
The documentation for this struct was generated from the following file:

- [band/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

7.8.1 Constructor & Destructor Documentation

7.8.1.1 ~Interface()

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

7.8.2 Member Function Documentation

7.8.2.1 CharacterPressed()

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

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

7.8.2.2 Clear()

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

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

7.8.2.3 CreateBlankTexture()

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

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

7.8.2.4 CreateImageTexture()

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

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

7.8.2.5 DeleteAllFonts()

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

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

7.8.2.6 DeleteAllImages()

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

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

7.8.2.7 DeleteAllTextures()

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

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

7.8.2.8 DeleteFont()

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

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

7.8.2.9 DeleteImage()

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

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

7.8.2.10 DeleteTexture()

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

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

7.8.2.11 DrawCircle()

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

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

7.8.2.12 DrawFps()

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

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

7.8.2.13 DrawLine()

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

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

7.8.2.14 DrawRectangle()

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

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

7.8.2.15 DrawText()

```
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](#).

7.8.2.16 DrawTexture()

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

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

7.8.2.17 DrawTriangle()

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

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

7.8.2.18 HasAction()

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

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

7.8.2.19 LoadFont()

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

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

7.8.2.20 LoadImage()

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

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

7.8.2.21 MeasureText()

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

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

7.8.2.22 MousePosition()

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

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

7.8.2.23 SelectTexture()

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

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

7.8.2.24 SetIcon()

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

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

7.8.2.25 SetTargetFps()

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

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

7.8.2.26 SetTitle()

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

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

7.8.2.27 SetWindowArea()

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

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

7.8.2.28 StartDrawing()

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

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

7.8.2.29 StopDrawing()

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

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

7.8.2.30 ToggleFullscreen()

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

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

7.8.2.31 UnselectTexture()

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

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

7.8.2.32 WindowArea()

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

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

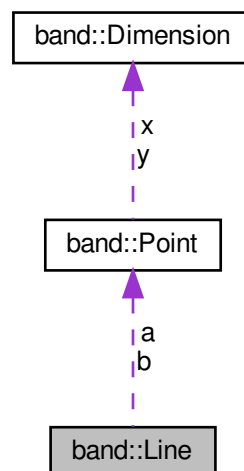
The documentation for this class was generated from the following file:

- [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`

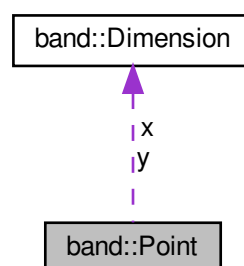
The documentation for this struct was generated from the following file:

- `band/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

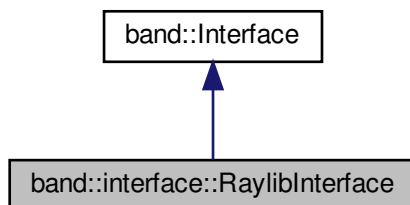
The documentation for this struct was generated from the following file:

- band/[interface.h](#)

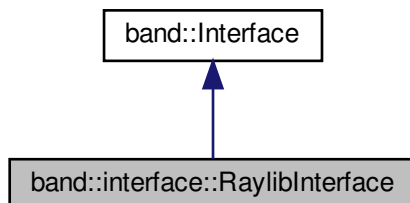
7.11 band::interface::RaylibInterface Class Reference

```
#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

7.11.1 Constructor & Destructor Documentation

7.11.1.1 RaylibInterface() [1/3]

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

7.11.1.2 ~RaylibInterface()

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

7.11.1.3 RaylibInterface() [2/3]

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

7.11.1.4 RaylibInterface() [3/3]

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

7.11.2 Member Function Documentation

7.11.2.1 CharacterPressed()

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

Implements [band::Interface](#).

7.11.2.2 Clear()

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

Implements [band::Interface](#).

7.11.2.3 Close()

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


7.11.2.4 CreateBlankTexture()

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

Implements [band::Interface](#).

7.11.2.5 CreateImageTexture()

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

Implements [band::Interface](#).

7.11.2.6 DeleteAllFonts()

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

Implements [band::Interface](#).

7.11.2.7 DeleteAllImages()

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

Implements [band::Interface](#).

7.11.2.8 DeleteAllTextures()

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

Implements [band::Interface](#).

7.11.2.9 DeleteFont()

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

Implements [band::Interface](#).

7.11.2.10 DeleteImage()

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

Implements [band::Interface](#).

7.11.2.11 DeleteTexture()

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

Implements [band::Interface](#).

7.11.2.12 DrawCircle()

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

Implements [band::Interface](#).

7.11.2.13 DrawFps()

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

Implements [band::Interface](#).

7.11.2.14 DrawLine()

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

Implements [band::Interface](#).

7.11.2.15 DrawRectangle()

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

Implements [band::Interface](#).

7.11.2.16 DrawText()

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

Implements [band::Interface](#).

7.11.2.17 DrawTexture()

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

Implements [band::Interface](#).

7.11.2.18 DrawTriangle()

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

Implements [band::Interface](#).

7.11.2.19 HasAction()

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

Implements [band::Interface](#).

7.11.2.20 LoadFont()

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

Implements [band::Interface](#).

7.11.2.21 LoadImage()

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

Implements [band::Interface](#).

7.11.2.22 MeasureText()

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

Implements [band::Interface](#).

7.11.2.23 MousePosition()

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

Implements [band::Interface](#).

7.11.2.24 Open()

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

7.11.2.25 operator=() [1/2]

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

7.11.2.26 operator=() [2/2]

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

7.11.2.27 SelectTexture()

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

Implements [band::Interface](#).

7.11.2.28 SetIcon()

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

Implements [band::Interface](#).

7.11.2.29 SetTargetFps()

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

Implements [band::Interface](#).

7.11.2.30 SetTitle()

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

Implements [band::Interface](#).

7.11.2.31 SetWindowArea()

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

Implements [band::Interface](#).

7.11.2.32 StartDrawing()

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

Implements [band::Interface](#).

7.11.2.33 StopDrawing()

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

Implements [band::Interface](#).

7.11.2.34 ToggleFullscreen()

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

Implements [band::Interface](#).

7.11.2.35 UnselectTexture()

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

Implements [band::Interface](#).

7.11.2.36 WindowArea()

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

Implements [band::Interface](#).

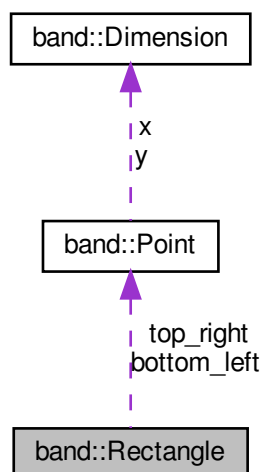
The documentation for this class was generated from the following file:

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

7.13 band::Stage Class Reference

```
#include <stage.h>
```

Public Member Functions

- [Stage](#) ([Interface](#) &interface)
- [~Stage](#) ()
- [Stage](#) (const [Stage](#) &)=delete
- [Stage](#) & [operator=](#) (const [Stage](#) &)=delete
- [Stage](#) (const [Stage](#) &&)=delete
- [Stage](#) & [operator=](#) (const [Stage](#) &&)=delete
- template<typename T , typename... Args>
T & [Add](#) (Args &&... args)

7.13.1 Constructor & Destructor Documentation

7.13.1.1 [Stage\(\)](#) [1/3]

```
band::Stage::Stage (
    Interface & interface ) [explicit]
```

7.13.1.2 [~Stage\(\)](#)

```
band::Stage::~~Stage ( )
```

7.13.1.3 [Stage\(\)](#) [2/3]

```
band::Stage::Stage (
    const Stage & ) [delete]
```

7.13.1.4 [Stage\(\)](#) [3/3]

```
band::Stage::Stage (
    const Stage && ) [delete]
```


7.13.2 Member Function Documentation

7.13.2.1 Add()

```
template<typename T , typename... Args>
T & band::Stage::Add (
    Args &&... args )
```

7.13.2.2 operator=() [1/2]

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

7.13.2.3 operator=() [2/2]

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

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

- [band/stage.h](#)

7.14 band::Style Struct Reference

```
#include <styler.h>
```

Public Attributes

- std::optional< [Color](#) > [background_color](#)
- std::optional< [Color](#) > [foreground_color](#)
- std::optional< [Color](#) > [border_color](#)
- std::optional< [Dimension](#) > [horizontal_border_thickness](#)
- std::optional< [Dimension](#) > [vertical_border_thickness](#)
- std::optional< [Dimension](#) > [horizontal_padding](#)
- std::optional< [Dimension](#) > [vertical_padding](#)
- std::optional< [Area](#) > [area](#)
- std::optional< [FontId](#) > [font_id](#)
- std::optional< [Dimension](#) > [font_size](#)

7.14.1 Member Data Documentation

7.14.1.1 area

`std::optional<Area> band::Style::area`

7.14.1.2 background_color

`std::optional<Color> band::Style::background_color`

7.14.1.3 border_color

`std::optional<Color> band::Style::border_color`

7.14.1.4 font_id

`std::optional<FontId> band::Style::font_id`

7.14.1.5 font_size

`std::optional<Dimension> band::Style::font_size`

7.14.1.6 foreground_color

`std::optional<Color> band::Style::foreground_color`

7.14.1.7 horizontal_border_thickness

`std::optional<Dimension> band::Style::horizontal_border_thickness`

7.14.1.8 horizontal_padding

```
std::optional<Dimension> band::Style::horizontal_padding
```

7.14.1.9 vertical_border_thickness

```
std::optional<Dimension> band::Style::vertical_border_thickness
```

7.14.1.10 vertical_padding

```
std::optional<Dimension> band::Style::vertical_padding
```

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

- [band/styler.h](#)

7.15 band::Styler Class Reference

```
#include <styler.h>
```

Public Member Functions

- [Styler](#) (const [Style](#) &style)
- void [Apply](#) ([Control](#) &control)

7.15.1 Constructor & Destructor Documentation

7.15.1.1 Styler()

```
band::Styler::Styler (  
    const Style & style ) [explicit]
```

7.15.2 Member Function Documentation

7.15.2.1 Apply()

```
void band::Styler::Apply (
    Control & control )
```

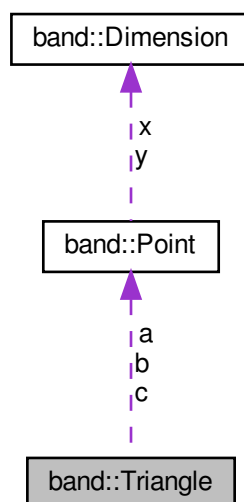
The documentation for this class was generated from the following file:

- [band/styler.h](#)

7.16 band::Triangle Struct Reference

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

Collaboration diagram for band::Triangle:



Public Attributes

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

7.16.1 Member Data Documentation

7.16.1.1 a

`Point` band::Triangle::a

7.16.1.2 b

`Point` band::Triangle::b

7.16.1.3 c

`Point` band::Triangle::c

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

- band/[interface.h](#)

7.17 band::WindowArea Struct Reference

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

Public Attributes

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

7.17.1 Member Data Documentation

7.17.1.1 height

`Real` band::WindowArea::height

7.17.1.2 width

`Real` band::WindowArea::width

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

- band/[interface.h](#)

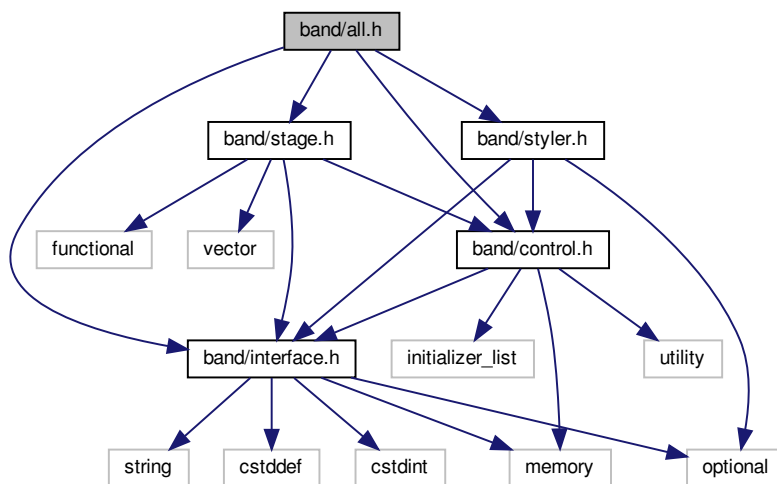
Chapter 8

File Documentation

8.1 band/all.h File Reference

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

Include dependency graph for all.h:

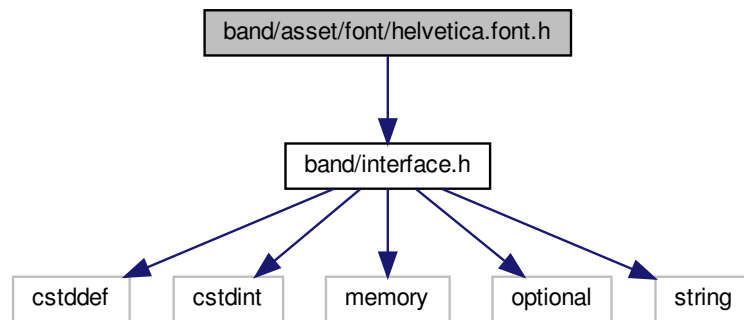


8.2 band/asset/font/helvetica.font.d File Reference

8.3 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 \(\)](#)

8.4 band/control.d File Reference

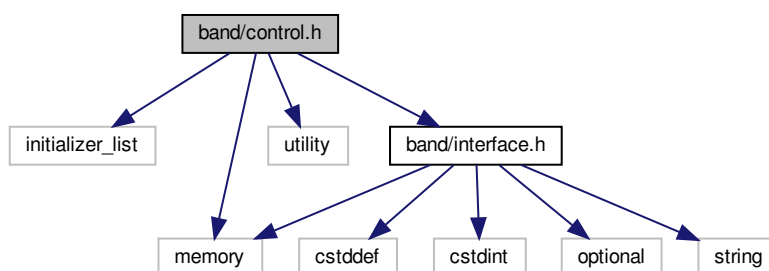
8.5 band/control.h File Reference

```
#include <initializer_list>
#include <memory>
#include <utility>
```

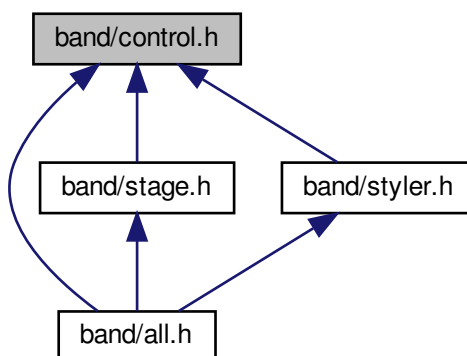


```
#include "band/interface.h"
```

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`

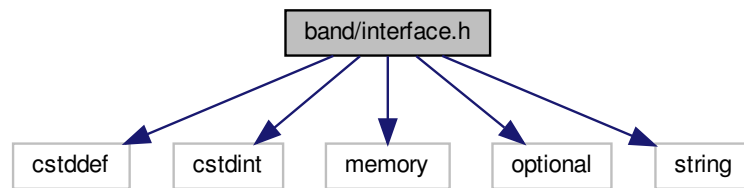
Functions

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

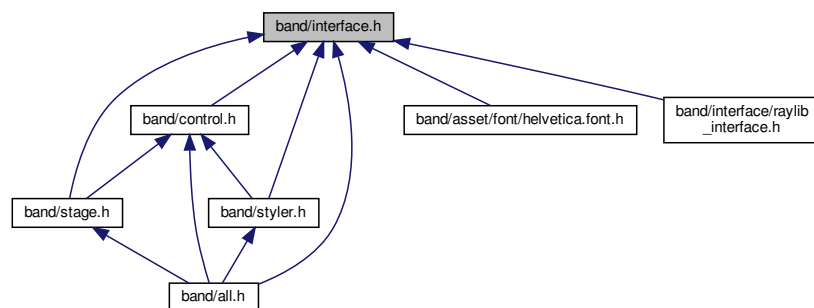
8.6 band/interface.d File Reference

8.7 band/interface.h File Reference

```
#include <cstddef>
#include <stdint>
#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](#)

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

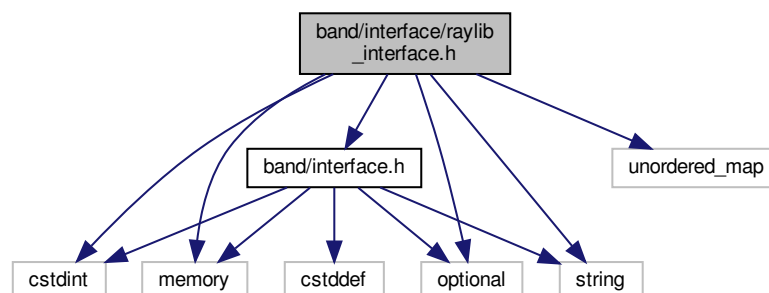
Functions

- 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](#) ()

8.8 band/interface/raylib_interface.d File Reference

8.9 band/interface/raylib_interface.h File Reference

```
#include <cstdint>
#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](#)

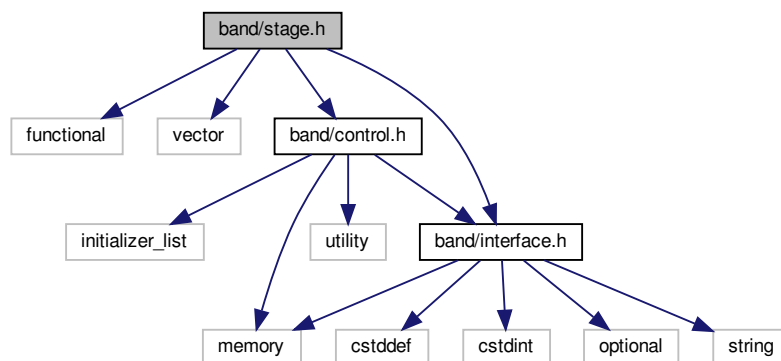
Namespaces

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

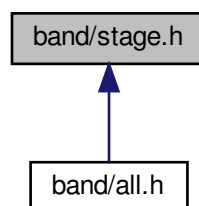
8.10 band/stage.d File Reference

8.11 band/stage.h File Reference

```
#include <functional>
#include <vector>
#include "band/control.h"
#include "band/interface.h"
Include dependency graph for stage.h:
```



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



Classes

- class [band::Stage](#)

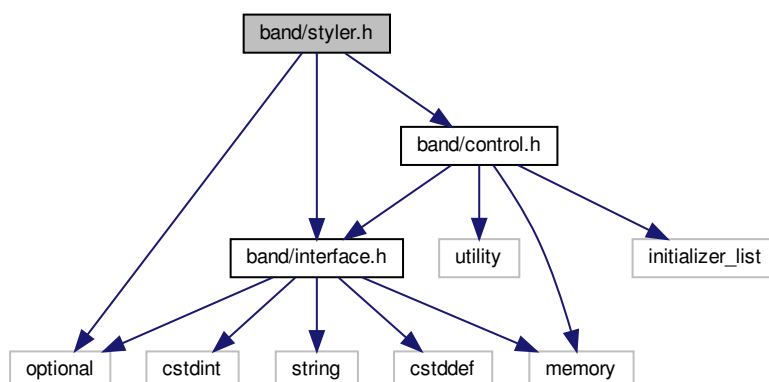
Namespaces

- [band](#)

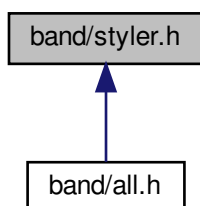
8.12 band/styler.d File Reference

8.13 band/styler.h File Reference

```
#include <optional>
#include "band/control.h"
#include "band/interface.h"
Include dependency graph for styler.h:
```



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



Classes

- struct [band::Style](#)
- class [band::Styler](#)

Namespaces

- [band](#)

8.14 README.md File Reference

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