

My Project

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Chapter 1

Troll-Killers

A 2d multiplayer online shooter game.

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

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Chapter 3

Class Index

3.1 Class List

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

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Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

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/home/clemente/projects/Troll-Killers/CProjectile.hpp	102
/home/clemente/projects/Troll-Killers/Cursor.cpp	103
/home/clemente/projects/Troll-Killers/Cursor.hpp	104
/home/clemente/projects/Troll-Killers/Defines.hpp	105
/home/clemente/projects/Troll-Killers/editorMain.cpp	106
/home/clemente/projects/Troll-Killers/Enums.hpp	108
/home/clemente/projects/Troll-Killers/IObject.hpp	109
/home/clemente/projects/Troll-Killers/mainClient.cpp	110
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/home/clemente/projects/Troll-Killers/Map.cpp	113
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/home/clemente/projects/Troll-Killers/MapEditor.cpp	114
/home/clemente/projects/Troll-Killers/MapEditor.hpp	114
/home/clemente/projects/Troll-Killers/Menu.cpp	116
/home/clemente/projects/Troll-Killers/Menu.hpp	116
/home/clemente/projects/Troll-Killers/MenuManager.cpp	117
/home/clemente/projects/Troll-Killers/MenuManager.hpp	118
/home/clemente/projects/Troll-Killers/Pistol.cpp	119
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/home/clemente/projects/Troll-Killers/Projectile.cpp	120
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/home/clemente/projects/Troll-Killers/ SMap.hpp	128
/home/clemente/projects/Troll-Killers/ Weapons.cpp	129
/home/clemente/projects/Troll-Killers/ Weapons.hpp	129

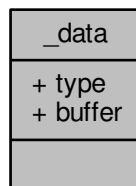
Chapter 5

Class Documentation

5.1 _data Struct Reference

```
#include <_data.hpp>
```

Collaboration diagram for _data:



Public Attributes

- `int8_t` [type](#)
- `char` [buffer](#) [[BUFFER_SIZE](#)]

5.1.1 Member Data Documentation

5.1.1.1 `char _data::buffer[BUFFER_SIZE]`

5.1.1.2 `int8_t _data::type`

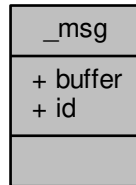
The documentation for this struct was generated from the following file:

- `/home/clemente/projects/Troll-Killers/_data.hpp`

5.2 _msg Struct Reference

```
#include <Server.hpp>
```

Collaboration diagram for _msg:



Public Attributes

- char `buffer` [`BUFFER_SIZE`]
- int `id`

5.2.1 Member Data Documentation

5.2.1.1 char `_msg::buffer`[`BUFFER_SIZE`]

5.2.1.2 int `_msg::id`

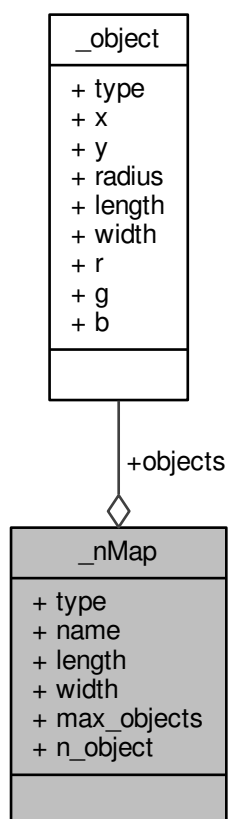
The documentation for this struct was generated from the following file:

- `/home/clemente/projects/Troll-Killers/Server.hpp`

5.3 _nMap Struct Reference

```
#include <Map.hpp>
```


Collaboration diagram for _nMap:



Public Attributes

- `int8_t type`
- `char name [50]`
- `_object * objects`
- `int16_t length`
- `int16_t width`
- `int16_t max_objects`
- `int16_t n_object`

5.3.1 Member Data Documentation

5.3.1.1 `int16_t _nMap::length`

5.3.1.2 `int16_t _nMap::max_objects`

5.3.1.3 `int16_t _nMap::n_object`

5.3.1.4 `char _nMap::name[50]`

5.3.1.5 `_object* _nMap::objects`

5.3.1.6 `int8_t _nMap::type`

5.3.1.7 `int16_t _nMap::width`

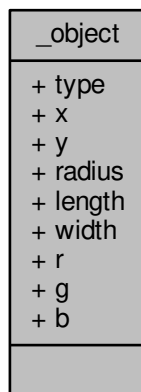
The documentation for this struct was generated from the following file:

- </home/clemente/projects/Troll-Killers/Map.hpp>

5.4 `_object` Struct Reference

```
#include <_object.hpp>
```

Collaboration diagram for `_object`:



Public Attributes

- `int8_t type`
- `int16_t x`
- `int16_t y`
- `int16_t radius`
- `int16_t length`
- `int16_t width`
- `int16_t r`
- `int16_t g`
- `int16_t b`

5.4.1 Member Data Documentation

5.4.1.1 `int16_t _object::b`

5.4.1.2 `int16_t _object::g`

5.4.1.3 `int16_t_object::length`

5.4.1.4 `int16_t_object::r`

5.4.1.5 `int16_t_object::radius`

5.4.1.6 `int8_t_object::type`

5.4.1.7 `int16_t_object::width`

5.4.1.8 `int16_t_object::x`

5.4.1.9 `int16_t_object::y`

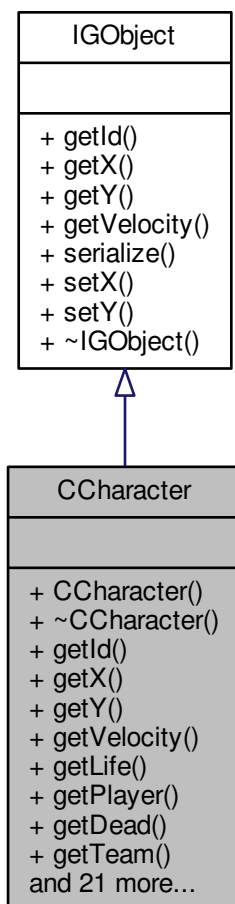
The documentation for this struct was generated from the following file:

- [/home/clemente/projects/Troll-Killers/_object.hpp](#)

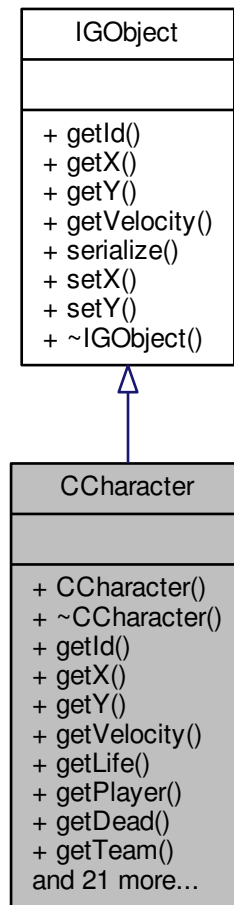
5.5 CCharacter Class Reference

```
#include <CCharacter.hpp>
```

Inheritance diagram for CCharacter:



Collaboration diagram for CCharacter:



Public Member Functions

- `CCharacter` (`Weapon` myWeapon)
- `~CCharacter` ()
- `int16_t` `getId` ()
- `int16_t` `getX` ()
- `int16_t` `getY` ()
- `int16_t` `getVelocity` ()
- `int` `getLife` ()
- `_object *` `getPlayer` ()
- `bool` `getDead` ()
- `Team` `getTeam` ()
- `Direction` `getDir` ()
- `void` `setDir` (`Direction` dir)
- `void` `serialize` (`char *`buffer)
- `void` `draw` (`int` x, `int` y)
- `void` `move` ()
- `void` `die` ()

- bool [tryToRevive](#) ()
- void [revive](#) (int16_t x, int16_t y)
- void [damage](#) (int dmg)
- void [colision](#) (_object *objects, int n)
- void [setX](#) (int16_t x)
- void [setY](#) (int16_t y)
- void [setSpawnX](#) (int16_t x)
- void [setSpawnY](#) (int16_t y)
- void [setTeam](#) (Team team)
- void [weaponAngle](#) (int mapX, int mapY, int mouseX, int mouseY)
- void [setWeaponAngle](#) (float angle)
- void [shoot](#) (ALLEGRO_MOUSE_STATE &mouseState, Connection *conn)
- int [getWeaponDmg](#) ()
- void [sound_shoot](#) (int x, int y)
- Projectile ** [getProjectiles](#) ()

5.5.1 Constructor & Destructor Documentation

5.5.1.1 CCharacter::CCharacter (Weapon myWeapon)

Here is the call graph for this function:

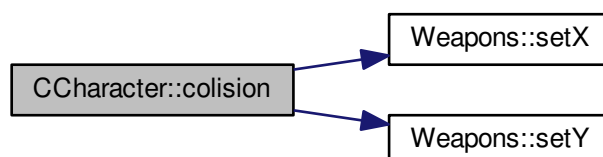


5.5.1.2 CCharacter::~~CCharacter ()

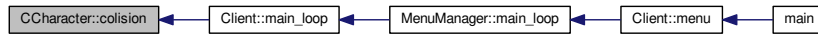
5.5.2 Member Function Documentation

5.5.2.1 void CCharacter::colision (_object * objects, int n)

Here is the call graph for this function:

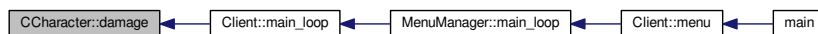


Here is the caller graph for this function:



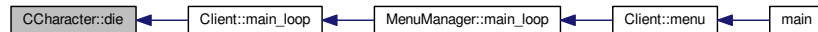
5.5.2.2 void CCharacter::damage (int *dmg*) [inline]

Here is the caller graph for this function:



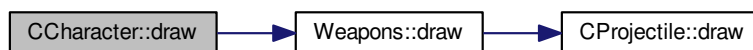
5.5.2.3 void CCharacter::die () [inline]

Here is the caller graph for this function:

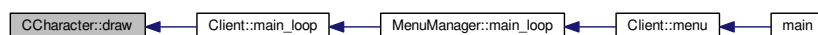


5.5.2.4 void CCharacter::draw (int *x*, int *y*)

Here is the call graph for this function:



Here is the caller graph for this function:



5.5.2.5 `bool CCharacter::getDead () [inline]`

5.5.2.6 `Direction CCharacter::getDir () [inline]`

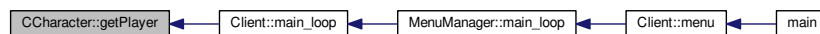
5.5.2.7 `int16_t CCharacter::getId () [inline],[virtual]`

Implements [IGObject](#).

5.5.2.8 `int CCharacter::getLife () [inline]`

5.5.2.9 `_object* CCharacter::getPlayer () [inline]`

Here is the caller graph for this function:

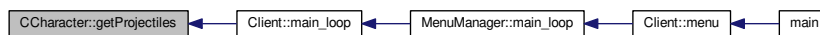


5.5.2.10 `Projectile** CCharacter::getProjectiles () [inline]`

Here is the call graph for this function:



Here is the caller graph for this function:



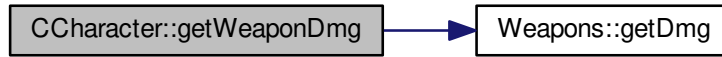
5.5.2.11 `Team CCharacter::getTeam () [inline]`

5.5.2.12 `int16_t CCharacter::getVelocity () [inline],[virtual]`

Implements [IGObject](#).

5.5.2.13 int CCharacter::getWeaponDmg () [inline]

Here is the call graph for this function:



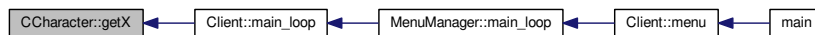
Here is the caller graph for this function:



5.5.2.14 int16_t CCharacter::getX () [inline],[virtual]

Implements [IGObject](#).

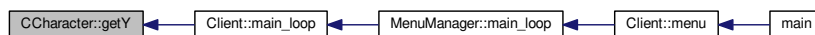
Here is the caller graph for this function:



5.5.2.15 int16_t CCharacter::getY () [inline],[virtual]

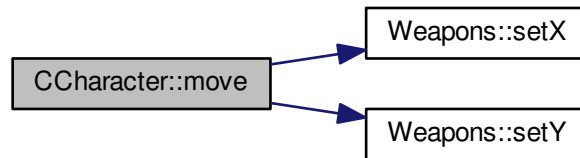
Implements [IGObject](#).

Here is the caller graph for this function:

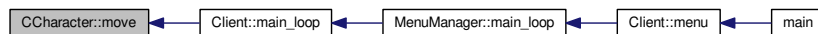


5.5.2.16 void CCharacter::move ()

Here is the call graph for this function:

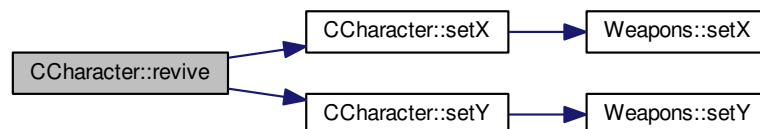


Here is the caller graph for this function:

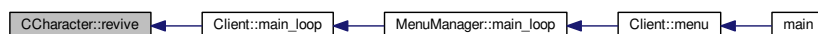


5.5.2.17 void CCharacter::revive (int16_t x, int16_t y)

Here is the call graph for this function:



Here is the caller graph for this function:



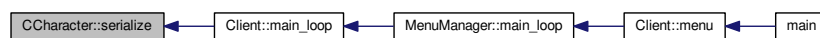
5.5.2.18 void CCharacter::serialize (char * *buffer*) [virtual]

Implements [IObject](#).

Here is the call graph for this function:

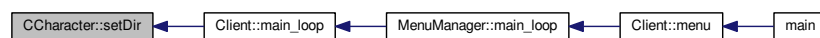


Here is the caller graph for this function:



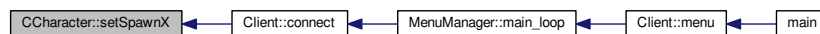
5.5.2.19 void CCharacter::setDir (Direction dir) [inline]

Here is the caller graph for this function:



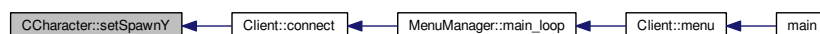
5.5.2.20 void CCharacter::setSpawnX (int16_t x) [inline]

Here is the caller graph for this function:



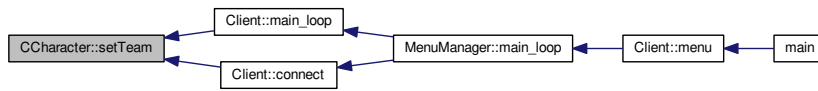
5.5.2.21 void CCharacter::setSpawnY (int16_t y) [inline]

Here is the caller graph for this function:



5.5.2.22 void CCharacter::setTeam (Team team)

Here is the caller graph for this function:



5.5.2.23 void CCharacter::setWeaponAngle (float angle) [inline]

Here is the call graph for this function:



Here is the caller graph for this function:



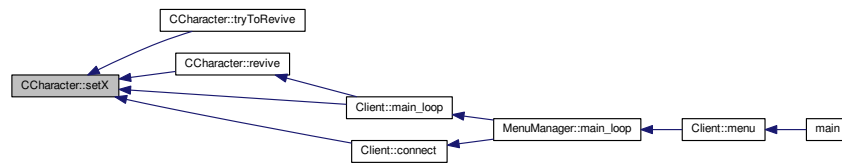
5.5.2.24 void CCharacter::setX (int16_t x) [inline],[virtual]

Implements [IGObject](#).

Here is the call graph for this function:



Here is the caller graph for this function:



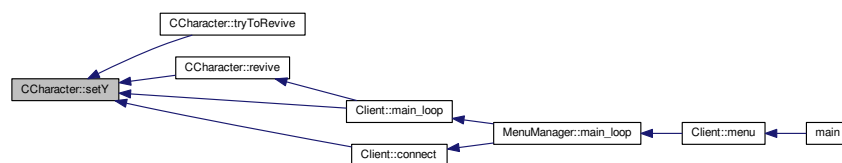
5.5.2.25 `void CCharacter::setY (int16_t y) [inline],[virtual]`

Implements [IGObject](#).

Here is the call graph for this function:



Here is the caller graph for this function:

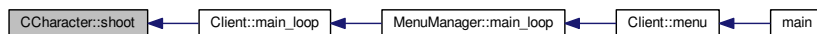


5.5.2.26 `void CCharacter::shoot (ALLEGRO_MOUSE_STATE & mouseState, Connection * conn) [inline]`

Here is the call graph for this function:



Here is the caller graph for this function:

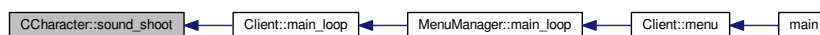


5.5.2.27 void CCharacter::sound_shoot (int x, int y)

Here is the call graph for this function:

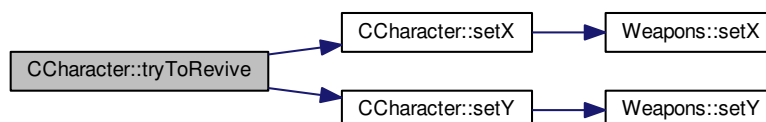


Here is the caller graph for this function:



5.5.2.28 bool CCharacter::tryToRevive ()

Here is the call graph for this function:

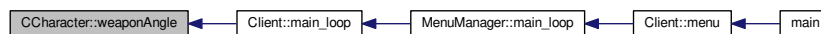


5.5.2.29 void CCharacter::weaponAngle (int *mapX*, int *mapY*, int *mouseX*, int *mouseY*)

Here is the call graph for this function:



Here is the caller graph for this function:



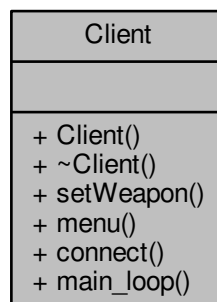
The documentation for this class was generated from the following files:

- [/home/clemente/projects/Troll-Killers/CCharacter.hpp](#)
- [/home/clemente/projects/Troll-Killers/CCharacter.cpp](#)

5.6 Client Class Reference

```
#include <Client.hpp>
```

Collaboration diagram for Client:



Public Member Functions

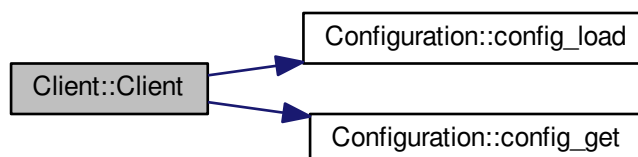
- [Client \(\)](#)
- [~Client \(\)](#)

- void `setWeapon` (`Weapon` myWeapon)
- void `menu` ()
- bool `connect` ()
- void `main_loop` ()

5.6.1 Constructor & Destructor Documentation

5.6.1.1 `Client::Client` ()

Here is the call graph for this function:

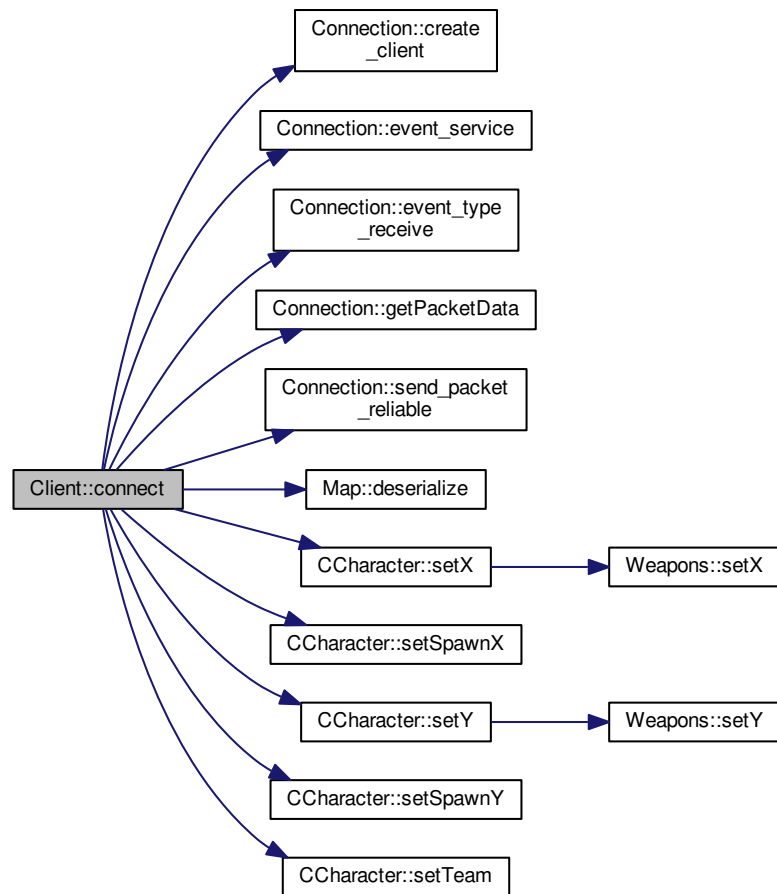


5.6.1.2 `Client::~~Client` ()

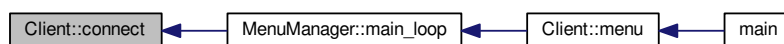
5.6.2 Member Function Documentation

5.6.2.1 bool Client::connect ()

Here is the call graph for this function:

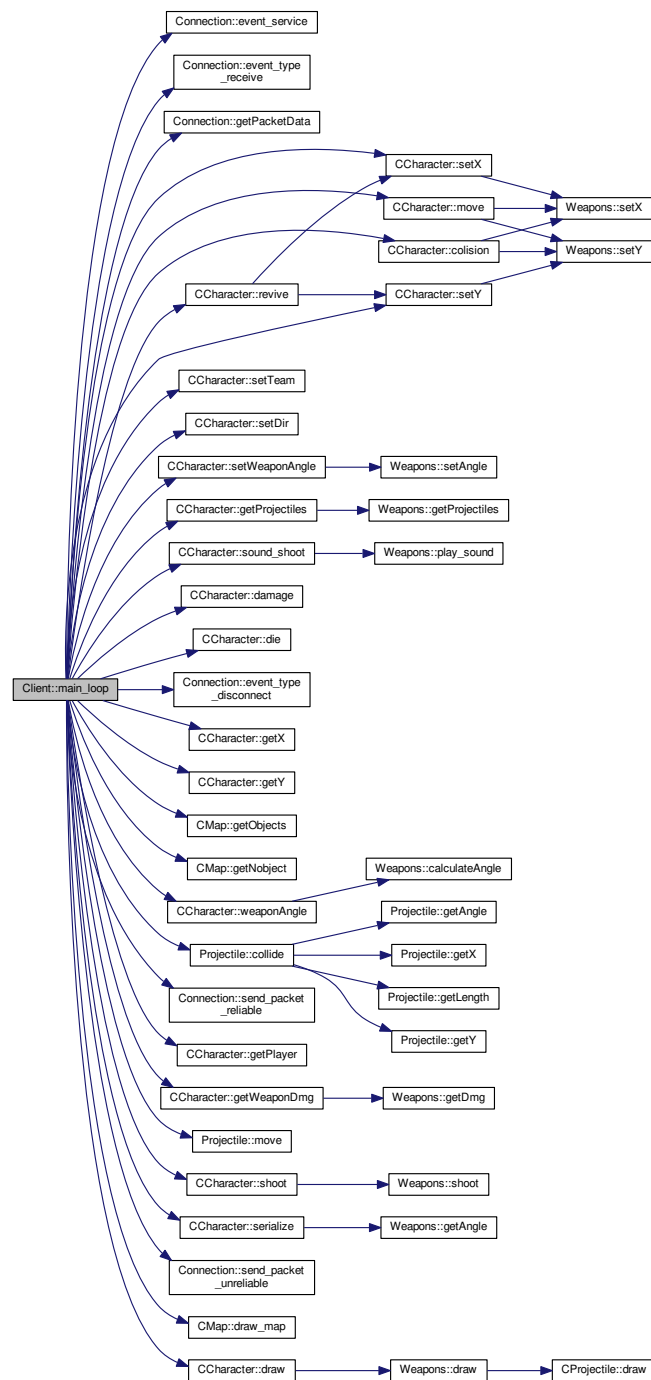


Here is the caller graph for this function:

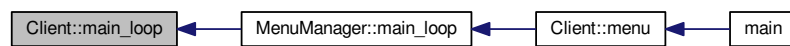


5.6.2.2 void Client::main_loop ()

Here is the call graph for this function:

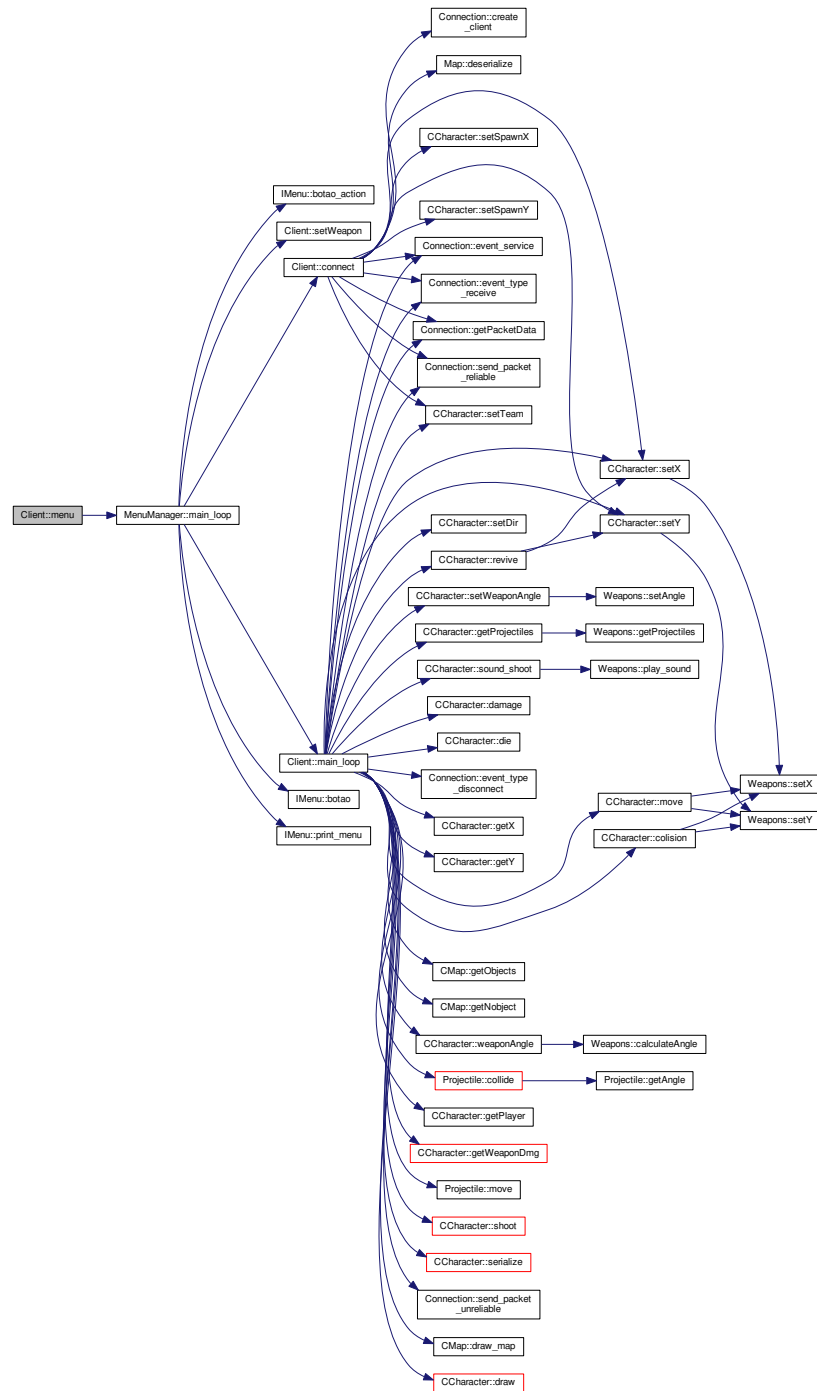


Here is the caller graph for this function:



5.6.2.3 void Client::menu () [inline]

Here is the call graph for this function:

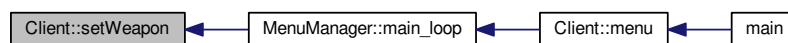


Here is the caller graph for this function:



5.6.2.4 void Client::setWeapon (Weapon myWeapon) [inline]

Here is the caller graph for this function:



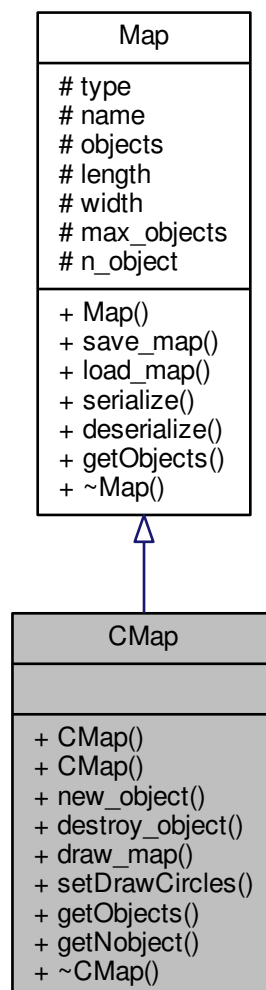
The documentation for this class was generated from the following files:

- [/home/clemente/projects/Troll-Killers/Client.hpp](#)
- [/home/clemente/projects/Troll-Killers/Client.cpp](#)

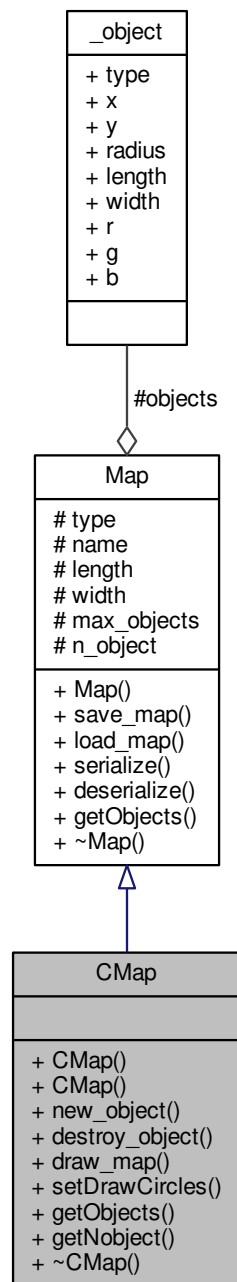
5.7 CMap Class Reference

```
#include <CMap.hpp>
```

Inheritance diagram for CMap:



Collaboration diagram for CMap:



Public Member Functions

- `CMap` (`std::string name`, `int max_objects`, `int length`, `int width`)
- `CMap` ()
- `void new_object` (`_object` object)
- `void destroy_object` (`int x`, `int y`)
- `void draw_map` (`int x`, `int y`)

- void [setDrawCircles](#) (bool drawCircles)
- [_object](#) * [getObjects](#) ()
- int [getNobject](#) ()
- [~CMap](#) ()

Additional Inherited Members

5.7.1 Constructor & Destructor Documentation

5.7.1.1 `CMap::CMap (std::string name, int max_objects, int length, int width)`

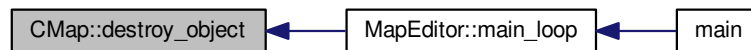
5.7.1.2 `CMap::CMap ()`

5.7.1.3 `CMap::~CMap ()`

5.7.2 Member Function Documentation

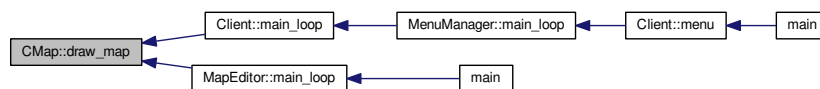
5.7.2.1 `void CMap::destroy_object (int x, int y)`

Here is the caller graph for this function:



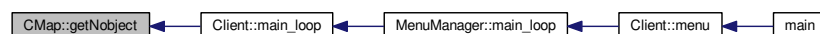
5.7.2.2 `void CMap::draw_map (int x, int y)`

Here is the caller graph for this function:



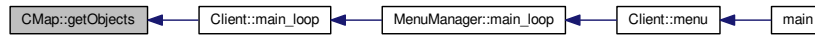
5.7.2.3 `int CMap::getNobject ()` `[inline]`

Here is the caller graph for this function:



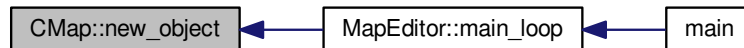
5.7.2.4 `_object* CMap::getObjects () [inline]`

Here is the caller graph for this function:



5.7.2.5 `void CMap::new_object (_object object)`

Here is the caller graph for this function:



5.7.2.6 `void CMap::setDrawCircles (bool drawCircles) [inline]`

Here is the caller graph for this function:



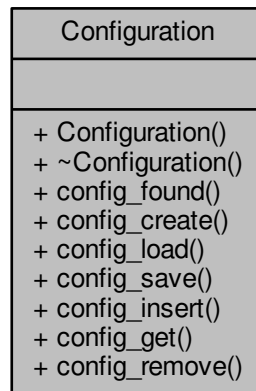
The documentation for this class was generated from the following files:

- [/home/clemente/projects/Troll-Killers/CMap.hpp](#)
- [/home/clemente/projects/Troll-Killers/CMap.cpp](#)

5.8 Configuration Class Reference

```
#include <Configuration.hpp>
```

Collaboration diagram for Configuration:



Public Member Functions

- [Configuration](#) ()
- [~Configuration](#) ()
- bool [config_found](#) (const char *)
- bool [config_create](#) (const char *)
- bool [config_load](#) (const char *)
- bool [config_save](#) ()
- bool [config_insert](#) (const char *, const char *)
- bool [config_get](#) (char *, const char *)
- bool [config_remove](#) (const char *)

5.8.1 Constructor & Destructor Documentation

5.8.1.1 `Configuration::Configuration ()`

5.8.1.2 `Configuration::~~Configuration ()`

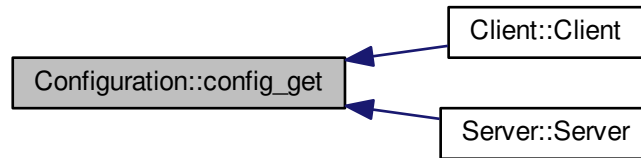
5.8.2 Member Function Documentation

5.8.2.1 `bool Configuration::config_create (const char * fileName)`

5.8.2.2 `bool Configuration::config_found (const char * fileName)`

5.8.2.3 `bool Configuration::config_get (char * stringOut, const char * configTag)`

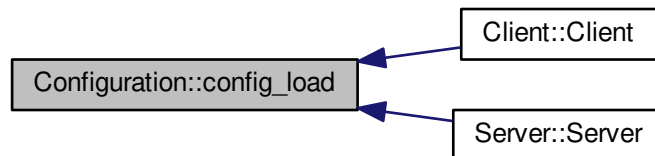
Here is the caller graph for this function:



5.8.2.4 `bool Configuration::config_insert (const char * configTag, const char * data)`

5.8.2.5 `bool Configuration::config_load (const char * fileName)`

Here is the caller graph for this function:



5.8.2.6 `bool Configuration::config_remove (const char * configTag)`

5.8.2.7 `bool Configuration::config_save ()`

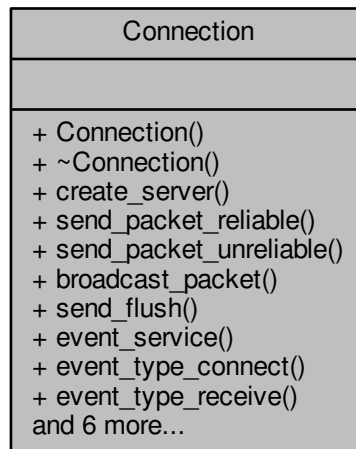
The documentation for this class was generated from the following files:

- [/home/clemente/projects/Troll-Killers/Configuration.hpp](#)
- [/home/clemente/projects/Troll-Killers/Configuration.cpp](#)

5.9 Connection Class Reference

```
#include <Connection.hpp>
```

Collaboration diagram for Connection:



Public Member Functions

- [Connection](#) ()
- [~Connection](#) ()
- void [create_server](#) (int port, int num_peers)
- void [send_packet_reliable](#) (void *data, int size, int ID)
- void [send_packet_unreliable](#) (void *data, int size, int ID)
- void [broadcast_packet](#) (void *data, int size)
- void [send_flush](#) ()
- int [event_service](#) (int timer)
- bool [event_type_connect](#) ()
- bool [event_type_receive](#) ()
- bool [event_type_disconnect](#) ()
- bool [create_client](#) (std::string ip, int port)
- ENetAddress [getLastConnection](#) ()
- unsigned int [getPacketLength](#) ()
- void * [getPacketData](#) ()
- int [getPeerId](#) ()

5.9.1 Constructor & Destructor Documentation

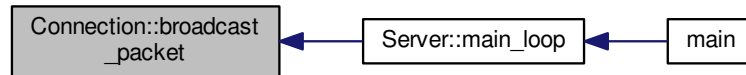
5.9.1.1 Connection::Connection ()

5.9.1.2 Connection::~~Connection ()

5.9.2 Member Function Documentation

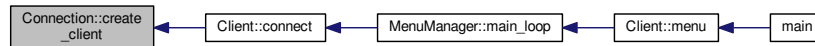
5.9.2.1 void Connection::broadcast_packet (void * data, int size)

Here is the caller graph for this function:



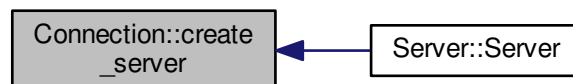
5.9.2.2 bool Connection::create_client (std::string ip, int port)

Here is the caller graph for this function:



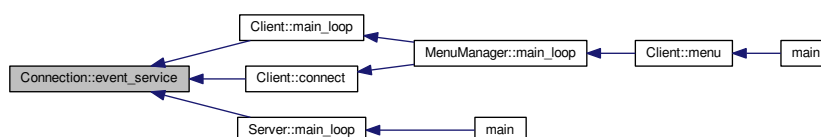
5.9.2.3 void Connection::create_server (int port, int num_peers)

Here is the caller graph for this function:



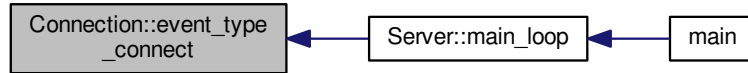
5.9.2.4 int Connection::event_service (int timer)

Here is the caller graph for this function:



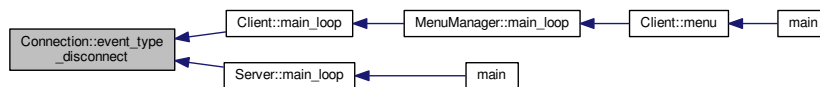
5.9.2.5 bool Connection::event_type_connect ()

Here is the caller graph for this function:



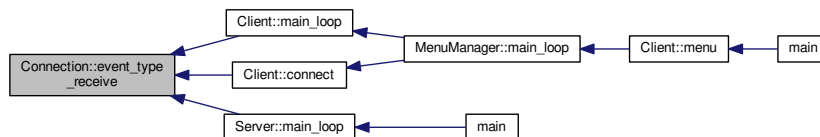
5.9.2.6 bool Connection::event_type_disconnect ()

Here is the caller graph for this function:



5.9.2.7 bool Connection::event_type_receive ()

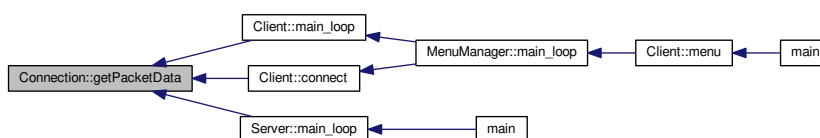
Here is the caller graph for this function:



5.9.2.8 ENetAddress Connection::getLastConnection () [inline]

5.9.2.9 void* Connection::getPacketData () [inline]

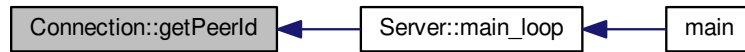
Here is the caller graph for this function:



5.9.2.10 `unsigned int Connection::getPacketLength () [inline]`

5.9.2.11 `int Connection::getPeerId () [inline]`

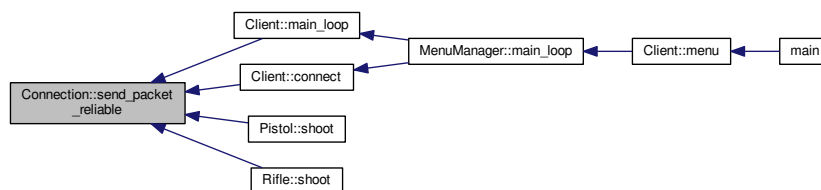
Here is the caller graph for this function:



5.9.2.12 `void Connection::send_flush ()`

5.9.2.13 `void Connection::send_packet_reliable (void * data, int size, int ID)`

Here is the caller graph for this function:



5.9.2.14 `void Connection::send_packet_unreliable (void * data, int size, int ID)`

Here is the caller graph for this function:



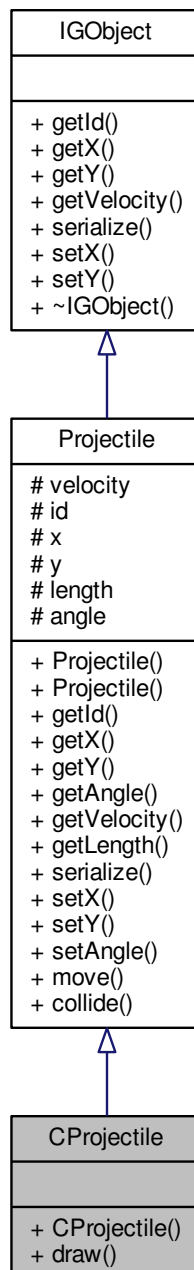
The documentation for this class was generated from the following files:

- `/home/clemente/projects/Troll-Killers/Connection.hpp`
- `/home/clemente/projects/Troll-Killers/Connection.cpp`

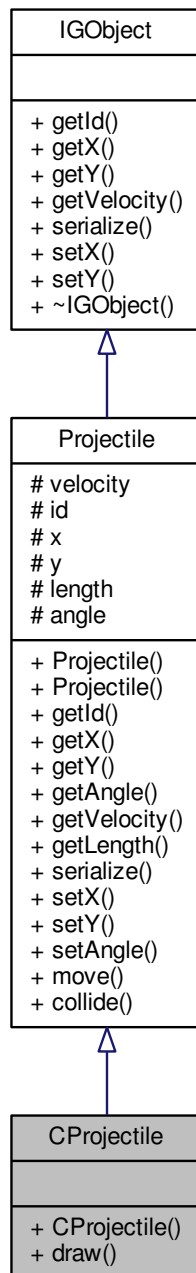
5.10 CProjectile Class Reference

```
#include <CProjectile.hpp>
```

Inheritance diagram for CProjectile:



Collaboration diagram for CProjectile:



Public Member Functions

- `CProjectile` (`int16_t x`, `int16_t y`, `int16_t length`, `int16_t velocity`, `float angle`)
- `void draw` (`int mapX`, `int mapY`)

Additional Inherited Members

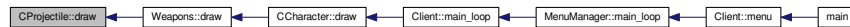
5.10.1 Constructor & Destructor Documentation

5.10.1.1 CProjectile::CProjectile (int16_t x, int16_t y, int16_t length, int16_t velocity, float angle)

5.10.2 Member Function Documentation

5.10.2.1 void CProjectile::draw (int mapX, int mapY)

Here is the caller graph for this function:



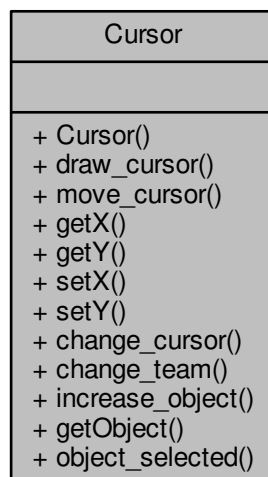
The documentation for this class was generated from the following files:

- [/home/clemente/projects/Troll-Killers/CProjectile.hpp](#)
- [/home/clemente/projects/Troll-Killers/CProjectile.cpp](#)

5.11 Cursor Class Reference

```
#include <Cursor.hpp>
```

Collaboration diagram for Cursor:



Public Member Functions

- [Cursor](#) (int x, int y, int resX, int resY, int timer)
- void [draw_cursor](#) ()
- void [move_cursor](#) (ALLEGRO_KEYBOARD_STATE keyState)

- int [getX](#) ()
- int [getY](#) ()
- void [setX](#) (int x)
- void [setY](#) (int y)
- void [change_cursor](#) (int i)
- void [change_team](#) ()
- void [increase_object](#) ([Direction](#) incDir)
- [_object](#) [getObject](#) (int mapX, int mapY)
- bool [object_selected](#) ()

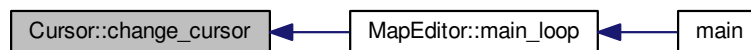
5.11.1 Constructor & Destructor Documentation

5.11.1.1 `Cursor::Cursor (int x, int y, int resX, int resY, int timer)`

5.11.2 Member Function Documentation

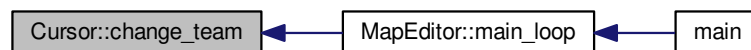
5.11.2.1 `void Cursor::change_cursor (int i)`

Here is the caller graph for this function:



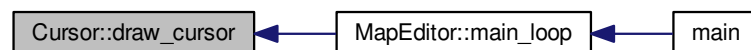
5.11.2.2 `void Cursor::change_team ()`

Here is the caller graph for this function:



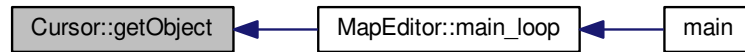
5.11.2.3 `void Cursor::draw_cursor ()`

Here is the caller graph for this function:



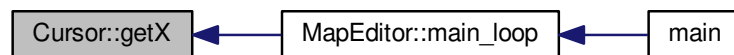
5.11.2.4 `_object Cursor::getObject (int mapX, int mapY)` `[inline]`

Here is the caller graph for this function:



5.11.2.5 `int Cursor::getX ()` `[inline]`

Here is the caller graph for this function:



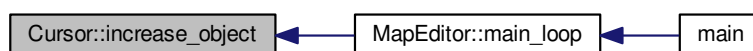
5.11.2.6 `int Cursor::getY ()` `[inline]`

Here is the caller graph for this function:



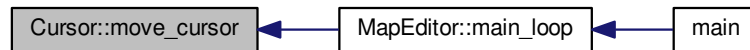
5.11.2.7 `void Cursor::increase_object (Direction incDir)`

Here is the caller graph for this function:



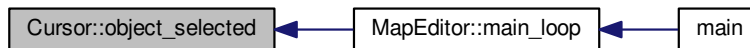
5.11.2.8 void Cursor::move_cursor (ALLEGRO_KEYBOARD_STATE *keyState*)

Here is the caller graph for this function:



5.11.2.9 bool Cursor::object_selected () [inline]

Here is the caller graph for this function:



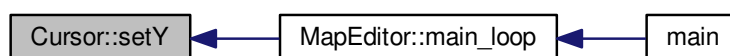
5.11.2.10 void Cursor::setX (int *x*) [inline]

Here is the caller graph for this function:



5.11.2.11 void Cursor::setY (int *y*) [inline]

Here is the caller graph for this function:



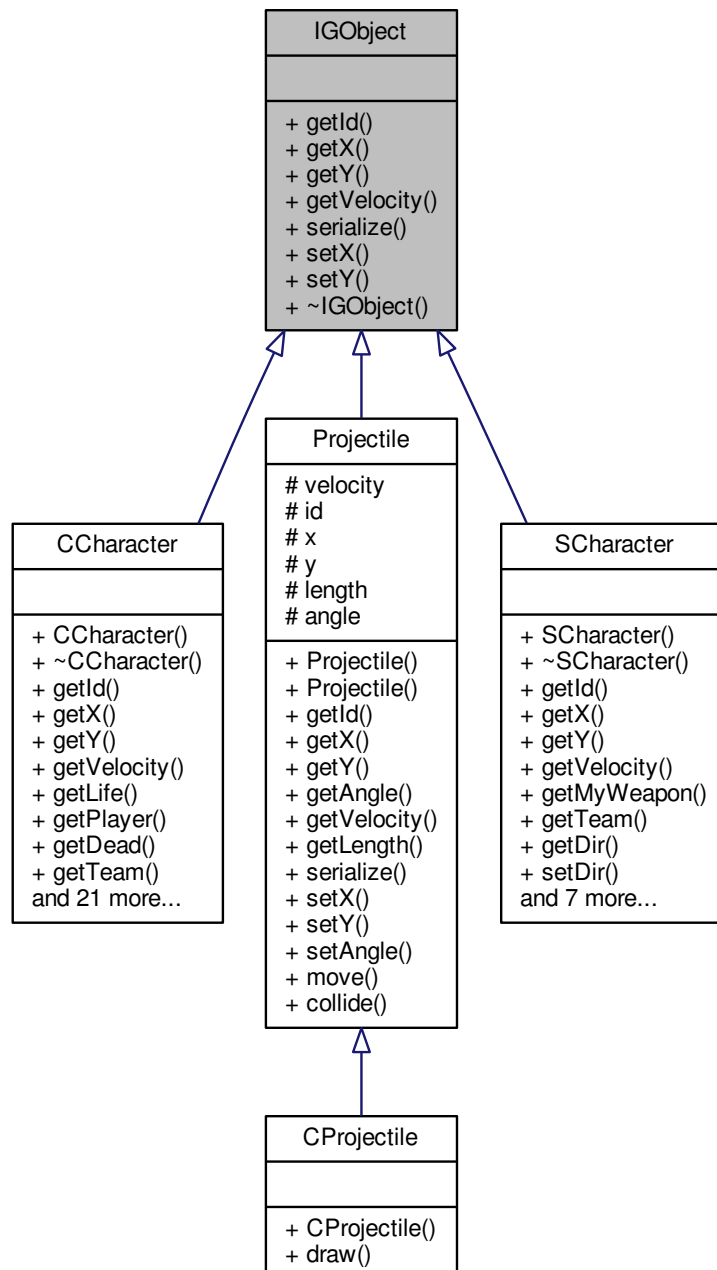
The documentation for this class was generated from the following files:

- [/home/clemente/projects/Troll-Killers/Cursor.hpp](#)
- [/home/clemente/projects/Troll-Killers/Cursor.cpp](#)

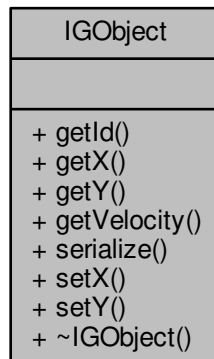
5.12 IObject Class Reference

```
#include <IObject.hpp>
```

Inheritance diagram for IObject:



Collaboration diagram for IObject:



Public Member Functions

- virtual int16_t [getId](#) ()=0
- virtual int16_t [getX](#) ()=0
- virtual int16_t [getY](#) ()=0
- virtual int16_t [getVelocity](#) ()=0
- virtual void [serialize](#) (char *buffer)=0
- virtual void [setX](#) (int16_t x)=0
- virtual void [setY](#) (int16_t y)=0
- virtual [~IObject](#) ()

5.12.1 Constructor & Destructor Documentation

5.12.1.1 virtual IObject::~IObject () [inline],[virtual]

5.12.2 Member Function Documentation

5.12.2.1 virtual int16_t IObject::getId () [pure virtual]

Implemented in [CCharacter](#), [SCharacter](#), and [Projectile](#).

5.12.2.2 virtual int16_t IObject::getVelocity () [pure virtual]

Implemented in [CCharacter](#), [SCharacter](#), and [Projectile](#).

5.12.2.3 virtual int16_t IObject::getX () [pure virtual]

Implemented in [CCharacter](#), [SCharacter](#), and [Projectile](#).

5.12.2.4 virtual int16_t IObject::getY () [pure virtual]

Implemented in [CCharacter](#), [SCharacter](#), and [Projectile](#).

5.12.2.5 `virtual void IObject::serialize (char * buffer)` [pure virtual]

Implemented in [CCharacter](#), [SCharacter](#), and [Projectile](#).

5.12.2.6 `virtual void IObject::setX (int16_t x)` [pure virtual]

Implemented in [CCharacter](#), [SCharacter](#), and [Projectile](#).

5.12.2.7 `virtual void IObject::setY (int16_t y)` [pure virtual]

Implemented in [CCharacter](#), [SCharacter](#), and [Projectile](#).

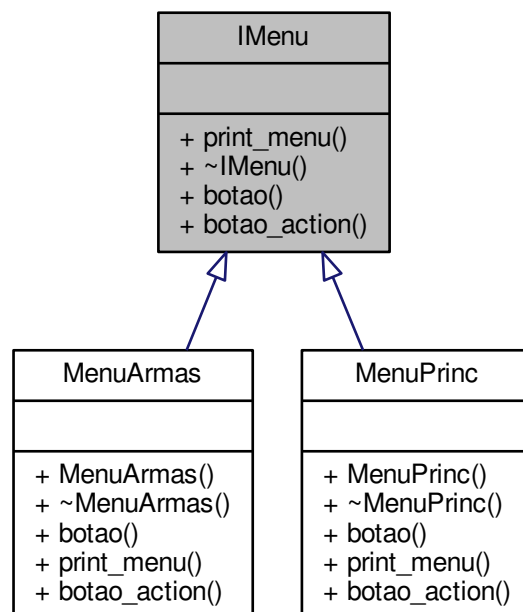
The documentation for this class was generated from the following file:

- </home/clemente/projects/Troll-Killers/IObject.hpp>

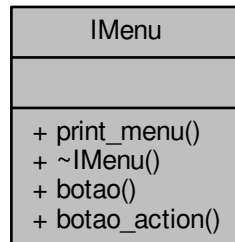
5.13 IMenu Class Reference

```
#include <Menu.hpp>
```

Inheritance diagram for IMenu:



Collaboration diagram for IMenu:



Public Member Functions

- virtual void `print_menu()`=0
- virtual `~IMenu()`
- virtual void `botao` (`ALLEGRO_MOUSE_STATE *mouseState`)=0
- virtual int `botao_action()`=0

5.13.1 Constructor & Destructor Documentation

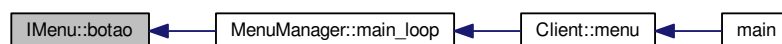
5.13.1.1 `virtual IMenu::~IMenu () [inline],[virtual]`

5.13.2 Member Function Documentation

5.13.2.1 `virtual void IMenu::botao (ALLEGRO_MOUSE_STATE * mouseState) [pure virtual]`

Implemented in [MenuArmas](#), and [MenuPrinc](#).

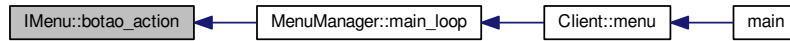
Here is the caller graph for this function:



5.13.2.2 `virtual int IMenu::botao_action () [pure virtual]`

Implemented in [MenuArmas](#), and [MenuPrinc](#).

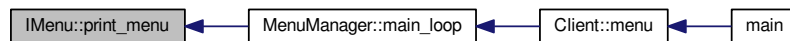
Here is the caller graph for this function:



5.13.2.3 `virtual void IMenu::print_menu ()` [pure virtual]

Implemented in [MenuArmas](#), and [MenuPrinc](#).

Here is the caller graph for this function:



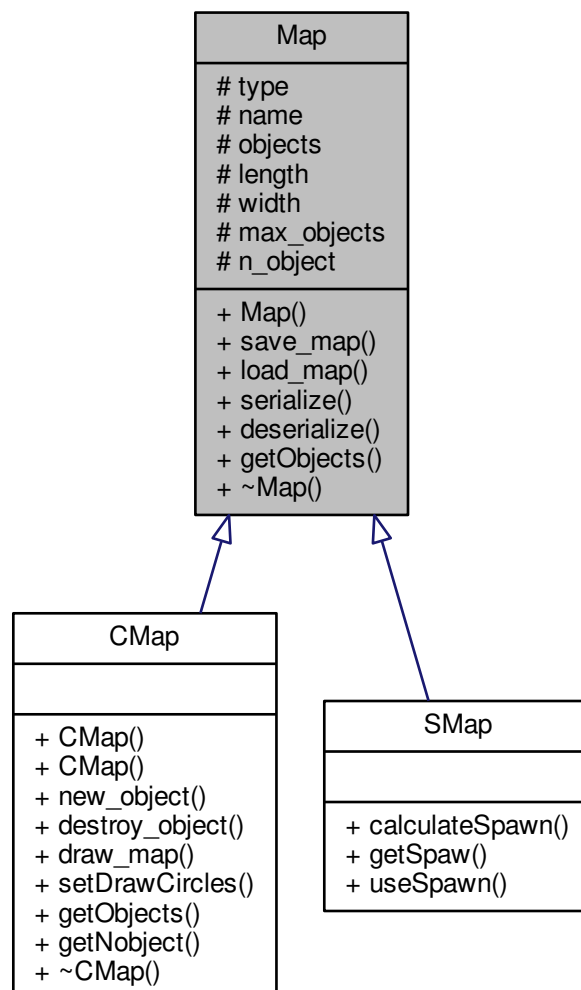
The documentation for this class was generated from the following file:

- [/home/clemente/projects/Troll-Killers/Menu.hpp](#)

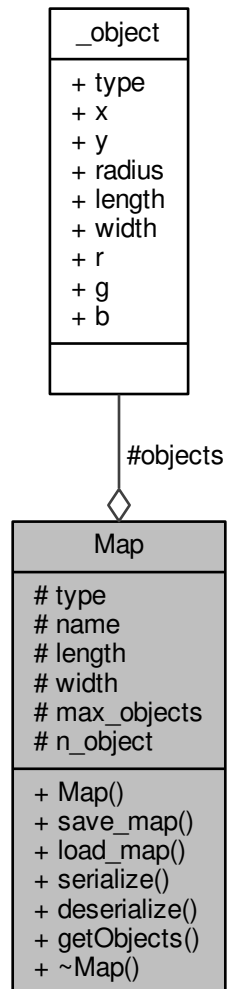
5.14 Map Class Reference

```
#include <Map.hpp>
```

Inheritance diagram for Map:



Collaboration diagram for Map:



Public Member Functions

- `Map ()`
- virtual bool `save_map (std::string pathname)`
- virtual bool `load_map (std::string pathname)`
- virtual int `serialize (char *buffer)`
- virtual void `deserialize (char *buffer)`
- `_object *` `getObjects ()`
- `~Map ()`

Protected Attributes

- int8_t `type`
- char `name` [50]

- [_object * objects](#)
- [int16_t length](#)
- [int16_t width](#)
- [int16_t max_objects](#)
- [int16_t n_object](#)

5.14.1 Constructor & Destructor Documentation

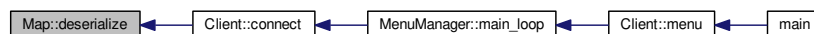
5.14.1.1 `Map::Map ()`

5.14.1.2 `Map::~~Map ()`

5.14.2 Member Function Documentation

5.14.2.1 `void Map::deserialize (char * buffer)` `[virtual]`

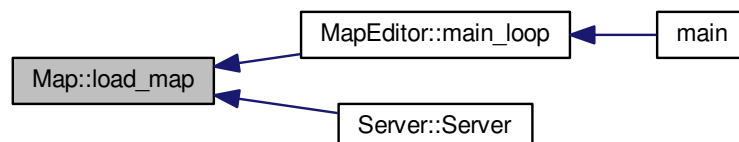
Here is the caller graph for this function:



5.14.2.2 `_object* Map::getObjects ()` `[inline]`

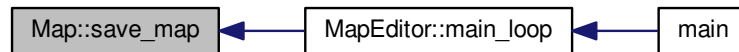
5.14.2.3 `bool Map::load_map (std::string pathname)` `[virtual]`

Here is the caller graph for this function:



5.14.2.4 `bool Map::save_map (std::string pathname)` [virtual]

Here is the caller graph for this function:



5.14.2.5 `int Map::serialize (char * buffer)` [virtual]

5.14.3 Member Data Documentation

5.14.3.1 `int16_t Map::length` [protected]

5.14.3.2 `int16_t Map::max_objects` [protected]

5.14.3.3 `int16_t Map::n_object` [protected]

5.14.3.4 `char Map::name[50]` [protected]

5.14.3.5 `_object* Map::objects` [protected]

5.14.3.6 `int8_t Map::type` [protected]

5.14.3.7 `int16_t Map::width` [protected]

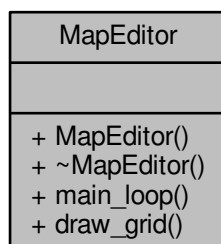
The documentation for this class was generated from the following files:

- [/home/clemente/projects/Troll-Killers/Map.hpp](#)
- [/home/clemente/projects/Troll-Killers/Map.cpp](#)

5.15 MapEditor Class Reference

```
#include <MapEditor.hpp>
```

Collaboration diagram for MapEditor:



Public Member Functions

- [MapEditor](#) ()
- [~MapEditor](#) ()
- void [main_loop](#) ()
- void [draw_grid](#) ()

5.15.1 Constructor & Destructor Documentation

5.15.1.1 MapEditor::MapEditor ()

Here is the call graph for this function:

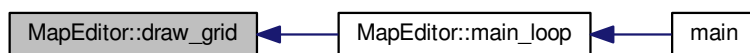


5.15.1.2 MapEditor::~~MapEditor ()

5.15.2 Member Function Documentation

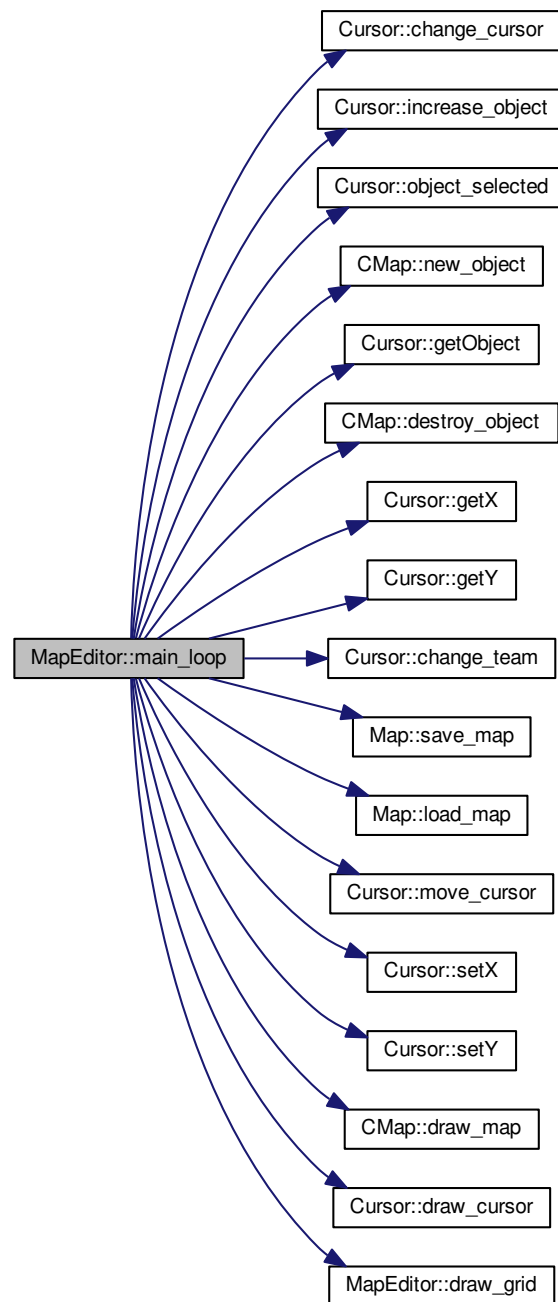
5.15.2.1 void MapEditor::draw_grid ()

Here is the caller graph for this function:

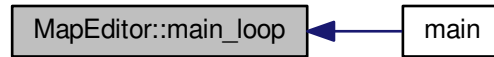


5.15.2.2 void MapEditor::main_loop ()

Here is the call graph for this function:



Here is the caller graph for this function:



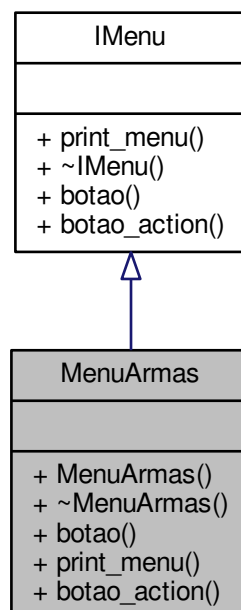
The documentation for this class was generated from the following files:

- [/home/clemente/projects/Troll-Killers/MapEditor.hpp](#)
- [/home/clemente/projects/Troll-Killers/MapEditor.cpp](#)

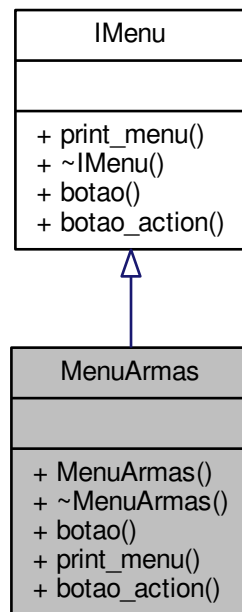
5.16 MenuArmas Class Reference

```
#include <Menu.hpp>
```

Inheritance diagram for MenuArmas:



Collaboration diagram for MenuArmas:



Public Member Functions

- [MenuArmas](#) (int res_x, int res_y)
- virtual [~MenuArmas](#) ()
- virtual void [botao](#) (ALLEGRO_MOUSE_STATE *mouseState)
- virtual void [print_menu](#) ()
- virtual int [botao_action](#) ()

5.16.1 Constructor & Destructor Documentation

5.16.1.1 `MenuArmas::MenuArmas (int res_x, int res_y)`

5.16.1.2 `MenuArmas::~~MenuArmas () [virtual]`

5.16.2 Member Function Documentation

5.16.2.1 `void MenuArmas::botao (ALLEGRO_MOUSE_STATE * mouseState) [virtual]`

Implements [IMenu](#).

5.16.2.2 `int MenuArmas::botao_action () [virtual]`

Implements [IMenu](#).

5.16.2.3 void MenuArmas::print_menu () [virtual]

Implements [IMenu](#).

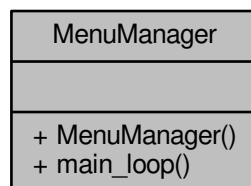
The documentation for this class was generated from the following files:

- [/home/clemente/projects/Troll-Killers/Menu.hpp](#)
- [/home/clemente/projects/Troll-Killers/Menu.cpp](#)

5.17 MenuManager Class Reference

```
#include <MenuManager.hpp>
```

Collaboration diagram for MenuManager:



Public Member Functions

- [MenuManager](#) (int res_x, int res_y)
- int [main_loop](#) (ALLEGRO_TIMER *timer, ALLEGRO_EVENT_QUEUE *event_queue, [Client](#) *myDad)

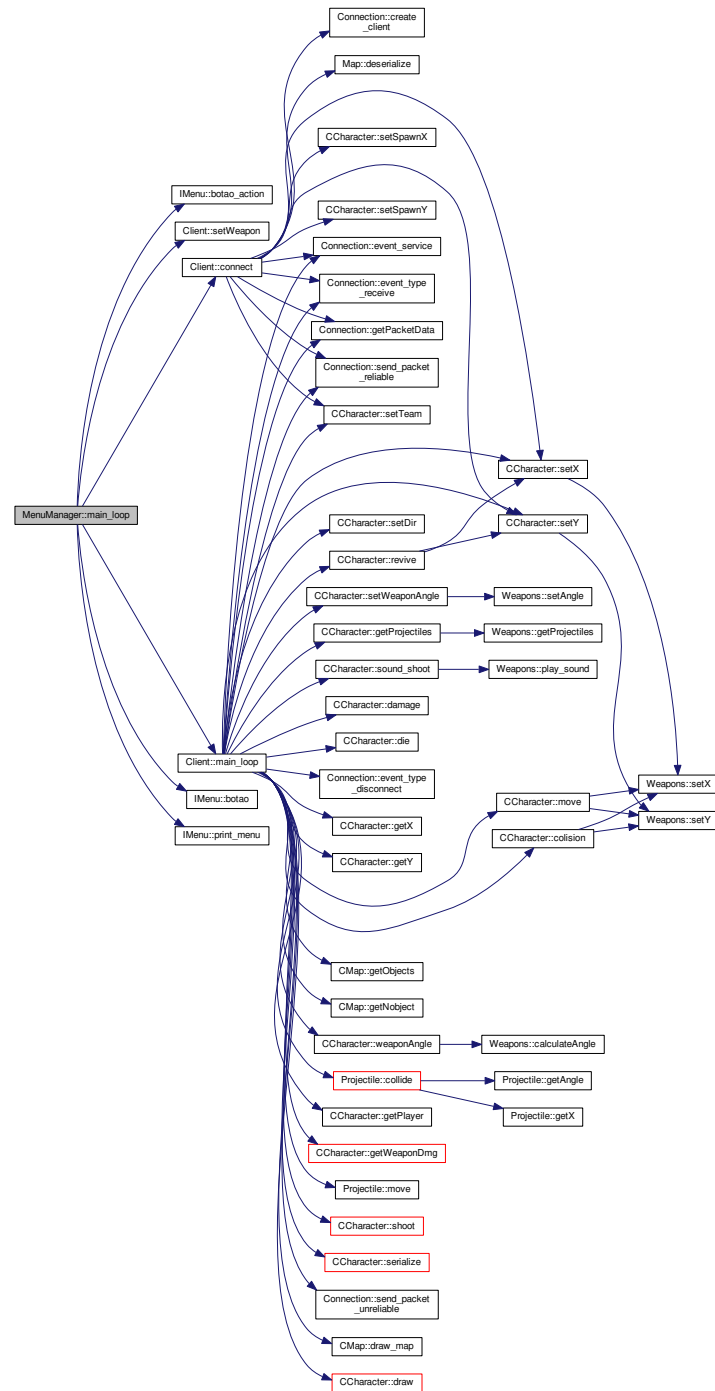
5.17.1 Constructor & Destructor Documentation

5.17.1.1 MenuManager::MenuManager (int res_x, int res_y)

5.17.2 Member Function Documentation

5.17.2.1 `int MenuManager::main_loop (ALLEGRO_TIMER * timer, ALLEGRO_EVENT_QUEUE * event_queue, Client * myDad)`

Here is the call graph for this function:



Here is the caller graph for this function:



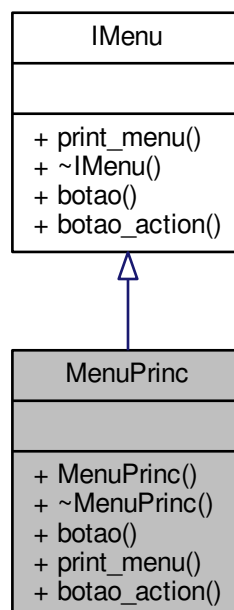
The documentation for this class was generated from the following files:

- </home/clemente/projects/Troll-Killers/MenuManager.hpp>
- </home/clemente/projects/Troll-Killers/MenuManager.cpp>

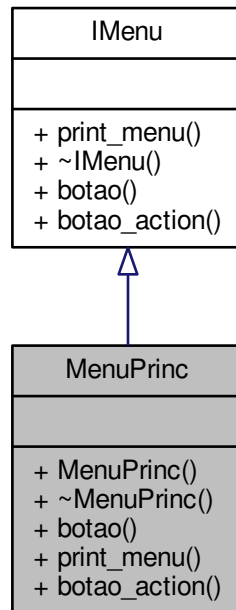
5.18 MenuPrinc Class Reference

```
#include <Menu.hpp>
```

Inheritance diagram for MenuPrinc:



Collaboration diagram for MenuPrinc:



Public Member Functions

- [MenuPrinc](#) (int res_x, int res_y)
- virtual [~MenuPrinc](#) ()
- virtual void [botao](#) (ALLEGRO_MOUSE_STATE *mouseState)
- virtual void [print_menu](#) ()
- virtual int [botao_action](#) ()

5.18.1 Constructor & Destructor Documentation

5.18.1.1 `MenuPrinc::MenuPrinc (int res_x, int res_y)`

5.18.1.2 `MenuPrinc::~~MenuPrinc ()` [virtual]

5.18.2 Member Function Documentation

5.18.2.1 `void MenuPrinc::botao (ALLEGRO_MOUSE_STATE * mouseState)` [virtual]

Implements [IMenu](#).

5.18.2.2 `int MenuPrinc::botao_action ()` [virtual]

Implements [IMenu](#).

5.18.2.3 `void MenuPrinc::print_menu () [virtual]`

Implements [IMenu](#).

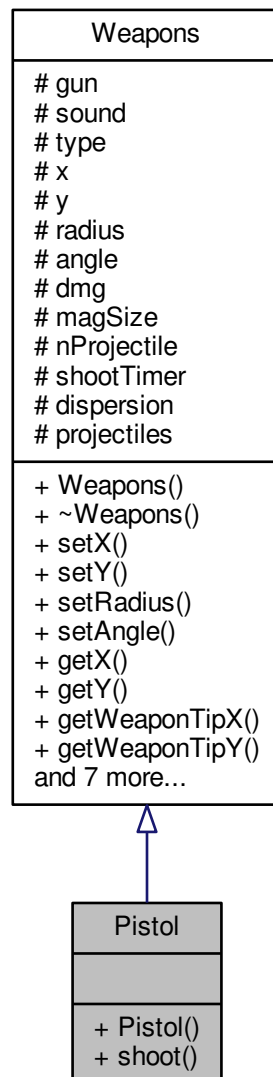
The documentation for this class was generated from the following files:

- </home/clemente/projects/Troll-Killers/Menu.hpp>
- </home/clemente/projects/Troll-Killers/Menu.cpp>

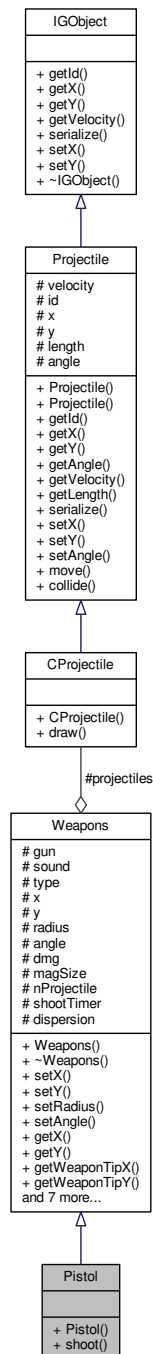
5.19 Pistol Class Reference

```
#include <Pistol.hpp>
```

Inheritance diagram for Pistol:



Collaboration diagram for Pistol:



Public Member Functions

- [Pistol](#) ()
- virtual void [shoot](#) (ALLEGRO_MOUSE_STATE &mouseState, [Connection](#) *conn)

Additional Inherited Members

5.19.1 Constructor & Destructor Documentation

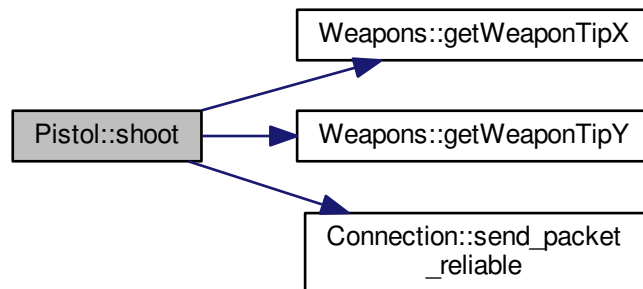
5.19.1.1 Pistol::Pistol ()

5.19.2 Member Function Documentation

5.19.2.1 void Pistol::shoot (ALLEGRO_MOUSE_STATE & *mouseState*, Connection * *conn*) [virtual]

Implements [Weapons](#).

Here is the call graph for this function:



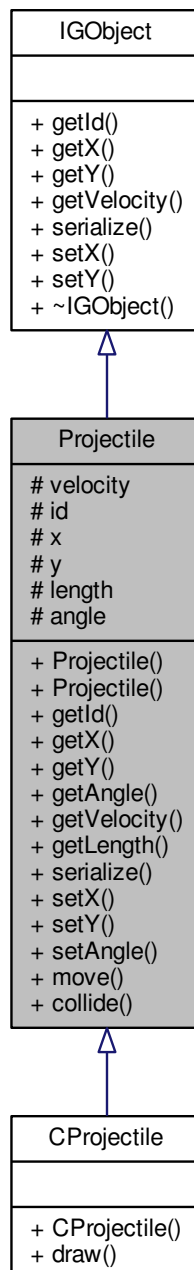
The documentation for this class was generated from the following files:

- `/home/clemente/projects/Troll-Killers/Pistol.hpp`
- `/home/clemente/projects/Troll-Killers/Pistol.cpp`

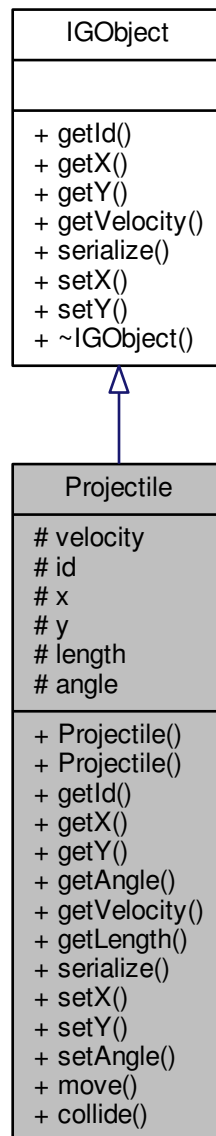
5.20 Projectile Class Reference

```
#include <Projectile.hpp>
```

Inheritance diagram for Projectile:



Collaboration diagram for Projectile:



Public Member Functions

- `Projectile (int16_t x, int16_t y, int16_t length, int16_t velocity, float angle)`
- `Projectile ()`
- `int16_t getId ()`
- `int16_t getX ()`
- `int16_t getY ()`
- `float getAngle ()`
- `int16_t getVelocity ()`
- `int16_t getLength ()`
- `void serialize (char *buffer)`

- void [setX](#) (int16_t [x](#))
- void [setY](#) (int16_t [y](#))
- void [setAngle](#) (float [angle](#))
- void [move](#) ()

Static Public Member Functions

- static bool [collide](#) ([Projectile](#) *projectile, [_object](#) &object)

Protected Attributes

- int16_t [velocity](#)
- int16_t [id](#)
- int16_t [x](#)
- int16_t [y](#)
- int16_t [length](#)
- float [angle](#)

5.20.1 Constructor & Destructor Documentation

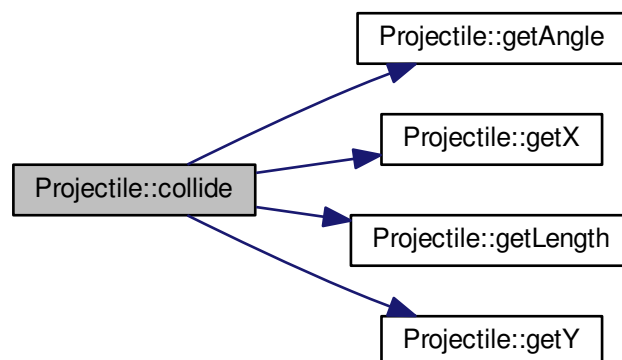
5.20.1.1 [Projectile::Projectile](#) (int16_t [x](#), int16_t [y](#), int16_t [length](#), int16_t [velocity](#), float [angle](#))

5.20.1.2 [Projectile::Projectile](#) ()

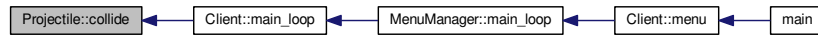
5.20.2 Member Function Documentation

5.20.2.1 bool [Projectile::collide](#) ([Projectile](#) * [projectile](#), [_object](#) & [object](#)) [static]

Here is the call graph for this function:



Here is the caller graph for this function:



5.20.2.2 `float Projectile::getAngle () [inline]`

Here is the caller graph for this function:



5.20.2.3 `int16_t Projectile::getId () [inline],[virtual]`

Implements [IGObject](#).

5.20.2.4 `int16_t Projectile::getLength () [inline]`

Here is the caller graph for this function:



5.20.2.5 `int16_t Projectile::getVelocity () [inline],[virtual]`

Implements [IGObject](#).

5.20.2.6 `int16_t Projectile::getX () [inline],[virtual]`

Implements [IGObject](#).

Here is the caller graph for this function:



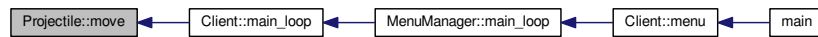
5.20.2.7 `int16_t Projectile::getY ()` `[inline]`, `[virtual]`

Implements [IGObject](#).

Here is the caller graph for this function:

5.20.2.8 `void Projectile::move ()`

Here is the caller graph for this function:

5.20.2.9 `void Projectile::serialize (char * buffer)` `[virtual]`

Implements [IGObject](#).

5.20.2.10 `void Projectile::setAngle (float angle)` `[inline]`5.20.2.11 `void Projectile::setX (int16_t x)` `[inline]`, `[virtual]`

Implements [IGObject](#).

5.20.2.12 `void Projectile::setY (int16_t y)` `[inline]`, `[virtual]`

Implements [IGObject](#).

5.20.3 Member Data Documentation

5.20.3.1 `float Projectile::angle` `[protected]`5.20.3.2 `int16_t Projectile::id` `[protected]`5.20.3.3 `int16_t Projectile::length` `[protected]`5.20.3.4 `int16_t Projectile::velocity` `[protected]`5.20.3.5 `int16_t Projectile::x` `[protected]`5.20.3.6 `int16_t Projectile::y` `[protected]`

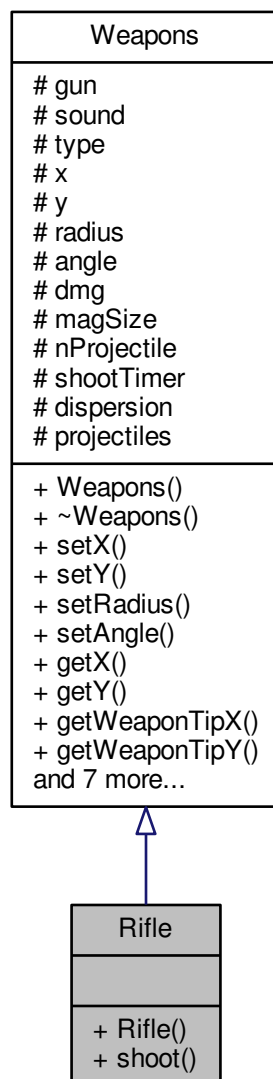
The documentation for this class was generated from the following files:

- [/home/clemente/projects/Troll-Killers/Projectile.hpp](#)
- [/home/clemente/projects/Troll-Killers/Projectile.cpp](#)

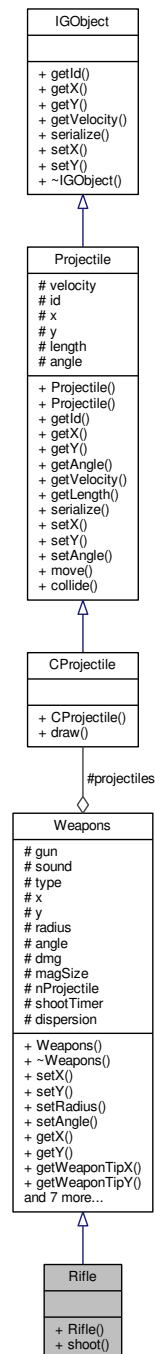
5.21 Rifle Class Reference

```
#include <Rifle.hpp>
```

Inheritance diagram for Rifle:



Collaboration diagram for Rifle:



Public Member Functions

- [Rifle](#) ()
- virtual void [shoot](#) (ALLEGRO_MOUSE_STATE &mouseState, [Connection](#) *conn)

Additional Inherited Members

5.21.1 Constructor & Destructor Documentation

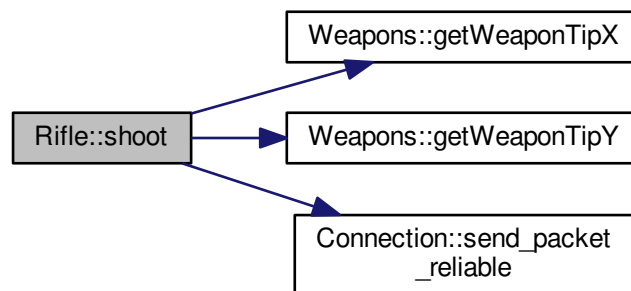
5.21.1.1 Rifle::Rifle ()

5.21.2 Member Function Documentation

5.21.2.1 void Rifle::shoot (ALLEGRO_MOUSE_STATE & *mouseState*, Connection * *conn*) [virtual]

Implements [Weapons](#).

Here is the call graph for this function:



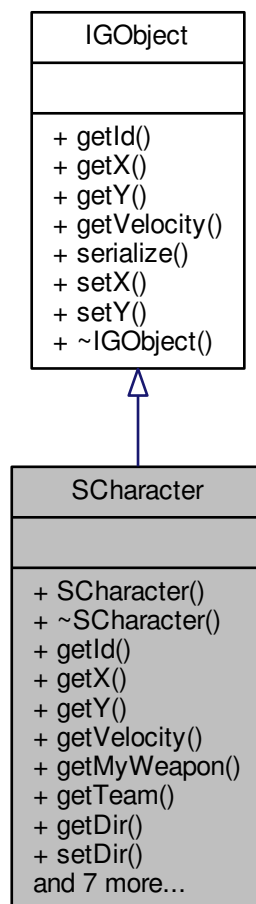
The documentation for this class was generated from the following files:

- [/home/clemente/projects/Troll-Killers/Rifle.hpp](#)
- [/home/clemente/projects/Troll-Killers/Rifle.cpp](#)

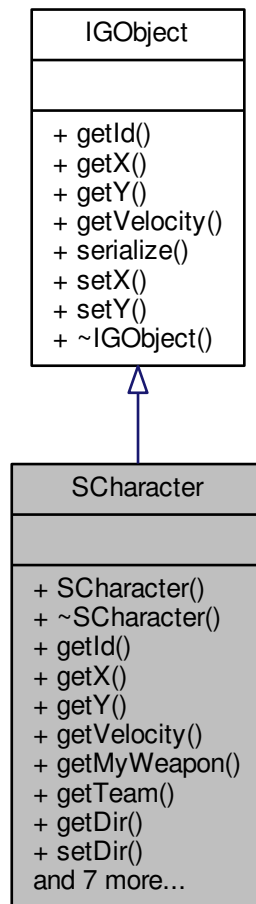
5.22 SCharacter Class Reference

```
#include <SCharacter.hpp>
```

Inheritance diagram for SCharacter:



Collaboration diagram for SCharacter:



Public Member Functions

- [SCharacter](#) (int id)
- [~SCharacter](#) ()
- [int16_t getId](#) ()
- [int16_t getX](#) ()
- [int16_t getY](#) ()
- [int16_t getVelocity](#) ()
- [int16_t getMyWeapon](#) ()
- [Team getTeam](#) ()
- [Direction getDir](#) ()
- void [setDir](#) ([Direction](#) dir)
- void [serialize](#) (char *buffer)
- bool [getReady](#) ()
- void [make_ready](#) ()
- void [setX](#) (int16_t x)
- void [setY](#) (int16_t y)
- void [setTeam](#) ([Team](#) team)
- void [setMyWeapon](#) ([Weapon](#) myWeapon)

5.22.1 Constructor & Destructor Documentation

5.22.1.1 `SCharacter::SCharacter (int id)`

5.22.1.2 `SCharacter::~~SCharacter ()`

5.22.2 Member Function Documentation

5.22.2.1 `Direction SCharacter::getDir ()` [inline]

5.22.2.2 `int16_t SCharacter::getId ()` [inline],[virtual]

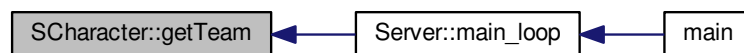
Implements [IGObject](#).

5.22.2.3 `int16_t SCharacter::getMyWeapon ()` [inline]

5.22.2.4 `bool SCharacter::getReady ()` [inline]

5.22.2.5 `Team SCharacter::getTeam ()` [inline]

Here is the caller graph for this function:



5.22.2.6 `int16_t SCharacter::getVelocity ()` [inline],[virtual]

Implements [IGObject](#).

5.22.2.7 `int16_t SCharacter::getX ()` [inline],[virtual]

Implements [IGObject](#).

5.22.2.8 `int16_t SCharacter::getY ()` [inline],[virtual]

Implements [IGObject](#).

5.22.2.9 `void SCharacter::make_ready ()`

5.22.2.10 `void SCharacter::serialize (char * buffer)` [virtual]

Implements [IGObject](#).

5.22.2.11 void SCharacter::setDir (Direction *dir*) [inline]

5.22.2.12 void SCharacter::setMyWeapon (Weapon *myWeapon*) [inline]

5.22.2.13 void SCharacter::setTeam (Team *team*) [inline]

5.22.2.14 void SCharacter::setX (int16_t *x*) [inline],[virtual]

Implements [IGObject](#).

5.22.2.15 void SCharacter::setY (int16_t *y*) [inline],[virtual]

Implements [IGObject](#).

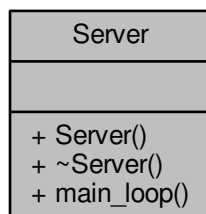
The documentation for this class was generated from the following files:

- </home/clemente/projects/Troll-Killers/SCharacter.hpp>
- </home/clemente/projects/Troll-Killers/SCharacter.cpp>

5.23 Server Class Reference

```
#include <Server.hpp>
```

Collaboration diagram for Server:



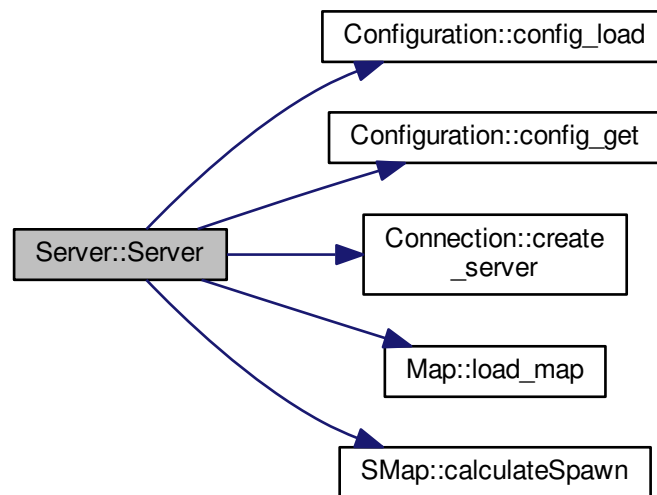
Public Member Functions

- [Server](#) ()
- [~Server](#) ()
- void [main_loop](#) ()

5.23.1 Constructor & Destructor Documentation

5.23.1.1 `Server::Server ()`

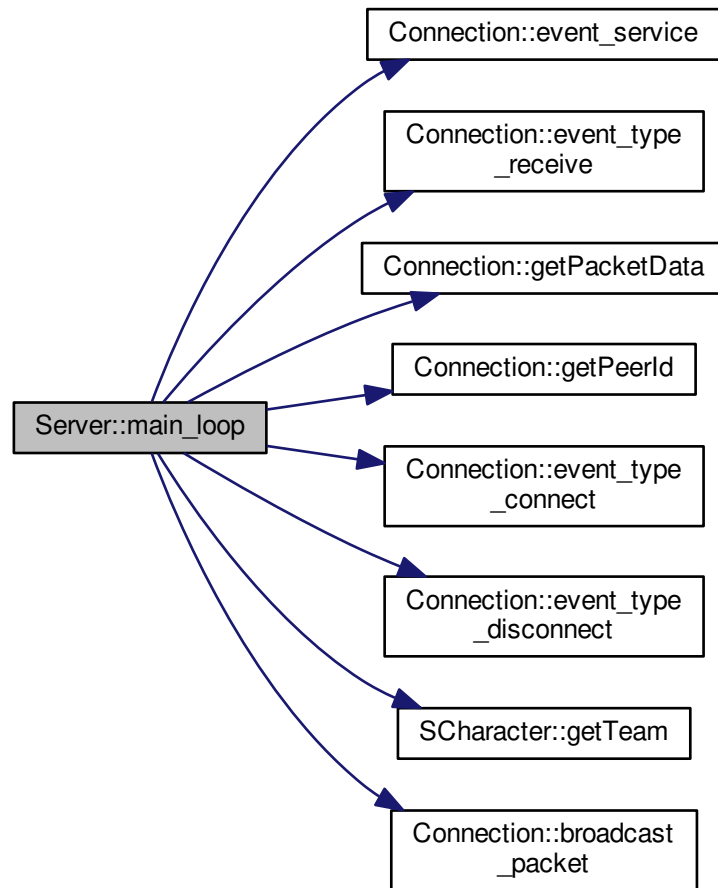
Here is the call graph for this function:

5.23.1.2 `Server::~~Server ()`

5.23.2 Member Function Documentation

5.23.2.1 void Server::main_loop ()

Here is the call graph for this function:



Here is the caller graph for this function:



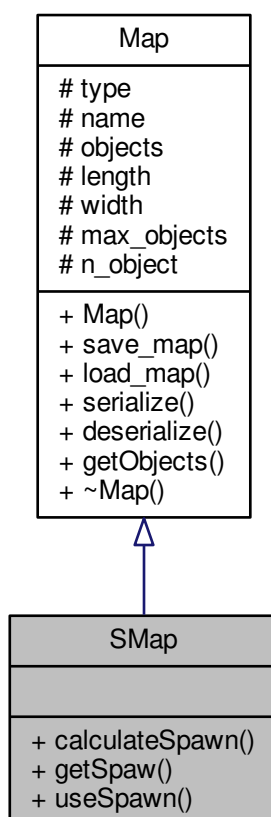
The documentation for this class was generated from the following files:

- [/home/clemente/projects/Troll-Killers/Server.hpp](#)
- [/home/clemente/projects/Troll-Killers/Server.cpp](#)

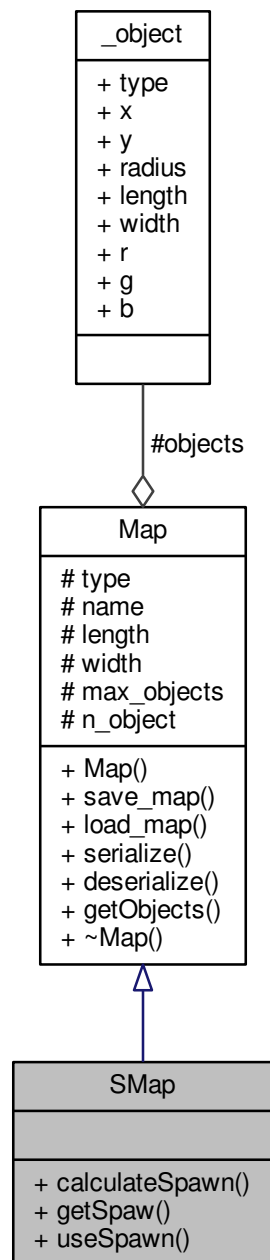
5.24 SMap Class Reference

```
#include <SMap.hpp>
```

Inheritance diagram for SMap:



Collaboration diagram for SMap:



Public Member Functions

- void `calculateSpawn()`
- `_object *` `getSpaw()`
- bool `useSpawn(_object *spawn)`

Additional Inherited Members

5.24.1 Member Function Documentation

5.24.1.1 void SMap::calculateSpawn ()

Here is the caller graph for this function:



5.24.1.2 `_object * SMap::getSpaw ()`

5.24.1.3 `bool SMap::useSpawn (_object * spawn)`

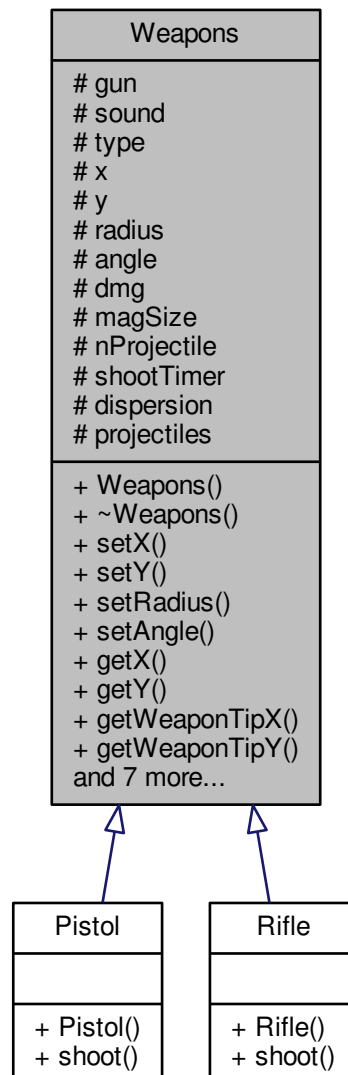
The documentation for this class was generated from the following files:

- `/home/clemente/projects/Troll-Killers/SMap.hpp`
- `/home/clemente/projects/Troll-Killers/SMap.cpp`

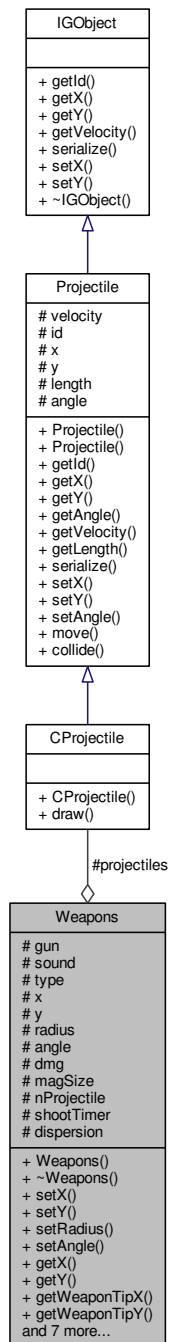
5.25 Weapons Class Reference

```
#include <Weapons.hpp>
```

Inheritance diagram for Weapons:



Collaboration diagram for Weapons:



Public Member Functions

- [Weapons](#) ()
- virtual [~Weapons](#) ()
- void [setX](#) (int16_t x)
- void [setY](#) (int16_t y)
- void [setRadius](#) (int16_t radius)

- void [setAngle](#) (float [angle](#))
- int16_t [getX](#) ()
- int16_t [getY](#) ()
- int16_t [getWeaponTipX](#) ()
- int16_t [getWeaponTipY](#) ()
- int16_t [getDmg](#) ()
- float [getAngle](#) ()
- [Projectile](#) ** [getProjectiles](#) ()
- void [play_sound](#) (float distance)
- void [calculateAngle](#) (int mapX, int mapY, int mouseX, int mouseY)
- virtual void [draw](#) (int mapX, int mapY)
- virtual void [shoot](#) (ALLEGRO_MOUSE_STATE &mouseState, [Connection](#) *conn)=0

Protected Attributes

- ALLEGRO_BITMAP * [gun](#)
- ALLEGRO_SAMPLE * [sound](#)
- int16_t [type](#)
- int16_t [x](#)
- int16_t [y](#)
- int16_t [radius](#)
- float [angle](#)
- int16_t [dmg](#)
- int16_t [magSize](#)
- int16_t [nProjectile](#)
- int16_t [shootTimer](#)
- float [dispersion](#)
- [CProjectile](#) ** [projectiles](#)

5.25.1 Constructor & Destructor Documentation

5.25.1.1 Weapons::Weapons ()

5.25.1.2 Weapons::~~Weapons () [virtual]

5.25.2 Member Function Documentation

5.25.2.1 void Weapons::calculateAngle (int mapX, int mapY, int mouseX, int mouseY)

Here is the caller graph for this function:



5.25.2.2 void Weapons::draw (int mapX, int mapY) [virtual]

Here is the call graph for this function:

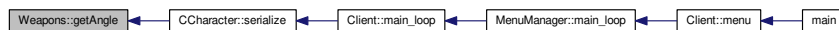


Here is the caller graph for this function:



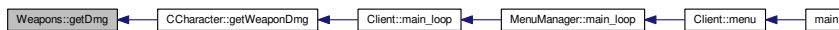
5.25.2.3 float Weapons::getAngle () [inline]

Here is the caller graph for this function:



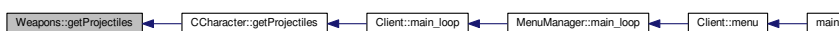
5.25.2.4 int16_t Weapons::getDmg () [inline]

Here is the caller graph for this function:



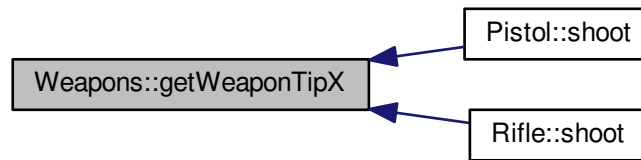
5.25.2.5 Projectile** Weapons::getProjectiles () [inline]

Here is the caller graph for this function:



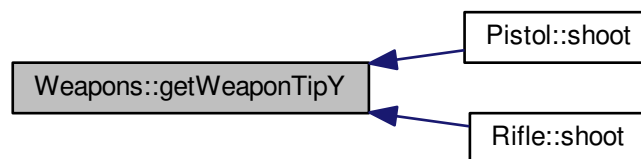
5.25.2.6 `int16_t Weapons::getWeaponTipX ()`

Here is the caller graph for this function:



5.25.2.7 `int16_t Weapons::getWeaponTipY ()`

Here is the caller graph for this function:

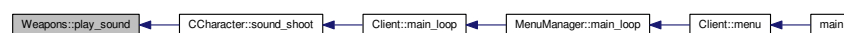


5.25.2.8 `int16_t Weapons::getX ()` `[inline]`

5.25.2.9 `int16_t Weapons::getY ()` `[inline]`

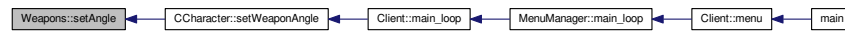
5.25.2.10 `void Weapons::play_sound (float distance)`

Here is the caller graph for this function:



5.25.2.11 void Weapons::setAngle (float *angle*) [inline]

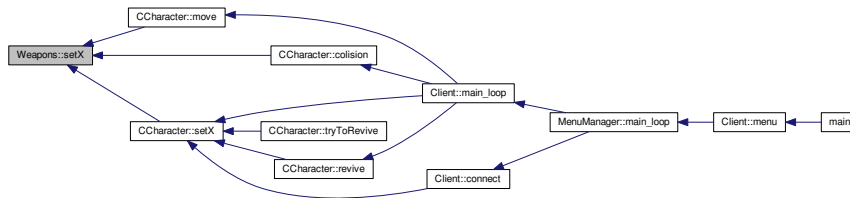
Here is the caller graph for this function:

5.25.2.12 void Weapons::setRadius (int16_t *radius*) [inline]

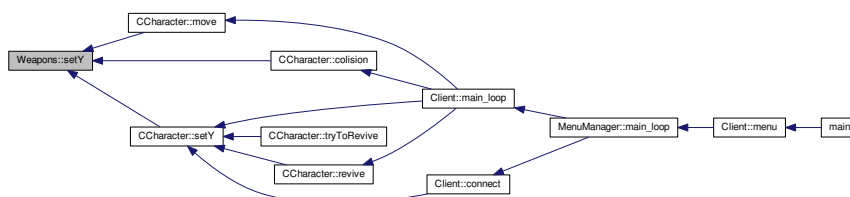
Here is the caller graph for this function:

5.25.2.13 void Weapons::setX (int16_t *x*) [inline]

Here is the caller graph for this function:

5.25.2.14 void Weapons::setY (int16_t *y*) [inline]

Here is the caller graph for this function:



5.25.2.15 `virtual void Weapons::shoot (ALLEGRO_MOUSE_STATE & mouseState, Connection * conn)` [pure virtual]

Implemented in [Pistol](#), and [Rifle](#).

Here is the caller graph for this function:



5.25.3 Member Data Documentation

5.25.3.1 `float Weapons::angle` [protected]

5.25.3.2 `float Weapons::dispersion` [protected]

5.25.3.3 `int16_t Weapons::dmg` [protected]

5.25.3.4 `ALLEGRO_BITMAP* Weapons::gun` [protected]

5.25.3.5 `int16_t Weapons::magSize` [protected]

5.25.3.6 `int16_t Weapons::nProjectile` [protected]

5.25.3.7 `CProjectile** Weapons::projectiles` [protected]

5.25.3.8 `int16_t Weapons::radius` [protected]

5.25.3.9 `int16_t Weapons::shootTimer` [protected]

5.25.3.10 `ALLEGRO_SAMPLE* Weapons::sound` [protected]

5.25.3.11 `int16_t Weapons::type` [protected]

5.25.3.12 `int16_t Weapons::x` [protected]

5.25.3.13 `int16_t Weapons::y` [protected]

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

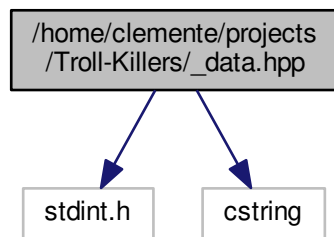
- [/home/clemente/projects/Troll-Killers/Weapons.hpp](#)
- [/home/clemente/projects/Troll-Killers/Weapons.cpp](#)

Chapter 6

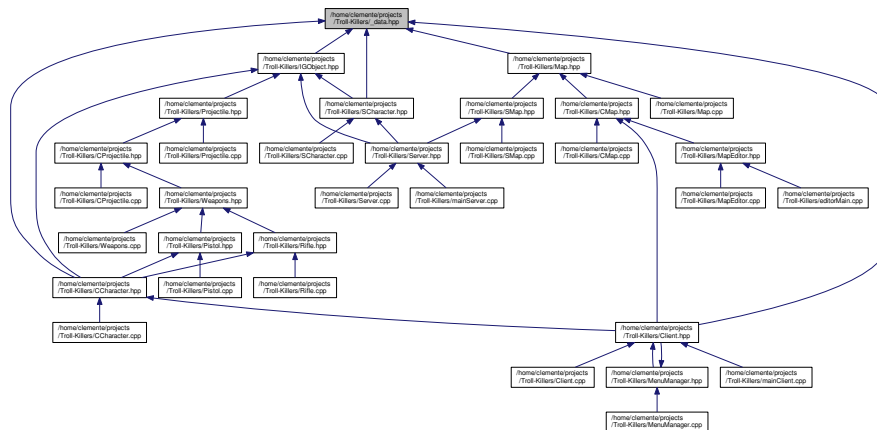
File Documentation

6.1 /home/clemente/projects/Troll-Killers/_data.hpp File Reference

```
#include "stdint.h"  
#include "cstring"  
Include dependency graph for _data.hpp:
```



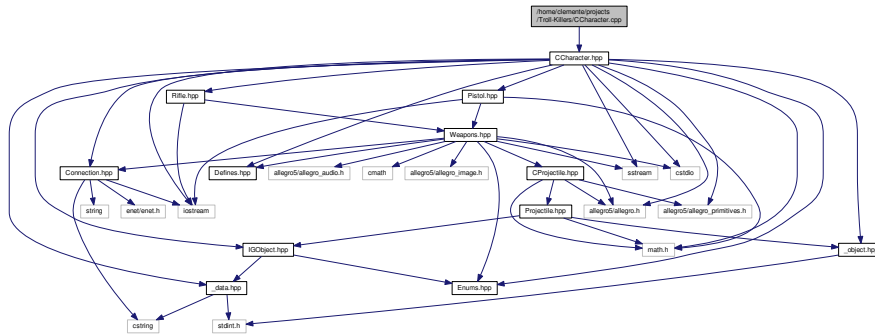
This graph shows which files directly or indirectly include this file:



6.3 /home/clemente/projects/Troll-Killers/CCharacter.cpp File Reference

```
#include "CCharacter.hpp"
```

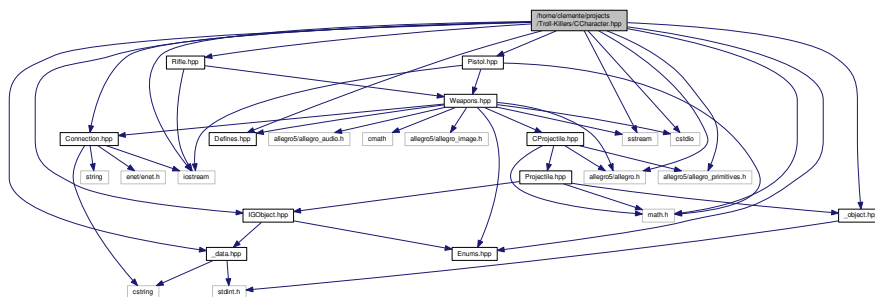
Include dependency graph for CCharacter.cpp:



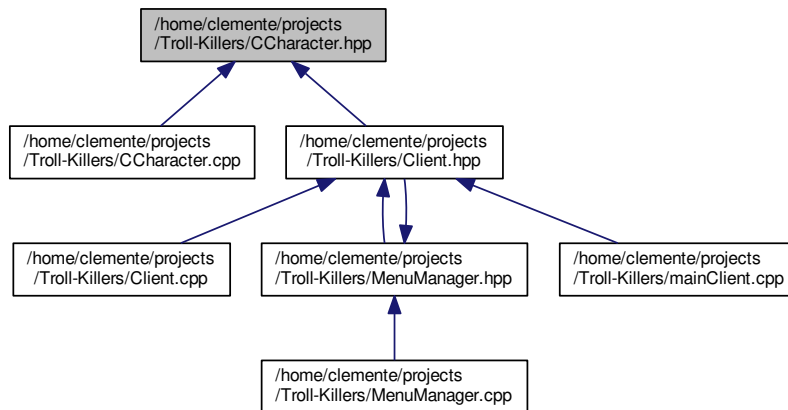
6.4 /home/clemente/projects/Troll-Killers/CCharacter.hpp File Reference

```
#include "IGObject.hpp"
#include "Enums.hpp"
#include "_object.hpp"
#include "_data.hpp"
#include "Defines.hpp"
#include "Rifle.hpp"
#include "Pistol.hpp"
#include <sstream>
#include <math.h>
#include <cstdio>
#include "Connection.hpp"
#include <iostream>
#include <allegro5/allegro.h>
#include <allegro5/allegro_primitives.h>
```

Include dependency graph for CCharacter.hpp:



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



Classes

- class [CCharacter](#)

Macros

- `#define` [RESPAWN_TIMER](#) 60*5

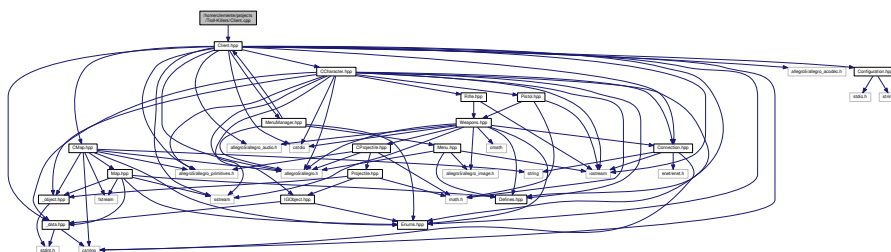
6.4.1 Macro Definition Documentation

6.4.1.1 `#define` [RESPAWN_TIMER](#) 60*5

6.5 /home/clemente/projects/Troll-Killers/Client.cpp File Reference

```
#include "Client.hpp"
```

Include dependency graph for Client.cpp:



6.6 /home/clemente/projects/Troll-Killers/Client.hpp File Reference

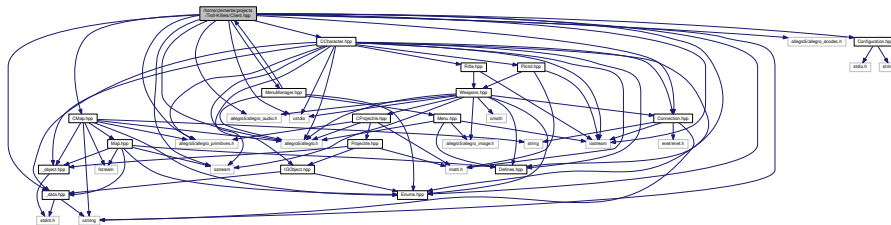
```
#include <allegro5/allegro.h>
```

```

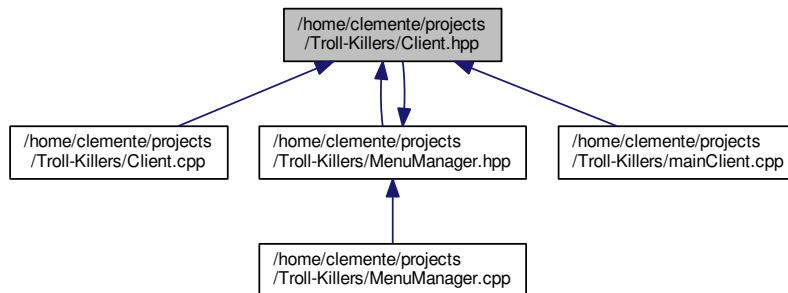
#include <allegro5/allegro_primitives.h>
#include <allegro5/allegro_audio.h>
#include <allegro5/allegro_acodec.h>
#include <stdio>
#include <cstring>
#include <sstream>
#include <iostream>
#include "_data.hpp"
#include "CMap.hpp"
#include "Defines.hpp"
#include "Connection.hpp"
#include "Enums.hpp"
#include "CCharacter.hpp"
#include "MenuManager.hpp"
#include "Configuration.hpp"

```

Include dependency graph for Client.hpp:



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



Classes

- class [Client](#)

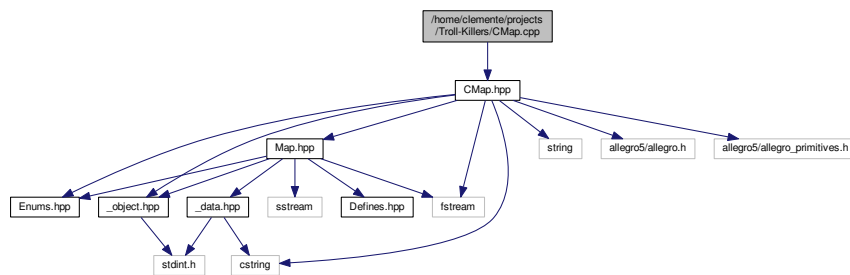
6.7 /home/clemente/projects/Troll-Killers/CMap.cpp File Reference

```

#include "CMap.hpp"

```

Include dependency graph for CMap.cpp:



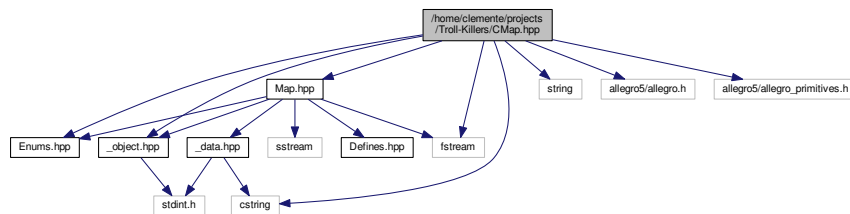
6.8 /home/clemente/projects/Troll-Killers/CMap.hpp File Reference

```

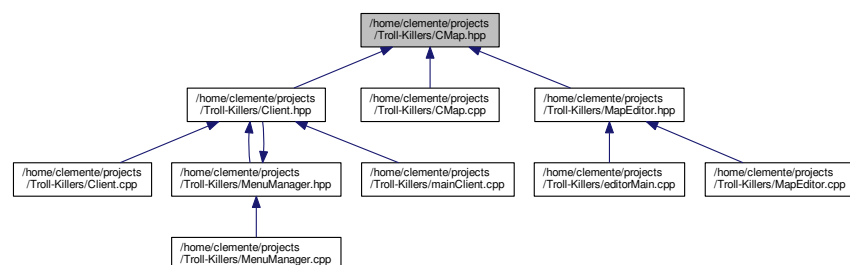
#include "Enums.hpp"
#include "_object.hpp"
#include "Map.hpp"
#include <string>
#include <fstream>
#include <allegro5/allegro.h>
#include <allegro5/allegro_primitives.h>
#include <cstring>

```

Include dependency graph for CMap.hpp:



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



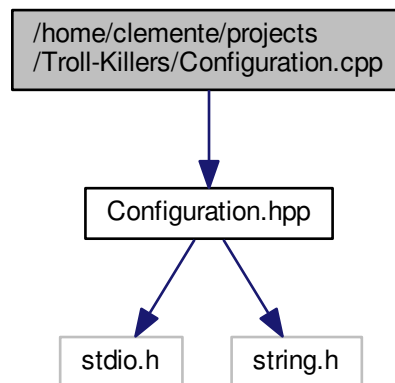
Classes

- class [CMap](#)

6.9 /home/clemente/projects/Troll-Killers/Configuration.cpp File Reference

```
#include "Configuration.hpp"
```

Include dependency graph for Configuration.cpp:

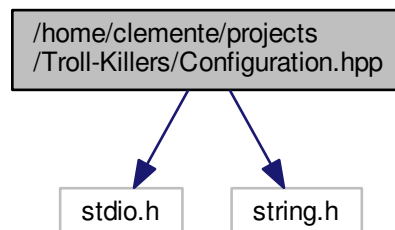


6.10 /home/clemente/projects/Troll-Killers/Configuration.hpp File Reference

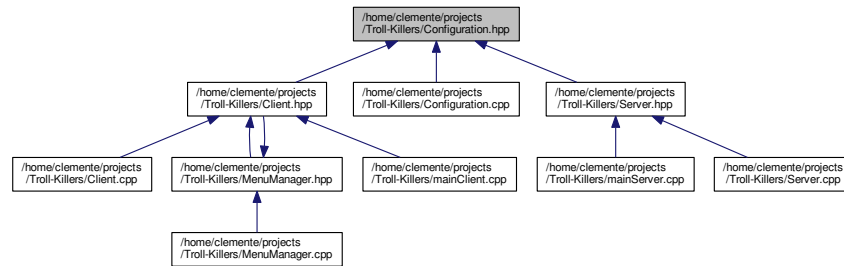
```
#include <stdio.h>
```

```
#include <string.h>
```

Include dependency graph for Configuration.hpp:



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



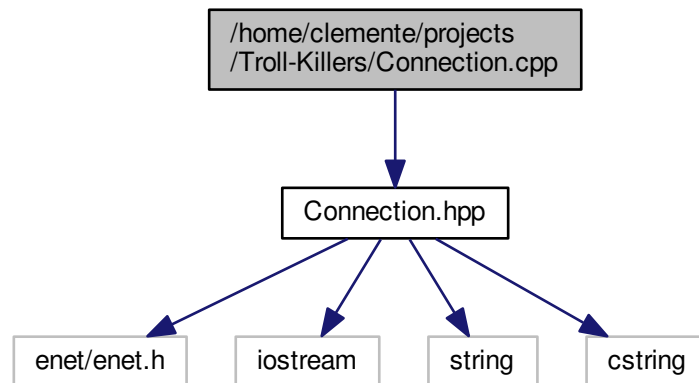
Classes

- class [Configuration](#)

6.11 /home/clemente/projects/Troll-Killers/Connection.cpp File Reference

```
#include "Connection.hpp"
```

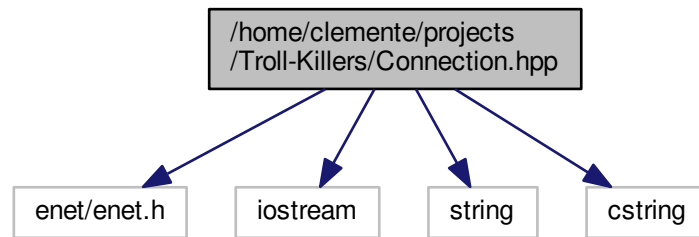
Include dependency graph for `Connection.cpp`:



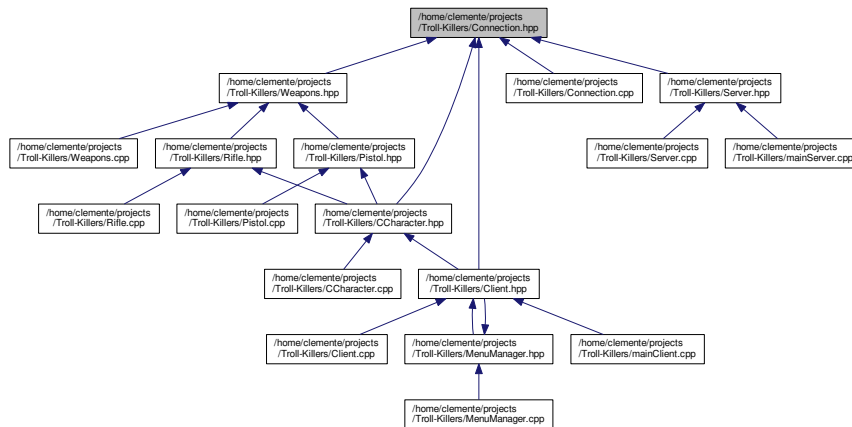
6.12 /home/clemente/projects/Troll-Killers/Connection.hpp File Reference

```
#include <enet/enet.h>
#include <iostream>
#include <string>
#include <cstring>
```

Include dependency graph for Connection.hpp:



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



Classes

- class [Connection](#)

Macros

- `#define` [SIZE](#) 4000

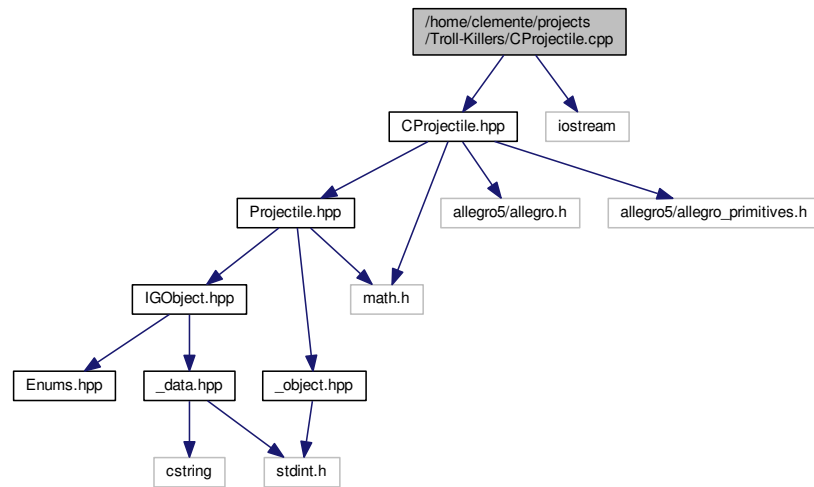
6.12.1 Macro Definition Documentation

6.12.1.1 `#define` SIZE 4000

6.13 /home/clemente/projects/Troll-Killers/CProjectile.cpp File Reference

```
#include "CProjectile.hpp"
#include <iostream>
```

Include dependency graph for CProjectile.cpp:



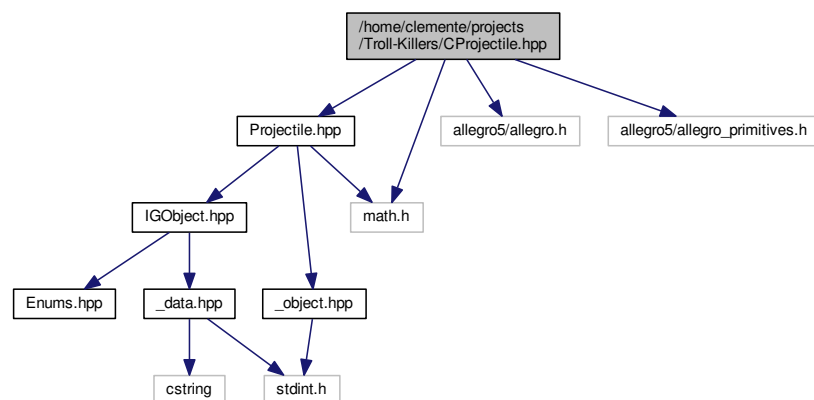
6.14 /home/clemente/projects/Troll-Killers/CProjectile.hpp File Reference

```

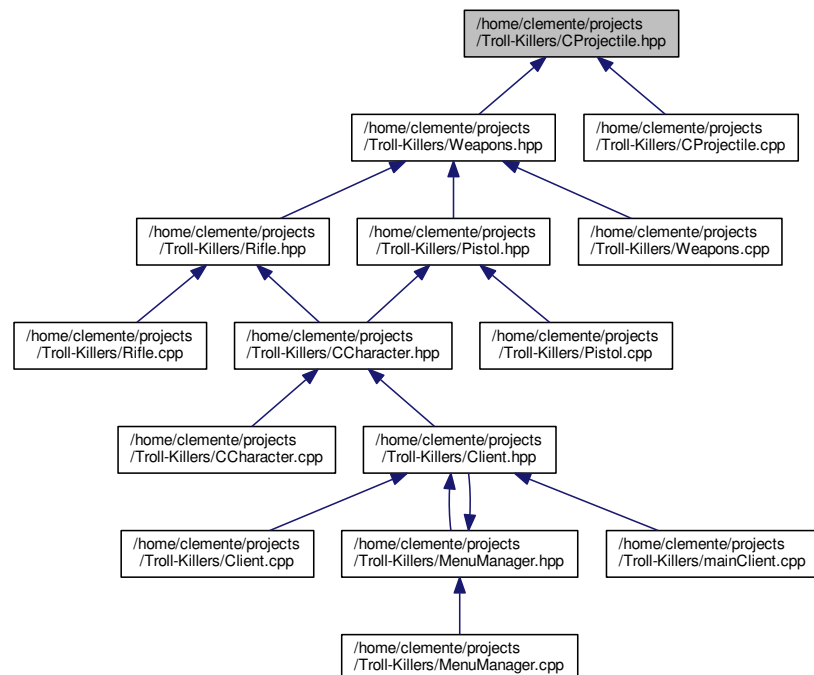
#include "Projectile.hpp"
#include <allegro5/allegro.h>
#include <allegro5/allegro_primitives.h>
#include <math.h>

```

Include dependency graph for CProjectile.hpp:



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



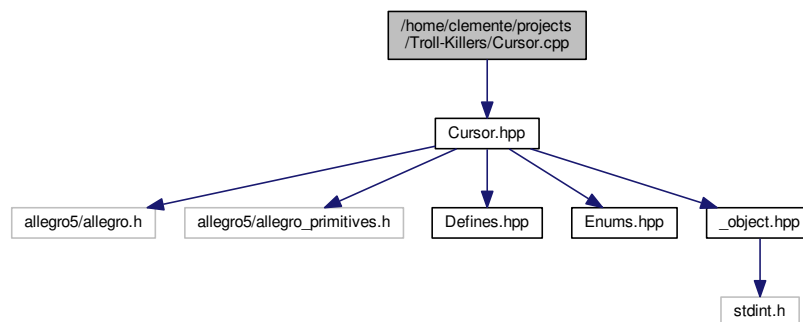
Classes

- class [CProjectile](#)

6.15 /home/clemente/projects/Troll-Killers/Cursor.cpp File Reference

```
#include "Cursor.hpp"
```

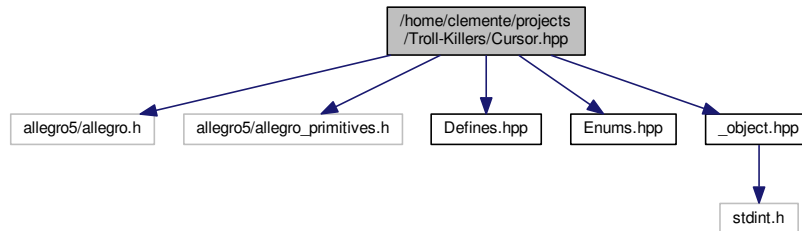
Include dependency graph for Cursor.cpp:



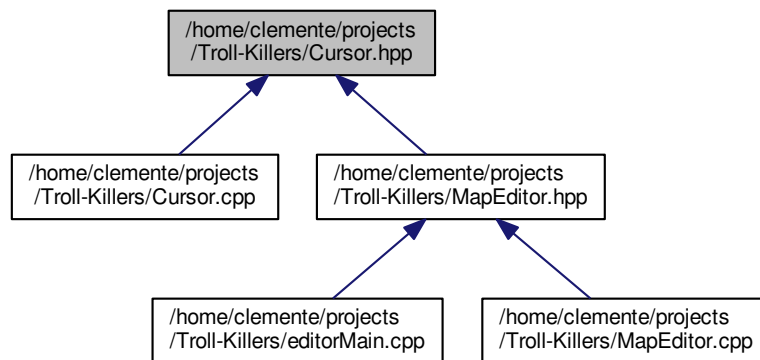
6.16 /home/clemente/projects/Troll-Killers/Cursor.hpp File Reference

```
#include <allegro5/allegro.h>
#include <allegro5/allegro_primitives.h>
#include "Defines.hpp"
#include "Enums.hpp"
#include "_object.hpp"
```

Include dependency graph for Cursor.hpp:



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

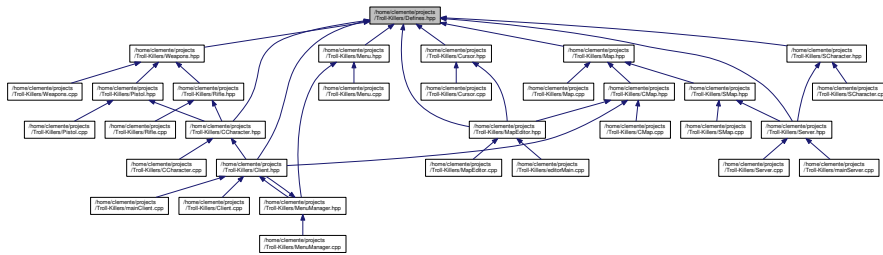


Classes

- class [Cursor](#)

6.17 /home/clemente/projects/Troll-Killers/Defines.hpp File Reference

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



Macros

- #define FPS 60.0
- #define GRID 60
- #define PLAYER_VELOCITY 8
- #define SCREEN_PROJECTILES 150
- #define PROTOCOL_N_PEERS 0x01
- #define PROTOCOL_MAP_FILE 0x02
- #define PROTOCOL_SET_POS_TEAM 0x03
- #define PROTOCOL_CHARACTER 0x04
- #define PROTOCOL_NEW_USER 0x05
- #define PROTOCOL_MY_WEAPON 0x06
- #define PROTOCOL_NEW_SHOOT 0x07
- #define PROTOCOL_DISCONNECT 0x08
- #define PROTOCOL_DELETE_BULLET 0x09
- #define PROTOCOL_REVIVE 0x0a
- #define PROTOCOL_HIT 0x0b

6.17.1 Macro Definition Documentation

- ```
6.17.1.1 #define FPS 60.0
6.17.1.2 #define GRID 60
6.17.1.3 #define PLAYER_VELOCITY 8
6.17.1.4 #define PROTOCOL_CHARACTER 0x04
6.17.1.5 #define PROTOCOL_DELETE_BULLET 0x09
6.17.1.6 #define PROTOCOL_DISCONNECT 0x08
6.17.1.7 #define PROTOCOL_HIT 0x0b
6.17.1.8 #define PROTOCOL_MAP_FILE 0x02
6.17.1.9 #define PROTOCOL_MY_WEAPON 0x06
6.17.1.10 #define PROTOCOL_N_PEERS 0x01
```

6.17.1.11 `#define` `PROTOCOL_NEW_SHOOT` `0x07`

6.17.1.12 `#define` `PROTOCOL_NEW_USER` `0x05`

6.17.1.13 `#define` `PROTOCOL_REVIVE` `0x0a`

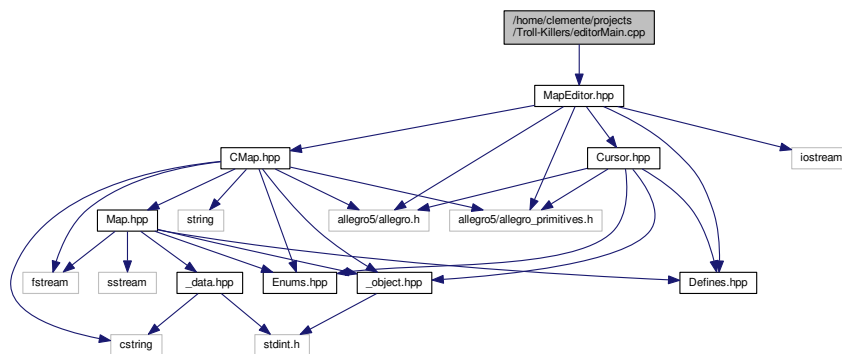
6.17.1.14 `#define` `PROTOCOL_SET_POS_TEAM` `0x03`

6.17.1.15 `#define` `SCREEN_PROJECTILES` `150`

## 6.18 `/home/clemente/projects/Troll-Killers/editorMain.cpp` File Reference

```
#include "MapEditor.hpp"
```

Include dependency graph for `editorMain.cpp`:



## Functions

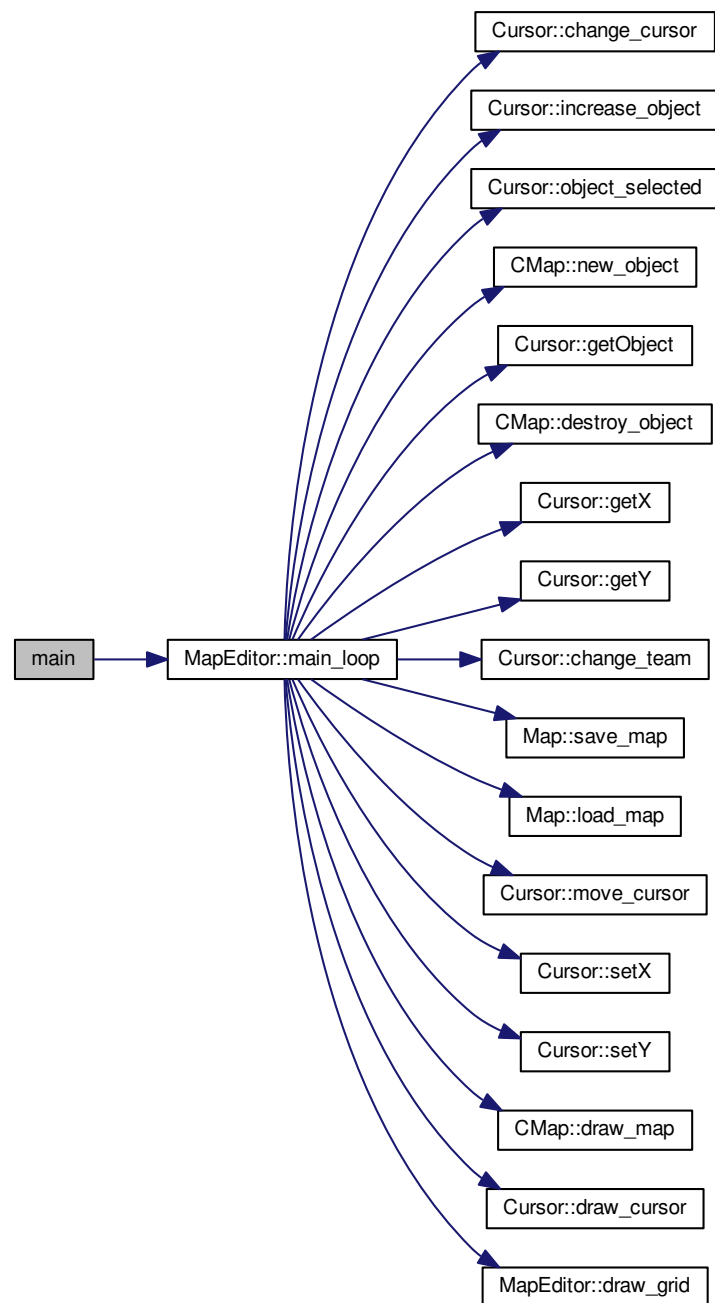
- `int` `main` ()

### 6.18.1 Function Documentation



## 6.18.1.1 int main ( )

Here is the call graph for this function:





## 6.19.1.3 enum Team

Enumerator

***RED******BLUE******TNONE***

## 6.19.1.4 enum Weapon

Enumerator

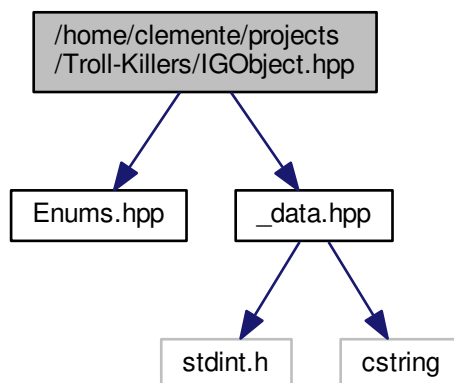
***RIFLE******PISTOL***

## 6.20 /home/clemente/projects/Troll-Killers/IObject.hpp File Reference

```
#include "Enums.hpp"
```

```
#include "_data.hpp"
```

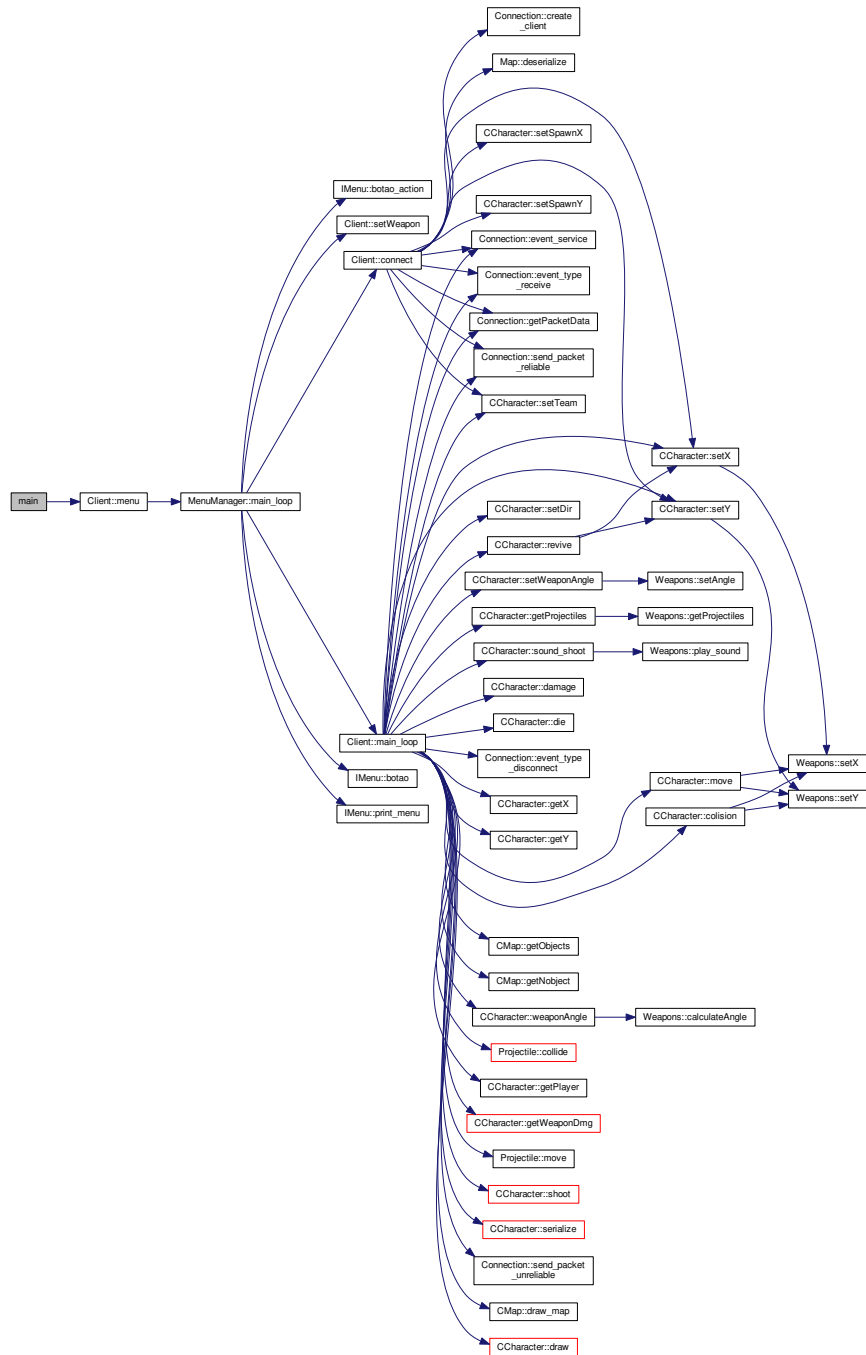
Include dependency graph for IObject.hpp:





## 6.21.1.1 int main ( )

Here is the call graph for this function:

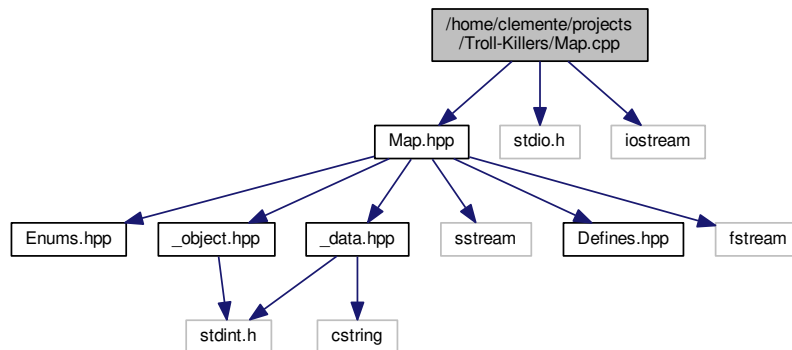




## 6.23 /home/clemente/projects/Troll-Killers/Map.cpp File Reference

```
#include "Map.hpp"
#include <stdio.h>
#include "iostream"
```

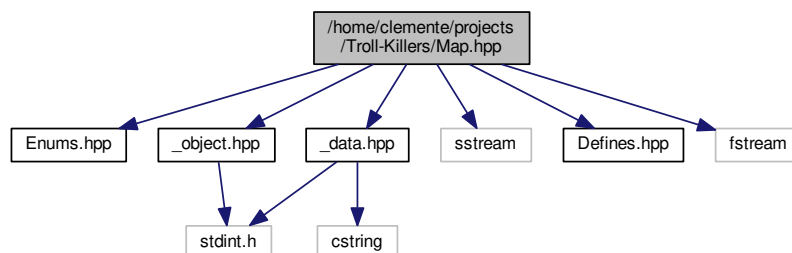
Include dependency graph for Map.cpp:



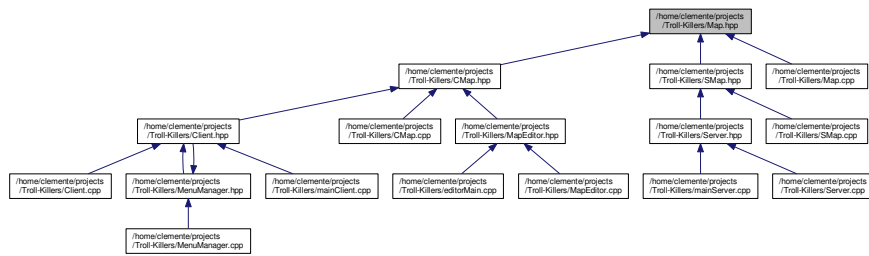
## 6.24 /home/clemente/projects/Troll-Killers/Map.hpp File Reference

```
#include "Enums.hpp"
#include "_object.hpp"
#include "_data.hpp"
#include <sstream>
#include "Defines.hpp"
#include <fstream>
```

Include dependency graph for Map.hpp:



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



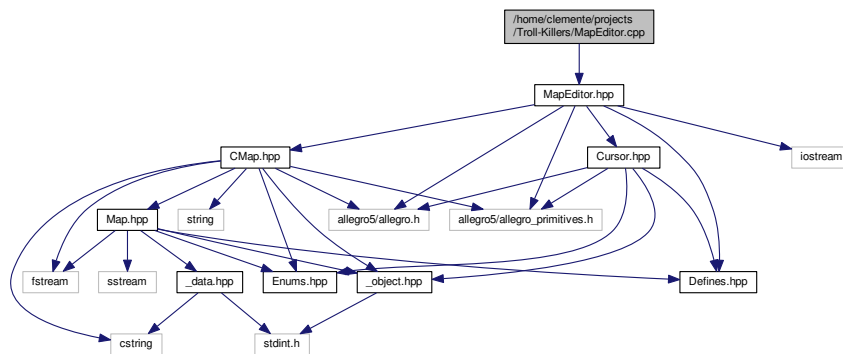
## Classes

- struct `_nMap`
- class `Map`

## 6.25 /home/clemente/projects/Troll-Killers/MapEditor.cpp File Reference

```
#include "MapEditor.hpp"
```

Include dependency graph for MapEditor.cpp:

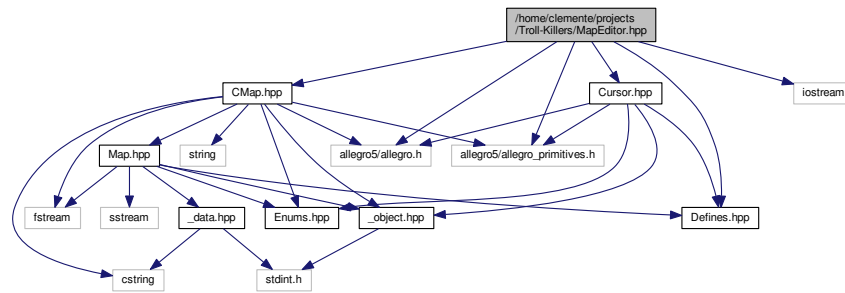


## 6.26 /home/clemente/projects/Troll-Killers/MapEditor.hpp File Reference

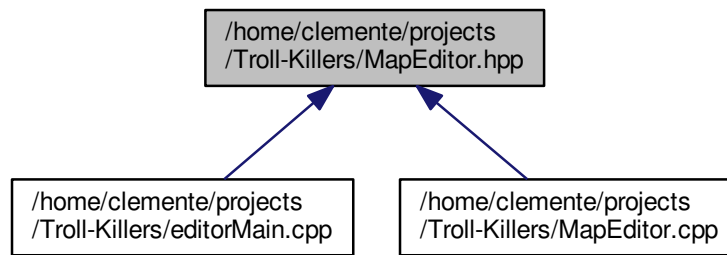
```
#include <allegro5/allegro.h>
#include <allegro5/allegro_primitives.h>
#include "CMap.hpp"
#include "Defines.hpp"
#include "Cursor.hpp"
#include <iostream>
```



Include dependency graph for MapEditor.hpp:



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



## Classes

- class [MapEditor](#)

## Macros

- `#define` [MAX\\_OBJECTS](#) 500
- `#define` [LENGTH](#) 30
- `#define` [WIDTH](#) 20
- `#define` [RES\\_X](#) 1024
- `#define` [RES\\_Y](#) 768
- `#define` [MAP\\_FILE](#) "Maps/mapa.data"

### 6.26.1 Macro Definition Documentation

#### 6.26.1.1 `#define` LENGTH 30

#### 6.26.1.2 `#define` MAP\_FILE "Maps/mapa.data"

#### 6.26.1.3 `#define` MAX\_OBJECTS 500

6.26.1.4 `#define RES_X 1024`

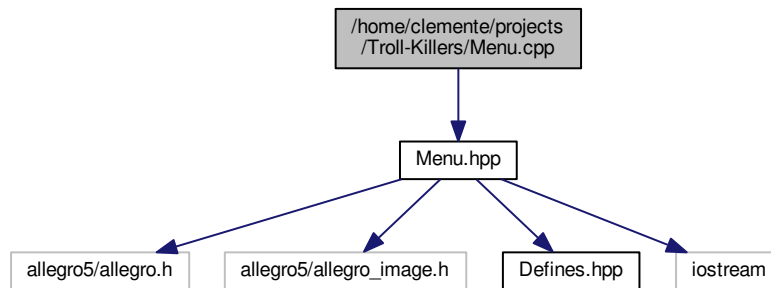
6.26.1.5 `#define RES_Y 768`

6.26.1.6 `#define WIDTH 20`

## 6.27 `/home/clemente/projects/Troll-Killers/Menu.cpp` File Reference

```
#include "Menu.hpp"
```

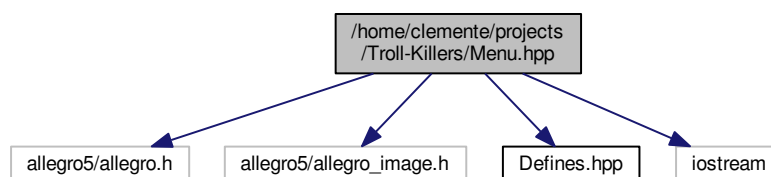
Include dependency graph for Menu.cpp:



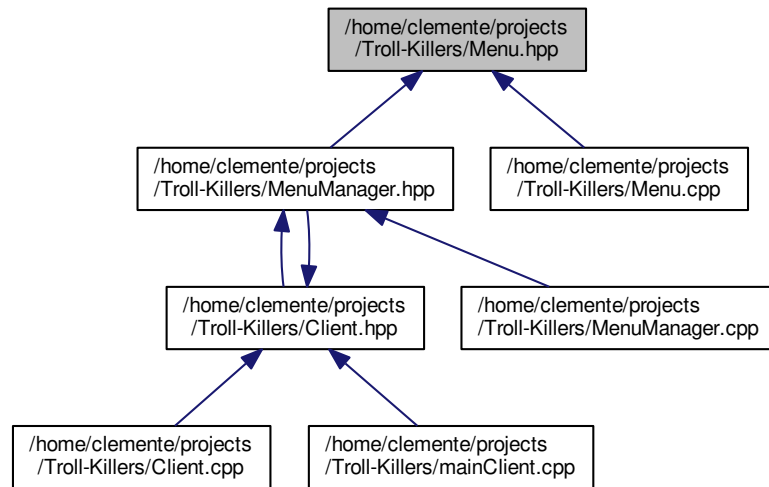
## 6.28 `/home/clemente/projects/Troll-Killers/Menu.hpp` File Reference

```
#include <allegro5/allegro.h>
#include <allegro5/allegro_image.h>
#include "Defines.hpp"
#include <iostream>
```

Include dependency graph for Menu.hpp:



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



## Classes

- class [IMenu](#)
- class [MenuPrinc](#)
- class [MenuArmas](#)

## Macros

- `#define` [CHANGE\\_MENU](#) 1
- `#define` [EXIT](#) 2
- `#define` [MENU\\_RIFLE](#) 3
- `#define` [MENU\\_PISTOL](#) 4

### 6.28.1 Macro Definition Documentation

6.28.1.1 `#define` [CHANGE\\_MENU](#) 1

6.28.1.2 `#define` [EXIT](#) 2

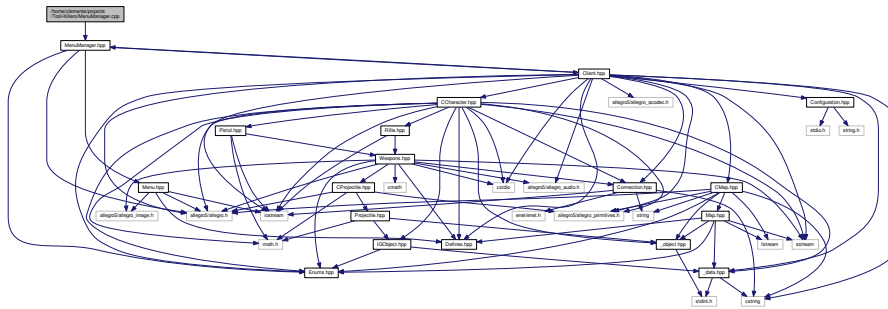
6.28.1.3 `#define` [MENU\\_PISTOL](#) 4

6.28.1.4 `#define` [MENU\\_RIFLE](#) 3

## 6.29 /home/clemente/projects/Troll-Killers/MenuManager.cpp File Reference

```
#include "MenuManager.hpp"
```

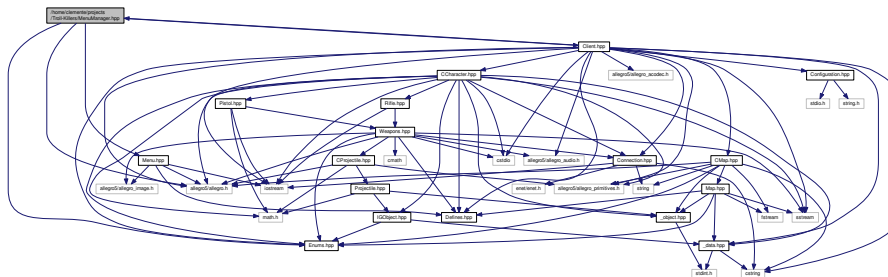
Include dependency graph for MenuManager.cpp:



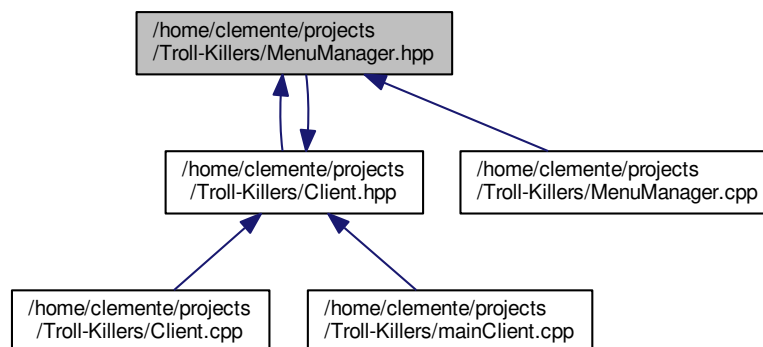
### 6.30 /home/clemente/projects/Troll-Killers/MenuManager.hpp File Reference

```
#include <allegro5/allegro.h>
#include "Menu.hpp"
#include "Enums.hpp"
#include "Client.hpp"
```

Include dependency graph for MenuManager.hpp:



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



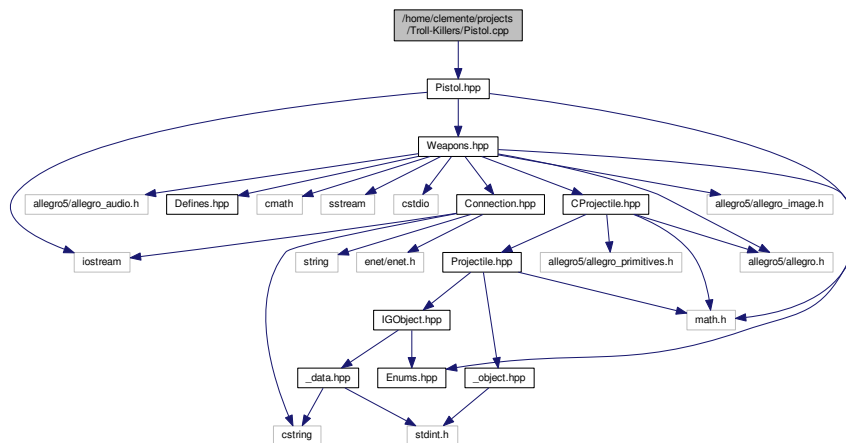
## Classes

- class [MenuManager](#)

## 6.31 /home/clemente/projects/Troll-Killers/Pistol.cpp File Reference

```
#include "Pistol.hpp"
```

Include dependency graph for Pistol.cpp:



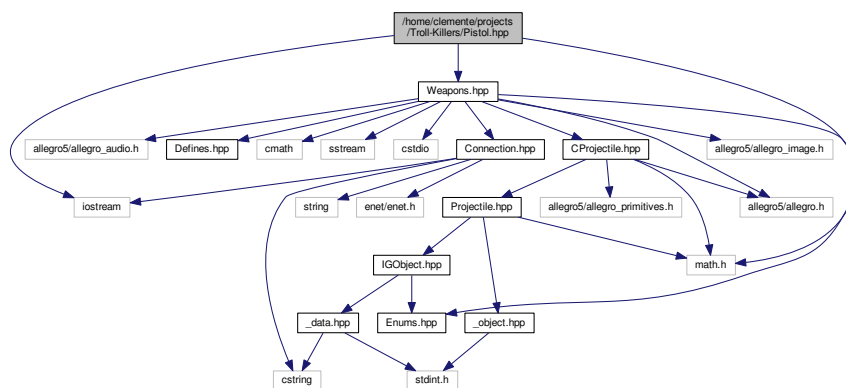
## 6.32 /home/clemente/projects/Troll-Killers/Pistol.hpp File Reference

```
#include "Weapons.hpp"
```

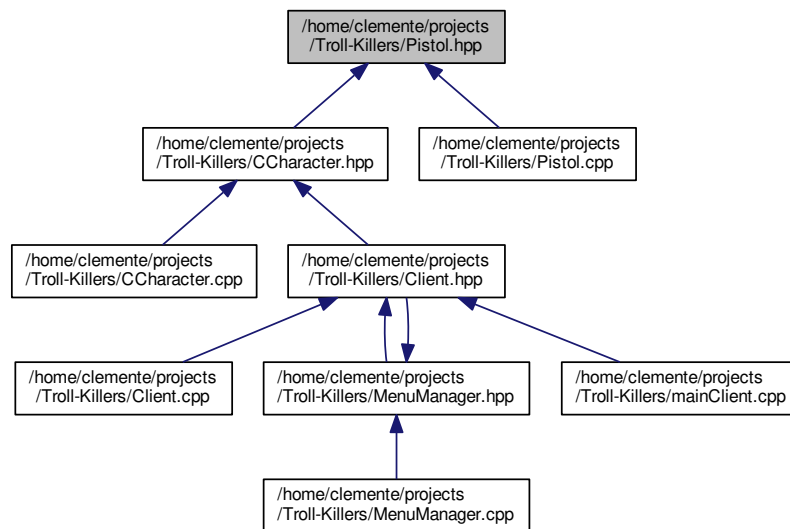
```
#include <iostream>
```

```
#include <math.h>
```

Include dependency graph for Pistol.hpp:



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



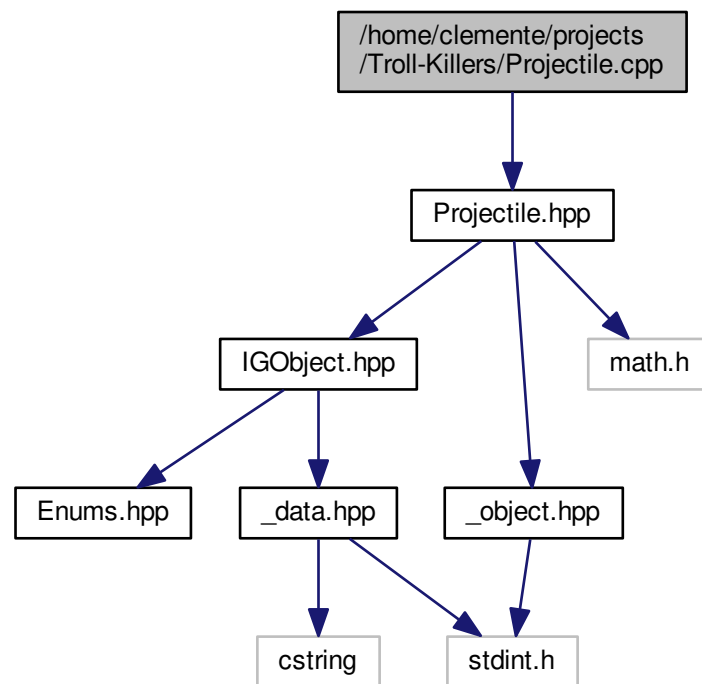
## Classes

- class [Pistol](#)

## 6.33 /home/clemente/projects/Troll-Killers/Projectile.cpp File Reference

```
#include "Projectile.hpp"
```

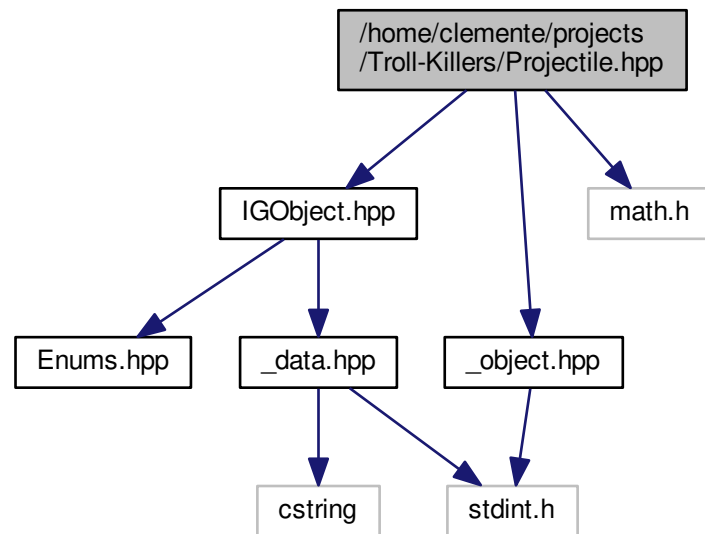
Include dependency graph for Projectile.cpp:



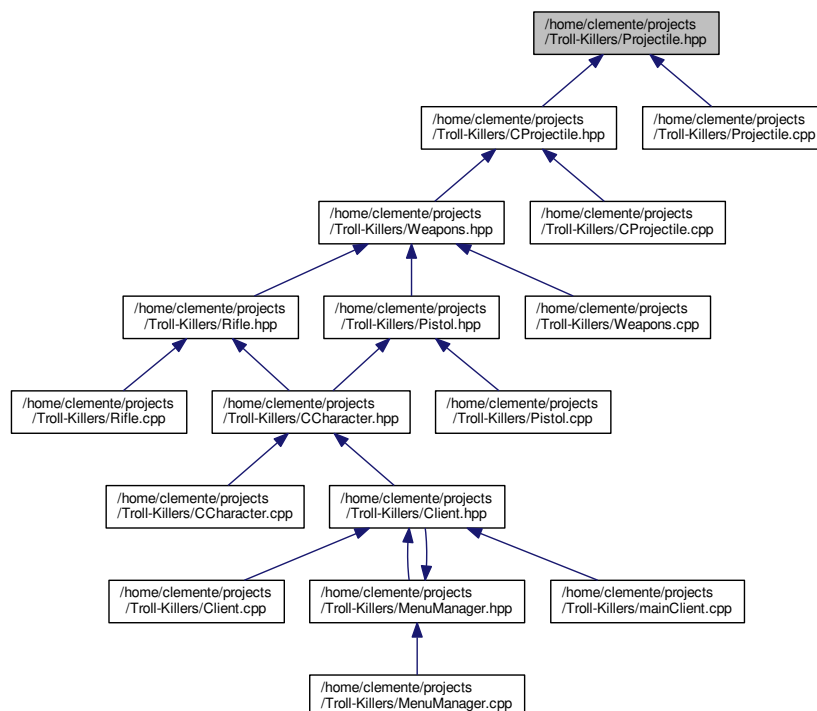
## 6.34 /home/clemente/projects/Troll-Killers/Projectile.hpp File Reference

```
#include "IGObject.hpp"
#include "_object.hpp"
#include <math.h>
```

Include dependency graph for Projectile.hpp:



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





## Classes

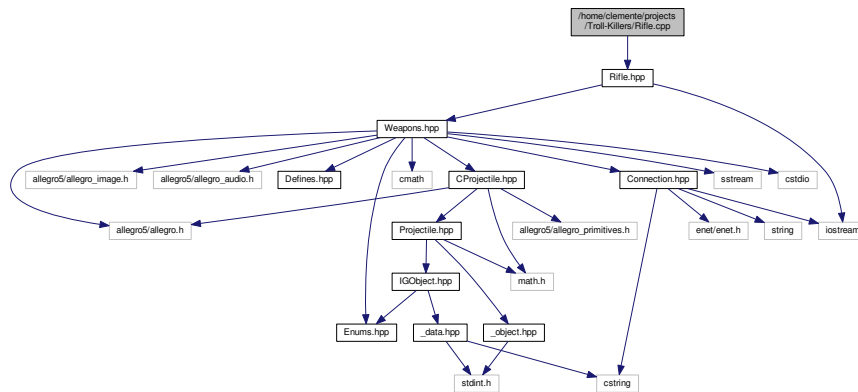
- class [Projectile](#)

## 6.35 /home/clemente/projects/Troll-Killers/README.md File Reference

## 6.36 /home/clemente/projects/Troll-Killers/Rifle.cpp File Reference

```
#include "Rifle.hpp"
```

Include dependency graph for Rifle.cpp:

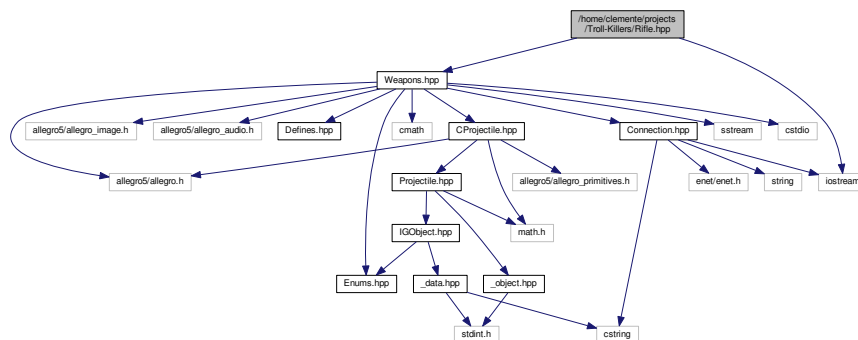


## 6.37 /home/clemente/projects/Troll-Killers/Rifle.hpp File Reference

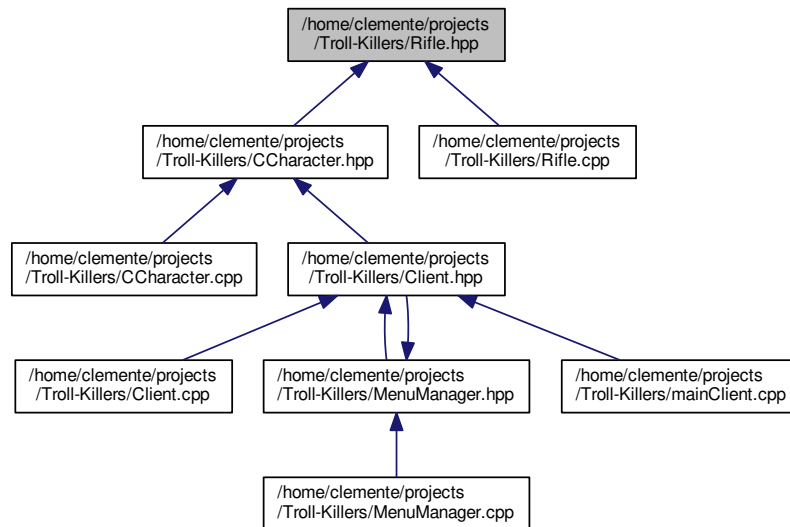
```
#include "Weapons.hpp"
```

```
#include <iostream>
```

Include dependency graph for Rifle.hpp:



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



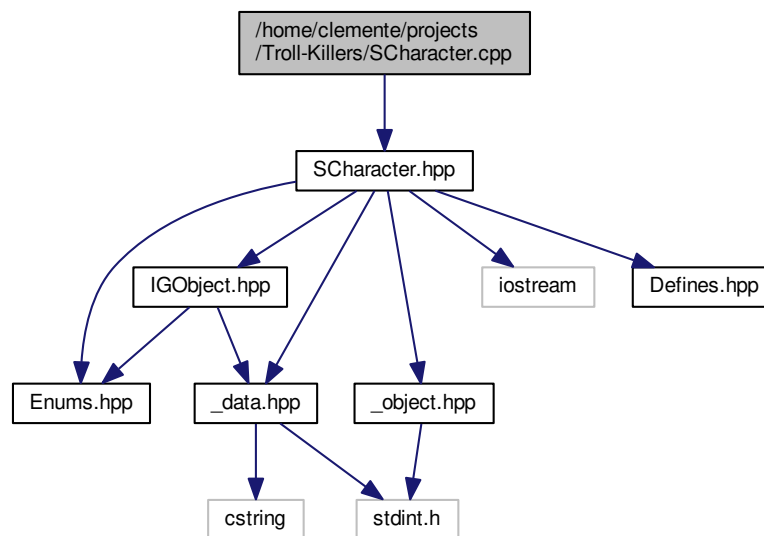
## Classes

- class [Rifle](#)

## 6.38 /home/clemente/projects/Troll-Killers/SCharacter.cpp File Reference

```
#include "SCharacter.hpp"
```

Include dependency graph for SCharacter.cpp:



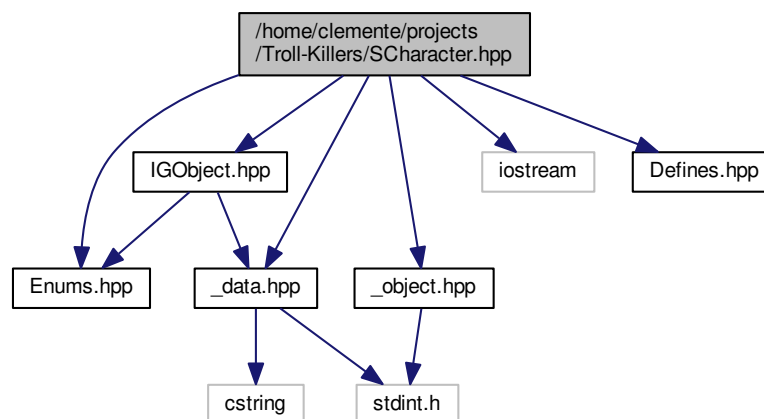
## 6.39 /home/clemente/projects/Troll-Killers/SCharacter.hpp File Reference

```

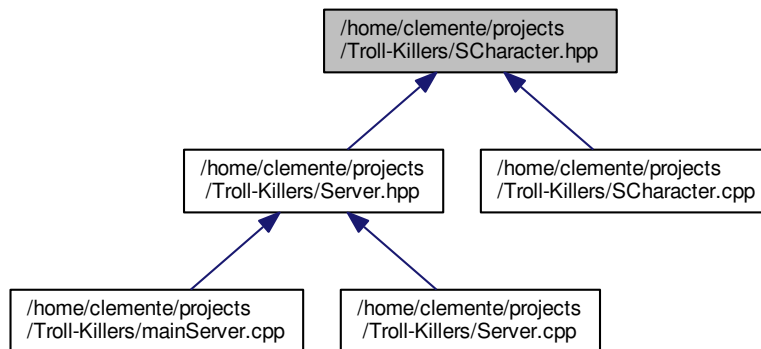
#include "IObject.hpp"
#include "Enums.hpp"
#include "_object.hpp"
#include "_data.hpp"
#include <iostream>
#include "Defines.hpp"

```

Include dependency graph for SCharacter.hpp:



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



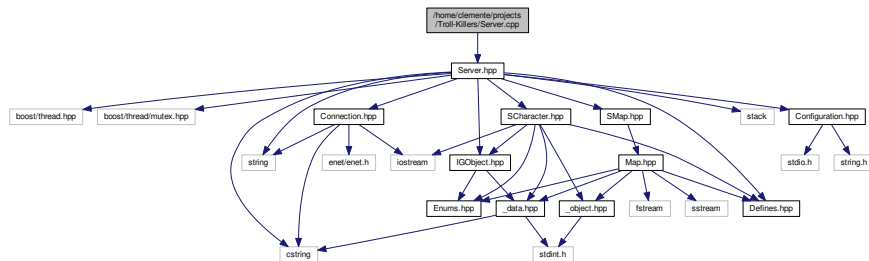
## Classes

- class [SCharacter](#)

## 6.40 /home/clemente/projects/Troll-Killers/Server.cpp File Reference

```
#include "Server.hpp"
```

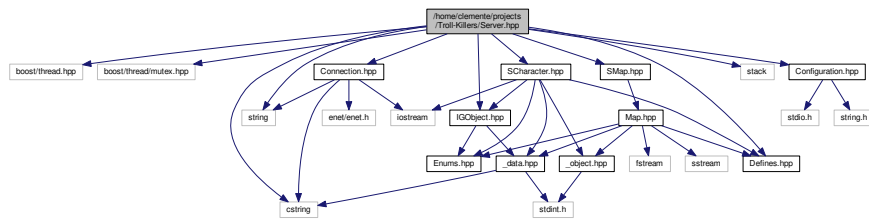
Include dependency graph for Server.cpp:



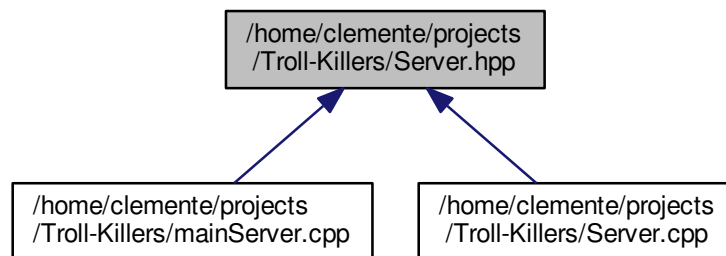
## 6.41 /home/clemente/projects/Troll-Killers/Server.hpp File Reference

```
#include <boost/thread.hpp>
#include <boost/thread/mutex.hpp>
#include <string>
#include <stack>
#include <cstring>
#include "Connection.hpp"
#include "SMap.hpp"
#include "IGObject.hpp"
#include "SCharacter.hpp"
#include "Configuration.hpp"
#include "Defines.hpp"
```

Include dependency graph for Server.hpp:



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



## Classes

- struct [\\_msg](#)
- class [Server](#)

## Macros

- `#define` [MAP\\_FILE](#) "Maps/mapa.data"

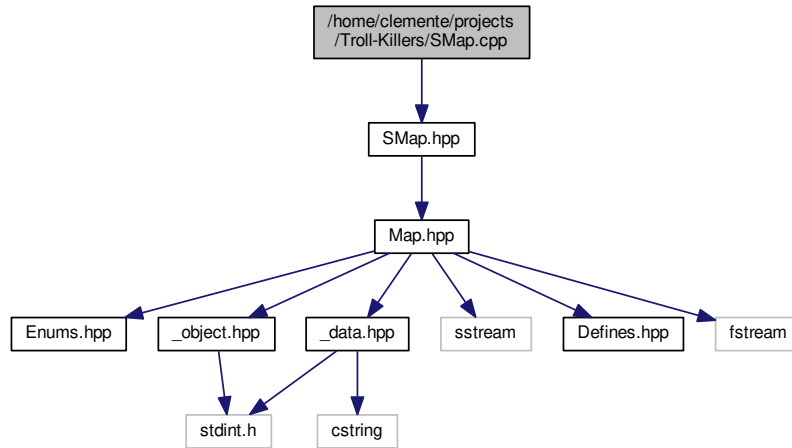
### 6.41.1 Macro Definition Documentation

#### 6.41.1.1 `#define` MAP\_FILE "Maps/mapa.data"

## 6.42 /home/clemente/projects/Troll-Killers/SMap.cpp File Reference

```
#include "SMap.hpp"
```

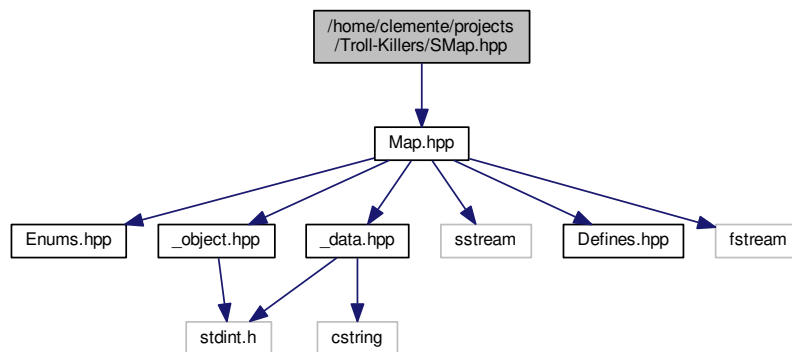
Include dependency graph for SMap.cpp:



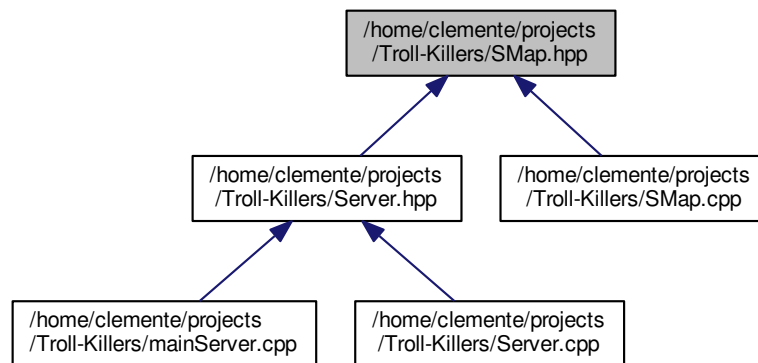
## 6.43 /home/clemente/projects/Troll-Killers/SMap.hpp File Reference

```
#include "Map.hpp"
```

Include dependency graph for SMap.hpp:



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



## Classes

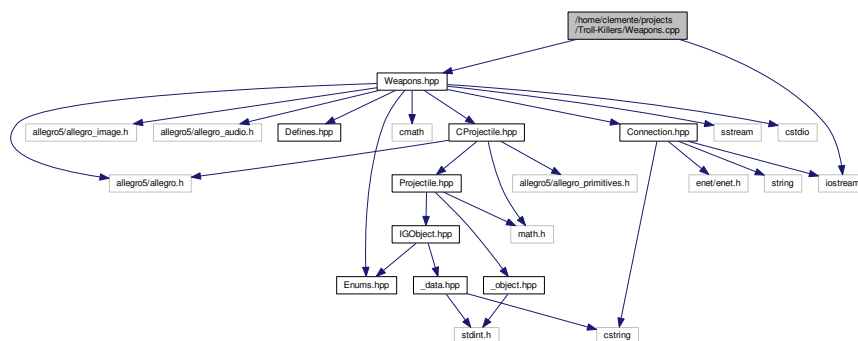
- class [SMap](#)

## 6.44 /home/clemente/projects/Troll-Killers/Weapons.cpp File Reference

```
#include "Weapons.hpp"
```

```
#include <iostream>
```

Include dependency graph for Weapons.cpp:



## 6.45 /home/clemente/projects/Troll-Killers/Weapons.hpp File Reference

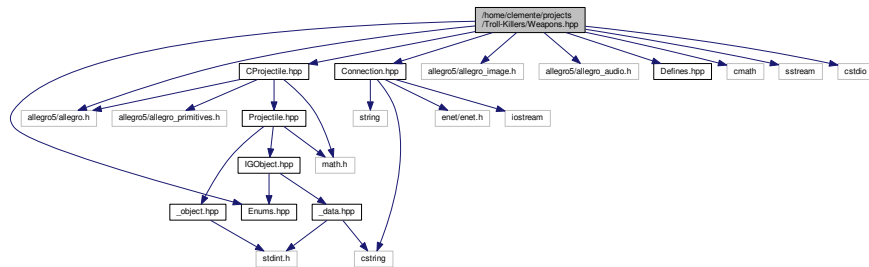
```
#include <allegro5/allegro.h>
```

```

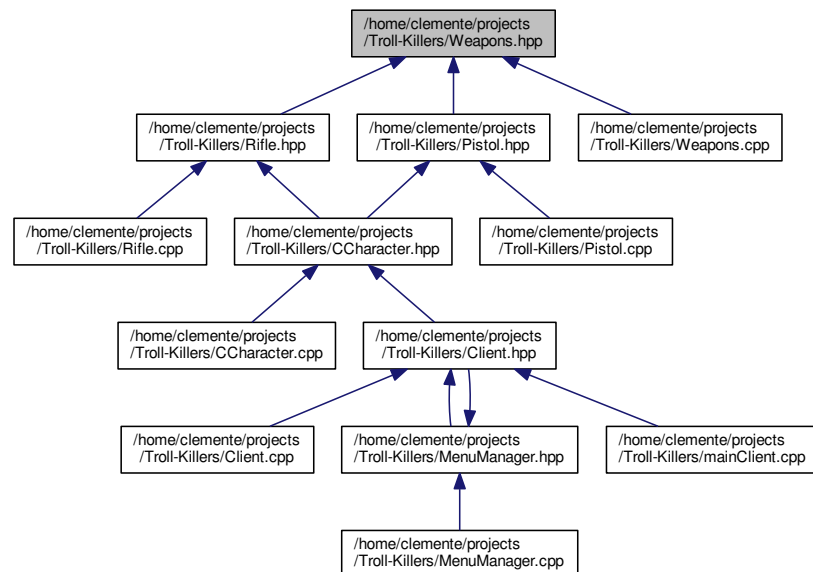
#include <allegro5/allegro_image.h>
#include <allegro5/allegro_audio.h>
#include "Defines.hpp"
#include "Enums.hpp"
#include <cmath>
#include "CProjectile.hpp"
#include "Connection.hpp"
#include <sstream>
#include <cstdio>

```

Include dependency graph for Weapons.hpp:



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



## Classes

- class [Weapons](#)



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