band

v1.0.0-dev

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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 combiled '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 'enchancement'. 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 16
band::asset::font 16
band::interface 16

Chapter 3

Hierarchical Index

3.1 Class Hierarchy

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

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  band::BaseControl . . . 18
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Chapter 4

Class Index

4.1 Class List

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

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band::BaseControl . . . 18
band::Circle . . . 29
band::Color . . . 30
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band::ControlFactory . . . 42
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Chapter 5

File Index

5.1 File List

Here is a list of all files with brief descriptions:

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Chapter 6

Namespace Documentation

6.1 band Namespace Reference

Namespaces

- asset
- interface

Classes

- struct Area
- class BaseControl
- struct Circle
- struct Color
- class Control
- class ControlFactory
- struct Dimension
- struct File
- class Interface
- struct Line
- struct Point
- struct Rectangle
- struct Style
- 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

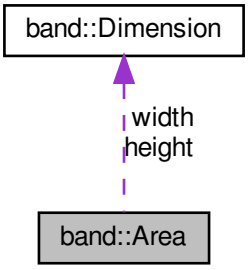
Chapter 7

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
```

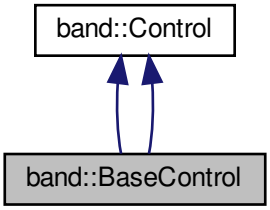
The documentation for this struct was generated from the following file:

- band/bin/band/interface.h

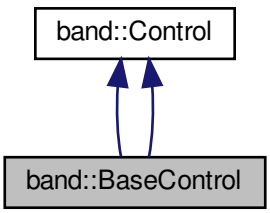
7.2 band::BaseControl Class Reference

```
#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.

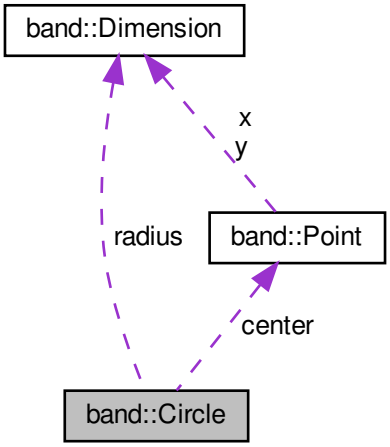
The documentation for this class was generated from the following file:

- 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
```

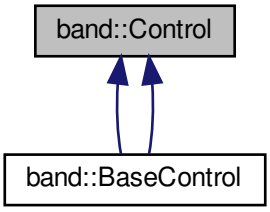
The documentation for this struct was generated from the following file:

- 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::ControlFactory Class Reference

```
#include <control_factory.h>
```

Public Member Functions

- ControlFactory (const Style &style)
- template<typename T , typename... Args>
  T && Create (Args &&... args)
- ControlFactory (const Style &style)
- template<typename T , typename... Args>
  T && Create (Args &&... args)

7.6.1 Constructor & Destructor Documentation

7.6.1.1 ControlFactory() [1/2]

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

7.6.1.2 ControlFactory() [2/2]

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

7.6.2 Member Function Documentation

7.6.2.1 Create() [1/2]

```
template<typename T , typename...  Args>
T && band::ControlFactory::Create (
             Args &&...  args )
```

7.6.2.2 Create() [2/2]

```
template<typename T , typename...  Args>
T&& band::ControlFactory::Create (
             Args &&...  args )
```

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

- band/bin/band/control_factory.h

7.7 band::Dimension Struct Reference

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

Public Attributes

- Real scalar
- Unit unit

7.7.1 Member Data Documentation

7.7.1.1 scalar

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

7.7.1.2 unit

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

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

- band/bin/band/interface.h

7.8 band::File Struct Reference

`#include <interface.h>`

Public Attributes

- const uint8_t * bytes
- const size_t n

7.8.1 Member Data Documentation

7.8.1.1 bytes

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

7.8.1.2 n

`const size_t band::File::n`

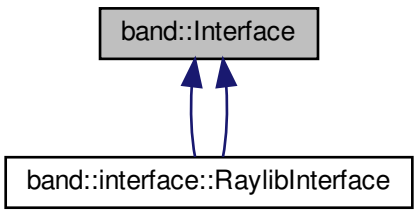
The documentation for this struct was generated from the following file:

- band/bin/band/interface.h

7.9 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

7.9.1 Constructor & Destructor Documentation

7.9.1.1 ~Interface() [1/2]

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

7.9.1.2 ~Interface() [2/2]

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

7.9.2 Member Function Documentation

7.9.2.1 CharacterPressed() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.2 CharacterPressed() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.3 Clear() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.4 Clear() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.5 CreateBlankTexture() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.6 CreateBlankTexture() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.7 CreateImageTexture() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.8 CreateImageTexture() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.9 DeleteAllFonts() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.10 DeleteAllFonts() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.11 DeleteAllImages() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.12 DeleteAllImages() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.13 DeleteAllTextures() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.14 DeleteAllTextures() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.15 DeleteFont() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.16 DeleteFont() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.17 DeleteImage() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.18 DeleteImage() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.19 DeleteTexture() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.20 DeleteTexture() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.21 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.

7.9.2.22 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.

7.9.2.23 DrawFps() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.24 DrawFps() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.25 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.

7.9.2.26 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.

7.9.2.27 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.

7.9.2.28 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.

7.9.2.29 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.

7.9.2.30 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.

7.9.2.31 DrawTexture() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.32 DrawTexture() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.33 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.

7.9.2.34 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.

7.9.2.35 HasAction() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.36 HasAction() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.37 LoadFont() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.38 LoadFont() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.39 LoadImage() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.40 LoadImage() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.41 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.

7.9.2.42 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.

7.9.2.43 MousePosition() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.44 MousePosition() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.45 SelectTexture() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.46 SelectTexture() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.47 SetIcon() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.48 SetIcon() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.49 SetTargetFps() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.50 SetTargetFps() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.51 SetTitle() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.52 SetTitle() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.53 SetWindowArea() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.54 SetWindowArea() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.55 StartDrawing() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.56 StartDrawing() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.57 StopDrawing() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.58 StopDrawing() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.59 ToggleFullscreen() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.60 ToggleFullscreen() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.61 UnselectTexture() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.62 UnselectTexture() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.63 WindowArea() [1/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

7.9.2.64 WindowArea() [2/2]

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

Implemented in band::interface::RaylibInterface, and band::interface::RaylibInterface.

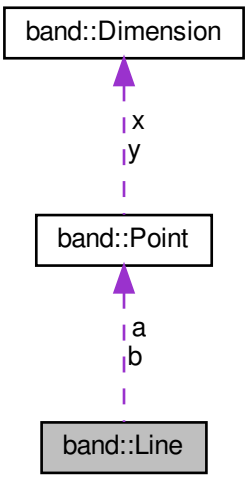
The documentation for this class was generated from the following file:

- band/bin/band/interface.h

7.10 band::Line Struct Reference

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

Collaboration diagram for band::Line:



Public Attributes

- Point a
- Point b

7.10.1 Member Data Documentation

7.10.1.1 a

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

7.10.1.2 b

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

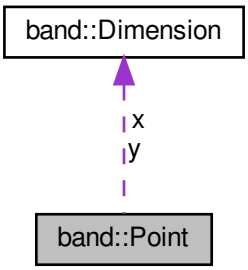
The documentation for this struct was generated from the following file:

- band/bin/band/interface.h

7.11 band::Point Struct Reference

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

Collaboration diagram for band::Point:



Public Attributes

- Dimension x
- Dimension y

7.11.1 Member Data Documentation

7.11.1.1 x

```
Dimension band::Point::x
```

7.11.1.2 y

```
Dimension band::Point::y
```

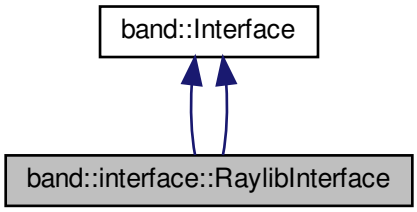
The documentation for this struct was generated from the following file:

- band/bin/band/interface.h

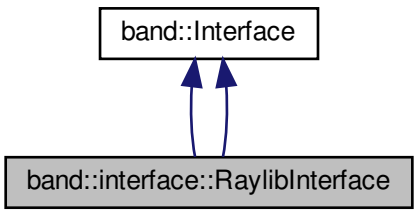
7.12 band::interface::RaylibInterface Class Reference

```
#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

7.12.1 Constructor & Destructor Documentation

7.12.1.1 RaylibInterface() [1/6]

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

7.12.1.2 ~RaylibInterface() [1/2]

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

7.12.1.3 RaylibInterface() [2/6]

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

7.12.1.4 RaylibInterface() [3/6]

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

7.12.1.5 RaylibInterface() [4/6]

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

7.12.1.6 ~RaylibInterface() [2/2]

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

7.12.1.7 RaylibInterface() [5/6]

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

7.12.1.8 RaylibInterface() [6/6]

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

7.12.2 Member Function Documentation

7.12.2.1 CharacterPressed() [1/2]

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

Implements band::Interface.

7.12.2.2 CharacterPressed() [2/2]

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

Implements band::Interface.

7.12.2.3 Clear() [1/2]

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

Implements band::Interface.

7.12.2.4 Clear() [2/2]

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

Implements band::Interface.

7.12.2.5 Close() [1/2]

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

7.12.2.6 Close() [2/2]

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

7.12.2.7 CreateBlankTexture() [1/2]

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

Implements band::Interface.

7.12.2.8 CreateBlankTexture() [2/2]

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

Implements band::Interface.

7.12.2.9 CreateImageTexture() [1/2]

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

Implements band::Interface.

7.12.2.10 CreateImageTexture() [2/2]

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

Implements band::Interface.

7.12.2.11 DeleteAllFonts() [1/2]

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

Implements band::Interface.

7.12.2.12 DeleteAllFonts() [2/2]

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

Implements band::Interface.

7.12.2.13 DeleteAllImages() [1/2]

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

Implements band::Interface.

7.12.2.14 DeleteAllImages() [2/2]

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

Implements band::Interface.

7.12.2.15 DeleteAllTextures() [1/2]

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

Implements band::Interface.

7.12.2.16 DeleteAllTextures() [2/2]

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

Implements band::Interface.

7.12.2.17 DeleteFont() [1/2]

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

Implements band::Interface.

7.12.2.18 DeleteFont() [2/2]

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

Implements band::Interface.

7.12.2.19 DeleteImage() [1/2]

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

Implements band::Interface.

7.12.2.20 DeleteImage() [2/2]

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

Implements band::Interface.

7.12.2.21 DeleteTexture() [1/2]

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

Implements band::Interface.

7.12.2.22 DeleteTexture() [2/2]

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

Implements band::Interface.

7.12.2.23 DrawCircle() [1/2]

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

Implements band::Interface.

7.12.2.24 DrawCircle() [2/2]

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

Implements band::Interface.

7.12.2.25 DrawFps() [1/2]

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

Implements band::Interface.

7.12.2.26 DrawFps() [2/2]

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

Implements band::Interface.

7.12.2.27 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.

7.12.2.28 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.

7.12.2.29 DrawRectangle() [1/2]

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

Implements band::Interface.

7.12.2.30 DrawRectangle() [2/2]

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

Implements band::Interface.

7.12.2.31 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.

7.12.2.32 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.

7.12.2.33 DrawTexture() [1/2]

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

Implements band::Interface.

7.12.2.34 DrawTexture() [2/2]

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

Implements band::Interface.

7.12.2.35 DrawTriangle() [1/2]

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

Implements band::Interface.

7.12.2.36 DrawTriangle() [2/2]

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

Implements band::Interface.

7.12.2.37 HasAction() [1/2]

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

Implements band::Interface.

7.12.2.38 HasAction() [2/2]

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

Implements band::Interface.

7.12.2.39 LoadFont() [1/2]

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

Implements band::Interface.

7.12.2.40 LoadFont() [2/2]

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

Implements band::Interface.

7.12.2.41 LoadImage() [1/2]

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

Implements band::Interface.

7.12.2.42 LoadImage() [2/2]

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

Implements band::Interface.

7.12.2.43 MeasureText() [1/2]

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

Implements band::Interface.

7.12.2.44 MeasureText() [2/2]

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

Implements band::Interface.

7.12.2.45 MousePosition() [1/2]

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

Implements band::Interface.

7.12.2.46 MousePosition() [2/2]

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

Implements band::Interface.

7.12.2.47 Open() [1/2]

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

7.12.2.48 Open() [2/2]

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

7.12.2.49 operator=() [1/4]

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

7.12.2.50 operator=() [2/4]

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

7.12.2.51 operator=() [3/4]

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

7.12.2.52 operator=() [4/4]

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

7.12.2.53 SelectTexture() [1/2]

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

Implements band::Interface.

7.12.2.54 SelectTexture() [2/2]

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

Implements band::Interface.

7.12.2.55 SetIcon() [1/2]

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

Implements band::Interface.

7.12.2.56 SetIcon() [2/2]

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

Implements band::Interface.

7.12.2.57 SetTargetFps() [1/2]

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

Implements band::Interface.

7.12.2.58 SetTargetFps() [2/2]

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

Implements band::Interface.

7.12.2.59 SetTitle() [1/2]

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

Implements band::Interface.

7.12.2.60 SetTitle() [2/2]

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

Implements band::Interface.

7.12.2.61 SetWindowArea() [1/2]

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

Implements band::Interface.

7.12.2.62 SetWindowArea() [2/2]

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

Implements band::Interface.

7.12.2.63 StartDrawing() [1/2]

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

Implements band::Interface.

7.12.2.64 StartDrawing() [2/2]

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

Implements band::Interface.

7.12.2.65 StopDrawing() [1/2]

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

Implements band::Interface.

7.12.2.66 StopDrawing() [2/2]

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

Implements band::Interface.

7.12.2.67 ToggleFullscreen() [1/2]

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

Implements band::Interface.

7.12.2.68 ToggleFullscreen() [2/2]

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

Implements band::Interface.

7.12.2.69 UnselectTexture() [1/2]

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

Implements band::Interface.

7.12.2.70 UnselectTexture() [2/2]

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

Implements band::Interface.

7.12.2.71 WindowArea() [1/2]

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

Implements band::Interface.

7.12.2.72 WindowArea() [2/2]

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

Implements band::Interface.

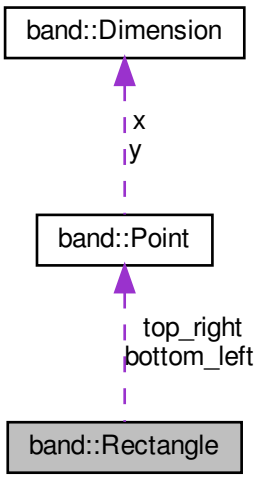
The documentation for this class was generated from the following file:

- band/bin/band/interface/raylib_interface.h

7.13 band::Rectangle Struct Reference

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

Collaboration diagram for band::Rectangle:



Public Attributes

- Point bottom_left
- Point top_right

7.13.1 Member Data Documentation

7.13.1.1 bottom_left

```
Point band::Rectangle::bottom_left
```

7.13.1.2 top_right

```
Point band::Rectangle::top_right
```

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

- band/bin/band/interface.h

7.14 band::Style Struct Reference

```
#include <control_factory.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
```

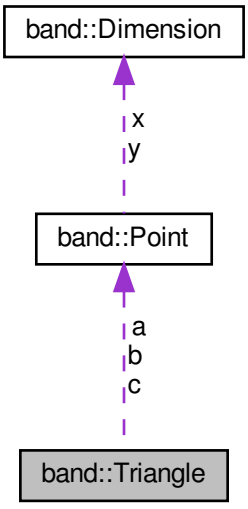
The documentation for this struct was generated from the following file:

- band/bin/band/control_factory.h

7.15 band::Triangle Struct Reference

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

Collaboration diagram for band::Triangle:



Public Attributes

- Point a
- Point b
- Point c

7.15.1 Member Data Documentation

7.15.1.1 a

```
Point band::Triangle::a
```

7.15.1.2 b

```
Point band::Triangle::b
```

7.15.1.3 c

```
Point band::Triangle::c
```

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

- band/bin/band/interface.h

7.16 band::WindowArea Struct Reference

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

Public Attributes

- Real width
- Real height

7.16.1 Member Data Documentation

7.16.1.1 height

```
Real band::WindowArea::height
```

7.16.1.2 width

```
Real band::WindowArea::width
```

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

- band/bin/band/interface.h

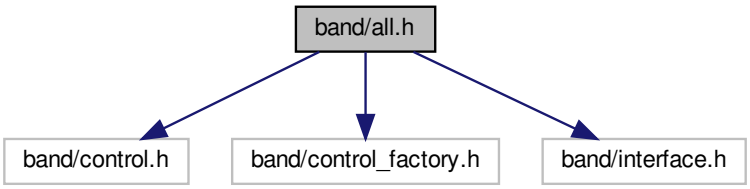
Chapter 8

File Documentation

8.1 band/all.h File Reference

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

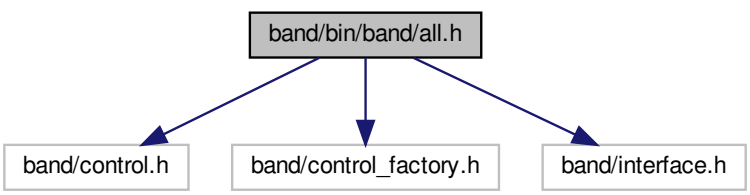
Include dependency graph for all.h:



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

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

Include dependency graph for all.h:

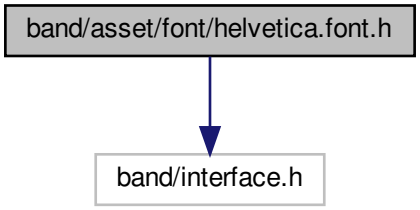


8.3 band/asset/font/helvetica.font.d File Reference

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

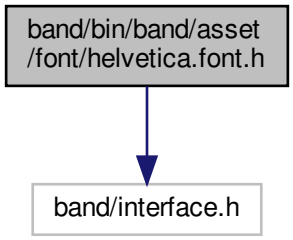
Functions

- 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

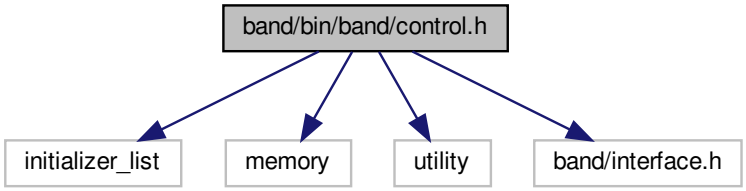
Functions

- 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

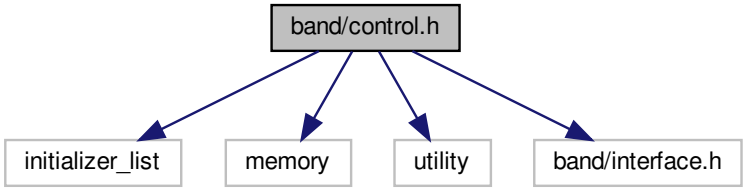
Functions

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

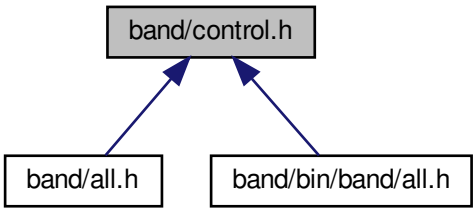
8.7 band/control.h File Reference

```
#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

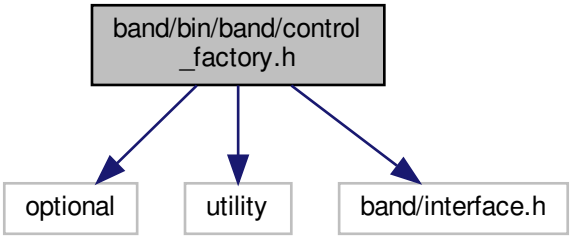
Functions

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

8.8 band/bin/band/control_factory.h File Reference

```
#include <optional>
#include <utility>
#include "band/interface.h"
```

Include dependency graph for control_factory.h:



Classes

- struct band::Style
- class band::ControlFactory

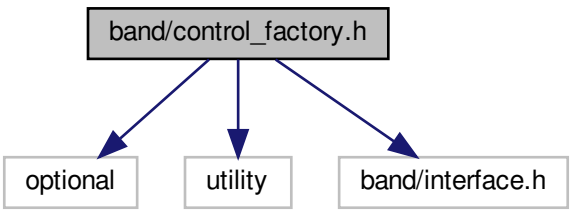
Namespaces

- band

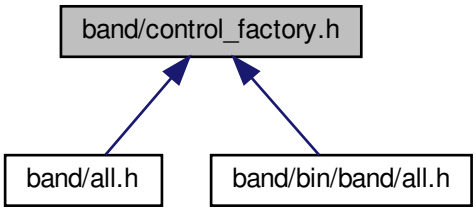
8.9 band/control_factory.h File Reference

```
#include <optional>
#include <utility>
#include "band/interface.h"
```

Include dependency graph for control_factory.h:



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



Classes

- struct band::Style
- class band::ControlFactory

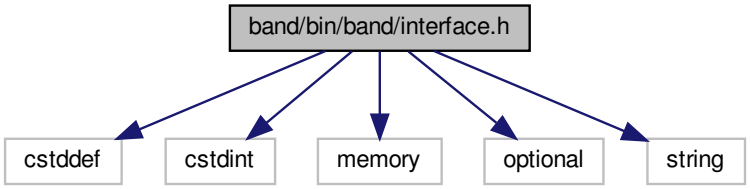
Namespaces

- band

8.10 band/bin/band/interface.h File Reference

```
#include <cstddef>
#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 }

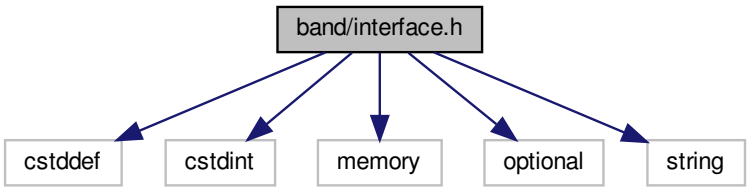
Functions

- 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 ()

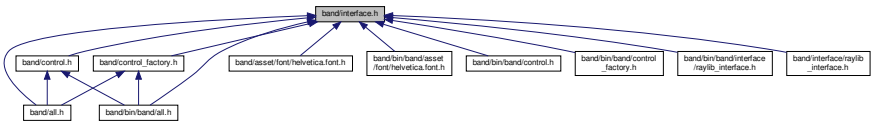
8.11 band/interface.h File Reference

```
#include <cstddef>
#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 }

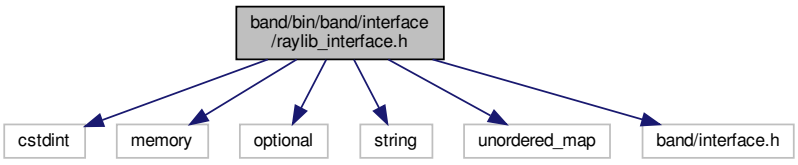
Functions

- 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 ()

8.12 band/bin/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

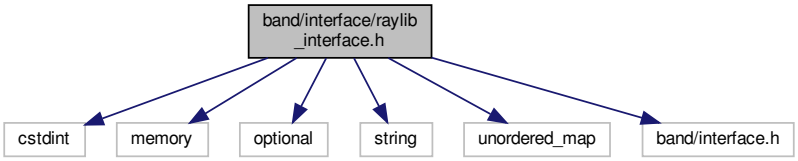
Namespaces

- band
- band::interface

8.13 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

8.14 band/control.d File Reference

8.15 band/control_factory.d File Reference

8.16 band/interface.d File Reference

8.17 band/interface/raylib_interface.d File Reference

8.18 README.md File Reference

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