Car
Class

Felder
- BACKLEFT
- BACKRIGHT
- collisionArc
- collisionCorner
- collisionLine
- color
- controller
- dimension
- direction
- FRONTLEFT
- FRONTRIGHT
- maxAcceleration
- maxBraking
- maxSpeedFwd
- maxSpeedRew
- position
- speed
- weight

Methoden
- Car (+ 2 Überla...
- GetCollisionArc
- GetCollisionCor...
- GetColor
- GetController
- getCorner
- GetDimension
- GetDirection
- GetMaxAcceler...
- GetMaxBraking
- GetMaxSpeedF...
- GetMaxSpeedR...
- GetPosition
- GetSpeed
- GetWeight
- SetCollisionArc
- SetCollisionCor...
- SetCollisionLine...
- SetDirection
- SetMaxAcceler...
- SetMaxBraking
- SetMaxSpeedF...
- SetMaxSpeedR...
- SetPosition
- SetSpeed
- Update

Input
Class

Felder
- Acceleration
- Brake
- Direction

Methoden
- GetAccelleration
- GetBrake
- GetDirection
- Update

ModelPositions
Class

Felder
- directions
- objectModel
- positions
- scaleValue

Methoden
- DrawObjects
- GetCount
- getPosition
- ModelPositions...
- setScale

Display
Class

Felder
- actCart
- car
- carOffset
- carRotationOffs...
- carScaleValue
- device
- landscape
- maxDirections
- movingSpeed
- navigationHelper
- navPositionMat...
- NBpushed
- oldDirections
- projectionMatrix
- skies
- skiesFrom
- skiesTo
- USE_SMALL_SKI...
- viewMatrix
- Xrot
- Yrot

Methoden
- DisplayInit
- Draw
- DrawBackground
- DrawObject
- rotatedTranslati...
- Update

Physics
Class

Felder
- CollisionArc
- CollisionCorner
- g
- input
- InputAccelerati...
- InputCarBrake
- InputCarDirecti...
- maxAcc
- maxBrak
- my
- oldDirection
- oldPosition
- oldSpeed
- oldt
- pCart
- SpeedMax
- SpeedMaxRev
- t
- Weight

Methoden
- a
- Accelerate
- Brake
- Fres_y
- HandleCollision
- noInput
- Physics
- speedCheck
- Stear
- Update
- v_Fres

Math
Static Class

Methoden
- getAngle
- KMperHour
- MeterPerSecond

Collisiondetect
Class

Felder
- car
- innerBorder
- outerBorder

Methoden
- Collisiondetect
- detectCollision
- getCollisionarc
- SweepPoints

Sounds
Class

Felder
- BangSEI
- Bsei
- Content
- FDsei

Methoden
- getBangSEI
- getBrakesSEI
- getFinalDriveSEI
- Play (+ 1 Überl...
- PlayBangSound
- PlayBrakesSound
- PlayFinalDriveS...
- PlayGameMusic
- PlayMenuMusic...
- quitAllSEI
- setBangSEI
- setBrakesSEI
- setFinalDriveSEI
- Sounds
- StopMusic
- Update

Geschachtelte Typen