

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

Feature-Requests

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

Contributing

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

Chapter 2

Namespace Index

2.1 Namespace List

Here is a list of all namespaces with brief descriptions:

band	11
band::asset	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:

band::Area	17
band::Circle	18
band::Color	19
band::Dimension	20
band::File	20
band::Interface	21
band::interface::RaylibInterface	37
band::interface::RaylibInterface	37
band::Line	35
band::Point	36
band::Rectangle	53
band::Triangle	54
band::WindowArea	55

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	35
band::Point	36
band::interface::RaylibInterface	37
band::Rectangle	53
band::Triangle	54
band::WindowArea	55

Chapter 5

File Index

5.1 File List

Here is a list of all files with brief descriptions:

band/ all.h	57
band/ interface.d	62
band/ interface.h	60
band/asset/font/ helvetica.font.d	58
band/asset/font/ helvetica.font.h	58
band/bin/brand/ all.h	57
band/bin/brand/ interface.h	59
band/bin/brand/asset/font/ helvetica.font.h	58
band/bin/brand/interface/ raylib_interface.h	61
band/interface/ raylib_interface.d	62
band/interface/ raylib_interface.h	62

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](#), [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

- [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 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](#)

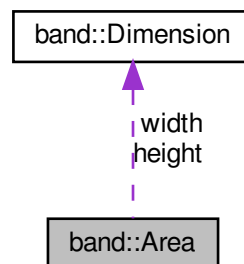
Chapter 7

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
```

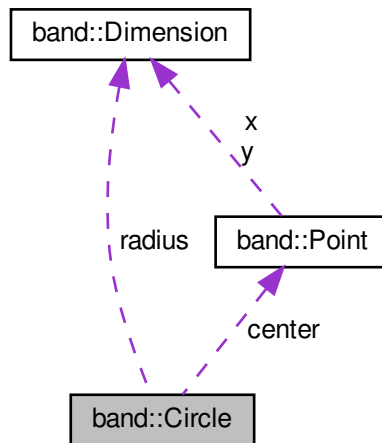
The documentation for this struct was generated from the following file:

- [band/bin/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/bin/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/bin/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/bin/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
```

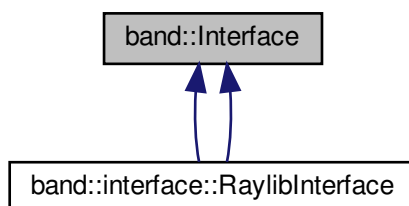
The documentation for this struct was generated from the following file:

- [band/bin/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
- 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() [1/2]

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

7.6.1.2 ~Interface() [2/2]

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

7.6.2 Member Function Documentation

7.6.2.1 CharacterPressed() [1/2]

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

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

7.6.2.2 CharacterPressed() [2/2]

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

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

7.6.2.3 Clear() [1/2]

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

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

7.6.2.4 Clear() [2/2]

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

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

7.6.2.5 CreateBlankTexture() [1/2]

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

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

7.6.2.6 CreateBlankTexture() [2/2]

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

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

7.6.2.7 CreateImageTexture() [1/2]

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

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

7.6.2.8 CreateImageTexture() [2/2]

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

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

7.6.2.9 DeleteAllFonts() [1/2]

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

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

7.6.2.10 DeleteAllFonts() [2/2]

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

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

7.6.2.11 DeleteAllImages() [1/2]

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

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

7.6.2.12 DeleteAllImages() [2/2]

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

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

7.6.2.13 DeleteAllTextures() [1/2]

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

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

7.6.2.14 DeleteAllTextures() [2/2]

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

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

7.6.2.15 DeleteFont() [1/2]

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

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

7.6.2.16 DeleteFont() [2/2]

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

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

7.6.2.17 DeletelImage() [1/2]

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

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

7.6.2.18 DeletelImage() [2/2]

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

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

7.6.2.19 DeleteTexture() [1/2]

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

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

7.6.2.20 DeleteTexture() [2/2]

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

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

7.6.2.21 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](#).

7.6.2.22 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](#).

7.6.2.23 DrawFps() [1/2]

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

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

7.6.2.24 DrawFps() [2/2]

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

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

7.6.2.25 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](#).

7.6.2.26 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](#).

7.6.2.27 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](#).

7.6.2.28 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](#).

7.6.2.29 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](#).

7.6.2.30 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](#).

7.6.2.31 DrawTexture() [1/2]

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

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

7.6.2.32 DrawTexture() [2/2]

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

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

7.6.2.33 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](#).

7.6.2.34 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](#).

7.6.2.35 HasAction() [1/2]

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

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

7.6.2.36 HasAction() [2/2]

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

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

7.6.2.37 LoadFont() [1/2]

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

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

7.6.2.38 LoadFont() [2/2]

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

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

7.6.2.39 LoadImage() [1/2]

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

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

7.6.2.40 LoadImage() [2/2]

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

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

7.6.2.41 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](#).

7.6.2.42 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](#).

7.6.2.43 MousePosition() [1/2]

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

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

7.6.2.44 MousePosition() [2/2]

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

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

7.6.2.45 SelectTexture() [1/2]

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

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

7.6.2.46 SelectTexture() [2/2]

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

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

7.6.2.47 SetIcon() [1/2]

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

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

7.6.2.48 SetIcon() [2/2]

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

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

7.6.2.49 SetTargetFps() [1/2]

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

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

7.6.2.50 SetTargetFps() [2/2]

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

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

7.6.2.51 SetTitle() [1/2]

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

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

7.6.2.52 SetTitle() [2/2]

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

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

7.6.2.53 SetWindowArea() [1/2]

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

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

7.6.2.54 SetWindowArea() [2/2]

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

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

7.6.2.55 StartDrawing() [1/2]

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

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

7.6.2.56 StartDrawing() [2/2]

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

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

7.6.2.57 StopDrawing() [1/2]

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

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

7.6.2.58 StopDrawing() [2/2]

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

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

7.6.2.59 ToggleFullscreen() [1/2]

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

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

7.6.2.60 ToggleFullscreen() [2/2]

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

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

7.6.2.61 UnselectTexture() [1/2]

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

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

7.6.2.62 UnselectTexture() [2/2]

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

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

7.6.2.63 WindowArea() [1/2]

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

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

7.6.2.64 WindowArea() [2/2]

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

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

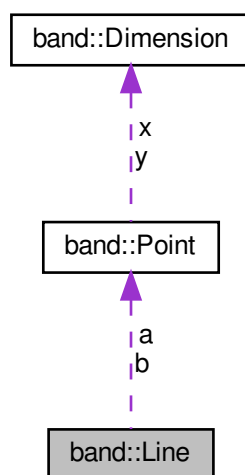
The documentation for this class was generated from the following file:

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

7.7 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
```

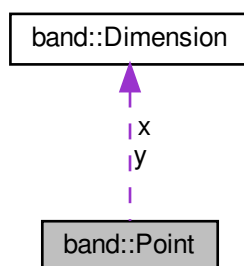
The documentation for this struct was generated from the following file:

- [band/bin/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

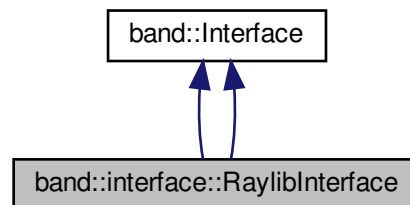
The documentation for this struct was generated from the following file:

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

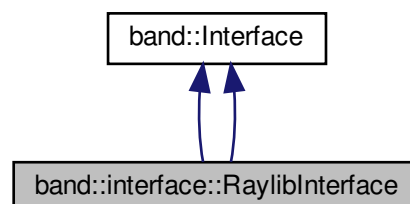
7.9 band::interface::RaylibInterface Class Reference

```
#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
- [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() [1/6]

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

7.9.1.2 ~RaylibInterface() [1/2]

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

7.9.1.3 RaylibInterface() [2/6]

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

7.9.1.4 RaylibInterface() [3/6]

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

7.9.1.5 RaylibInterface() [4/6]

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

7.9.1.6 ~RaylibInterface() [2/2]

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

7.9.1.7 RaylibInterface() [5/6]

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

7.9.1.8 RaylibInterface() [6/6]

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

7.9.2 Member Function Documentation

7.9.2.1 CharacterPressed() [1/2]

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

Implements [band::Interface](#).

7.9.2.2 CharacterPressed() [2/2]

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

Implements [band::Interface](#).

7.9.2.3 Clear() [1/2]

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

Implements [band::Interface](#).

7.9.2.4 Clear() [2/2]

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

Implements [band::Interface](#).

7.9.2.5 Close() [1/2]

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

7.9.2.6 Close() [2/2]

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

7.9.2.7 CreateBlankTexture() [1/2]

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

Implements [band::Interface](#).

7.9.2.8 CreateBlankTexture() [2/2]

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

Implements [band::Interface](#).

7.9.2.9 CreateImageTexture() [1/2]

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

Implements [band::Interface](#).

7.9.2.10 CreateImageTexture() [2/2]

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

Implements [band::Interface](#).

7.9.2.11 DeleteAllFonts() [1/2]

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

Implements [band::Interface](#).

7.9.2.12 DeleteAllFonts() [2/2]

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

Implements [band::Interface](#).

7.9.2.13 DeleteAllImages() [1/2]

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

Implements [band::Interface](#).

7.9.2.14 DeleteAllImages() [2/2]

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

Implements [band::Interface](#).

7.9.2.15 DeleteAllTextures() [1/2]

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

Implements [band::Interface](#).

7.9.2.16 DeleteAllTextures() [2/2]

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

Implements [band::Interface](#).

7.9.2.17 DeleteFont() [1/2]

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

Implements [band::Interface](#).

7.9.2.18 DeleteFont() [2/2]

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

Implements [band::Interface](#).

7.9.2.19 DeleteImage() [1/2]

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

Implements [band::Interface](#).

7.9.2.20 DeleteImage() [2/2]

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

Implements [band::Interface](#).

7.9.2.21 DeleteTexture() [1/2]

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

Implements [band::Interface](#).

7.9.2.22 DeleteTexture() [2/2]

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

Implements [band::Interface](#).

7.9.2.23 DrawCircle() [1/2]

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

Implements [band::Interface](#).

7.9.2.24 DrawCircle() [2/2]

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

Implements [band::Interface](#).

7.9.2.25 DrawFps() [1/2]

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

Implements [band::Interface](#).

7.9.2.26 DrawFps() [2/2]

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

Implements [band::Interface](#).

7.9.2.27 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](#).

7.9.2.28 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](#).

7.9.2.29 DrawRectangle() [1/2]

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

Implements [band::Interface](#).

7.9.2.30 DrawRectangle() [2/2]

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

Implements [band::Interface](#).

7.9.2.31 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](#).

7.9.2.32 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](#).

7.9.2.33 DrawTexture() [1/2]

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

Implements [band::Interface](#).

7.9.2.34 DrawTexture() [2/2]

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

Implements [band::Interface](#).

7.9.2.35 DrawTriangle() [1/2]

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

Implements [band::Interface](#).

7.9.2.36 DrawTriangle() [2/2]

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

Implements [band::Interface](#).

7.9.2.37 HasAction() [1/2]

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

Implements [band::Interface](#).

7.9.2.38 HasAction() [2/2]

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

Implements [band::Interface](#).

7.9.2.39 LoadFont() [1/2]

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

Implements [band::Interface](#).

7.9.2.40 LoadFont() [2/2]

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

Implements [band::Interface](#).

7.9.2.41 LoadImage() [1/2]

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

Implements [band::Interface](#).

7.9.2.42 LoadImage() [2/2]

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

Implements [band::Interface](#).

7.9.2.43 MeasureText() [1/2]

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

Implements [band::Interface](#).

7.9.2.44 MeasureText() [2/2]

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

Implements [band::Interface](#).

7.9.2.45 MousePosition() [1/2]

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

Implements [band::Interface](#).

7.9.2.46 MousePosition() [2/2]

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

Implements [band::Interface](#).

7.9.2.47 Open() [1/2]

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

7.9.2.48 Open() [2/2]

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

7.9.2.49 operator=() [1/4]

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

7.9.2.50 operator=() [2/4]

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

7.9.2.51 operator=() [3/4]

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

7.9.2.52 operator=() [4/4]

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

7.9.2.53 SelectTexture() [1/2]

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

Implements [band::Interface](#).

7.9.2.54 SelectTexture() [2/2]

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

Implements [band::Interface](#).

7.9.2.55 SetIcon() [1/2]

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

Implements [band::Interface](#).

7.9.2.56 SetIcon() [2/2]

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

Implements [band::Interface](#).

7.9.2.57 SetTargetFps() [1/2]

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

Implements [band::Interface](#).

7.9.2.58 SetTargetFps() [2/2]

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

Implements [band::Interface](#).

7.9.2.59 SetTitle() [1/2]

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

Implements [band::Interface](#).

7.9.2.60 SetTitle() [2/2]

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

Implements [band::Interface](#).

7.9.2.61 SetWindowArea() [1/2]

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

Implements [band::Interface](#).

7.9.2.62 SetWindowArea() [2/2]

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

Implements [band::Interface](#).

7.9.2.63 StartDrawing() [1/2]

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

Implements [band::Interface](#).

7.9.2.64 StartDrawing() [2/2]

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

Implements [band::Interface](#).

7.9.2.65 StopDrawing() [1/2]

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

Implements [band::Interface](#).

7.9.2.66 StopDrawing() [2/2]

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

Implements [band::Interface](#).

7.9.2.67 ToggleFullscreen() [1/2]

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

Implements [band::Interface](#).

7.9.2.68 ToggleFullscreen() [2/2]

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

Implements [band::Interface](#).

7.9.2.69 UnselectTexture() [1/2]

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

Implements [band::Interface](#).

7.9.2.70 UnselectTexture() [2/2]

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

Implements [band::Interface](#).

7.9.2.71 WindowArea() [1/2]

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

Implements [band::Interface](#).

7.9.2.72 WindowArea() [2/2]

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

Implements [band::Interface](#).

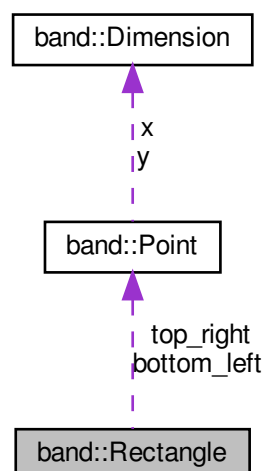
The documentation for this class was generated from the following file:

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

7.10 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`

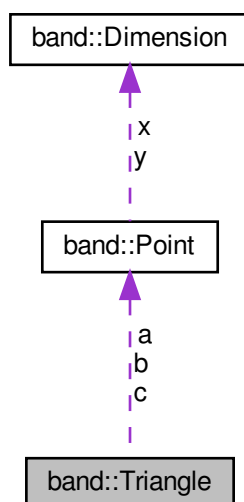
The documentation for this struct was generated from the following file:

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

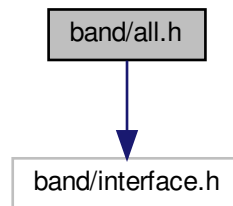
Chapter 8

File Documentation

8.1 band/all.h File Reference

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

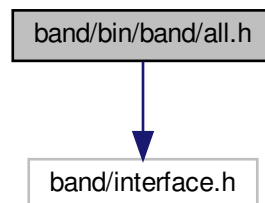
Include dependency graph for all.h:



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

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

Include dependency graph for all.h:

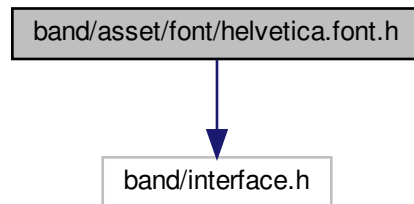


8.3 band/asset/font/helvetica.font.d File Reference

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](#)

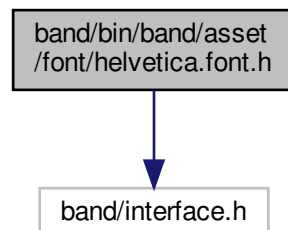
Functions

- [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](#)

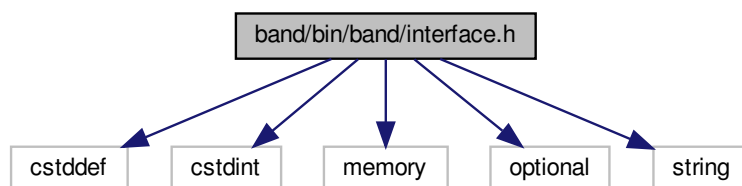
Functions

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

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

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

Include dependency graph for interface.h:



Classes

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

Namespaces

- [band](#)

Typedefs

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

Enumerations

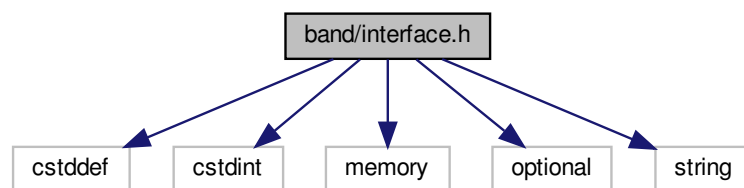
- enum `band::Unit` { `band::Unit::kPixel`, `band::Unit::kRatio`, `band::Unit::kPixel`, `band::Unit::kRatio` }
- enum `band::Action` { `band::Action::kLeftClick`, `band::Action::kRightClick`, `band::Action::kClose`, `band::Action::kBackspace`, `band::Action::kLeftClick`, `band::Action::kRightClick`,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

Functions

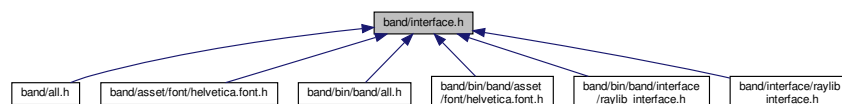
- Dimension `band::AddDimensions` (const Dimension &a, const Dimension &b, Real pixels)
- Dimension `band::SubtractDimensions` (const Dimension &a, const Dimension &b, Real pixels)
- Dimension `band::MultiplyDimensions` (const Dimension &a, Real scalar)
- `std::unique_ptr< Interface >` `band::DefaultInterface`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

8.7 band/interface.h File Reference

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



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



Classes

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

Namespaces

- [band](#)

Enumerations

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

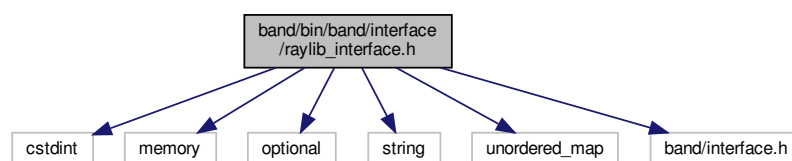
Functions

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

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

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

Include dependency graph for raylib_interface.h:



Classes

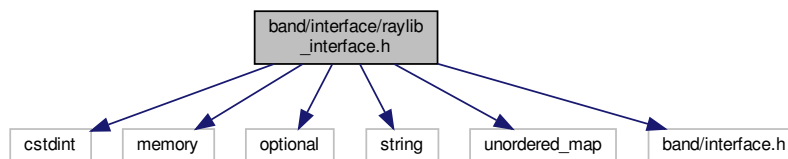
- class [band::interface::RaylibInterface](#)

Namespaces

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

8.9 band/interface/raylib_interface.h File Reference

```
#include <cstdint>
#include <memory>
#include <optional>
#include <string>
#include <unordered_map>
#include "band/interface.h"
Include dependency graph for raylib_interface.h:
```



Classes

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

Namespaces

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

8.10 band/interface.d File Reference

8.11 band/interface/raylib_interface.d File Reference

8.12 README.md File Reference

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