band

v1.0.0-dev

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Chapter 1

README

TODO:

- add a step to the Makefile that makes the PDF and deletes the rest
- look over the PDF and make sure no extra things are included
- document things that are missing documentation

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

Dependencies

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

Building

- `make` in the 'band' dierctory builds `band` into a static-library.
- `make` in the 'example' directory builds all the examples.

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 14
band::asset::font 14
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 18
band::Color 19
band::Dimension 20
band::File 20
band::Interface 21
    band::interface::RaylibInterface 31
band::Line 29
band::Point 30
band::Rectangle 39
band::Triangle 40
band::WindowArea 41

Chapter 4

Class Index

4.1 Class List

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

band::Area 17
band::Circle 18
band::Color 19
band::Dimension 20
band::File 20
band::Interface 21
band::Line 29
band::Point 30
band::interface::RaylibInterface 31
band::Rectangle 39
band::Triangle 40
band::WindowArea 41

Chapter 5

File Index

5.1 File List

Here is a list of all files with brief descriptions:

band/all.h . . . 43
band/interface.d . . . 44
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band/asset/font/helvetica.font.d . . . 43
band/asset/font/helvetica.font.h . . . 43
band/interface/raylib_interface.d . . . 46
band/interface/raylib_interface.h . . . 46

Chapter 6

Namespace Documentation

6.1 band Namespace Reference

Namespaces

- asset
- interface

Classes

- struct Area
- struct Circle
- struct Color
- struct Dimension
- struct File
- class Interface
- struct Line
- struct Point
- struct Rectangle
- struct Triangle
- struct WindowArea

Typedefs

- using Text = std::string
- using Size = uint32_t
- using TextureId = size_t
- using ImageId = size_t
- using FontId = size_t
- using Real = double
- using Component = uint8_t

Enumerations

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

Functions

- 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 MultiplyDimensions()

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

6.1.3.4 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

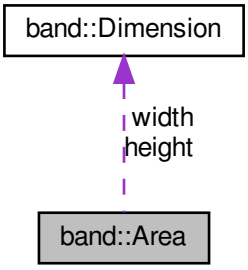
Chapter 7

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
```

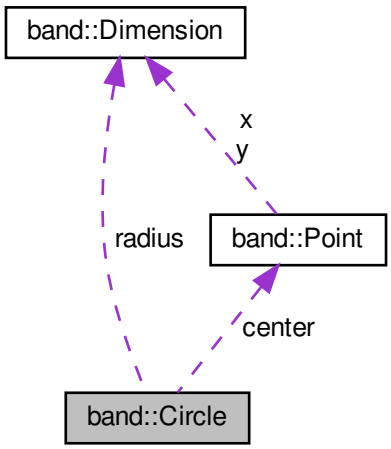
The documentation for this struct was generated from the following file:

- band/interface.h

7.2 band::Circle Struct Reference

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

Collaboration diagram for band::Circle:



Public Attributes

- Point center
- Dimension radius

7.2.1 Member Data Documentation

7.2.1.1 center

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

7.2.1.2 radius

```
Dimension band::Circle::radius
```

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

- band/interface.h

7.3 band::Color Struct Reference

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

Public Attributes

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

7.3.1 Member Data Documentation

7.3.1.1 a

```
Component band::Color::a
```

7.3.1.2 b

```
Component band::Color::b
```

7.3.1.3 g

```
Component band::Color::g
```

7.3.1.4 r

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

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

- band/interface.h

7.4 band::Dimension Struct Reference

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

Public Attributes

- Real scalar
- Unit unit

7.4.1 Member Data Documentation

7.4.1.1 scalar

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

7.4.1.2 unit

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

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

- band/interface.h

7.5 band::File Struct Reference

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

Public Attributes

- const uint8_t * bytes
- const size_t n

7.5.1 Member Data Documentation

7.5.1.1 bytes

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

7.5.1.2 n

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

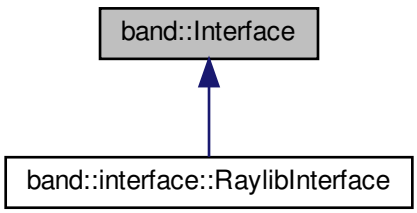
The documentation for this struct was generated from the following file:

- band/interface.h

7.6 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

7.6.1 Constructor & Destructor Documentation

7.6.1.1 ~Interface()

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

7.6.2 Member Function Documentation

7.6.2.1 CharacterPressed()

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

Implemented in band::interface::RaylibInterface.

7.6.2.2 Clear()

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

Implemented in band::interface::RaylibInterface.

7.6.2.3 CreateBlankTexture()

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

Implemented in band::interface::RaylibInterface.

7.6.2.4 CreateImageTexture()

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

Implemented in band::interface::RaylibInterface.

7.6.2.5 DeleteAllFonts()

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

Implemented in band::interface::RaylibInterface.

7.6.2.6 DeleteAllImages()

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

Implemented in band::interface::RaylibInterface.

7.6.2.7 DeleteAllTextures()

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

Implemented in band::interface::RaylibInterface.

7.6.2.8 DeleteFont()

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

Implemented in band::interface::RaylibInterface.

7.6.2.9 DeleteImage()

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

Implemented in band::interface::RaylibInterface.

7.6.2.10 DeleteTexture()

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

Implemented in band::interface::RaylibInterface.

7.6.2.11 DrawCircle()

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

Implemented in band::interface::RaylibInterface.

7.6.2.12 DrawFps()

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

Implemented in band::interface::RaylibInterface.

7.6.2.13 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.

7.6.2.14 DrawRectangle()

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

Implemented in band::interface::RaylibInterface.

7.6.2.15 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.

7.6.2.16 DrawTexture()

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

Implemented in band::interface::RaylibInterface.

7.6.2.17 DrawTriangle()

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

Implemented in band::interface::RaylibInterface.

7.6.2.18 HasAction()

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

Implemented in band::interface::RaylibInterface.

7.6.2.19 LoadFont()

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

Implemented in band::interface::RaylibInterface.

7.6.2.20 LoadImage()

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

Implemented in band::interface::RaylibInterface.

7.6.2.21 MeasureText()

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

Implemented in band::interface::RaylibInterface.

7.6.2.22 MousePosition()

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

Implemented in band::interface::RaylibInterface.

7.6.2.23 SelectTexture()

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

Implemented in band::interface::RaylibInterface.

7.6.2.24 SetIcon()

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

Implemented in band::interface::RaylibInterface.

7.6.2.25 SetTargetFps()

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

Implemented in band::interface::RaylibInterface.

7.6.2.26 SetTitle()

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

Implemented in band::interface::RaylibInterface.

7.6.2.27 SetWindowArea()

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

Implemented in band::interface::RaylibInterface.

7.6.2.28 StartDrawing()

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

Implemented in band::interface::RaylibInterface.

7.6.2.29 StopDrawing()

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

Implemented in band::interface::RaylibInterface.

7.6.2.30 ToggleFullscreen()

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

Implemented in band::interface::RaylibInterface.

7.6.2.31 UnselectTexture()

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

Implemented in band::interface::RaylibInterface.

7.6.2.32 WindowArea()

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

Implemented in band::interface::RaylibInterface.

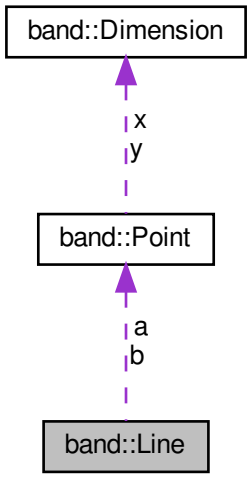
The documentation for this class was generated from the following file:

- band/interface.h

7.7 band::Line Struct Reference

`#include <interface.h>`

Collaboration diagram for band::Line:



Public Attributes

- Point a
- Point b

7.7.1 Member Data Documentation

7.7.1.1 a

`Point band::Line::a`

7.7.1.2 b

`Point band::Line::b`

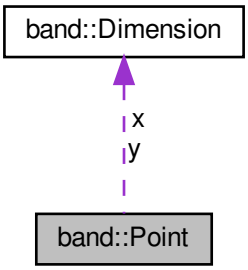
The documentation for this struct was generated from the following file:

- band/interface.h

7.8 band::Point Struct Reference

`#include <interface.h>`

Collaboration diagram for band::Point:



Public Attributes

- Dimension x
- Dimension y

7.8.1 Member Data Documentation

7.8.1.1 x

`Dimension band::Point::x`

7.8.1.2 y

`Dimension band::Point::y`

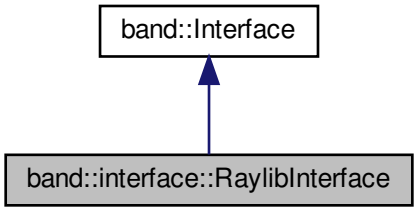
The documentation for this struct was generated from the following file:

- band/interface.h

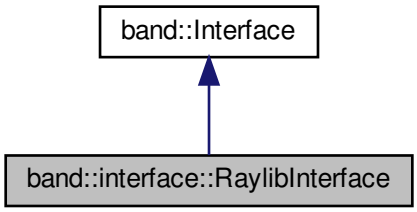
7.9 band::interface::RaylibInterface Class Reference

`#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

7.9.1 Constructor & Destructor Documentation

7.9.1.1 RaylibInterface() [1/3]

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

7.9.1.2 ~RaylibInterface()

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

7.9.1.3 RaylibInterface() [2/3]

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

7.9.1.4 RaylibInterface() [3/3]

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

7.9.2 Member Function Documentation

7.9.2.1 CharacterPressed()

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

Implements band::Interface.

7.9.2.2 Clear()

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

Implements band::Interface.

7.9.2.3 Close()

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

7.9.2.4 CreateBlankTexture()

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

Implements band::Interface.

7.9.2.5 CreateImageTexture()

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

Implements band::Interface.

7.9.2.6 DeleteAllFonts()

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

Implements band::Interface.

7.9.2.7 DeleteAllImages()

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

Implements band::Interface.

7.9.2.8 DeleteAllTextures()

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

Implements band::Interface.

7.9.2.9 DeleteFont()

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

Implements band::Interface.

7.9.2.10 DeleteImage()

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

Implements band::Interface.

7.9.2.11 DeleteTexture()

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

Implements band::Interface.

7.9.2.12 DrawCircle()

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

Implements band::Interface.

7.9.2.13 DrawFps()

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

Implements band::Interface.

7.9.2.14 DrawLine()

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

Implements band::Interface.

7.9.2.15 DrawRectangle()

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

Implements band::Interface.

7.9.2.16 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.

7.9.2.17 DrawTexture()

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

Implements band::Interface.

7.9.2.18 DrawTriangle()

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

Implements band::Interface.

7.9.2.19 HasAction()

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

Implements band::Interface.

7.9.2.20 LoadFont()

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

Implements band::Interface.

7.9.2.21 LoadImage()

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

Implements band::Interface.

7.9.2.22 MeasureText()

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

Implements band::Interface.

7.9.2.23 MousePosition()

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

Implements band::Interface.

7.9.2.24 Open()

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

7.9.2.25 operator=() [1/2]

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

7.9.2.26 operator=() [2/2]

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

7.9.2.27 SelectTexture()

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

Implements band::Interface.

7.9.2.28 SetIcon()

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

Implements band::Interface.

7.9.2.29 SetTargetFps()

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

Implements band::Interface.

7.9.2.30 SetTitle()

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

Implements band::Interface.

7.9.2.31 SetWindowArea()

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

Implements band::Interface.

7.9.2.32 StartDrawing()

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

Implements band::Interface.

7.9.2.33 StopDrawing()

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

Implements band::Interface.

7.9.2.34 ToggleFullscreen()

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

Implements band::Interface.

7.9.2.35 UnselectTexture()

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

Implements band::Interface.

7.9.2.36 WindowArea()

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

Implements band::Interface.

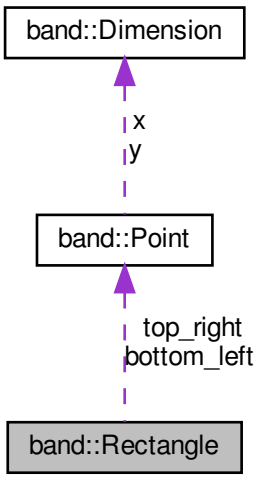
The documentation for this class was generated from the following file:

- band/interface/raylib_interface.h

7.10 band::Rectangle Struct Reference

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

Collaboration diagram for band::Rectangle:



Public Attributes

- Point bottom_left
- Point top_right

7.10.1 Member Data Documentation

7.10.1.1 bottom_left

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

7.10.1.2 top_right

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

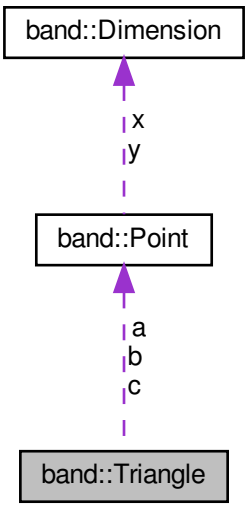
The documentation for this struct was generated from the following file:

- band/interface.h

7.11 band::Triangle Struct Reference

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

Collaboration diagram for band::Triangle:



Public Attributes

- Point a
- Point b
- Point c

7.11.1 Member Data Documentation

7.11.1.1 a

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

7.11.1.2 b

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

7.11.1.3 c

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

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

- band/interface.h

7.12 band::WindowArea Struct Reference

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

Public Attributes

- Real width
- Real height

7.12.1 Member Data Documentation

7.12.1.1 height

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

7.12.1.2 width

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

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

- band/interface.h

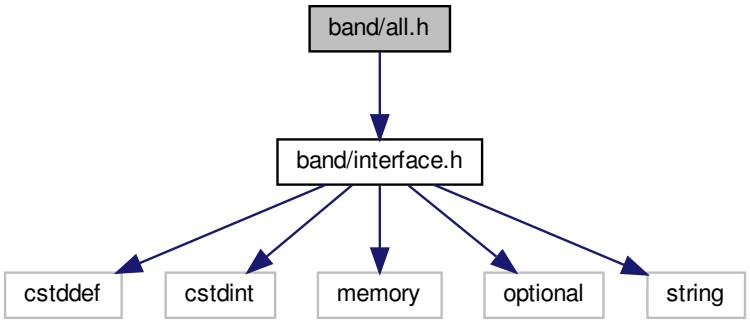
Chapter 8

File Documentation

8.1 band/all.h File Reference

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

Include dependency graph for all.h:

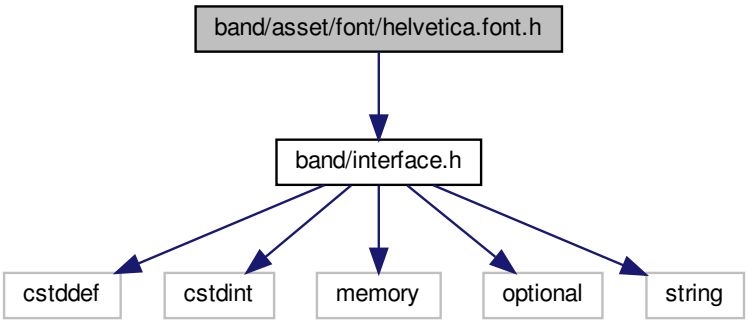


8.2 band/asset/font/helvetica.font.d File Reference

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

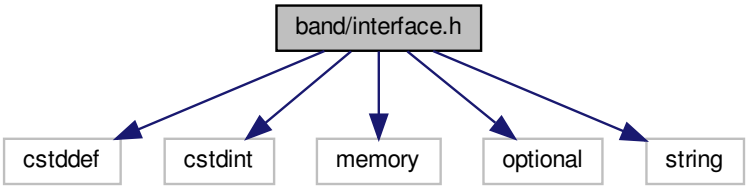
- band::File band::asset::font::Helvetica ()

8.4 band/interface.d File Reference

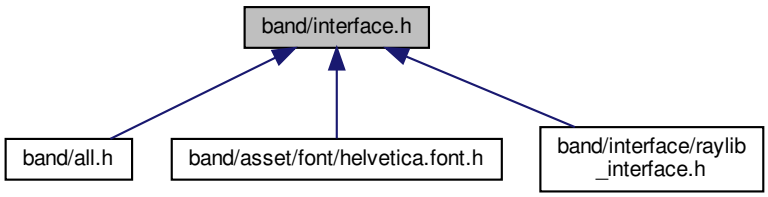
8.5 band/interface.h File Reference

```
#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

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

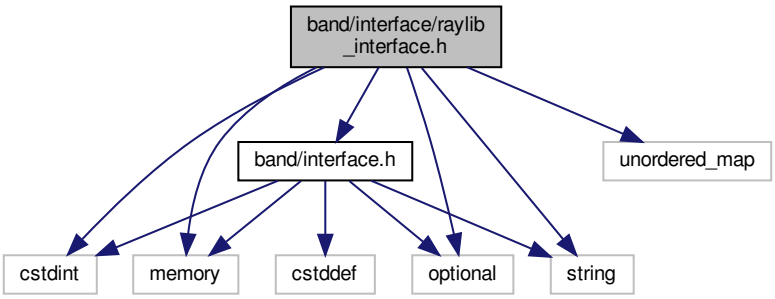
- Dimension band::AddDimensions (const Dimension &a, const Dimension &b, Real pixels)
- Dimension band::SubtractDimensions (const Dimension &a, const Dimension &b, Real pixels)
- Dimension band::MultiplyDimensions (const Dimension &a, Real scalar)
- std::unique_ptr< Interface > band::DefaultInterface ()

8.6 band/interface/raylib_interface.d File Reference

8.7 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

8.8 README.md File Reference

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