

# Platinum Engine(WindowManager Branch)

## Class WindowManager:

1. functions:

- **void ShowBasicScene()**  
shows main window of our engine, where all of UI is displayed
- **void ShowMenuFile()**  
a menu bar for saving and opening scene files
- **void ShowMenuGameObject()**  
a menu bar for creating object
- **void SetUpMainMenu()**  
first level menu bar, where all the main menu bars are displayed
- **void DrawOpenScene()**  
shows a GUI for choosing a scene file
- **void DrawSaveScene()**  
shows a GUI for selecting a file path to save scene files
- **void DoShortCut()**  
this function is called when a window is created with a shortcut key
- **static void ShowWindowGame(bool\* p\_open)**  
shows a window for displaying GameObjects and other items in the SceneView and GameView
- **static void ShowWindowHierarchy(bool\* p\_open)**  
shows a window for displaying every GameObject in a Scene
- **static void ShowWindowInspector(bool\* p\_open)**  
shows a window for editing and viewing properties for almost everything in our Engine Editor
- **static void ShowWindowScene(bool\* p\_open)**  
shows a window for Scene view
- **static void ShowWindowProject(bool\* p\_open)**  
shows a window for displaying all of the files related to user's project
- **static void ShowWindowAnimation(bool\* p\_open)**  
shows a window for animating GameObject in the scene
- **static void ShowWindowLight(bool\* p\_open)**  
shows a window for managing the lighting in the scene

- `static void ShowWindowAudio(bool* p_open)`  
shows a window for editing audio properties

## 2. parameters:

- `bool show_mainMenu_window_game`  
parameter that detect if the game component window is open
- `bool show_mainMenu_window_scene`  
parameter that detect if the scene component window is open
- `bool show_mainMenu_window_inspector`  
parameter that detect if the inspector component window is open
- `bool show_mainMenu_window_hierarchy`  
parameter that detect if the hierarchy component window is open
- `bool show_mainMenu_window_project`  
parameter that detect if the project component window is open
- `bool show_mainMenu_window_animation`  
parameter that detect if the animation component window is open
- `bool show_mainMenu_window_audion`  
parameter that detect if the audio component window is open
- `bool show_mainMenu_window_light`  
parameter that detect if the light component window is open
- `bool show_mainMenu_file_openScene`  
parameter that detect if the open Scene file dialog is open
- `bool show_mainMenu_file_save`  
parameter that detect if the save Scene file dialog is open