

C++ Arcade

0.0.1

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

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arc::AShape	5
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arc::Exception	10
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arc::IGame	11
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arc::SFGraphic	16
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arc::AShape	5
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arc::SFShapeCircle	19
arc::SFShapeRect	22
arc::SFShapeText	23
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arc::AShapeLoader	7
arc::SFShapeLoader	20
arc::LibLoader	14
arc::Rect< T >	15
arc::Rect< float >	15
arc::SFMainWindow	17
arc::Texture	28
arc::uintVal	29
arc::Vertex< T >	29
arc::Vertex< float >	29

Chapter 2

Class Index

2.1 Class List

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

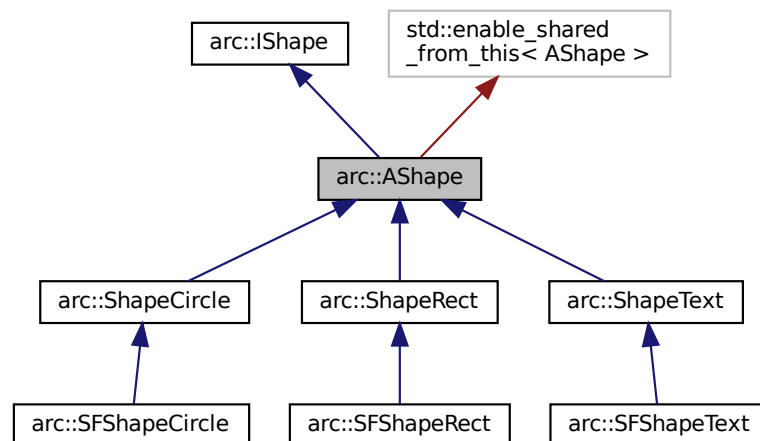
arc::AShape	5
arc::AShapeLoader	7
arc::BasicGame	8
arc::Color	9
arc::EventHandler	10
arc::Exception	10
arc::GameLoader	11
arc::IGame	11
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arc::SFShapeText	23
arc::ShapeCircle	25
arc::ShapeRect	26
arc::ShapeText	27
arc::Texture	28
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Chapter 3

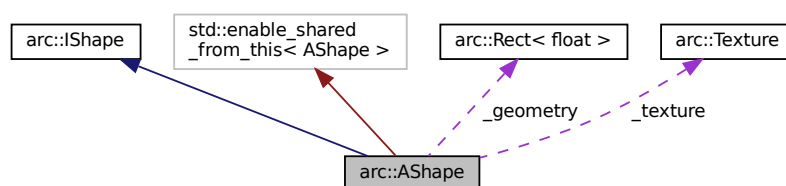
Class Documentation

3.1 arc::AShape Class Reference

Inheritance diagram for arc::AShape:



Collaboration diagram for arc::AShape:



Public Member Functions

- **AShape** (std::shared_ptr< **IShape** > parent, const **arc::Texture** &texture, const **RectF** &geometry)
- **AShape** (const **IShape** &ex)
- virtual const std::shared_ptr< **IShape** > & **getParent** () const override
- virtual **IShape** & **getChild** (size_t pos) const override
- virtual void **addChild** (std::unique_ptr< **IShape** > child) override
- virtual void **addChild** (std::shared_ptr< **IShape** > child) override
- virtual size_t **nbChild** () const override
- virtual void **setGeometry** (const **RectF** &geometry) override
- virtual void **setTexture** (const **Texture** &texture) override
- virtual const **Texture** & **getTexture** () const override
- virtual const **RectF** & **getGeometry** () const override
- virtual **RectF** **winPos** () const override
- virtual void **draw** () const override
- virtual void **drawChild** () const override
- virtual **IShape** & **operator[]** (size_t pos) const override
- virtual void **operator**<< (std::unique_ptr< **IShape** > child) override
- virtual void **operator**<< (std::shared_ptr< **IShape** > child) override

Protected Attributes

- std::shared_ptr< **IShape** > **_parent**
- **RectF** **_geometry**
- **arc::Texture** **_texture**

Additional Inherited Members

3.1.1 Detailed Description

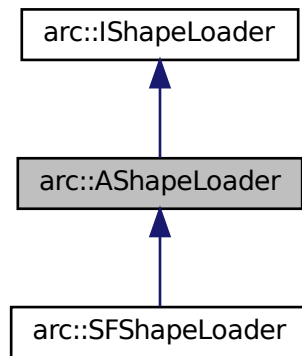
Definition at line 16 of file AShape.hpp.

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

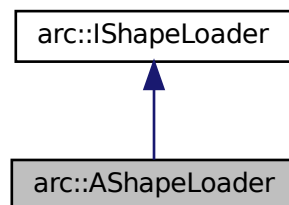
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/AShape.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/AShape.cpp

3.2 arc::AShapeLoader Class Reference

Inheritance diagram for arc::AShapeLoader:



Collaboration diagram for arc::AShapeLoader:



Protected Member Functions

- virtual void **loadChild** (const **arc::IShape** &from, std::unique_ptr< **IShape** > &dest) const override

Additional Inherited Members

3.2.1 Detailed Description

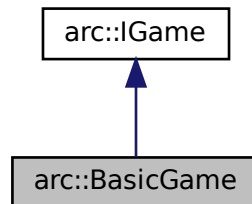
Definition at line 15 of file AShapeLoader.hpp.

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

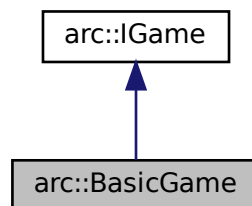
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/AShapeLoader.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/AShapeLoader.cpp

3.3 arc::BasicGame Class Reference

Inheritance diagram for arc::BasicGame:



Collaboration diagram for arc::BasicGame:



Public Member Functions

- virtual std::shared_ptr< **IShape** > **start** () override
- virtual std::shared_ptr< **IShape** > **update** (**EventHandler** &event) override

Static Public Member Functions

- static std::unique_ptr< **IGame** > &**getInstance** ()

3.3.1 Detailed Description

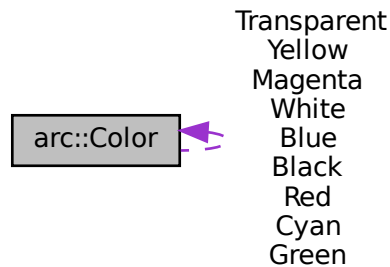
Definition at line 17 of file BasicGame.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/games/BasicGame/BasicGame.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/games/BasicGame/BasicGame.cpp

3.4 arc::Color Class Reference

Collaboration diagram for arc::Color:



Public Member Functions

- **Color** (uint8_t=0, uint8_t=0, uint8_t=0, uint8_t=255)
- **Color** (uint64_t)
- **Color** (const **Color** &)
- uint8_t **r** () const
- uint8_t **g** () const
- uint8_t **b** () const
- uint8_t **a** () const
- uint64_t **values** () const

Static Public Attributes

- static const **Color Black**
- static const **Color White**
- static const **Color Red**
- static const **Color Green**
- static const **Color Blue**
- static const **Color Yellow**
- static const **Color Magenta**
- static const **Color Cyan**
- static const **Color Transparent**

3.4.1 Detailed Description

Definition at line 20 of file Color.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Color.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Color.cpp

3.5 arc::EventHandler Class Reference

3.5.1 Detailed Description

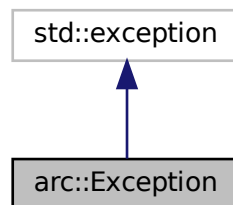
Definition at line 12 of file EventHandler.hpp.

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

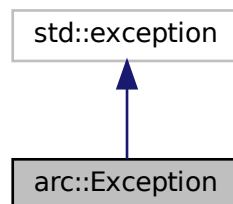
- /home/louis_mallez/delivery/b4/cpp_arcade/src/events/EventHandler.hpp

3.6 arc::Exception Class Reference

Inheritance diagram for arc::Exception:



Collaboration diagram for arc::Exception:



Public Member Functions

- **Exception** (const std::string &context="Undefined", const std::string &message="Unknown Error")
- virtual const char * **what** () const override throw ()

3.6.1 Detailed Description

Definition at line 15 of file Exception.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/exception/Exception.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/exception/Exception.cpp

3.7 arc::GameLoader Class Reference

Public Member Functions

- **GameLoader** (const std::string &= "")
- bool **operator!** () const
- bool **load** (const std::string &)
- bool **unload** ()
- std::unique_ptr< **arc::IGame** > & **getIGame** ()

3.7.1 Detailed Description

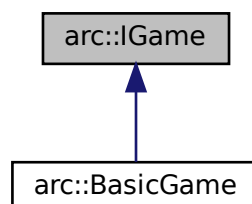
Definition at line 17 of file GameLoader.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/core/loader/GameLoader.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/core/loader/GameLoader.cpp

3.8 arc::IGame Class Reference

Inheritance diagram for arc::IGame:



Public Member Functions

- virtual std::shared_ptr< **IShape** > **start** ()=0
- virtual std::shared_ptr< **IShape** > **update** (**EventHandler** &event)=0

3.8.1 Detailed Description

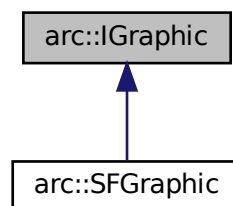
Definition at line 15 of file IGame.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/games/IGame.hpp

3.9 arc::IGraphic Class Reference

Inheritance diagram for arc::IGraphic:



Public Member Functions

- virtual void **display** () const =0
- virtual const **IShapeLoader** & **getShapeLoader** () const =0

3.9.1 Detailed Description

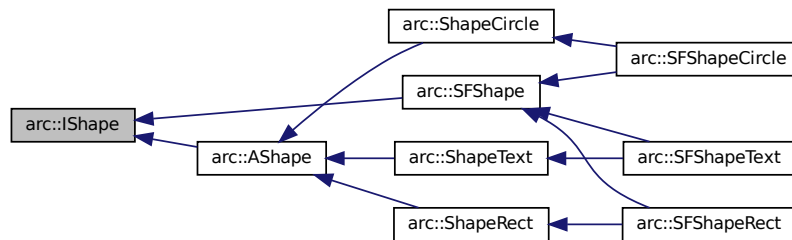
Definition at line 22 of file IGraphic.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/IGraphic.hpp

3.10 arc::IShape Class Reference

Inheritance diagram for arc::IShape:



Public Member Functions

- virtual const std::shared_ptr< **IShape** > & **getParent** () const =0
- virtual **IShape** & **getChild** (size_t pos) const =0
- virtual size_t **nbChild** () const =0
- virtual void **addChild** (std::unique_ptr< **IShape** > child)=0
- virtual void **addChild** (std::shared_ptr< **IShape** > child)=0
- virtual void **setTexture** (const **Texture** &texture)=0
- virtual const **Texture** & **getTexture** () const =0
- virtual void **setGeometry** (const **RectF** &rect)=0
- virtual const **RectF** & **getGeometry** () const =0
- virtual **arc::RectF** **winPos** () const =0
- virtual void **draw** () const =0
- virtual std::unique_ptr< **IShape** > **convert** (const **arc::IShapeLoader** &loader) const =0
- virtual **IShape** & **operator[]** (size_t pos) const =0
- virtual void **operator<<** (std::unique_ptr< **IShape** > child)=0
- virtual void **operator<<** (std::shared_ptr< **IShape** > child)=0

Protected Member Functions

- virtual void **drawChild** () const =0

3.10.1 Detailed Description

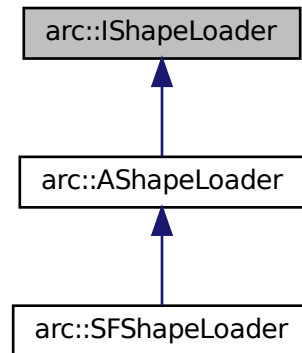
Definition at line 18 of file IShape.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/IShape.hpp

3.11 arc::IShapeLoader Class Reference

Inheritance diagram for arc::IShapeLoader:



Public Member Functions

- virtual std::unique_ptr< **arc::IShape** > **load** (const **arc::ShapeRect** &item) const =0
- virtual std::unique_ptr< **arc::IShape** > **load** (const **arc::ShapeCircle** &item) const =0
- virtual std::unique_ptr< **arc::IShape** > **load** (const **arc::ShapeText** &item) const =0

Protected Member Functions

- virtual void **loadChild** (const **arc::IShape** &from, std::unique_ptr< **IShape** > &dest) const =0

3.11.1 Detailed Description

Definition at line 17 of file IShapeLoader.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/IShapeLoader.hpp

3.12 arc::LibLoader Class Reference

Public Member Functions

- **LibLoader** (const std::string &= "")
- bool **operator!** () const
- bool **load** (const std::string &)
- bool **unload** ()
- std::unique_ptr< **arc::IGraphic** > & **getIGraphic** ()

3.12.1 Detailed Description

Definition at line 18 of file LibLoader.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/core/loader/LibLoader.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/core/loader/LibLoader.cpp

3.13 arc::Rect< T > Class Template Reference

Public Member Functions

- **Rect** (const **Rect**< T > &rect)
- **Rect** (const **Vertex**< T > &pos, const **Vertex**< T > &size)
- **Rect** (T x=0, T y=0, T w=0, T h=0)
- **Vertex**< T > **pos** () const
- **Vertex**< T > **size** () const
- **Vertex**< T > &**rpos** ()
- **Vertex**< T > &**rsize** ()
- **Rect**< T > &**operator=** (const **Rect**< T > &other)
- **Rect**< T > **operator*** (const **Rect**< T > &other) const
- **Rect**< T > **operator+** (const **Vertex**< T > &other) const
- **Rect**< T > **operator-** (const **Vertex**< T > &other) const
- **Rect**< T > **operator*** (const **Vertex**< T > &other) const
- **Rect**< T > **operator/** (const **Vertex**< T > &other) const
- **Rect**< T > **operator+** (T other) const
- **Rect**< T > **operator-** (T other) const
- **Rect**< T > **operator*** (T other) const
- **Rect**< T > **operator/** (T other) const

3.13.1 Detailed Description

```
template<typename T>
class arc::Rect< T >
```

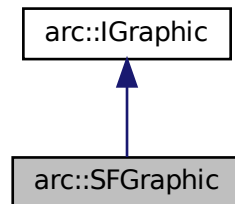
Definition at line 15 of file Rect.hpp.

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

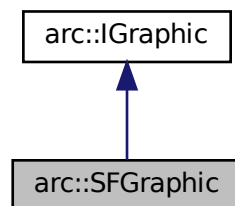
- /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Rect.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Rect.cpp

3.14 arc::SFGraphic Class Reference

Inheritance diagram for arc::SFGraphic:



Collaboration diagram for arc::SFGraphic:



Public Member Functions

- void **display** () const
- virtual const **IShapeLoader** & **getShapeLoader** () const override

Static Public Member Functions

- static std::unique_ptr< **IGraphic** > & **getInstance** ()

3.14.1 Detailed Description

Definition at line 19 of file SFGraphic.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFGraphic.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFGraphic.cpp

3.15 arc::SFMainWindow Class Reference

Public Member Functions

- void **setWindowSize** (size_t x, size_t y)
- void **draw** (const sf::Drawable &)
- void **display** ()
- **VertexF** **getSize** () const
- void **close** ()

Static Public Member Functions

- static **SFMainWindow** & **getInstance** ()

3.15.1 Detailed Description

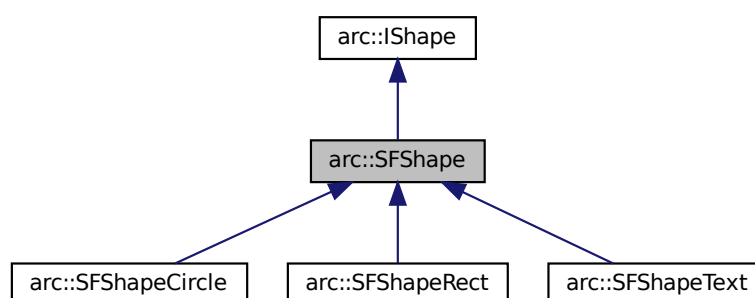
Definition at line 18 of file SFMainWindow.hpp.

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

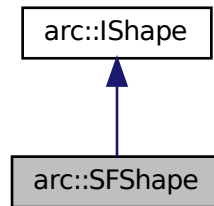
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFMainWindow.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFMainWindow.cpp

3.16 arc::SFShape Class Reference

Inheritance diagram for arc::SFShape:



Collaboration diagram for arc::SFShape:



Protected Member Functions

- sf::FloatRect **winGeometry** () const
- void **_colorItem** (sf::Shape &item) const
- void **_displayItem** (const sf::Drawable &item) const

Additional Inherited Members

3.16.1 Detailed Description

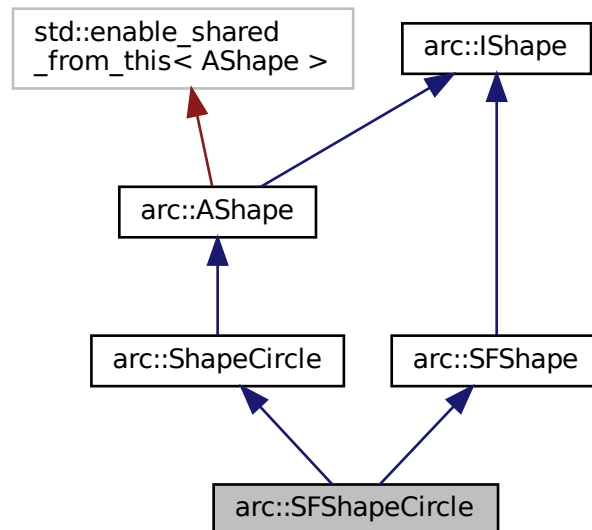
Definition at line 19 of file SFShape.hpp.

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

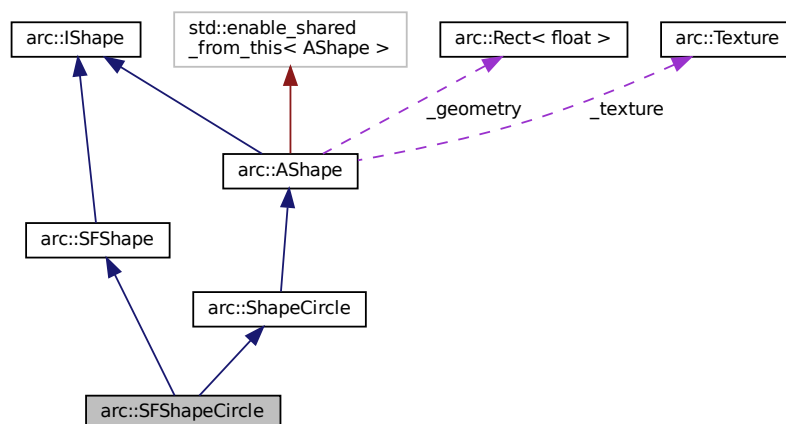
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFShape.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFShape.cpp

3.17 arc::SFShapeCircle Class Reference

Inheritance diagram for arc::SFShapeCircle:



Collaboration diagram for arc::SFShapeCircle:



Public Member Functions

- **SFShapeCircle** (`std::shared_ptr< IShape > parent=nullptr`, `const arc::Texture &texture= arc::Texture()`, `const VertexF &pos= VertexF(0, 0)`, `float radius=0`)

- **SFShapeCircle** (std::shared_ptr< **IShape** > parent=nullptr, const **arc::Texture** &texture= **arc::Texture**(), const **RectF** &rect= **RectF**(0, 0, 0, 0))
- **SFShapeCircle** (const **ShapeCircle** &shape)
- virtual void **draw** () const override

Additional Inherited Members

3.17.1 Detailed Description

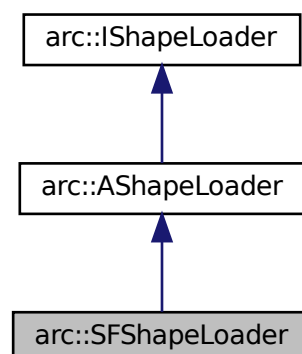
Definition at line 17 of file SFShapeCircle.hpp.

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

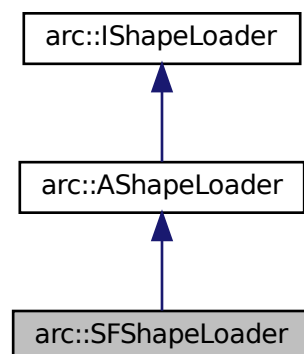
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeCircle.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeCircle.cpp

3.18 arc::SFShapeLoader Class Reference

Inheritance diagram for arc::SFShapeLoader:



Collaboration diagram for arc::SFShapeLoader:



Public Member Functions

- virtual `std::unique_ptr< IShape > load` (const `arc::ShapeRect` &item) const override
- virtual `std::unique_ptr< IShape > load` (const `arc::ShapeCircle` &item) const override
- virtual `std::unique_ptr< IShape > load` (const `arc::ShapeText` &item) const override

Additional Inherited Members

3.18.1 Detailed Description

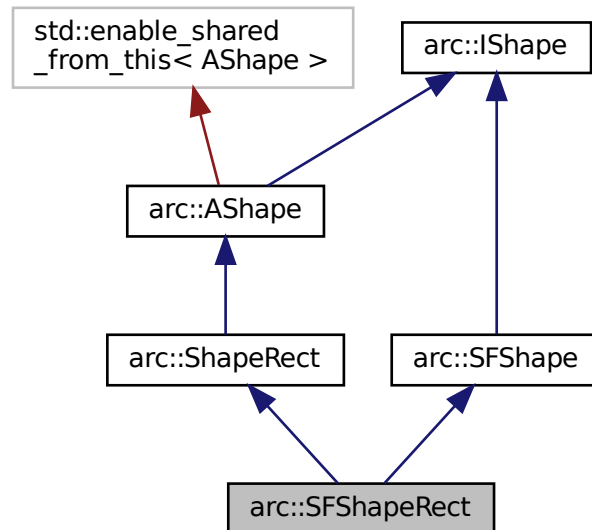
Definition at line 17 of file `SFShapeLoader.hpp`.

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

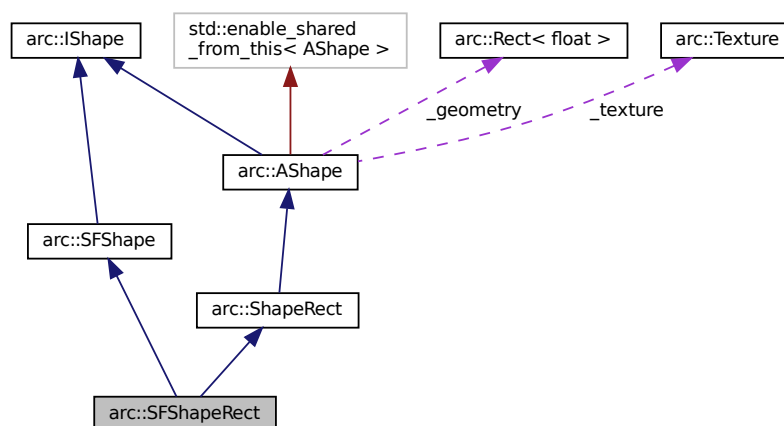
- `/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFShapeLoader.hpp`
- `/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/SFShapeLoader.cpp`

3.19 arc::SFShapeRect Class Reference

Inheritance diagram for arc::SFShapeRect:



Collaboration diagram for arc::SFShapeRect:



Public Member Functions

- **SFShapeRect** (std::shared_ptr< **IShape** > parent=nullptr, const **arc::Texture** &texture= **arc::Texture**(), const **RectF** &rect= **RectF**(0, 0, 0, 0))
- **SFShapeRect** (const **ShapeRect** &shape)
- virtual void **draw** () const override

Additional Inherited Members

3.19.1 Detailed Description

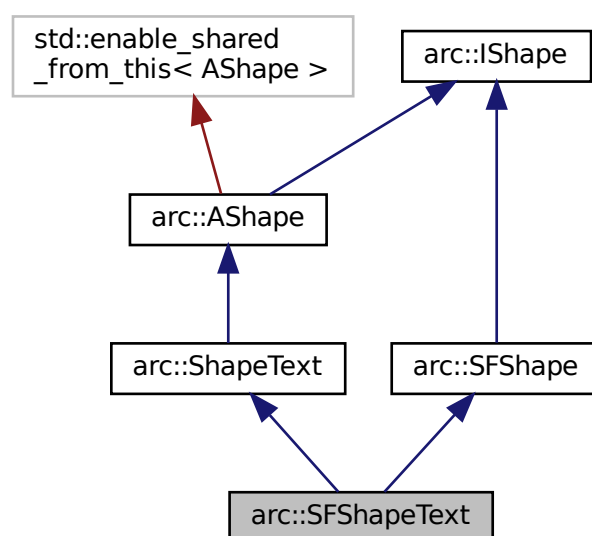
Definition at line 17 of file SFShapeRect.hpp.

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

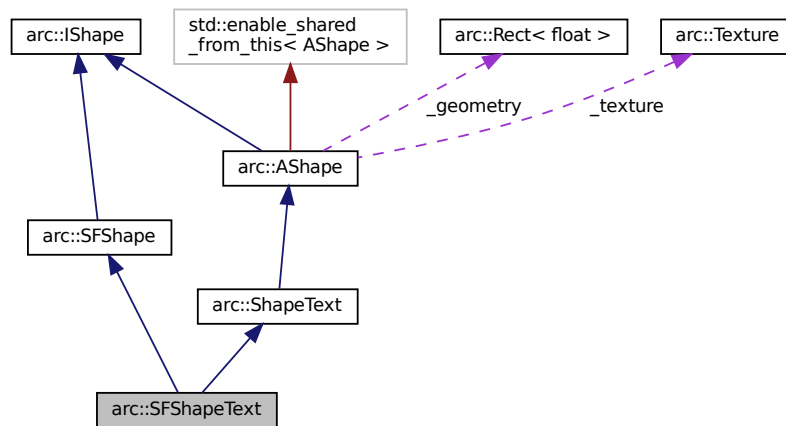
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeRect.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeRect.cpp

3.20 arc::SFShapeText Class Reference

Inheritance diagram for arc::SFShapeText:



Collaboration diagram for `arc::SFShapeText`:



Public Member Functions

- **SFShapeText** (`std::shared_ptr< IShape > parent=nullptr, const arc::Texture &texture= arc::Texture(), const RectF &rect= RectF(0, 0, 0, 0), const std::string &text=0`)
- **SFShapeText** (`const ShapeText &shape`)
- virtual void **draw** () const override

Additional Inherited Members

3.20.1 Detailed Description

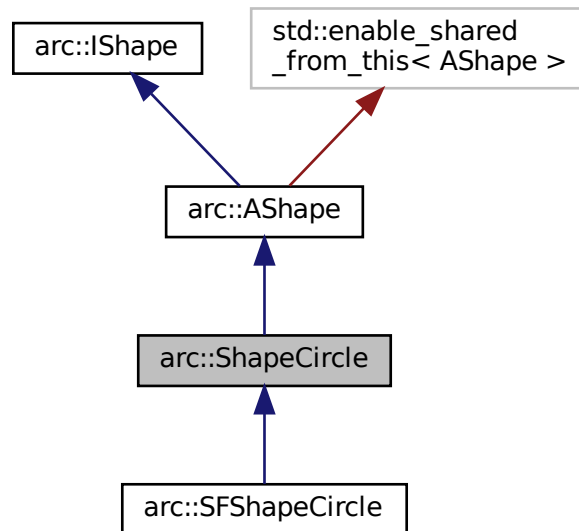
Definition at line 20 of file `SFShapeText.hpp`.

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

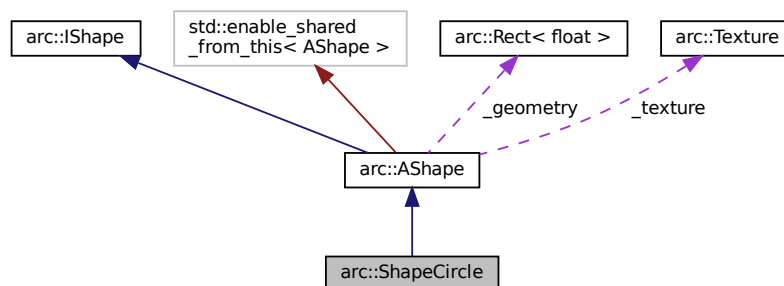
- `/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeText.hpp`
- `/home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/sfml/draw/SFShapeText.cpp`

3.21 arc::ShapeCircle Class Reference

Inheritance diagram for arc::ShapeCircle:



Collaboration diagram for arc::ShapeCircle:



Public Member Functions

- **ShapeCircle** (const std::shared_ptr< **IShape** > &parent, const **Texture** &texture, **VertexF** pos, float radius)
- **ShapeCircle** (const std::shared_ptr< **IShape** > &parent, const **Texture** &texture, **RectF** geometry)
- **ShapeCircle** (const **ShapeCircle** &ex)
- virtual std::unique_ptr< **IShape** > **convert** (const **arc::IShapeLoader** &loader) const override

Additional Inherited Members

3.21.1 Detailed Description

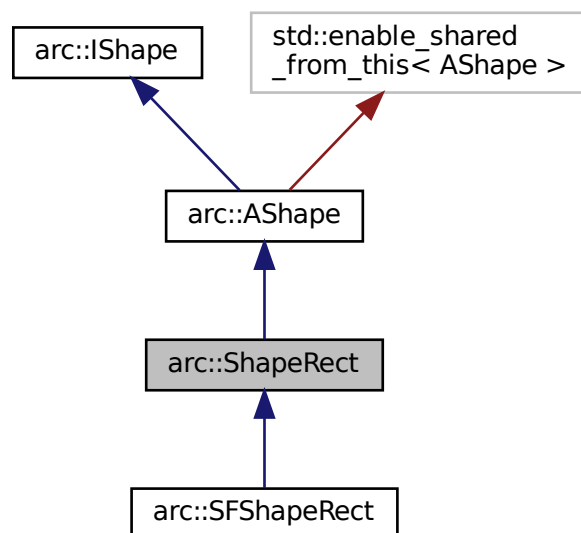
Definition at line 16 of file ShapeCircle.hpp.

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

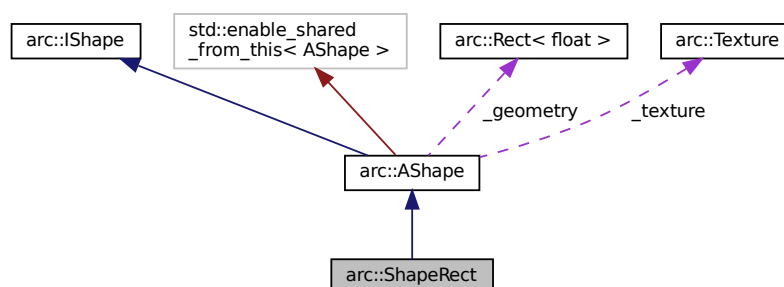
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeCircle.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeCircle.cpp

3.22 arc::ShapeRect Class Reference

Inheritance diagram for arc::ShapeRect:



Collaboration diagram for arc::ShapeRect:



Public Member Functions

- **ShapeRect** (const std::shared_ptr< **IShape** > &parent, const **Texture** &texture, **RectF** geometry)
- **ShapeRect** (const **ShapeRect** &ex)
- virtual std::unique_ptr< **IShape** > **convert** (const **arc::IShapeLoader** &loader) const override

Additional Inherited Members

3.22.1 Detailed Description

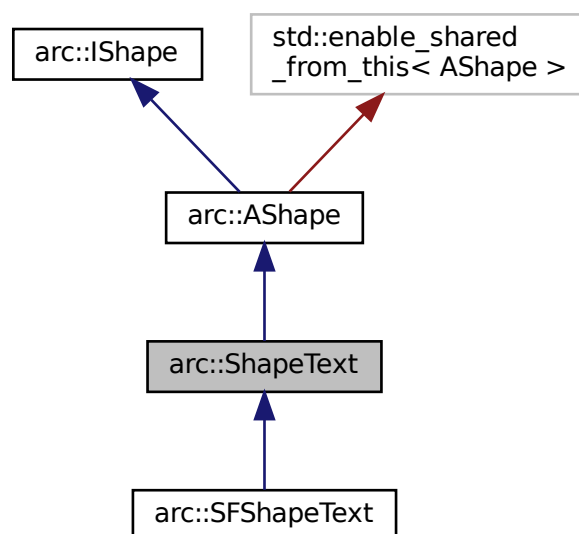
Definition at line 16 of file ShapeRect.hpp.

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

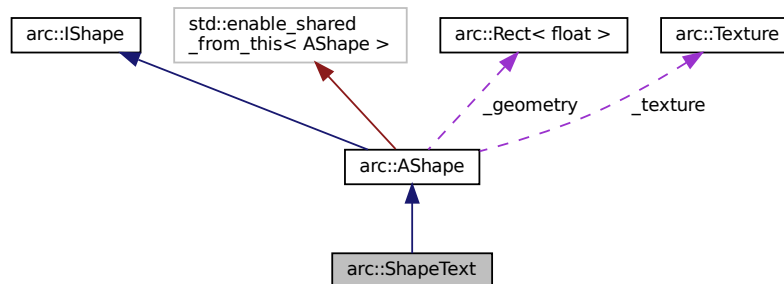
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeRect.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeRect.cpp

3.23 arc::ShapeText Class Reference

Inheritance diagram for arc::ShapeText:



Collaboration diagram for `arc::ShapeText`:



Public Member Functions

- **ShapeText** (const std::shared_ptr< **IShape** > &parent, const **Texture** &texture, **RectF** geometry, const std::string &text)
- **ShapeText** (const **ShapeText** &ex)
- const std::string & **getText** () const
- virtual std::unique_ptr< **IShape** > **convert** (const **arc::IShapeLoader** &loader) const override

Additional Inherited Members

3.23.1 Detailed Description

Definition at line 15 of file ShapeText.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeText.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/graphic/shape/ShapeText.cpp

3.24 arc::Texture Class Reference

Public Member Functions

- **Texture** (const std::string &)
- **Texture** (const **arc::Color** &fill, const **arc::Color** &line= **arc::Color**())
- **Texture** (const **arc::Texture** &)
- **arc::Texture** & **operator=** (const **arc::Texture** &)
- std::string **getFilePath** () const
- **arc::Color** **bgColor** () const
- **arc::Color** **lineColor** () const

3.24.1 Detailed Description

Definition at line 17 of file Texture.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Texture.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Texture.cpp

3.25 arc::uintVal Union Reference

Public Attributes

- uint64_t **_all**
- uint8_t **_part** [4]

3.25.1 Detailed Description

Definition at line 15 of file Color.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Color.hpp

3.26 arc::Vertex< T > Class Template Reference

Public Member Functions

- **Vertex** (const **Vertex**< T > &)
- **Vertex** (T x, T y)
- T **x** () const
- T **y** () const
- T & **rx** ()
- T & **ry** ()
- **Vertex** & **operator=** (const **Vertex**< T > &)
- **Vertex operator+** (const **Vertex**< T > &) const
- **Vertex operator-** (const **Vertex**< T > &) const
- **Vertex operator*** (const **Vertex**< T > &) const
- **Vertex operator/** (const **Vertex**< T > &) const
- **Vertex operator+** (T) const
- **Vertex operator-** (T) const
- **Vertex operator*** (T) const
- **Vertex operator/** (T) const

3.26.1 Detailed Description

```
template<class T>
class arc::Vertex< T >
```

Definition at line 16 of file Vertex.hpp.

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

- /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Vertex.hpp
- /home/louis_mallez/delivery/b4/cpp_arcade/src/std/Vertex.cpp

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