

Model Report

R-Type

Version • Proposed



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R-Type

Package in package 'Model'

R-Type
Version Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

Class Model diagram

Class diagram in package 'R-Type'

Class Model
Version 1.0

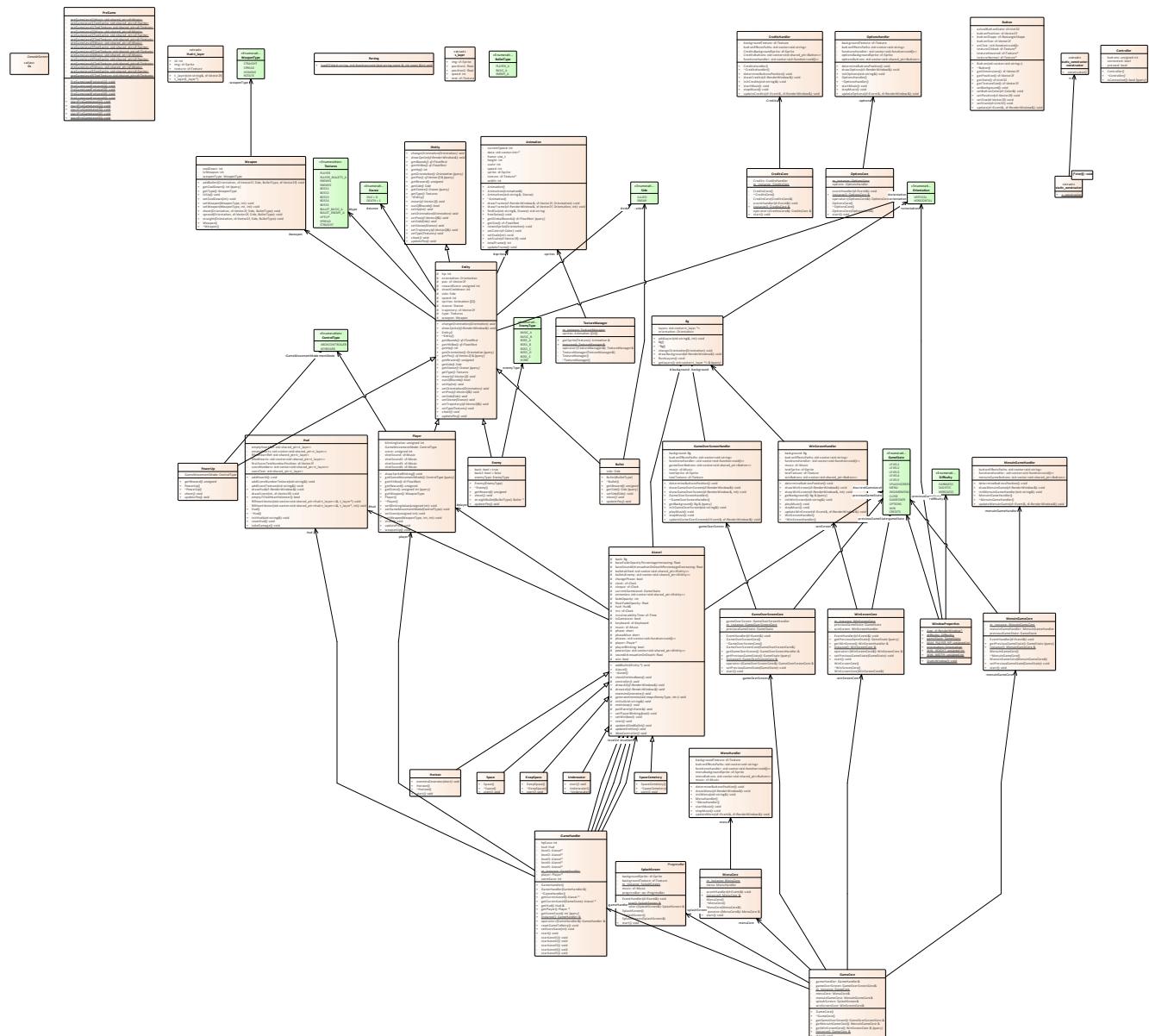


Figure 1: Class Model

buttonState

Package in package 'R-Type'

buttonState
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

buttonState diagram

Class diagram in package 'buttonState'

buttonState
Version 1.0
loic lopez created on 1/22/2018. Last modified 1/22/2018

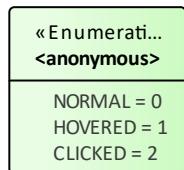


Figure 2:buttonState

<anonymous>

Enumeration «Enumeration» in package 'buttonState'

<anonymous>
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
◆ NORMAL : Public = 0 [Is static False. Containment is Not Specified.]
◆ HOVERED : Public = 1 [Is static False. Containment is Not Specified.]
◆ CLICKED : Public = 2 [Is static False. Containment is Not Specified.]

selbaward

Package in package 'R-Type'

selbaward
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

selbaward diagram

Class diagram in package 'selbaward'

selbaward
Version 1.0
loic lopez created on 1/22/2018. Last modified 1/22/2018

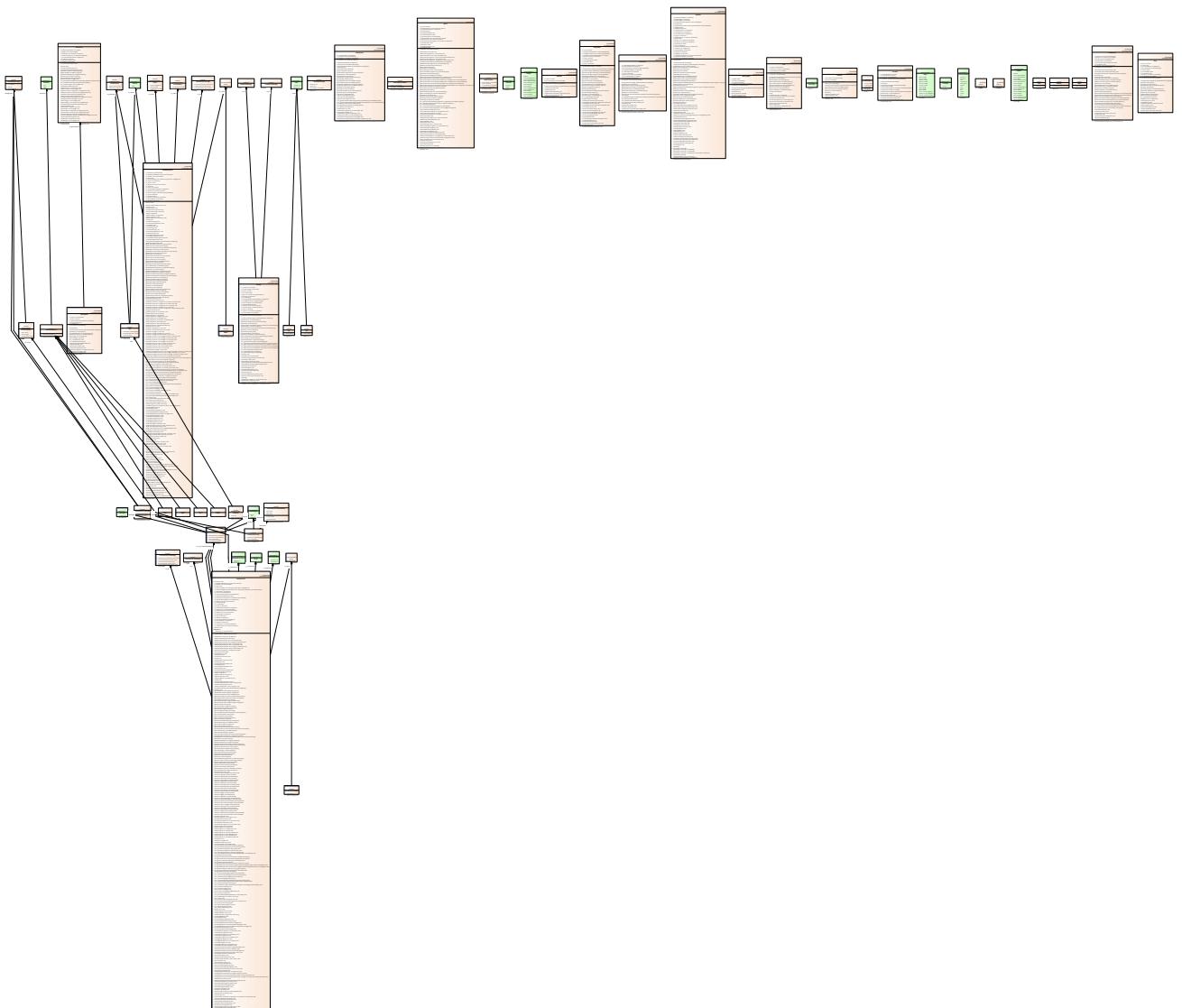


Figure 3:selbaward

Palette

Package in package 'selbaward'

Palette
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

Default

Package in package 'Palette'

Default
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

Default diagram

Class diagram in package 'Default'

Default
Version 1.0
loic lopez created on 1/22/2018. Last modified 1/22/2018

Figure 4: Default

Colors

Enumeration «Enumeration» in package 'Colors216Web'

Attributes		Colors
◆ x00 : Public = 0		[Is static False. Containment is Not Specified.]
◆ x03 : Public		[Is static False. Containment is Not Specified.]
◆ x06 : Public		[Is static False. Containment is Not Specified.]
◆ x09 : Public		[Is static False. Containment is Not Specified.]
◆ x0c : Public		[Is static False. Containment is Not Specified.]
◆ x0f : Public		[Is static False. Containment is Not Specified.]
◆ x30 : Public		[Is static False. Containment is Not Specified.]
◆ x33 : Public		[Is static False. Containment is Not Specified.]
◆ x36 : Public		[Is static False. Containment is Not Specified.]
◆ x39 : Public		[Is static False. Containment is Not Specified.]
◆ x3c : Public		[Is static False. Containment is Not Specified.]
◆ x3f : Public		

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ x060 : Public	[Is static False. Containment is Not Specified.]
◆ x063 : Public	[Is static False. Containment is Not Specified.]
◆ x066 : Public	[Is static False. Containment is Not Specified.]
◆ x069 : Public	[Is static False. Containment is Not Specified.]
◆ x06c : Public	[Is static False. Containment is Not Specified.]
◆ x06f : Public	[Is static False. Containment is Not Specified.]
◆ x090 : Public	[Is static False. Containment is Not Specified.]
◆ x093 : Public	[Is static False. Containment is Not Specified.]
◆ x096 : Public	[Is static False. Containment is Not Specified.]
◆ x099 : Public	[Is static False. Containment is Not Specified.]
◆ x09c : Public	[Is static False. Containment is Not Specified.]
◆ x09f : Public	[Is static False. Containment is Not Specified.]
◆ x0c0 : Public	[Is static False. Containment is Not Specified.]
◆ x0c3 : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ x0c6 : Public [Is static False. Containment is Not Specified.]
◆ x0c9 : Public [Is static False. Containment is Not Specified.]
◆ x0cc : Public [Is static False. Containment is Not Specified.]
◆ x0cf : Public [Is static False. Containment is Not Specified.]
◆ x0f0 : Public [Is static False. Containment is Not Specified.]
◆ x0f3 : Public [Is static False. Containment is Not Specified.]
◆ x0f6 : Public [Is static False. Containment is Not Specified.]
◆ x0f9 : Public [Is static False. Containment is Not Specified.]
◆ x0fc : Public [Is static False. Containment is Not Specified.]
◆ x0ff : Public [Is static False. Containment is Not Specified.]
◆ x300 : Public [Is static False. Containment is Not Specified.]
◆ x303 : Public [Is static False. Containment is Not Specified.]
◆ x306 : Public [Is static False. Containment is Not Specified.]
◆ x309 : Public [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ x30c : Public	[Is static False. Containment is Not Specified.]
◆ x30f : Public	[Is static False. Containment is Not Specified.]
◆ x330 : Public	[Is static False. Containment is Not Specified.]
◆ x333 : Public	[Is static False. Containment is Not Specified.]
◆ x336 : Public	[Is static False. Containment is Not Specified.]
◆ x339 : Public	[Is static False. Containment is Not Specified.]
◆ x33c : Public	[Is static False. Containment is Not Specified.]
◆ x33f : Public	[Is static False. Containment is Not Specified.]
◆ x360 : Public	[Is static False. Containment is Not Specified.]
◆ x363 : Public	[Is static False. Containment is Not Specified.]
◆ x366 : Public	[Is static False. Containment is Not Specified.]
◆ x369 : Public	[Is static False. Containment is Not Specified.]
◆ x36c : Public	[Is static False. Containment is Not Specified.]
◆ x36f : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ x390 : Public	[Is static False. Containment is Not Specified.]
◆ x393 : Public	[Is static False. Containment is Not Specified.]
◆ x396 : Public	[Is static False. Containment is Not Specified.]
◆ x399 : Public	[Is static False. Containment is Not Specified.]
◆ x39c : Public	[Is static False. Containment is Not Specified.]
◆ x39f : Public	[Is static False. Containment is Not Specified.]
◆ x3c0 : Public	[Is static False. Containment is Not Specified.]
◆ x3c3 : Public	[Is static False. Containment is Not Specified.]
◆ x3c6 : Public	[Is static False. Containment is Not Specified.]
◆ x3c9 : Public	[Is static False. Containment is Not Specified.]
◆ x3cc : Public	[Is static False. Containment is Not Specified.]
◆ x3cf : Public	[Is static False. Containment is Not Specified.]
◆ x3f0 : Public	[Is static False. Containment is Not Specified.]
◆ x3f3 : Public	[Is static False. Containment is Not Specified.]
◆ x3f6 : Public	

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ x3f9 : Public	[Is static False. Containment is Not Specified.]
◆ x3fc : Public	[Is static False. Containment is Not Specified.]
◆ x3ff : Public	[Is static False. Containment is Not Specified.]
◆ x600 : Public	[Is static False. Containment is Not Specified.]
◆ x603 : Public	[Is static False. Containment is Not Specified.]
◆ x606 : Public	[Is static False. Containment is Not Specified.]
◆ x609 : Public	[Is static False. Containment is Not Specified.]
◆ x60c : Public	[Is static False. Containment is Not Specified.]
◆ x60f : Public	[Is static False. Containment is Not Specified.]
◆ x630 : Public	[Is static False. Containment is Not Specified.]
◆ x633 : Public	[Is static False. Containment is Not Specified.]
◆ x636 : Public	[Is static False. Containment is Not Specified.]
◆ x639 : Public	[Is static False. Containment is Not Specified.]
◆ x63c : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ x63f : Public [Is static False. Containment is Not Specified.]
◆ x660 : Public [Is static False. Containment is Not Specified.]
◆ x663 : Public [Is static False. Containment is Not Specified.]
◆ x666 : Public [Is static False. Containment is Not Specified.]
◆ x669 : Public [Is static False. Containment is Not Specified.]
◆ x66c : Public [Is static False. Containment is Not Specified.]
◆ x66f : Public [Is static False. Containment is Not Specified.]
◆ x690 : Public [Is static False. Containment is Not Specified.]
◆ x693 : Public [Is static False. Containment is Not Specified.]
◆ x696 : Public [Is static False. Containment is Not Specified.]
◆ x699 : Public [Is static False. Containment is Not Specified.]
◆ x69c : Public [Is static False. Containment is Not Specified.]
◆ x69f : Public [Is static False. Containment is Not Specified.]
◆ x6c0 : Public [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ x6c3 : Public	[Is static False. Containment is Not Specified.]
◆ x6c6 : Public	[Is static False. Containment is Not Specified.]
◆ x6c9 : Public	[Is static False. Containment is Not Specified.]
◆ x6cc : Public	[Is static False. Containment is Not Specified.]
◆ x6cf : Public	[Is static False. Containment is Not Specified.]
◆ x6f0 : Public	[Is static False. Containment is Not Specified.]
◆ x6f3 : Public	[Is static False. Containment is Not Specified.]
◆ x6f6 : Public	[Is static False. Containment is Not Specified.]
◆ x6f9 : Public	[Is static False. Containment is Not Specified.]
◆ x6fc : Public	[Is static False. Containment is Not Specified.]
◆ x6ff : Public	[Is static False. Containment is Not Specified.]
◆ x900 : Public	[Is static False. Containment is Not Specified.]
◆ x903 : Public	[Is static False. Containment is Not Specified.]
◆ x906 : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ x909 : Public	[Is static False. Containment is Not Specified.]
◆ x90c : Public	[Is static False. Containment is Not Specified.]
◆ x90f : Public	[Is static False. Containment is Not Specified.]
◆ x930 : Public	[Is static False. Containment is Not Specified.]
◆ x933 : Public	[Is static False. Containment is Not Specified.]
◆ x936 : Public	[Is static False. Containment is Not Specified.]
◆ x939 : Public	[Is static False. Containment is Not Specified.]
◆ x93c : Public	[Is static False. Containment is Not Specified.]
◆ x93f : Public	[Is static False. Containment is Not Specified.]
◆ x960 : Public	[Is static False. Containment is Not Specified.]
◆ x963 : Public	[Is static False. Containment is Not Specified.]
◆ x966 : Public	[Is static False. Containment is Not Specified.]
◆ x969 : Public	[Is static False. Containment is Not Specified.]
◆ x96c : Public	[Is static False. Containment is Not Specified.]
◆ x96f : Public	

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ x990 : Public	[Is static False. Containment is Not Specified.]
◆ x993 : Public	[Is static False. Containment is Not Specified.]
◆ x996 : Public	[Is static False. Containment is Not Specified.]
◆ x999 : Public	[Is static False. Containment is Not Specified.]
◆ x99c : Public	[Is static False. Containment is Not Specified.]
◆ x99f : Public	[Is static False. Containment is Not Specified.]
◆ x9c0 : Public	[Is static False. Containment is Not Specified.]
◆ x9c3 : Public	[Is static False. Containment is Not Specified.]
◆ x9c6 : Public	[Is static False. Containment is Not Specified.]
◆ x9c9 : Public	[Is static False. Containment is Not Specified.]
◆ x9cc : Public	[Is static False. Containment is Not Specified.]
◆ x9cf : Public	[Is static False. Containment is Not Specified.]
◆ x9f0 : Public	[Is static False. Containment is Not Specified.]
◆ x9f3 : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ x9f6 : Public [Is static False. Containment is Not Specified.]
◆ x9f9 : Public [Is static False. Containment is Not Specified.]
◆ x9fc : Public [Is static False. Containment is Not Specified.]
◆ x9ff : Public [Is static False. Containment is Not Specified.]
◆ xc00 : Public [Is static False. Containment is Not Specified.]
◆ xc03 : Public [Is static False. Containment is Not Specified.]
◆ xc06 : Public [Is static False. Containment is Not Specified.]
◆ xc09 : Public [Is static False. Containment is Not Specified.]
◆ xc0c : Public [Is static False. Containment is Not Specified.]
◆ xc0f : Public [Is static False. Containment is Not Specified.]
◆ xc30 : Public [Is static False. Containment is Not Specified.]
◆ xc33 : Public [Is static False. Containment is Not Specified.]
◆ xc36 : Public [Is static False. Containment is Not Specified.]
◆ xc39 : Public [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ xc3c : Public	[Is static False. Containment is Not Specified.]
◆ xc3f : Public	[Is static False. Containment is Not Specified.]
◆ xc60 : Public	[Is static False. Containment is Not Specified.]
◆ xc63 : Public	[Is static False. Containment is Not Specified.]
◆ xc66 : Public	[Is static False. Containment is Not Specified.]
◆ xc69 : Public	[Is static False. Containment is Not Specified.]
◆ xc6c : Public	[Is static False. Containment is Not Specified.]
◆ xc6f : Public	[Is static False. Containment is Not Specified.]
◆ xc90 : Public	[Is static False. Containment is Not Specified.]
◆ xc93 : Public	[Is static False. Containment is Not Specified.]
◆ xc96 : Public	[Is static False. Containment is Not Specified.]
◆ xc99 : Public	[Is static False. Containment is Not Specified.]
◆ xc9c : Public	[Is static False. Containment is Not Specified.]
◆ xc9f : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ xcc0 : Public	[Is static False. Containment is Not Specified.]
◆ xcc3 : Public	[Is static False. Containment is Not Specified.]
◆ xcc6 : Public	[Is static False. Containment is Not Specified.]
◆ xcc9 : Public	[Is static False. Containment is Not Specified.]
◆ xccc : Public	[Is static False. Containment is Not Specified.]
◆ xccf : Public	[Is static False. Containment is Not Specified.]
◆ xcf0 : Public	[Is static False. Containment is Not Specified.]
◆ xcf3 : Public	[Is static False. Containment is Not Specified.]
◆ xcf6 : Public	[Is static False. Containment is Not Specified.]
◆ xcf9 : Public	[Is static False. Containment is Not Specified.]
◆ xfcf : Public	[Is static False. Containment is Not Specified.]
◆ xcff : Public	[Is static False. Containment is Not Specified.]
◆ xf00 : Public	[Is static False. Containment is Not Specified.]
◆ xf03 : Public	[Is static False. Containment is Not Specified.]
◆ xf06 : Public	

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ xf09 : Public	[Is static False. Containment is Not Specified.]
◆ xf0c : Public	[Is static False. Containment is Not Specified.]
◆ xf0f : Public	[Is static False. Containment is Not Specified.]
◆ xf30 : Public	[Is static False. Containment is Not Specified.]
◆ xf33 : Public	[Is static False. Containment is Not Specified.]
◆ xf36 : Public	[Is static False. Containment is Not Specified.]
◆ xf39 : Public	[Is static False. Containment is Not Specified.]
◆ xf3c : Public	[Is static False. Containment is Not Specified.]
◆ xf3f : Public	[Is static False. Containment is Not Specified.]
◆ xf60 : Public	[Is static False. Containment is Not Specified.]
◆ xf63 : Public	[Is static False. Containment is Not Specified.]
◆ xf66 : Public	[Is static False. Containment is Not Specified.]
◆ xf69 : Public	[Is static False. Containment is Not Specified.]
◆ xf6c : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ xf6f : Public [Is static False. Containment is Not Specified.]
◆ xf90 : Public [Is static False. Containment is Not Specified.]
◆ xf93 : Public [Is static False. Containment is Not Specified.]
◆ xf96 : Public [Is static False. Containment is Not Specified.]
◆ xf99 : Public [Is static False. Containment is Not Specified.]
◆ xf9c : Public [Is static False. Containment is Not Specified.]
◆ xf9f : Public [Is static False. Containment is Not Specified.]
◆ xfc0 : Public [Is static False. Containment is Not Specified.]
◆ xfc3 : Public [Is static False. Containment is Not Specified.]
◆ xfc6 : Public [Is static False. Containment is Not Specified.]
◆ xfc9 : Public [Is static False. Containment is Not Specified.]
◆ xfcc : Public [Is static False. Containment is Not Specified.]
◆ xfcf : Public [Is static False. Containment is Not Specified.]
◆ xff0 : Public [Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ xff3 : Public [Is static False. Containment is Not Specified.]
◆ xff6 : Public [Is static False. Containment is Not Specified.]
◆ xff9 : Public [Is static False. Containment is Not Specified.]
◆ xffc : Public [Is static False. Containment is Not Specified.]
◆ xfff : Public [Is static False. Containment is Not Specified.]

Colors2BlackWhite

Package in package 'Palette'

Colors2BlackWhite
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

Colors2BlackWhite diagram

Class diagram in package 'Colors2BlackWhite'

Colors2BlackWhite
Version 1.0
loic lopez created on 1/22/2018. Last modified 1/22/2018



Figure 5: Colors2BlackWhite

Colors

Enumeration «Enumeration» in package 'Colors2BlackWhite'

Colors
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
◆ Black : Public = 0 [Is static False. Containment is Not Specified.]
◆ White : Public [Is static False. Containment is Not Specified.]

Colors2WhiteBlack

Package in package 'Palette'

Colors2WhiteBlack
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

Colors2WhiteBlack diagram

Class diagram in package 'Colors2WhiteBlack'

Colors2WhiteBlack
Version 1.0
loic lopez created on 1/22/2018. Last modified 1/22/2018

Figure 6: Colors2WhiteBlack

Colors8Rgb

Package in package 'Palette'

Colors8Rgb
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

Colors8Rgb diagram

Class diagram in package 'Colors8Rgb'

Colors8Rgb
Version 1.0
loic lopez created on 1/22/2018. Last modified 1/22/2018

Figure 7: Colors8Rgb

Colors16Cga

Package in package 'Palette'

Colors16Cga
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

Colors16Cga diagram

Class diagram in package 'Colors16Cga'

Colors16Cga
Version 1.0
loic lopez created on 1/22/2018. Last modified 1/22/2018

Figure 8: Colors16Cga

Colors16CgaNonIbm

Package in package 'Palette'

Colors16CgaNonIbm
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

Colors16CgaNonIbm diagram

Class diagram in package 'Colors16CgaNonIbm'

Colors16CgaNonIbm
Version 1.0
loic lopez created on 1/22/2018. Last modified 1/22/2018

Figure 9: Colors16CgaNonIbm

Colors16Windows

Package in package 'Palette'

Colors16Windows
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

Colors16Windows diagram

Class diagram in package 'Colors16Windows'

Colors16Windows
Version 1.0
loic lopez created on 1/22/2018. Last modified 1/22/2018

Figure 10: Colors16Windows

Colors16Mac

Package in package 'Palette'

Colors16Mac
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

Colors16Mac diagram

Class diagram in package 'Colors16Mac'

Colors16Mac
Version 1.0
loic lopez created on 1/22/2018. Last modified 1/22/2018

Figure 11: Colors16Mac

Colors16ZxSpectrum

Package in package 'Palette'

Colors16ZxSpectrum
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

Colors16ZxSpectrum diagram

Class diagram in package 'Colors16ZxSpectrum'

Colors16ZxSpectrum
Version 1.0
loic lopez created on 1/22/2018. Last modified 1/22/2018

Figure 12: Colors16ZxSpectrum

Colors16Html

Package in package 'Palette'

Colors16Html
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

Colors16Html diagram

Class diagram in package 'Colors16Html'

Colors16Html
Version 1.0
loic lopez created on 1/22/2018. Last modified 1/22/2018

Figure 13: Colors16Html

Colors216Web

Package in package 'Palette'

Colors216Web
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

Colors216Web diagram

Class diagram in package 'Colors216Web'

Colors216Web
Version 1.0
loic lopez created on 1/22/2018. Last modified 1/22/2018

Figure 14: Colors216Web

Colors

Enumeration «Enumeration» in package 'Colors216Web'

Colors
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
◆ x00 : Public = 0 [Is static False. Containment is Not Specified.]
◆ x003 : Public [Is static False. Containment is Not Specified.]
◆ x006 : Public [Is static False. Containment is Not Specified.]
◆ x009 : Public [Is static False. Containment is Not Specified.]
◆ x00c : Public

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ x00f : Public	[Is static False. Containment is Not Specified.]
◆ x030 : Public	[Is static False. Containment is Not Specified.]
◆ x033 : Public	[Is static False. Containment is Not Specified.]
◆ x036 : Public	[Is static False. Containment is Not Specified.]
◆ x039 : Public	[Is static False. Containment is Not Specified.]
◆ x03c : Public	[Is static False. Containment is Not Specified.]
◆ x03f : Public	[Is static False. Containment is Not Specified.]
◆ x060 : Public	[Is static False. Containment is Not Specified.]
◆ x063 : Public	[Is static False. Containment is Not Specified.]
◆ x066 : Public	[Is static False. Containment is Not Specified.]
◆ x069 : Public	[Is static False. Containment is Not Specified.]
◆ x06c : Public	[Is static False. Containment is Not Specified.]
◆ x06f : Public	[Is static False. Containment is Not Specified.]
◆ x090 : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ x093 : Public [Is static False. Containment is Not Specified.]
◆ x096 : Public [Is static False. Containment is Not Specified.]
◆ x099 : Public [Is static False. Containment is Not Specified.]
◆ x09c : Public [Is static False. Containment is Not Specified.]
◆ x09f : Public [Is static False. Containment is Not Specified.]
◆ x0c0 : Public [Is static False. Containment is Not Specified.]
◆ x0c3 : Public [Is static False. Containment is Not Specified.]
◆ x0c6 : Public [Is static False. Containment is Not Specified.]
◆ x0c9 : Public [Is static False. Containment is Not Specified.]
◆ x0cc : Public [Is static False. Containment is Not Specified.]
◆ x0cf : Public [Is static False. Containment is Not Specified.]
◆ x0f0 : Public [Is static False. Containment is Not Specified.]
◆ x0f3 : Public [Is static False. Containment is Not Specified.]
◆ x0f6 : Public [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ x0f9 : Public	[Is static False. Containment is Not Specified.]
◆ x0fc : Public	[Is static False. Containment is Not Specified.]
◆ xOff : Public	[Is static False. Containment is Not Specified.]
◆ x300 : Public	[Is static False. Containment is Not Specified.]
◆ x303 : Public	[Is static False. Containment is Not Specified.]
◆ x306 : Public	[Is static False. Containment is Not Specified.]
◆ x309 : Public	[Is static False. Containment is Not Specified.]
◆ x30c : Public	[Is static False. Containment is Not Specified.]
◆ x30f : Public	[Is static False. Containment is Not Specified.]
◆ x330 : Public	[Is static False. Containment is Not Specified.]
◆ x333 : Public	[Is static False. Containment is Not Specified.]
◆ x336 : Public	[Is static False. Containment is Not Specified.]
◆ x339 : Public	[Is static False. Containment is Not Specified.]
◆ x33c : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ x33f : Public	[Is static False. Containment is Not Specified.]
◆ x360 : Public	[Is static False. Containment is Not Specified.]
◆ x363 : Public	[Is static False. Containment is Not Specified.]
◆ x366 : Public	[Is static False. Containment is Not Specified.]
◆ x369 : Public	[Is static False. Containment is Not Specified.]
◆ x36c : Public	[Is static False. Containment is Not Specified.]
◆ x36f : Public	[Is static False. Containment is Not Specified.]
◆ x390 : Public	[Is static False. Containment is Not Specified.]
◆ x393 : Public	[Is static False. Containment is Not Specified.]
◆ x396 : Public	[Is static False. Containment is Not Specified.]
◆ x399 : Public	[Is static False. Containment is Not Specified.]
◆ x39c : Public	[Is static False. Containment is Not Specified.]
◆ x39f : Public	[Is static False. Containment is Not Specified.]
◆ x3c0 : Public	[Is static False. Containment is Not Specified.]
◆ x3c3 : Public	

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ x3c6 : Public	[Is static False. Containment is Not Specified.]
◆ x3c9 : Public	[Is static False. Containment is Not Specified.]
◆ x3cc : Public	[Is static False. Containment is Not Specified.]
◆ x3cf : Public	[Is static False. Containment is Not Specified.]
◆ x3f0 : Public	[Is static False. Containment is Not Specified.]
◆ x3f3 : Public	[Is static False. Containment is Not Specified.]
◆ x3f6 : Public	[Is static False. Containment is Not Specified.]
◆ x3f9 : Public	[Is static False. Containment is Not Specified.]
◆ x3fc : Public	[Is static False. Containment is Not Specified.]
◆ x3ff : Public	[Is static False. Containment is Not Specified.]
◆ x600 : Public	[Is static False. Containment is Not Specified.]
◆ x603 : Public	[Is static False. Containment is Not Specified.]
◆ x606 : Public	[Is static False. Containment is Not Specified.]
◆ x609 : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ x60c : Public [Is static False. Containment is Not Specified.]
◆ x60f : Public [Is static False. Containment is Not Specified.]
◆ x630 : Public [Is static False. Containment is Not Specified.]
◆ x633 : Public [Is static False. Containment is Not Specified.]
◆ x636 : Public [Is static False. Containment is Not Specified.]
◆ x639 : Public [Is static False. Containment is Not Specified.]
◆ x63c : Public [Is static False. Containment is Not Specified.]
◆ x63f : Public [Is static False. Containment is Not Specified.]
◆ x660 : Public [Is static False. Containment is Not Specified.]
◆ x663 : Public [Is static False. Containment is Not Specified.]
◆ x666 : Public [Is static False. Containment is Not Specified.]
◆ x669 : Public [Is static False. Containment is Not Specified.]
◆ x66c : Public [Is static False. Containment is Not Specified.]
◆ x66f : Public [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ x690 : Public	[Is static False. Containment is Not Specified.]
◆ x693 : Public	[Is static False. Containment is Not Specified.]
◆ x696 : Public	[Is static False. Containment is Not Specified.]
◆ x699 : Public	[Is static False. Containment is Not Specified.]
◆ x69c : Public	[Is static False. Containment is Not Specified.]
◆ x69f : Public	[Is static False. Containment is Not Specified.]
◆ x6c0 : Public	[Is static False. Containment is Not Specified.]
◆ x6c3 : Public	[Is static False. Containment is Not Specified.]
◆ x6c6 : Public	[Is static False. Containment is Not Specified.]
◆ x6c9 : Public	[Is static False. Containment is Not Specified.]
◆ x6cc : Public	[Is static False. Containment is Not Specified.]
◆ x6cf : Public	[Is static False. Containment is Not Specified.]
◆ x6f0 : Public	[Is static False. Containment is Not Specified.]
◆ x6f3 : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ x6f6 : Public	[Is static False. Containment is Not Specified.]
◆ x6f9 : Public	[Is static False. Containment is Not Specified.]
◆ x6fc : Public	[Is static False. Containment is Not Specified.]
◆ x6ff : Public	[Is static False. Containment is Not Specified.]
◆ x900 : Public	[Is static False. Containment is Not Specified.]
◆ x903 : Public	[Is static False. Containment is Not Specified.]
◆ x906 : Public	[Is static False. Containment is Not Specified.]
◆ x909 : Public	[Is static False. Containment is Not Specified.]
◆ x90c : Public	[Is static False. Containment is Not Specified.]
◆ x90f : Public	[Is static False. Containment is Not Specified.]
◆ x930 : Public	[Is static False. Containment is Not Specified.]
◆ x933 : Public	[Is static False. Containment is Not Specified.]
◆ x936 : Public	[Is static False. Containment is Not Specified.]
◆ x939 : Public	[Is static False. Containment is Not Specified.]
◆ x93c : Public	

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ x93f : Public	[Is static False. Containment is Not Specified.]
◆ x960 : Public	[Is static False. Containment is Not Specified.]
◆ x963 : Public	[Is static False. Containment is Not Specified.]
◆ x966 : Public	[Is static False. Containment is Not Specified.]
◆ x969 : Public	[Is static False. Containment is Not Specified.]
◆ x96c : Public	[Is static False. Containment is Not Specified.]
◆ x96f : Public	[Is static False. Containment is Not Specified.]
◆ x990 : Public	[Is static False. Containment is Not Specified.]
◆ x993 : Public	[Is static False. Containment is Not Specified.]
◆ x996 : Public	[Is static False. Containment is Not Specified.]
◆ x999 : Public	[Is static False. Containment is Not Specified.]
◆ x99c : Public	[Is static False. Containment is Not Specified.]
◆ x99f : Public	[Is static False. Containment is Not Specified.]
◆ x9c0 : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ x9c3 : Public [Is static False. Containment is Not Specified.]
◆ x9c6 : Public [Is static False. Containment is Not Specified.]
◆ x9c9 : Public [Is static False. Containment is Not Specified.]
◆ x9cc : Public [Is static False. Containment is Not Specified.]
◆ x9cf : Public [Is static False. Containment is Not Specified.]
◆ x9f0 : Public [Is static False. Containment is Not Specified.]
◆ x9f3 : Public [Is static False. Containment is Not Specified.]
◆ x9f6 : Public [Is static False. Containment is Not Specified.]
◆ x9f9 : Public [Is static False. Containment is Not Specified.]
◆ x9fc : Public [Is static False. Containment is Not Specified.]
◆ x9ff : Public [Is static False. Containment is Not Specified.]
◆ xc00 : Public [Is static False. Containment is Not Specified.]
◆ xc03 : Public [Is static False. Containment is Not Specified.]
◆ xc06 : Public [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ xc09 : Public	[Is static False. Containment is Not Specified.]
◆ xc0c : Public	[Is static False. Containment is Not Specified.]
◆ xc0f : Public	[Is static False. Containment is Not Specified.]
◆ xc30 : Public	[Is static False. Containment is Not Specified.]
◆ xc33 : Public	[Is static False. Containment is Not Specified.]
◆ xc36 : Public	[Is static False. Containment is Not Specified.]
◆ xc39 : Public	[Is static False. Containment is Not Specified.]
◆ xc3c : Public	[Is static False. Containment is Not Specified.]
◆ xc3f : Public	[Is static False. Containment is Not Specified.]
◆ xc60 : Public	[Is static False. Containment is Not Specified.]
◆ xc63 : Public	[Is static False. Containment is Not Specified.]
◆ xc66 : Public	[Is static False. Containment is Not Specified.]
◆ xc69 : Public	[Is static False. Containment is Not Specified.]
◆ xc6c : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ xc6f : Public	[Is static False. Containment is Not Specified.]
◆ xc90 : Public	[Is static False. Containment is Not Specified.]
◆ xc93 : Public	[Is static False. Containment is Not Specified.]
◆ xc96 : Public	[Is static False. Containment is Not Specified.]
◆ xc99 : Public	[Is static False. Containment is Not Specified.]
◆ xc9c : Public	[Is static False. Containment is Not Specified.]
◆ xc9f : Public	[Is static False. Containment is Not Specified.]
◆ xcc0 : Public	[Is static False. Containment is Not Specified.]
◆ xcc3 : Public	[Is static False. Containment is Not Specified.]
◆ xcc6 : Public	[Is static False. Containment is Not Specified.]
◆ xcc9 : Public	[Is static False. Containment is Not Specified.]
◆ xccc : Public	[Is static False. Containment is Not Specified.]
◆ xccf : Public	[Is static False. Containment is Not Specified.]
◆ xcf0 : Public	[Is static False. Containment is Not Specified.]
◆ xcf3 : Public	

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ xcf6 : Public	[Is static False. Containment is Not Specified.]
◆ xcf9 : Public	[Is static False. Containment is Not Specified.]
◆ xfcf : Public	[Is static False. Containment is Not Specified.]
◆ xcff : Public	[Is static False. Containment is Not Specified.]
◆ xf00 : Public	[Is static False. Containment is Not Specified.]
◆ xf03 : Public	[Is static False. Containment is Not Specified.]
◆ xf06 : Public	[Is static False. Containment is Not Specified.]
◆ xf09 : Public	[Is static False. Containment is Not Specified.]
◆ xf0c : Public	[Is static False. Containment is Not Specified.]
◆ xf0f : Public	[Is static False. Containment is Not Specified.]
◆ xf30 : Public	[Is static False. Containment is Not Specified.]
◆ xf33 : Public	[Is static False. Containment is Not Specified.]
◆ xf36 : Public	[Is static False. Containment is Not Specified.]
◆ xf39 : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ xf3c : Public [Is static False. Containment is Not Specified.]
◆ xf3f : Public [Is static False. Containment is Not Specified.]
◆ xf60 : Public [Is static False. Containment is Not Specified.]
◆ xf63 : Public [Is static False. Containment is Not Specified.]
◆ xf66 : Public [Is static False. Containment is Not Specified.]
◆ xf69 : Public [Is static False. Containment is Not Specified.]
◆ xf6c : Public [Is static False. Containment is Not Specified.]
◆ xf6f : Public [Is static False. Containment is Not Specified.]
◆ xf90 : Public [Is static False. Containment is Not Specified.]
◆ xf93 : Public [Is static False. Containment is Not Specified.]
◆ xf96 : Public [Is static False. Containment is Not Specified.]
◆ xf99 : Public [Is static False. Containment is Not Specified.]
◆ xf9c : Public [Is static False. Containment is Not Specified.]
◆ xf9f : Public [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ xfc0 : Public	[Is static False. Containment is Not Specified.]
◆ xfc3 : Public	[Is static False. Containment is Not Specified.]
◆ xfc6 : Public	[Is static False. Containment is Not Specified.]
◆ xfc9 : Public	[Is static False. Containment is Not Specified.]
◆ xfcc : Public	[Is static False. Containment is Not Specified.]
◆ xfcf : Public	[Is static False. Containment is Not Specified.]
◆ xff0 : Public	[Is static False. Containment is Not Specified.]
◆ xff3 : Public	[Is static False. Containment is Not Specified.]
◆ xff6 : Public	[Is static False. Containment is Not Specified.]
◆ xff9 : Public	[Is static False. Containment is Not Specified.]
◆ xffc : Public	[Is static False. Containment is Not Specified.]
◆ xfff : Public	[Is static False. Containment is Not Specified.]

Bg

Class «struct» in package 'selbaward'

Bg

ATTRIBUTES

◆ color : Color Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

↙ Association (direction: Source -> Destination)

Source: Public (Class) Bg «struct»

Target: Public color (Enumeration) Color «Enumeration»

OPERATIONS

◆ Bg (backgroundColor : Color) : Public

Properties:

initializer = color(backgroundColor)
 bodyLocation = classDec

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

BitmapFont

Class in package 'selbaward'

SW Bitmap Font v1.1.0

BitmapFont

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ELEMENTS OWNED BY BitmapFont

█ Glyph : Class «struct»

ATTRIBUTES

◆ m_defaultTextureRect : sf::IntRect Private

[Is static False. Containment is Not Specified.]

◆ m_glyphs : std::vector<Glyph> Private

[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ m_kernings : std::map<std::string, int>	Private Properties: mutable = true [Is static False. Containment is Not Specified.]
◆ m_mExternalTexture : sf::Texture*	Private Const [Is static False. Containment is Not Specified.]
◆ m_numberOfTilesPerRow : unsigned int	Private [Is static False. Containment is Not Specified.]
◆ m_texture : sf::Texture	Private [Is static False. Containment is Not Specified.]
◆ m_throwExceptions : bool	Private [Is static False. Containment is Not Specified.]
◆ m_tileSize : sf::Vector2u	Private [Is static False. Containment is Not Specified.]
◆ m_useExternalTexture : bool	Private [Is static False. Containment is Not Specified.]

ASSOCIATIONS	
↙ Association (direction: Source -> Destination)	Source: Public (Class) BitmapText Target: Private m_pBitmapFont (Class) BitmapFont

OPERATIONS	
◆ BitmapFont ()	: Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ clearAllTextureRects ()	: void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ clearTextureRect (glyphIndex : unsigned int)	: void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getGlyph (glyphIndex : unsigned int)	: Glyph Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ getKerning (glyphPair : std::string&) : int Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getNumberOfGlyphs () : unsigned int Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getTexture () : sf::Texture* Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getThrowExceptions () : bool Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ loadTexture (filename : std::string&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_getGlyphWithDefaultTextureRect (glyphIndex : unsigned int) : Glyph Private Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_isGlyphIndexValid (glyphIndex : unsigned int) : bool Private Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_setKerning (kerning : int , glyphs : std::string&) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setAllGlyphsToDefault () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBaseline (baseline : int , glyphIndex : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBaseline (baseline : int , glyphs : std::string&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBaselines (baseline : int , numberOfGlyphs : unsigned int , initialGlyphIndex : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBaselines (baselines : std::vector<int>& , initialGlyphIndex : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setDefaultTextureRect (defaultTextureRect : sf::IntRect&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ setExternalTexture (externalTexture : sf::Texture&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setGlyphsToDefault (numberOfGlyphs : unsigned int , glyphIndex : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setGlyphToDefault (glyphIndex : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setKerning (kerning : int , glyphPairs : std::string&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setKerning (kerning : int , glyphPairs : std::vector<std::string>&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setNumberOfTilesPerRow (numberOfTilesPerRow : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setSmooth (smooth : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setStartX (startX : int , glyphIndex : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setStartX (startX : int , glyphs : std::string&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setStartXs (startX : int , numberOfGlyphs : unsigned int , initialGlyphIndex : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setStartXs (startXs : std::vector<int>& , initialGlyphIndex : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextureRect (textureRect : sf::IntRect& , glyphIndex : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextureRects (textureRects : std::vector<sf::IntRect>& , initialGlyphIndex : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setThrowExceptions (throwExceptions : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setWidth (width : int , glyphIndex : unsigned int) : void Public

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setWidth (width : int , glyphs : std::string&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setWidths (width : int , numberOfGlyphs : unsigned int , initialGlyphIndex : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setWidths (widths : std::vector<int>& , initialGlyphIndex : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Glyph

Class «struct» owned by 'BitmapFont', in package 'selbaward'

Glyph

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
◆ baseline : int Public negative numbers represent counting from bottom e.g. -1 is bottom line, -2 is 1 above bottom. [Is static False. Containment is Not Specified.]
◆ startX : int Public negative numbers represent actual negative values [Is static False. Containment is Not Specified.]
◆ textureRect : sf::IntRect Public [Is static False. Containment is Not Specified.]
◆ useDefaultTextureRect : bool Public = true [Is static False. Containment is Not Specified.]
◆ width : int Public zero and below represent counting from full texture rect width e.g. 0 is full width, -1 is 1 less than full width. [Is static False. Containment is Not Specified.]

BitmapText

Class in package 'selbaward'

SW Bitmap Text v1.1.1

BitmapText
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends sf::Drawable, sf::Transformable

ATTRIBUTES

- ◆ m_bounds : sf::FloatRect Private

[Is static False. Containment is Not Specified.]
- ◆ m_color : sf::Color Private

[Is static False. Containment is Not Specified.]
- ◆ m_pBitmapFont : BitmapFont* Private Const

[Is static False. Containment is Not Specified.]
- ◆ m_string : std::string Private

[Is static False. Containment is Not Specified.]
- ◆ m_tracking : int Private

[Is static False. Containment is Not Specified.]
- ◆ m_vertices : sf::VertexArray Private

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

- ✍ Association (direction: Source -> Destination)

Source: Public (Class) BitmapText

Target: Private m_pBitmapFont (Class)
BitmapFont

OPERATIONS

- ◆ BitmapText () : Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
- ◆ draw (target : sf::RenderTarget&, states : sf::RenderStates) : void Private

[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
- ◆ getColor () : sf::Color Public Const

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getGlobalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getLocalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getString () : std::string Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getTracking () : int Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_updateColor () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_updateVertices () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBitmapFont (bitmapFont : BitmapFont&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBitmapFont () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColor (color : sf::Color&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setScale (scale : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setScale (scaleX : unsigned int , scaleY : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setScale (scale : sf::Vector2u) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setString (string : std::string&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTracking (tracking : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS

Cell

Class «struct» in package 'selbaward'

Cell

Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

◆ attributes : CellAttributes Public

[Is static False. Containment is Not Specified.]

◆ backgroundColor : sf::Color Public

[Is static False. Containment is Not Specified.]

◆ color : sf::Color Public

[Is static False. Containment is Not Specified.]

◆ stretch : Stretch Public

[Is static False. Containment is Not Specified.]

◆ value : unsigned int Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

Source: Public (Class) Cell «struct»

Target: Public stretch (Enumeration) Stretch
«Enumeration»

✍ Association (direction: Source -> Destination)

Source: Public (Class) Cell «struct»

Target: Public attributes (Class) CellAttributes
«struct»

✍ Association (direction: Source -> Destination)

Source: Public (Class) StackCell «struct»

Target: Public cell (Class) Cell «struct»

Char

Class «struct» in package 'selbaward'

Char
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

- ◆ character : char Public

[Is static False. Containment is Not Specified.]

OPERATIONS

- ◆ Char (singleCharacter : char) : Public

Properties:

explicit = true
initializer = character(singleCharacter)
bodyLocation = classDec
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

ConsoleScreen

Class in package 'selbaward'

SW Console Screen v2.4.0

ConsoleScreen
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends sf::Drawable, sf::Transformable

ELEMENTS OWNED BY ConsoleScreen

- ▣ ActionFlags : Class «struct»

- ▣ Buffer : Class «struct»

buffers

- ▣ Cell : Class «struct»

- ▣ CellAttributes : Class «struct»

ELEMENTS OWNED BY ConsoleScreen	
■ Cells : Class «alias»	definition
■ Color : Class «struct»	
■ ColorPair : Class «struct»	
■ CursorProperties : Class «struct»	
■ Location : Class «alias»	
■ Offset : Class «alias»	
■ PrintProperties : Class «struct»	
■ StackCell : Class «struct»	
■ StateFlags : Class «struct»	
■ Affect : Enumeration «Enumeration»	
■ ColorType : Enumeration «Enumeration»	
■ CursorCommand : Enumeration «Enumeration»	
■ PrintType : Enumeration «Enumeration»	
■ StretchType : Enumeration «Enumeration»	

INCOMING STRUCTURAL RELATIONSHIPS	
⇒ Generalization from «alias» Cs to ConsoleScreen	[Direction is 'Source -> Destination'.]

ATTRIBUTES	
◆ __unnamed_2 : ColorCommand Public	

ATTRIBUTES	
Properties: bitfield = int	[Stereotype is «alignment». Is static False. Containment is Not Specified.]
◆ __unnamed_3 : Direct Public	
Properties: bitfield = int	[Stereotype is «alignment». Is static False. Containment is Not Specified.]
◆ __unnamed_4 : TargetBufferCommand Public	
Properties: bitfield = int	[Stereotype is «alignment». Is static False. Containment is Not Specified.]
◆ Direction : class Public	[Is static False. Containment is Not Specified.]
◆ m_backgroundDisplay : std::vector<sf::Vertex> Private	[Is static False. Containment is Not Specified.]
◆ m_buffers : std::vector<Buffer> Private	[Is static False. Containment is Not Specified.]
◆ m_cells : Cells Private	[Is static False. Containment is Not Specified.]
◆ m_characterMap : std::unordered_map<char, unsigned int> Private	
character map (character mapped to cell value)	[Is static False. Containment is Not Specified.]
◆ m_characterMapCursorCommand : std::unordered_map<char, CursorCommand> Private	
character map for cursor commands (character mapped to a cursor command)	[Is static False. Containment is Not Specified.]
◆ m_clearValue : unsigned int Private	
value to use when clearing a cell	[Is static False. Containment is Not Specified.]
◆ m_cursor : CursorProperties Private	
cursor	[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ m_cursorPrintProperties : PrintProperties Private print properties [Is static False. Containment is Not Specified.]
◆ m_darkAttributeMultiplier : float Private sf::Color is multiplied by this amount when the cell's dark attribute is enabled [Is static False. Containment is Not Specified.]
◆ m_defaultPrintProperties : PrintProperties Private Const [Is static False. Containment is Not Specified.]
◆ m_directPrintProperties : PrintProperties Private [Is static False. Containment is Not Specified.]
◆ m_display : std::vector<sf::Vertex> Private visual representation [Is static False. Containment is Not Specified.]
◆ m_do : ActionFlags Private flags [Is static False. Containment is Not Specified.]
◆ m_is : StateFlags Private [Is static False. Containment is Not Specified.]
◆ m_mode : sf::Vector2u Private [Is static False. Containment is Not Specified.]
◆ m_numberOfTilesPerRow : unsigned int Private [Is static False. Containment is Not Specified.]
◆ m_overCells : std::vector<StackCell> Private stack (under- and over-drawing) definition [Is static False. Containment is Not Specified.]
◆ m_overDisplay : std::vector<sf::Vertex> Private [Is static False. Containment is Not Specified.]
◆ m_palette : std::vector<sf::Color> Private

ATTRIBUTES	
colour palette	[Is static False. Containment is Not Specified.]
◊ m_readLength : unsigned int Private	
read	[Is static False. Containment is Not Specified.]
◊ m_size : sf::Vector2f Private	[Is static False. Containment is Not Specified.]
◊ m_tabSize : unsigned int Private	[Is static False. Containment is Not Specified.]
tab	[Is static False. Containment is Not Specified.]
◊ m_texture : sf::Texture* Private Const	[Is static False. Containment is Not Specified.]
◊ m_textureOffset : sf::Vector2u Private	[Is static False. Containment is Not Specified.]
◊ m_tileSize : sf::Vector2u Private	[Is static False. Containment is Not Specified.]
◊ m_underCells : std::vector<StackCell> Private	[Is static False. Containment is Not Specified.]
◊ m_underDisplay : std::vector<sf::Vertex> Private	[Is static False. Containment is Not Specified.]
◊ Palette : class Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
◊ Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreen	Target: Private m_cursorPrintProperties (Class) PrintProperties «struct»
◊ Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreen	Target: Private m_is (Class) StateFlags

ASSOCIATIONS	
«struct»	
 Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreen	Target: Private m_cells (Class) Cells «alias»
 Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreen	Target: Public __unnamed_4 (Enumeration) TargetBufferCommand «Enumeration»
 Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreen	Target: Private m_directPrintProperties (Class) PrintProperties «struct»
 Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreen	Target: Private m_do (Class) ActionFlags «struct»
 Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreen	Target: Public __unnamed_3 (Enumeration) Direct «Enumeration»
 Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreen	Target: Private m_defaultPrintProperties (Class) PrintProperties «struct»
 Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreen	Target: Public __unnamed_2 (Enumeration) ColorCommand «Enumeration»
 Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreen	Target: Private m_cursor (Class) CursorProperties «struct»

OPERATIONS	
 addBuffer (size : sf::Vector2u) : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	

OPERATIONS
◆ addColorToPalette (color : sf::Color) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addOverAt (location : Location& , character : char , offset : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addOverAt (location : Location& , string : std::string& , offset : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addOverAt (location : Location& , cell : Cell& , offset : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addUnderAt (location : Location& , character : char , offset : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addUnderAt (location : Location& , string : std::string& , offset : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addUnderAt (location : Location& , cell : Cell& , offset : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ bufferCell (bufferIndex : unsigned int , cellIndex : unsigned int) : Cell& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ cell (index : unsigned int) : Cell& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ clear (colors : ColorPair) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ clear (backgroundColor : Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ clear (colorCommand : ColorCommand) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ clear () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ clearCellAt (location : sf::Vector2u) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ clearOvers () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ clearOversAt (location : Location&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ clearStack () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ clearStackAt (location : Location&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ clearUnders () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ clearUndersAt (location : Location&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ConsoleScreen (mode : sf::Vector2u) : Public Properties: explicit = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ copy () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ copy (selectionRectangle : sf::IntRect) : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ copy (index : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ copy (index : unsigned int , selectionRectangle : sf::IntRect) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ crash () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ cyclePaletteDown (amount : long int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ cyclePaletteDown (firstColor : Color , lastColor : Color , amount : long int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ cyclePaletteUp (amount : long int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ cyclePaletteUp (firstColor : Color , lastColor : Color , amount : long int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ draw (target : sf::RenderTarget& , states : sf::RenderStates) : void Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ fill (cell : Cell) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getAddNewColorToPalette () : bool Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getAffectBitmask (printType : PrintType) : unsigned int Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getAttributeAt (location : sf::Vector2u , attributeMask : Affect&) : bool Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getAttributesAt (location : sf::Vector2u) : CellAttributes Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getBackgroundColorAt (location : sf::Vector2u) : Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getCellAt (location : sf::Vector2u) : Cell Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getCellAttributes (printType : PrintType) : CellAttributes Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ getCellAttributesBitmask (prm1 : PrintType) : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getClearChar () : char Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getClearValue () : unsigned int Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getColorAt (location : sf::Vector2u) : Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getColors (printType : PrintType) : ColorPair Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getColorType (printType : PrintType) : ColorType Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getCoordOfLocation (location : sf::Vector2f) : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getCursorChar (mapCharacter : bool) : char Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getCursorColor () : Color Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getCursorTab () : unsigned int Public Properties:

OPERATIONS
inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getCursorValue () : int Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getDarkAttributeMultiplier () : float Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getGlobalBounds () : sf::FloatRect Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getIndex (printType : PrintType) : unsigned int Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getInvertCursor () : bool Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getIsMappedCharacter (character : char) : bool Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getIsMappedCursorCommandCharacter (character : char) : bool Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getLocalBounds () : sf::FloatRect Public Properties: inline = true

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getLocation (printType : PrintType) : Location Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getLocationAtCoord (coord : sf::Vector2f) : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getMappedCharacter (character : char) : unsigned int Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getMappedCursorCommandCharacter (character : char) : CursorCommand Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getMode () : sf::Vector2u Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getNumberOfBuffers () : unsigned int Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getNumberOfCells () : unsigned int Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getNumberOfTilesInTexture () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getNumberOfTilesInTexture2d () : sf::Vector2u Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ getPaletteColor (color : Color) : sf::Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getPaletteSize () : unsigned long int Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getPerfectSize () : sf::Vector2f Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getScrollAutomatically () : bool Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getShowBackground () : bool Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getShowCursor () : bool Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getSize () : sf::Vector2f Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getSizeOfBuffer (index : unsigned int) : sf::Vector2u Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getStretchAt (location : sf::Vector2u) : StretchType Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getStretchType (printType : PrintType) : StretchType Public Properties:

OPERATIONS	
inline = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ getThrowExceptions () : bool Public	
Properties:	
inline = true	[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getUpdateAutomatically () : bool Public	
Properties:	
inline = true	[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getUseCursorColor () : bool Public	
Properties:	
inline = true	[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getValueAt (location : sf::Vector2u) : unsigned int Public	[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getWrapOnManualScroll () : bool Public	
Properties:	
inline = true	[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ loadPalette (palette : Palette) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ operator<< (string : std::string&) : ConsoleScreen& Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ operator<< (csChar : Char&) : ConsoleScreen& Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ operator<< (csNumber : Number&) : ConsoleScreen& Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ operator<< (direct : Direct&) : ConsoleScreen& Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ operator<< (location : Location&) : ConsoleScreen& Public	

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator<< (offset : Offset&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator<< (affect : Affect&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator<< (affectMask : unsigned int) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator<< (colorType : ColorType&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator<< (color : Color&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator<< (newColor : sf::Color&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator<< (colorPair : ColorPair&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator<< (fg : Fg&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator<< (bg : Bg&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator<< (length : Wipe&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator<< (stretchType : StretchType&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator<< (cellAttributes : CellAttributes&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator<< (movementControl : MovementControl&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator<< (cursorCommand : CursorCommand&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ operator>> (string : std::string&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator>> (length : unsigned int) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator>> (direct : Direct&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator>> (location : Location&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator>> (offset : Offset&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator>> (movementControl : MovementControl&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator>> (cursorCommand : CursorCommand&) : ConsoleScreen& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ paste (offset : sf::Vector2i) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ paste (index : unsigned int , offset : sf::Vector2i) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ pasteOver (offset : sf::Vector2i) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ pasteOver (index : unsigned int , offset : sf::Vector2i) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ pasteUnder (offset : sf::Vector2i) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ pasteUnder (index : unsigned int , offset : sf::Vector2i) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ peek (index : unsigned int) : Cell Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ poke (index : unsigned int , cell : Cell&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ poke (index : unsigned int , value : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ poke (index : unsigned int , color : Color&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ poke (index : unsigned int , color : Color& , backgroundColor : Color&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ poke (index : unsigned int , stretch : StretchType&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ poke (index : unsigned int , attributeValue : bool , attributeMask : Affect&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ poke (index : unsigned int , attributes : CellAttributes&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ print (character : char) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ print (string : std::string&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ print (location : Location& , character : char) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ print (location : Location& , string : std::string&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_cellIndex (location : sf::Vector2u) : unsigned int Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_cellLocation (index : unsigned int) : sf::Vector2u Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_clearCell (index : unsigned int , overwriteColor : bool , overwriteBackgroundColor : bool) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ priv_clearCell (index : unsigned int , backgroundColor : Color& , overwriteColor : bool) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_clearCell (index : unsigned int , color : Color& , backgroundColor : Color&) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_copyToBufferFromSelectionRectangle (buffer : Buffer& , selectionRectangle : sf::IntRect&) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_getActiveColor () : Color& Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_getCellValueFromCharacter (character : char) : unsigned int Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_getCharacterFromCellValue (cellValue : unsigned int) : char Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ privGetCurrentPrintProperties () : PrintProperties& Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_getInactiveColor () : Color& Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_getIndexOfClosestPaletteColor (color : sf::Color&) : int Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_getModifiedColorFromCellUsingSpecifiedColorType (cellIndex : unsigned int& , colorType : ColorType&) : Color Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_getModifiedColorFromColorPairUsingSpecifiedColorType (colors : ColorPair& , colorType : ColorType&) : Color Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_getPrintIndex (location : sf::Vector2u) : unsigned int Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_getPrintProperties (printType : PrintType&) : PrintProperties& Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_getRandomColor () : Color Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ priv_isCellIndexInRange (index : unsigned int) : bool Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_isCellLocationInRange (location : sf::Vector2u) : bool Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_isColorInPaletteRange (color : Color) : bool Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_isCursorInRange () : bool Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_isScreenBufferIndexInRange (index : unsigned int) : bool Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_isSelectionRectangleContainedInScreen (selectionRectangle : sf::IntRect&) : bool Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_makeColorDark (color : sf::Color&) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_modifyCellUsingPrintProperties (index : unsigned int , printType : PrintType& , stretch : StretchType) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_moveCursorDown () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_moveCursorLeft () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_moveCursorRight () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_moveCursorToBeginningOfLine () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_moveCursorUp () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_pasteOffsettedBuffer (buffer : Buffer& , offset : sf::Vector2i&) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ priv_read (index : unsigned int , unmapCharacters : bool) : std::string Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_scroll () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_setCursorIndex (index : unsigned int) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_setVerticesFromCell (index : unsigned int , baseVertex : int , overLayer : bool) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_testCursorForScroll () : bool Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_updateCell (index : unsigned int) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_updateOverCells () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_updateUnderCells () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ read () : std::string Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ read (length : unsigned int) : std::string Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ read (location : Location&) : std::string Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ read (location : Location& , length : unsigned int) : std::string Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ removeAllBuffers () : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ removeBuffer () : void Public

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ removeBuffer (index : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ removeMappedCharacter (character : char) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ removeMappedCharacters (characters : std::string&) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ removeMappedCursorCommandCharacter (character : char) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ removeMappedCursorCommandCharacters (characters : std::string&) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ removePaletteColor (color : Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ resetPrintProperties (printType : PrintType) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ resizeBuffer (index : unsigned int , size : sf::Vector2u) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ scrollDown (amount : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ scrollDown (amount : unsigned int , selectionRectangle : sf::IntRect) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ scrollLeft (amount : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ scrollLeft (amount : unsigned int , selectionRectangle : sf::IntRect) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ scrollRight (amount : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ scrollRight (amount : unsigned int , selectionRectangle : sf::IntRect) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ scrollUp (amount : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ scrollUp (amount : unsigned int , selectionRectangle : sf::IntRect) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setAddNewColorToPalette (addNewColorToPalette : bool) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setAttributesAt (location : sf::Vector2u , attributes : CellAttributes&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setAttributesAt (location : sf::Vector2u , attributeMask : Affect&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setAttributesToAt (location : sf::Vector2u , attributeValue : bool , attributeMask : Affect&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBackgroundColorAt (location : sf::Vector2u , backgroundColor : Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setCellAt (location : sf::Vector2u , cell : Cell&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setClearChar (clearChar : char) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ setClearValue (clearValue : unsigned int) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColorsAt (location : sf::Vector2u , color : Color , backgroundColor : Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setCursor (cellValue : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setCursor (cellChar : char , mapCharacter : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setCursorPosition (color : Color&) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setCursorTab (tabSize : unsigned int) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setDarkAttributeMultiplier (darkAttributeMultiplier : float) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setForegroundColorAt (location : sf::Vector2u , color : Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setInvertCursor (invertCursor : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setMappedCharacter (character : char , value : unsigned int) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ setMappedCharacters (characters : std::string& , initialValue : unsigned int) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setMappedCursorCommandCharacter (character : char , cursorCommand : CursorCommand) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setMappedCursorCommandCharacters (characters : std::string& , cursorCommands : std::vector<CursorCommand>&) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setMode (mode : sf::Vector2u) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setNumberOfTextureTilesPerRow (numberOfTextureTilesPerRow : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setPaletteColor (color : Color , newColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setPaletteSize (size : unsigned long int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setScrollAutomatically (scroll : bool) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setShowBackground (showBackground : bool) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setShowCursor (showCursor : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ setSize (size : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setStretchAt (location : sf::Vector2u , stretch : StretchType&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTexture (texture : sf::Texture&) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTexture () : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTexture (texture : sf::Texture& , numberOfRowsTilesPerRow : unsigned int , tileSize : sf::Vector2u , textureOffset : sf::Vector2u) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextureOffset (textureOffset : sf::Vector2u) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextureTileSize (tileSize : sf::Vector2u) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setThrowExceptions (exceptions : bool) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setUpdateAutomatically (automaticUpdate : bool) : void Public Properties: inline = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setUseCursorColor (useCursorPosition : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS	
◆ setValueAt (location : sf::Vector2u , value : unsigned int) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setWrapOnManualScroll (wrapOnManualScroll : bool) : void Public Properties: inline = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ update () : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

ActionFlags

Class «struct» owned by 'ConsoleScreen', in package 'selbaward'

ActionFlags
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ addNewColorToPalette : bool Public = false	
if false, new colours are matched to nearest palette colour	[Is static False. Containment is Not Specified.]
◆ scrollAutomatically : bool Public = true	[Is static False. Containment is Not Specified.]
◆ showBackground : bool Public = true	[Is static False. Containment is Not Specified.]
◆ throwExceptions : bool Public = true	[Is static False. Containment is Not Specified.]
◆ updateAutomatically : bool Public = true	[Is static False. Containment is Not Specified.]
◆ wrapOnManualScroll : bool Public = false	[Is static False. Containment is Not Specified.]

ASSOCIATIONS

ASSOCIATIONS

Association (direction: Source -> Destination)

Source: Public (Class) ConsoleScreen

Target: Private m_do (Class) ActionFlags
«struct»

Buffer

Class «struct» owned by 'ConsoleScreen', in package 'selbaward'

buffers

Buffer

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

cells : Cells Public

[Is static False. Containment is Not Specified.]

width : unsigned int Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

Association (direction: Source -> Destination)

Source: Public (Class) Buffer «struct»

Target: Public cells (Class) Cells «alias»

Cell

Class «struct» owned by 'ConsoleScreen', in package 'selbaward'

Cell

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

attributes : CellAttributes Public

[Is static False. Containment is Not Specified.]

colors : ColorPair Public

[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ stretch : StretchType Public	[Is static False. Containment is Not Specified.]
◆ value : unsigned int Public	[Is static False. Containment is Not Specified.]
ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) Cell «struct»	Target: Public stretch (Enumeration) StretchType «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) Cell «struct»	Target: Public attributes (Class) CellAttributes «struct»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) Cell «struct»	Target: Public colors (Class) ColorPair «struct»

CellAttributes

Class «struct» owned by 'ConsoleScreen', in package 'selbaward'

CellAttributes
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ dark : bool Public	[Is static False. Containment is Not Specified.]
◆ flipX : bool Public	[Is static False. Containment is Not Specified.]
◆ flipY : bool Public	[Is static False. Containment is Not Specified.]
◆ inverse : bool Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS

 Association (direction: Source -> Destination)

Source: Public (Class) PrintProperties «struct»

Target: Public attributes (Class) CellAttributes «struct»

 Association (direction: Source -> Destination)

Source: Public (Class) Cell «struct»

Target: Public attributes (Class) CellAttributes «struct»

OPERATIONS

 CellAttributes () : Public

Properties:

initializer = inverse(false),dark(false),flipX(false),flipY(false)

bodyLocation = classDec

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

 CellAttributes (newInverse : bool , newDark : bool , newFlipX : bool , newFlipY : bool) : Public

Properties:

explicit = true

initializer = inverse(newInverse),dark(newDark),flipX(newFlipX),flipY(newFlipY)

bodyLocation = classDec

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

 CellAttributes (attributeMask : unsigned int) : Public

Properties:

explicit = true

initializer = inverse((attributeMask & Affect::Inverse) == Affect::Inverse),dark((attributeMask & Affect::Dark) == Affect::Dark),flipX((attributeMask & Affect::FlipX) == Affect::FlipX),flipY((attributeMask & Affect::FlipY) == Affect::FlipY)

bodyLocation = classDec

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Cells

Class «alias» owned by 'ConsoleScreen', in package 'selbaward'

definition

Cells
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends std::vector<Cell>

ASSOCIATIONS

Association (direction: Source -> Destination)

Source: Public (Class) ConsoleScreen

Target: Private m_cells (Class) Cells «alias»

Association (direction: Source -> Destination)

Source: Public (Class) Buffer «struct»

Target: Public cells (Class) Cells «alias»

Color

Class «struct» owned by 'ConsoleScreen', in package 'selbaward'

Color

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loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

id : long int Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

Association (direction: Source -> Destination)

Source: Public (Class) ColorPair «struct»

Target: Public foreground (Class) Color «struct»

Association (direction: Source -> Destination)

Source: Public (Class) CursorProperties «struct»

Target: Public color (Class) Color «struct»

Association (direction: Source -> Destination)

Source: Public (Class) ColorPair «struct»

Target: Public background (Class) Color «struct»

OPERATIONS

Color () : Public

Properties:

initializer = id(0)

bodyLocation = classDec

OPERATIONS	
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◆ Color (newId : long int) : Public	
Properties:	
initializer = id(newId)	
bodyLocation = classDec	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Color (command : ColorCommand) : Public	
Properties:	
explicit = true	
initializer = id(static_cast<long int>(command))	
bodyLocation = classDec	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

ColorPair

Class «struct» owned by 'ConsoleScreen', in package 'selbaward'

ColorPair
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ background : Color Public	[Is static False. Containment is Not Specified.]
◆ foreground : Color Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) ColorPair «struct»	Target: Public foreground (Class) Color «struct»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) ColorPair «struct»	Target: Public background (Class) Color «struct»
✓ Association (direction: Source -> Destination)	

ASSOCIATIONS	
Source: Public (Class) PrintProperties «struct»	Target: Public colors (Class) ColorPair «struct»
Association (direction: Source -> Destination)	
Source: Public (Class) Cell «struct»	Target: Public colors (Class) ColorPair «struct»
OPERATIONS	
ColorPair () : Public Properties: initializer = foreground(1),background(0) bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
ColorPair (fg : Color , bg : Color) : Public Properties: initializer = foreground(fg),background(bg) bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	

CursorProperties

Class «struct» owned by 'ConsoleScreen', in package 'selbaward'

CursorProperties

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loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
color : Color Public	[Is static False. Containment is Not Specified.]
inverse : bool Public	[Is static False. Containment is Not Specified.]
useOwnColour : bool Public	[Is static False. Containment is Not Specified.]
value : int Public	if -1, doesn't change the cell's value (allows other cursor features to still be displayed) [Is static False. Containment is Not Specified.]

ATTRIBUTES
<p>◆ visible : bool Public [Is static False. Containment is Not Specified.]</p>

ASSOCIATIONS
<p>✍ Association (direction: Source -> Destination) Source: Public (Class) CursorProperties «struct» Target: Public color (Class) Color «struct»</p> <p>✍ Association (direction: Source -> Destination) Source: Public (Class) ConsoleScreen Target: Private m_cursor (Class) CursorProperties «struct»</p>

Location

Class «alias» owned by 'ConsoleScreen', in package 'selbaward'

Location Version 1.0 Phase 1.0 Proposed loic lopez created on 1/22/2018. Last modified 1/22/2018 Extends sf::Vector2u
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Offset

Class «alias» owned by 'ConsoleScreen', in package 'selbaward'

Offset Version 1.0 Phase 1.0 Proposed loic lopez created on 1/22/2018. Last modified 1/22/2018 Extends sf::Vector2i
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PrintProperties

Class «struct» owned by 'ConsoleScreen', in package 'selbaward'

PrintProperties Version 1.0 Phase 1.0 Proposed loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
<p>◆ affectBitmask : unsigned int Public</p>

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ attributes : CellAttributes Public	[Is static False. Containment is Not Specified.]
◆ colors : ColorPair Public	[Is static False. Containment is Not Specified.]
◆ colorType : ColorType Public	[Is static False. Containment is Not Specified.]
◆ index : unsigned int Public	[Is static False. Containment is Not Specified.]
◆ stretch : StretchType Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) PrintProperties «struct»	Target: Public colors (Class) ColorPair «struct»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) PrintProperties «struct»	Target: Public colorType (Enumeration) ColorType «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) PrintProperties «struct»	Target: Public stretch (Enumeration) StretchType «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) PrintProperties «struct»	Target: Public attributes (Class) CellAttributes «struct»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreen	Target: Private m_cursorPrintProperties (Class) PrintProperties «struct»
✓ Association (direction: Source -> Destination)	

ASSOCIATIONS	
Source: Public (Class) ConsoleScreen	Target: Private m_directPrintProperties (Class) PrintProperties «struct»
Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreen	Target: Private m_defaultPrintProperties (Class) PrintProperties «struct»

StackCell

Class «struct» owned by 'ConsoleScreen', in package 'selbaward'

StackCell
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
cell : Cell Public	[Is static False. Containment is Not Specified.]
index : unsigned int Public	[Is static False. Containment is Not Specified.]
offset : sf::Vector2f Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
Association (direction: Source -> Destination)	
Source: Public (Class) StackCell «struct»	Target: Public cell (Class) Cell «struct»

StateFlags

Class «struct» owned by 'ConsoleScreen', in package 'selbaward'

StateFlags
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loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
directPrinting : bool Public = false	

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ rgbMode : bool Public = false	[Is static False. Containment is Not Specified.]
ASSOCIATIONS	
Association (direction: Source -> Destination) Source: Public (Class) ConsoleScreen Target: Private m_is (Class) StateFlags «struct»	

Affect

Enumeration «Enumeration» owned by 'ConsoleScreen', in package 'selbaward'

Affect

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ None : Public = 0x00	[Is static False. Containment is Not Specified.]
◆ Value : Public = 0x01	[Is static False. Containment is Not Specified.]
◆ FgColor : Public = 0x02	[Is static False. Containment is Not Specified.]
◆ BgColor : Public = 0x04	[Is static False. Containment is Not Specified.]
◆ Stretch : Public = 0x08	[Is static False. Containment is Not Specified.]
◆ Inverse : Public = 0x10	[Is static False. Containment is Not Specified.]
◆ Dark : Public = 0x20	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ FlipX : Public = 0x40	[Is static False. Containment is Not Specified.]
◆ FlipY : Public = 0x80	[Is static False. Containment is Not Specified.]
◆ Print : Public = Value FgColor Stretch	[Is static False. Containment is Not Specified.]
◆ Default : Public = Print BgColor	[Is static False. Containment is Not Specified.]
◆ Attribs : Public = Inverse Dark FlipX FlipY	[Is static False. Containment is Not Specified.]
◆ Paint : Public = FgColor BgColor	[Is static False. Containment is Not Specified.]
◆ All : Public = 0xFF	[Is static False. Containment is Not Specified.]

ColorType

Enumeration «Enumeration» owned by 'ConsoleScreen', in package 'selbaward'

ColorType
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ Foreground : Public	[Is static False. Containment is Not Specified.]
◆ Background : Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
◆ Association (direction: Source -> Destination)	
Source: Public (Class) PrintProperties «struct»	Target: Public colorType (Enumeration) ColorType «Enumeration»

CursorCommand

Enumeration «Enumeration» owned by 'ConsoleScreen', in package 'selbaward'

CursorCommand
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ None : Public	[Is static False. Containment is Not Specified.]
◆ Newline : Public	[Is static False. Containment is Not Specified.]
◆ Tab : Public	[Is static False. Containment is Not Specified.]
◆ TabReverse : Public	[Is static False. Containment is Not Specified.]
◆ Backspace : Public affects cell contents	[Is static False. Containment is Not Specified.]
◆ Delete : Public affects cell contents	[Is static False. Containment is Not Specified.]
◆ Left : Public	[Is static False. Containment is Not Specified.]
◆ Right : Public	[Is static False. Containment is Not Specified.]
◆ Up : Public	[Is static False. Containment is Not Specified.]
◆ Down : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ Home : Public	[Is static False. Containment is Not Specified.]
◆ End : Public	[Is static False. Containment is Not Specified.]
◆ HomeLine : Public	[Is static False. Containment is Not Specified.]
◆ EndLine : Public	[Is static False. Containment is Not Specified.]

PrintType

Enumeration «Enumeration» owned by 'ConsoleScreen', in package 'selbaward'

PrintType
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ Cursor : Public	[Is static False. Containment is Not Specified.]
◆ Direct : Public	[Is static False. Containment is Not Specified.]
◆ Current : Public	[Is static False. Containment is Not Specified.]

StretchType

Enumeration «Enumeration» owned by 'ConsoleScreen', in package 'selbaward'

StretchType
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ None : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ Top : Public	[Is static False. Containment is Not Specified.]
◆ Bottom : Public	[Is static False. Containment is Not Specified.]
◆ Both : Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✍ Association (direction: Source -> Destination)	
Source: Public (Class) PrintProperties «struct»	Target: Public stretch (Enumeration) StretchType «Enumeration»
✍ Association (direction: Source -> Destination)	
Source: Public (Class) Cell «struct»	Target: Public stretch (Enumeration) StretchType «Enumeration»

ConsoleScreenV1

Class in package 'selbaward'

SW Console Screen v1.5.1

ConsoleScreenV1
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends sf::Drawable, sf::Transformable

ELEMENTS OWNED BY ConsoleScreenV1	
█ Buffer : Class «struct»	buffers
█ CellAttributes : Class «struct»	
█ Cells : Class «alias»	definition

ELEMENTS OWNED BY ConsoleScreenV1	
█	CurrentColors : Class «struct»
█	Cursor : Class «struct»
█	Flags : Class «struct»
█	Attribute : Enumeration «Enumeration»
█	Color : Enumeration «Enumeration»
█	Stretch : Enumeration «Enumeration»
ATTRIBUTES	
◆	m_attributes : CellAttributes Private current attributes [Is static False. Containment is Not Specified.]
◆	m_backgroundDisplay : std::vector<sf::Vertex> Private [Is static False. Containment is Not Specified.]
◆	m_buffers : std::vector<Buffer> Private [Is static False. Containment is Not Specified.]
◆	m_cells : Cells Private [Is static False. Containment is Not Specified.]
◆	m_characterMap : std::unordered_map<char, unsigned int> Private character map (mapped to cell value) [Is static False. Containment is Not Specified.]
◆	m_colors : CurrentColors Private current colours [Is static False. Containment is Not Specified.]
◆	m_cursor : Cursor Private cursor [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ m_display : std::vector<sf::Vertex>	Private [Is static False. Containment is Not Specified.]
◆ m_do : Flags	Private flags [Is static False. Containment is Not Specified.]
◆ m_mode : sf::Vector2u	Private [Is static False. Containment is Not Specified.]
◆ m_numberOfTilesPerRow : unsigned int	Private [Is static False. Containment is Not Specified.]
◆ m_palette : std::vector<sf::Color>	Private colour palette [Is static False. Containment is Not Specified.]
◆ m_primitiveType : sf::PrimitiveType	Private Const visual representation [Is static False. Containment is Not Specified.]
◆ m_size : sf::Vector2f	Private [Is static False. Containment is Not Specified.]
◆ m_stretch : Stretch	Private current stretch [Is static False. Containment is Not Specified.]
◆ m_texture : sf::Texture*	Private Const [Is static False. Containment is Not Specified.]
◆ m_textureOffset : sf::Vector2u	Private [Is static False. Containment is Not Specified.]
◆ m_tileSize : sf::Vector2u	Private [Is static False. Containment is Not Specified.]
◆ Palette : class	Public [Is static False. Containment is Not Specified.]

ASSOCIATIONS	
Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreenV1	Target: Private m_attributes (Class) CellAttributes «struct»
Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreenV1	Target: Private m_do (Class) Flags «struct»
Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreenV1	Target: Private m_cells (Class) Cells «alias»
Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreenV1	Target: Private m_stretch (Enumeration) Stretch «Enumeration»
Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreenV1	Target: Private m_colors (Class) CurrentColors «struct»
Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreenV1	Target: Private m_cursor (Class) Cursor «struct»

OPERATIONS	
addColorToPalette (color : sf::Color) : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
clear (backgroundColorId : int) : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
clear (backgroundColor : sf::Color) : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
clearCellAt (location : sf::Vector2u) : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
ConsoleScreenV1 (mode : sf::Vector2u) : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ copy () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ copy (selectionRectangle : sf::IntRect) : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ copy (index : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ copy (index : unsigned int , selectionRectangle : sf::IntRect) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ crash () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ cursorBackspace () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ cursorDown (distance : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ cursorEnd () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ cursorEndLine () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ cursorHome () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ cursorHomeLine () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ cursorLeft (distance : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ cursorNextline () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ cursorRight (distance : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ cursorTab (tabSize : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ cursorTabReverse (tabSize : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ cursorUp (distance : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ draw (target : sf::RenderTarget& , states : sf::RenderStates) : void Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getAttribute (attribute : Attribute) : bool Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getAttributeAt (location : sf::Vector2u , attribute : Attribute) : bool Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getAttributes () : CellAttributes Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getAttributesAt (location : sf::Vector2u) : CellAttributes Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getBackgroundColor () : sf::Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getBackgroundColorAt (location : sf::Vector2u) : sf::Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getCellAt (location : sf::Vector2u) : Cell Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getColor () : sf::Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getColorAt (location : sf::Vector2u) : sf::Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getCursor () : sf::Vector2u Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getCursorColor () : sf::Color Public

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getGlobalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getInvertCursor () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getIsMappedCharacter (character : char) : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getLocalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getMappedCharacter (character : char) : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getMode () : sf::Vector2u Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getNumberOfBuffers () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getNumberOfCells () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getNumberOfTilesInTexture () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getNumberOfTilesInTexture2d () : sf::Vector2u Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getPaletteColor (colorId : int) : sf::Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getPaletteSize () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getScrollAutomatically () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getShowBackground () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ getShowCursor () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getSize () : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getStretch () : Stretch Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getStretchAt (location : sf::Vector2u) : Stretch Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getThrowExceptions () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getUpdateAutomatically () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getUseCursorColor () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getValueAt (location : sf::Vector2u) : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getWrapOnManualScroll () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ loadPalette (palette : Palette) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ moveCursor (offset : sf::Vector2i) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ paintAt (location : sf::Vector2u , length : unsigned int , color : sf::Color , backgroundColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ paintAt (location : sf::Vector2u , length : unsigned int , color : sf::Color , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ paintAt (location : sf::Vector2u , length : unsigned int , colorId : int , backgroundColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ paintAt (location : sf::Vector2u , length : unsigned int , colorId : int , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ paintAttributeAt (location : sf::Vector2u , length : unsigned int , attributeValue : bool , attribute : Attribute) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ paste (offset : sf::Vector2i) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ paste (index : unsigned int , offset : sf::Vector2i) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ peek (index : unsigned int) : Cell Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ poke (index : unsigned int , cell : Cell&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ poke (index : unsigned int , value : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ poke (index : unsigned int , color : sf::Color&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ poke (index : unsigned int , color : sf::Color& , backgroundColor : sf::Color&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ poke (index : unsigned int , stretch : Stretch&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ poke (index : unsigned int , attributeValue : bool , attribute : Attribute) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ poke (index : unsigned int , attributes : CellAttributes&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ print (character : char , colorId : int , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ print (character : char , stretch : Stretch& , colorId : int , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ print (character : char , attributes : CellAttributes& , colorId : int , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ print (string : std::string& , colorId : int , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ print (string : std::string& , stretch : Stretch& , colorId : int , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ print (string : std::string& , attributes : CellAttributes& , colorId : int , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ printAt (location : sf::Vector2u , string : std::string& , color : sf::Color , backgroundColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ printAt (location : sf::Vector2u , string : std::string& , color : sf::Color , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ printAt (location : sf::Vector2u , string : std::string& , colorId : int , backgroundColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ printAt (location : sf::Vector2u , string : std::string& , colorId : int , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ printAt (location : sf::Vector2u , character : char , color : sf::Color , backgroundColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ printAt (location : sf::Vector2u , character : char , color : sf::Color , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ printAt (location : sf::Vector2u , character : char , colorId : int , backgroundColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ printAt (location : sf::Vector2u , character : char , colorId : int , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ printLine (string : std::string& , colorId : int , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ printStretchedAt (location : sf::Vector2u , string : std::string& , stretch : Stretch& , color : sf::Color , backgroundColor : sf::Color) : void Public

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ printStretchedAt (location : sf::Vector2u , string : std::string& , stretch : Stretch& , colorId : int , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ printStretchedAt (location : sf::Vector2u , character : char , stretch : Stretch& , color : sf::Color , backgroundColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ printStretchedAt (location : sf::Vector2u , character : char , stretch : Stretch& , colorId : int , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_backgroundColorFromColorIdAtIndex (index : unsigned int , colorId : int) : sf::Color Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_cellIndex (location : sf::Vector2u) : unsigned int Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_cellLocation (index : unsigned int) : sf::Vector2u Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_chooseAttribute (cellAttributes : CellAttributes& , attribute : Attribute) : bool& Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_clearCell (index : unsigned int , overwriteColor : bool , overwriteBackgroundColor : bool) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_clearCell (index : unsigned int , backgroundColor : sf::Color& , overwriteColor : bool) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_clearCell (index : unsigned int , color : sf::Color& , backgroundColor : sf::Color&) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_colorFromColorIdAtIndex (index : unsigned int , colorId : int) : sf::Color Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_copyToBufferFromSelectionRectangle (buffer : Buffer& , selectionRectangle : sf::IntRect&) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_getCellValueFromCharacter (character : char) : unsigned int Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ priv_getCharacterFromCellValue (cellValue : unsigned int) : char Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_getPrintIndex (location : sf::Vector2u) : unsigned int Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_isCellIndexInRange (index : unsigned int) : bool Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_isCellLocationInRange (location : sf::Vector2u) : bool Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_isColorIdInPaletteRange (id : int) : bool Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_isCursorInRange () : bool Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_isScreenBufferIndexInRange (index : unsigned int) : bool Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_moveCursorDown () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_moveCursorLeft () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_moveCursorRight () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_moveCursorToBeginningOfLine () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_moveCursorUp () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_paintCell (index : unsigned int , color : sf::Color& , backgroundColor : sf::Color&) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_pasteOffsettedBuffer (buffer : Buffer& , offset : sf::Vector2i&) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ priv_scroll () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_setCursorIndex (index : unsigned int) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_testCursorForScroll () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_updateCell (index : unsigned int) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ read (length : unsigned int , unmapCharacters : bool) : std::string Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ readAt (location : sf::Vector2u , length : unsigned int , unmapCharacters : bool) : std::string Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ removeAllBuffers () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ removeBuffer () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ removeBuffer (index : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ removeMappedCharacter (character : char) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ removeMappedCharacters (characters : std::string&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ removePaletteColor (colorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ scrollDown (amount : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ scrollLeft (amount : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ scrollRight (amount : unsigned int) : void Public

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ scrollUp (amount : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setAttribute (attributeValue : bool , attribute : Attribute) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setAttributeAt (location : sf::Vector2u , attributeValue : bool , attribute : Attribute) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setAttributes (attributes : CellAttributes) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setAttributesAt (location : sf::Vector2u , attributes : CellAttributes&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBackgroundColor (backgroundColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBackgroundColor (colorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBackgroundColorAt (location : sf::Vector2u , backgroundColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBackgroundColorAt (location : sf::Vector2u , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setCellAt (location : sf::Vector2u , cell : Cell&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColor (color : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColor (colorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColorAt (location : sf::Vector2u , color : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColorAt (location : sf::Vector2u , colorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ setColors (color : sf::Color , backgroundColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColors (color : sf::Color , backgroundColor : sf::Color , cursorColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColors (colorId : int , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColors (colorId : int , backgroundColorId : int , cursorColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColorsAt (location : sf::Vector2u , color : sf::Color , backgroundColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColorsAt (location : sf::Vector2u , colorId : int , backgroundColorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setCursor (location : sf::Vector2u) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setCursor (cellValue : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setCursor (cellChar : char , mapCharacter : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setCursorColor (cursorColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setCursorColor (colorId : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setInvertCursor (invertCursor : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setMappedCharacter (character : char , value : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setMappedCharacters (characters : std::string& , initialValue : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ setMode (mode : sf::Vector2u) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setNumberOfTextureTilesPerRow (numberOfTextureTilesPerRow : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setPaletteColor (colorId : int, color : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setPaletteSize (size : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setScrollAutomatically (scroll : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setShowBackground (showBackground : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setShowCursor (showCursor : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setSize (size : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setStretch (stretch : Stretch) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setStretchAt (location : sf::Vector2u, stretch : Stretch&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTexture (texture : sf::Texture&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTexture () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextureOffset (textureOffset : sf::Vector2u) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextureTileSize (tileSize : sf::Vector2u) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS	
◆	setThrowExceptions (exceptions : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setUpdateAutomatically (automaticUpdate : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setUseCursorColor (useCursorColor : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setValueAt (location : sf::Vector2u , value : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setWrapOnManualScroll (wrapOnManualScroll : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	update () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Buffer

Class «struct» owned by 'ConsoleScreenV1', in package 'selbaward'

buffers

Buffer
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆	cells : Cells Public [Is static False. Containment is Not Specified.]
◆	width : unsigned int Public [Is static False. Containment is Not Specified.]

ASSOCIATIONS	
Association (direction: Source -> Destination) Source: Public (Class) Buffer «struct» 	Target: Public cells (Class) Cells «alias»

CellAttributes

Class «struct» owned by 'ConsoleScreenV1', in package 'selbaward'

CellAttributes
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

◆ bright : bool Public = { true }

Properties:

uniform_initialized = true

[Is static False. Containment is Not Specified.]

◆ flipX : bool Public = { false }

Properties:

uniform_initialized = true

[Is static False. Containment is Not Specified.]

◆ flipY : bool Public = { false }

Properties:

uniform_initialized = true

[Is static False. Containment is Not Specified.]

◆ inverse : bool Public = { false }

Properties:

uniform_initialized = true

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

Source: Public (Class) ConsoleScreenV1

Target: Private m_attributes (Class)
CellAttributes «struct»

✍ Association (direction: Source -> Destination)

Source: Public (Class) Cell «struct»

Target: Public attributes (Class) CellAttributes
«struct»

Cells

Class «alias» owned by 'ConsoleScreenV1', in package 'selbaward'

definition

Cells
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends std::vector<Cell>

ASSOCIATIONS	
Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreenV1	Target: Private m_cells (Class) Cells «alias»
Association (direction: Source -> Destination)	
Source: Public (Class) Buffer «struct»	Target: Public cells (Class) Cells «alias»

CurrentColors

Class «struct» owned by 'ConsoleScreenV1', in package 'selbaward'

CurrentColors
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
background : sf::Color Public	[Is static False. Containment is Not Specified.]
cursor : sf::Color Public	[Is static False. Containment is Not Specified.]
main : sf::Color Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreenV1	Target: Private m_colors (Class) CurrentColors «struct»

Cursor

Class «struct» owned by 'ConsoleScreenV1', in package 'selbaward'

Cursor

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ index : unsigned int	Public [Is static False. Containment is Not Specified.]
◆ inverse : bool	Public [Is static False. Containment is Not Specified.]
◆ useOwnColour : bool	Public [Is static False. Containment is Not Specified.]
◆ value : int	Public if -1, doesn't change the cell's value (allows other cursor features to still be displayed) [Is static False. Containment is Not Specified.]
◆ visible : bool	Public [Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	Source: Public (Class) ConsoleScreenV1 Target: Private m_cursor (Class) Cursor «struct»

Flags

Class «struct» owned by 'ConsoleScreenV1', in package 'selbaward'

Flags

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ scrollAutomatically : bool	Public = true [Is static False. Containment is Not Specified.]
◆ showBackground : bool	Public = true [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ throwExceptions : bool Public = true	[Is static False. Containment is Not Specified.]
◆ updateAutomatically : bool Public = true	[Is static False. Containment is Not Specified.]
◆ wrapOnManualScroll : bool Public = false	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✍ Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreenV1	Target: Private m_do (Class) Flags «struct»

Attribute

Enumeration «Enumeration» owned by 'ConsoleScreenV1', in package 'selbaward'

Attribute
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ Inverse : Public	[Is static False. Containment is Not Specified.]
◆ Bright : Public	[Is static False. Containment is Not Specified.]
◆ FlipX : Public	[Is static False. Containment is Not Specified.]
◆ FlipY : Public	[Is static False. Containment is Not Specified.]

Color

Enumeration «Enumeration» owned by 'ConsoleScreenV1', in package 'selbaward'

Color

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

◆ Current : Public = -1

use current colour

[Is static False. Containment is Not Specified.]

◆ Ignore : Public = -2

ignore colour (leave cell's colour as it is)

[Is static False. Containment is Not Specified.]

◆ Invert : Public = -3

invert the opposite colour ("main colour = invert" would set main colour to inverted background colour and vice versa)

[Is static False. Containment is Not Specified.]

◆ Contrast : Public = -4

contrast the opposite colour ("main colour = contrast" would set main colour to contrast background colour and vice versa). contrast is black or white based on opposite's luminance

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

↙ Association (direction: Source -> Destination)

Source: Public (Class) Fg «struct»

Target: Public color (Enumeration) Color «Enumeration»

↙ Association (direction: Source -> Destination)

Source: Public (Class) Bg «struct»

Target: Public color (Enumeration) Color «Enumeration»

Stretch

Enumeration «Enumeration» owned by 'ConsoleScreenV1', in package 'selbaward'

Stretch

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ None : Public	[Is static False. Containment is Not Specified.]
◆ Top : Public	[Is static False. Containment is Not Specified.]
◆ Bottom : Public	[Is static False. Containment is Not Specified.]
ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) Cell «struct»	Target: Public stretch (Enumeration) Stretch «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) ConsoleScreenV1	Target: Private m_stretch (Enumeration) Stretch «Enumeration»

Crosshair

Class in package 'selbaward'

SW Crosshair v1.0.0

Crosshair
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends sf::Drawable

ATTRIBUTES	
◆ m_horizontalColor : sf::Color Private	[Is static False. Containment is Not Specified.]
◆ m_verticalColor : sf::Color Private	[Is static False. Containment is Not Specified.]
◆ m_vertices : sf::VertexArray Private Properties: mutable = true	[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ m_window : sf::RenderWindow* Private Const [Is static False. Containment is Not Specified.]
OPERATIONS
◆ Crosshair (window : sf::RenderWindow&) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Crosshair () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Crosshair (color : sf::Color& , window : sf::RenderWindow&) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Crosshair (color : sf::Color&) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Crosshair (horizontalColor : sf::Color& , verticalColor : sf::Color& , window : sf::RenderWindow&) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Crosshair (horizontalColor : sf::Color& , verticalColor : sf::Color&) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ draw (target : sf::RenderTarget& , states : sf::RenderStates) : void Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getPosition () : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ setColor (color : sf::Color&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setHorizontalColor (horizontalColor : sf::Color&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setVerticalColor (verticalColor : sf::Color&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setWindow (window : sf::RenderWindow&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS

- ◆ **setWindow () : void** Public
 - [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Down

Class «struct» in package 'selbaward'

Down
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends MovementControl

OUTGOING STRUCTURAL RELATIONSHIPS

- ↳ Generalization from «struct» Down to «struct» MovementControl
 - [Direction is 'Source -> Destination'.]

OPERATIONS

- ◆ **Down (distance : unsigned int) : Public**
 - Properties:
 - explicit = true
 - initializer = MovementControl(distance)
 - bodyLocation = classDec
 - [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

ElasticSprite

Class in package 'selbaward'

SW Elastic Sprite v1.1.0

ElasticSprite
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends sf::Drawable, sf::Transformable

ATTRIBUTES

- ◆ **m_offsets : std::vector<sf::Vector2f>** Private
 - [Is static False. Containment is Not Specified.]
- ◆ **m_pTexture : sf::Texture*** Private Const
 - [Is static False. Containment is Not Specified.]

ATTRIBUTES
<p>◆ m_requiresVerticesUpdate : bool Private Properties: mutable = true [Is static False. Containment is Not Specified.]</p>
<p>◆ m_textureRect : sf::FloatRect Private [Is static False. Containment is Not Specified.]</p>
<p>◆ m_usePerspectiveInterpolation : bool Private [Is static False. Containment is Not Specified.]</p>
<p>◆ m_useShader : bool Private [Is static False. Containment is Not Specified.]</p>
<p>◆ m_vertices : std::vector<sf::Vertex> Private Properties: mutable = true [Is static False. Containment is Not Specified.]</p>
<p>◆ m_weights : std::vector<float> Private Properties: mutable = true [Is static False. Containment is Not Specified.]</p>

OPERATIONS
<p>◆ activateBilinearInterpolation () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ activatePerspectiveInterpolation () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ draw (target : sf::RenderTarget& , states : sf::RenderStates) : void Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]</p>
<p>◆ ElasticSprite () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ ElasticSprite (texture : sf::Texture&) : Public Properties:</p>

OPERATIONS
explicit = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ElasticSprite (texture : sf::Texture& , textureRect : sf::FloatRect) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getBaseGlobalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getBaseLocalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getColor () : sf::Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getGlobalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getLocalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getTexture () : sf::Texture* Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getTextureRect () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getUseShader () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getVertexBaseGlobalPosition (vertexIndex : unsigned int) : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getVertexBaseLocalPosition (vertexIndex : unsigned int) : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getVertexColor (vertexIndex : unsigned int) : sf::Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getVertexGlobalPosition (vertexIndex : unsigned int) : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getVertexLocalPosition (vertexIndex : unsigned int) : sf::Vector2f Public

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getVertexOffset (vertexIndex : unsigned int) : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ isActiveBilinearInterpolation () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ isActivePerspectiveInterpolation () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_getVertexBasePosition (vertexIndex : unsigned int) : sf::Vector2f Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_updateVertices (Transform : sf::Transform) : void Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ resetVertexOffsets () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColor (color : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTexture (texture : sf::Texture& , resetTextureRect : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTexture () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextureRect (textureRect : sf::FloatRect) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setUseShader (useShader : bool) : bool Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setVertexColor (vertexIndex : unsigned int , color : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setVertexOffset (vertexIndex : unsigned int , offset : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Fg

Class «struct» in package 'selbaward'

Fg

Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

◆ color : Color Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

Source: Public (Class) Fg «struct»

Target: Public color (Enumeration) Color
«Enumeration»

OPERATIONS

◆ Fg (foregroundColor : Color) : Public

Properties:

initializer = color(foregroundColor)

bodyLocation = classDec

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

GallerySprite

Class in package 'selbaward'

Gallery Sprite v1.1.1

GallerySprite

Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends sf::Drawable, sf::Transformable

ELEMENTS OWNED BY GallerySprite

▣ Exhibit : Class «struct»

ATTRIBUTES

◆ m_currentExhibit : unsigned int Private

[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ m_exhibits : std::vector<Exhibit> Private [Is static False. Containment is Not Specified.]
◆ m_pTexture : sf::Texture* Private Const [Is static False. Containment is Not Specified.]
◆ m_vertices : std::vector<sf::Vertex> Private [Is static False. Containment is Not Specified.]
OPERATIONS
◆ addExhibit (exhibit : Exhibit&) : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ contains (point : sf::Vector2f&) : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ draw (prm1 : sf::RenderTarget& , prm2 : sf::RenderStates) : void Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ GallerySprite () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ GallerySprite (texture : sf::Texture&) : Public Properties: explicit = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ get () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getAnchor (exhibitNumber : unsigned int) : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getAnchor () : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getColor () : sf::Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getExhibit (exhibitNumber : unsigned int) : Exhibit Public

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getExhibit () : Exhibit Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getGlobalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getLocalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getNumberOfExhibits () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getRect (exhibitNumber : unsigned int) : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getRect () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getSize () : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getSize (exhibitNumber : unsigned int) : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ getTexture () : sf::Texture& Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◊ operator-- () : GallerySprite& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ operator-= (numberOfExhibits : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ operator++ () : GallerySprite& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ operator+= (numberOfExhibits : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ priv_getAdjustedLocalRectangleFromCurrentExhibit () : sf::FloatRect Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ priv_getAdjustedLocalRectangleFromExhibit (exhibitNumber : unsigned int) : sf::FloatRect Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ privGetCurrentExhibit () : Exhibit Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_getExhibit (exhibitNumber : unsigned int) : Exhibit Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_updateVertices () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ set (exhibitNumber : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setAnchor (exhibitNumber : unsigned int, anchor : sf::Vector2f&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColor (color : sf::Color&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setExhibit (exhibitNumber : unsigned int, exhibit : Exhibit&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setRect (exhibitNumber : unsigned int, rect : sf::FloatRect&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setScaleFromTargetSize (targetSize : sf::Vector2f&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setScaleFromTargetSize (targetSize : sf::Vector2f&, exhibitNumber : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTexture (texture : sf::Texture&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTexture () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Exhibit

Class «struct» owned by 'GallerySprite', in package 'selbaward'

Exhibit

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

◆ anchor : sf::Vector2f Public

[Is static False. Containment is Not Specified.]

◆ rectangle : sf::FloatRect Public

[Is static False. Containment is Not Specified.]

OPERATIONS

◆ Exhibit (newRectangle : sf::FloatRect& , newAnchor : sf::Vector2f&) : Public

Properties:

initializer = rectangle(newRectangle),anchor(newAnchor)

bodyLocation = classDec

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Left

Class «struct» in package 'selbaward'

Left

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

Extends MovementControl

OUTGOING STRUCTURAL RELATIONSHIPS

◀ Generalization from «struct» Left to «struct» MovementControl

[Direction is 'Source -> Destination'.]

OPERATIONS

◆ Left (distance : unsigned int) : Public

Properties:

explicit = true

initializer = MovementControl(distance)

bodyLocation = classDec

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS

Line

Class in package 'selbaward'

SW Line v1.2.0

Line
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends sf::Drawable, sf::Transformable

ELEMENTS OWNED BY Line

- PointIndex : Enumeration «Enumeration»

ATTRIBUTES

- ◆ m_quad : sf::VertexArray Private
[Is static False. Containment is Not Specified.]

- ◆ m_texture : sf::Texture* Private Const
[Is static False. Containment is Not Specified.]

- ◆ m_textureRect : sf::FloatRect Private
[Is static False. Containment is Not Specified.]

- ◆ m_thickness : float Private
0 to draw as line, any value above thicknessEpsilon or below negative thicknessEpsilon to be drawn as a rectangle (using a quad) (currently using a rectangle shape instead)
[Is static False. Containment is Not Specified.]

- ◆ m_vertices : sf::VertexArray Private
[Is static False. Containment is Not Specified.]

OPERATIONS

- ◆ draw (target : sf::RenderTarget& , states : sf::RenderStates) : void Private
[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

- ◆ getColor () : sf::Color Public
[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ getEndIndex () : PointIndex Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getGlobalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getLocalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getPoint (index : unsigned int) : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getStartIndex () : PointIndex Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getTexture () : sf::Texture& Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getTextureRect () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ isThick () : bool Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ Line () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Line (startPosition : sf::Vector2f , endPosition : sf::Vector2f) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Line (startPosition : sf::Vector2f , endPosition : sf::Vector2f , thickness : T , color : sf::Color&) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColor (color : sf::Color&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setPoint (index : unsigned int , position : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setPoints (startPosition : sf::Vector2f , endPosition : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS	
◆	setTexture (texture : sf::Texture&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setTexture () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setTextureRect (textureRect : sf::FloatRect&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setThickness (thickness : T) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	updateQuad () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

PointIndex

Enumeration «Enumeration» owned by 'Line', in package 'selbaward'

PointIndex

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆	Start : Public = 0 [Is static False. Containment is Not Specified.]
◆	End : Public = 1 [Is static False. Containment is Not Specified.]

MovementControl

Class «struct» in package 'selbaward'

MovementControl

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

INCOMING STRUCTURAL RELATIONSHIPS	
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INCOMING STRUCTURAL RELATIONSHIPS	
⇒ Generalization from «struct» Up to «struct» MovementControl	[Direction is 'Source -> Destination'.]
⇒ Generalization from «struct» Left to «struct» MovementControl	[Direction is 'Source -> Destination'.]
⇒ Generalization from «struct» Down to «struct» MovementControl	[Direction is 'Source -> Destination'.]
⇒ Generalization from «struct» Right to «struct» MovementControl	[Direction is 'Source -> Destination'.]

ATTRIBUTES	
◆ amount : unsigned int Public Const	[Is static False. Containment is Not Specified.]
◆ direction : Direction Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
<p>✍ Association (direction: Source -> Destination)</p> <p>Source: Public (Class) MovementControl «struct»</p>	<p>Target: Public direction (Enumeration)</p> <p>Direction «Enumeration»</p>

OPERATIONS	
<p>◆ MovementControl (distance : unsigned int) : Public</p> <p>Properties:</p> <ul style="list-style-type: none"> explicit = true initializer = amount(distance) bodyLocation = classDec <p>[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	

NinePatch

Class in package 'selbaward'

SW Nine Patch v1.4.1

NinePatch
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends sf::Drawable, sf::Transformable

ATTRIBUTES	
◆ m_contentBottomRight : sf::Vector2f	Private [Is static False. Containment is Not Specified.]
◆ m_contentTopLeft : sf::Vector2f	Private [Is static False. Containment is Not Specified.]
◆ m_primitiveType : sf::PrimitiveType	Private Const [Is static False. Containment is Not Specified.]
◆ m_scaleBottomRight : sf::Vector2f	Private [Is static False. Containment is Not Specified.]
◆ m_scaleTopLeft : sf::Vector2f	Private [Is static False. Containment is Not Specified.]
◆ m_size : sf::Vector2f	Private [Is static False. Containment is Not Specified.]
◆ m_texture : sf::Texture*	Private Const [Is static False. Containment is Not Specified.]
◆ m_textureRectangle : sf::IntRect	Private [Is static False. Containment is Not Specified.]
◆ m_trimmedSize : sf::Vector2f	Private [Is static False. Containment is Not Specified.]
◆ m_vertices : std::vector<sf::Vertex>	Private [Is static False. Containment is Not Specified.]

OPERATIONS	
◆ draw (target : sf::RenderTarget&, states : sf::RenderStates) : void	Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getColor () : sf::Color	Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ getGlobalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getGlobalContentArea () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getLocalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getLocalContentArea () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getSize () : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ isPointInsideTransformedContentArea (point : sf::Vector2f) : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ NinePatch () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_getResultingPositionOfTextureCoord (textureCoord : sf::Vector2f) : sf::Vector2f Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_updateVertices () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_updateVerticesPositions () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_updateVerticesTexCoords () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ resetSize () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColor (color : sf::Color&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setSize (size : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTexture (texture : sf::Texture& , resetSize : bool , resetRect : bool) : void Public

OPERATIONS	
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◆	setTexture () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setTextureRect (textureRectangle : sf::IntRect , resetSize : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Number

Class «struct» in package 'selbaward'

Number
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆	numberAsString : std::string Public [Is static False. Containment is Not Specified.]

OPERATIONS	
◆	Number (number : T) : Public Properties: explicit = true initializer = numberAsString(std::to_string(number)) bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

PieChart

Class in package 'selbaward'

SW Pie Chart v1.0.1

PieChart
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends sf::Drawable, sf::Transformable

ELEMENTS OWNED BY PieChart

ELEMENTS OWNED BY PieChart	
█ Slice : Class «struct»	
ATTRIBUTES	
◆ m_primitive : sf::PrimitiveType	Private [Is static False. Containment is Not Specified.]
◆ m_size : sf::Vector2f	Private [Is static False. Containment is Not Specified.]
◆ m_vertices : std::vector<sf::Vertex>	Private [Is static False. Containment is Not Specified.]
◆ slices : std::vector<Slice>	Public [Is static False. Containment is Not Specified.]
OPERATIONS	
◆ draw (target : sf::RenderTarget&, states : sf::RenderStates)	: void Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getGlobalBounds ()	: sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getLocalBounds ()	: sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getSize ()	: sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ PieChart ()	: Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setDiameter (diameter : float)	: void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setRadius (radius : float)	: void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setSize (size : sf::Vector2f)	: void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ update () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Slice

Class «struct» owned by 'PieChart', in package 'selbaward'

Slice

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
◆ color : sf::Color Public [Is static False. Containment is Not Specified.]
◆ explode : float Public [Is static False. Containment is Not Specified.]
◆ scale : float Public [Is static False. Containment is Not Specified.]
◆ size : float Public [Is static False. Containment is Not Specified.]

OPERATIONS
◆ Slice () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

ProgressBar

Class in package 'selbaward'

SW Progress Bar 1.1.0

ProgressBar

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

Extends sf::Drawable, sf::Transformable

INCOMING STRUCTURAL RELATIONSHIPS

INCOMING STRUCTURAL RELATIONSHIPS	
⇒ Generalization from SplashScreen to ProgressBar	[Direction is 'Source -> Destination'.]
ATTRIBUTES	
◆ m_amount : float Private	[Is static False. Containment is Not Specified.]
◆ m_backgroundAndFrame : sf::RectangleShape Private	[Is static False. Containment is Not Specified.]
◆ m_backgroundTexture : sf::Texture* Private Const	[Is static False. Containment is Not Specified.]
◆ m_backgroundTextureRectangle : sf::IntRect Private	[Is static False. Containment is Not Specified.]
◆ m_bar : std::vector<sf::Vertex> Private	[Is static False. Containment is Not Specified.]
◆ m_color : sf::Color Private	[Is static False. Containment is Not Specified.]
◆ m_showBackground : bool Private	[Is static False. Containment is Not Specified.]
◆ m_showBar : bool Private	[Is static False. Containment is Not Specified.]
◆ m_size : sf::Vector2f Private	[Is static False. Containment is Not Specified.]
◆ m_texture : sf::Texture* Private Const	[Is static False. Containment is Not Specified.]
◆ m_textureRectangle : sf::IntRect Private	[Is static False. Containment is Not Specified.]
OPERATIONS	
◆ draw (target : sf::RenderTarget&, states : sf::RenderStates) : void Private	[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ getAnchorProgressBottom () : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getAnchorProgressCenter () : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getAnchorProgressTop () : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getBackgroundColor () : sf::Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getBackgroundTexture () : sf::Texture& Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getColor () : sf::Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getFrameColor () : sf::Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getFrameThickness () : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getGlobalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getLocalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getPercentage () : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getRatio () : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getShowBackgroundAndFrame () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getShowBar () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ getSize () : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getTexture () : sf::Texture& Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_updateGraphics () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ProgressBar (size : sf::Vector2f) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBackgroundColor (backgroundColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBackgroundTexture (backgroundTexture : sf::Texture& , resetRect : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBackgroundTexture () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBackgroundTextureRect (backgroundTextureRectangle : sf::IntRect&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColor (color : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setFrameColor (frameColor : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setFrameThickness (frameThickness : float) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setFromValueInRange (value : T& , minimum : T& , maximum : T&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setFromValueInRange (value : T& , range : T&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setPercentage (percentage : float) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS	
◆	setRatio (ratio : float) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setShowBackgroundAndFrame (showBackgroundAndFrame : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setShowBar (showBar : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setSize (size : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setTexture (texture : sf::Texture& , resetRect : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setTexture () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setTextureRect (textureRectangle : sf::IntRect&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Right

Class «struct» in package 'selbaward'

Right
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends MovementControl

OUTGOING STRUCTURAL RELATIONSHIPS	
◀ Generalization from «struct» Right to «struct» MovementControl	[Direction is 'Source -> Destination'.]

OPERATIONS	
◆	Right (distance : unsigned int) : Public Properties: explicit = true initializer = MovementControl(distance) bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS

Ring

Class in package 'selbaward'

SW Ring v1.1.2

Ring
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends sf::Drawable, sf::Transformable

ATTRIBUTES

- ◆ m_color : sf::Color Private
[Is static False. Containment is Not Specified.]
- ◆ m_hole : float Private
[Is static False. Containment is Not Specified.]
- ◆ m_numberOfSides : unsigned int Private
[Is static False. Containment is Not Specified.]
- ◆ m_primitiveType : sf::PrimitiveType Private
[Is static False. Containment is Not Specified.]
- ◆ m_radius : float Private
[Is static False. Containment is Not Specified.]
- ◆ m_sectorOffset : float Private
[Is static False. Containment is Not Specified.]
- ◆ m_sectorSize : float Private
[Is static False. Containment is Not Specified.]
- ◆ m_texture : sf::Texture* Private Const
[Is static False. Containment is Not Specified.]
- ◆ m_textureRect : sf::IntRect Private
[Is static False. Containment is Not Specified.]
- ◆ m_vertices : std::vector<sf::Vertex> Private
[Is static False. Containment is Not Specified.]

ATTRIBUTES
OPERATIONS
◆ draw (target : sf::RenderTarget& , states : sf::RenderStates) : void Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getArea () : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getColor () : sf::Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getGlobalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getHole () : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getLocalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getNumberOfSides () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getRadius () : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getSectorOffset () : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getSectorSize () : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_updateVertices () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Ring (radius : float , hole : float , numberOfSides : unsigned int) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColor (color : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS	
◆	setHole (hole : float) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setNumberOfSides (numberOfSides : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setRadius (radius : float) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setSectorOffset (sectorOffset : float) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setSectorSize (sectorSize : float) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setTexture (texture : sf::Texture&, resetRect : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setTexture () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setTextureRect (textureRect : sf::IntRect&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

SpinningCard

Class in package 'selbaward'

SpinningCard (v1.2.1)

SpinningCard
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends sf::Drawable, sf::Transformable

ATTRIBUTES	
◆	m_depth : float Private [Is static False. Containment is Not Specified.]
◆	m_initial : sf::FloatRect Private [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ m_pi : float	Private Const [Is static False. Containment is Not Specified.]
◆ m_pTexture : sf::Texture*	Private Const [Is static False. Containment is Not Specified.]
◆ m_vertices : sf::VertexArray	Private [Is static False. Containment is Not Specified.]
OPERATIONS	
◆ draw (target : sf::RenderTarget&, states : sf::RenderStates) : void	Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ setDepth (depth : float) : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ spin (angleInDegrees : float) : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ SpinningCard (sprite : sf::Sprite&)	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ spinRadians (angleInRadians : float) : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ spinVertically (angleInDegrees : float) : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ spinVerticallyRadians (angleInRadians : float) : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Spline

Class in package 'selbaward'

SW Spline v1.3.0

Spline
 Version 1.0 Phase 1.0 Proposed
 loic lopez created on 1/22/2018. Last modified 1/22/2018
 Extends sf::Drawable

ELEMENTS OWNED BY Spline	
█ Vertex : Class «struct»	
ATTRIBUTES	
◆ m_color : sf::Color	Private [Is static False. Containment is Not Specified.]
◆ m_handlesVertices : std::vector<sf::Vertex>	Private [Is static False. Containment is Not Specified.]
◆ m_interpolationSteps : unsigned int	Private [Is static False. Containment is Not Specified.]
◆ m_isClosed : bool	Private [Is static False. Containment is Not Specified.]
◆ m_lockHandleAngle : bool	Private [Is static False. Containment is Not Specified.]
◆ m_lockHandleMirror : bool	Private [Is static False. Containment is Not Specified.]
◆ m_primitiveType : sf::PrimitiveType	Private [Is static False. Containment is Not Specified.]
◆ m_sfmlThickVertices : std::vector<sf::Vertex>	Private [Is static False. Containment is Not Specified.]
◆ m_sfmlVertices : std::vector<sf::Vertex>	Private [Is static False. Containment is Not Specified.]
◆ m_sfmlVerticesUnitTangents : std::vector<sf::Vector2f>	Private [Is static False. Containment is Not Specified.]
◆ m_showHandles : bool	Private [Is static False. Containment is Not Specified.]
◆ m_thickness : float	Private [Is static False. Containment is Not Specified.]
◆ m_throwExceptions : bool	Private [Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ m_useBezier : bool Private [Is static False. Containment is Not Specified.]
◆ m_vertices : std::vector<Vertex> Private [Is static False. Containment is Not Specified.]
OPERATIONS
◆ addVertex (position : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addVertex (index : unsigned int, position : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addVertices (positions : std::vector<sf::Vector2f>&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addVertices (index : unsigned int, positions : std::vector<sf::Vector2f>&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addVertices (numberOfVertices : unsigned int, position : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addVertices (numberOfVertices : unsigned int, index : unsigned int, position : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ draw (target : sf::RenderTarget&, states : sf::RenderStates) : void Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getBackHandle (index : unsigned int) : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getBezierInterpolation () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getClosed () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getColor () : sf::Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ getColor (index : unsigned int) : sf::Color Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getFrontHandle (index : unsigned int) : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getHandlesVisible () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getInterpolatedLength () : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getInterpolatedPosition (interpolationOffset : unsigned int , index : unsigned int) : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getInterpolatedPositionCount () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getInterpolatedPositionNormal (interpolationOffset : unsigned int , index : unsigned int) : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getInterpolatedPositionTangent (interpolationOffset : unsigned int , index : unsigned int) : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getInterpolatedPositionThickness (interpolationOffset : unsigned int , index : unsigned int) : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getInterpolatedPositionThicknessCorrectionScale (interpolationOffset : unsigned int , index : unsigned int) : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getInterpolationSteps () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getLastVertexIndex () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getLength () : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getPosition (index : unsigned int) : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ getPrimitiveType () : sf::PrimitiveType Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getThickness () : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getThickness (index : unsigned int) : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getVertexCount () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ operator[] (index : unsigned int) : Vertex& Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_getInterpolatedIndex (interpolationOffset : unsigned int , index : unsigned int) : unsigned int Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_getNumberOfPointsPerVertex () : unsigned int Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_isThick () : bool Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_isValidVertexIndex (vertexIndex : unsigned int) : bool Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_testVertexIndex (vertexIndex : unsigned int , exceptionMessage : std::string&) : bool Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ removeVertex (index : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ removeVertices (index : unsigned int , numberOfVertices : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ reserveVertices (numberOfVertices : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ resetHandles (index : unsigned int , numberOfVertices : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ reverseVertices () : void Public

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBackHandle (index : unsigned int , offset : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBezierInterpolation (bezierInterpolation : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setClosed (isClosed : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColor (color : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColor (index : unsigned int , color : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setFrontHandle (index : unsigned int , offset : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setHandleAngleLock (handleAngleLock : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setHandleMirrorLock (handleMirrorLock : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setHandlesVisible (handlesVisible : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setInterpolationSteps (interpolationSteps : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setPosition (index : unsigned int , position : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setPositions (index : unsigned int , numberOfVertices : unsigned int , position : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setPositions (positions : std::vector<sf::Vector2f>& , index : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setPrimitiveType (primitiveType : sf::PrimitiveType) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ setThickness (thickness : T) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setThickness (index : unsigned int , thickness : T) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ smoothHandles () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Spline (vertexCount : unsigned int , initialPosition : sf::Vector2f) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Spline (list : std::initializer_list<sf::Vector2f>) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ update () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Vertex

Class «struct» owned by 'Spline', in package 'selbaward'

Vertex
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
◆ backHandle : sf::Vector2f Public offset from position [Is static False. Containment is Not Specified.]
◆ color : sf::Color Public [Is static False. Containment is Not Specified.]
◆ frontHandle : sf::Vector2f Public offset from position [Is static False. Containment is Not Specified.]
◆ position : sf::Vector2f Public [Is static False. Containment is Not Specified.]

ATTRIBUTES
<ul style="list-style-type: none"> ◆ thickness : float Public [Is static False. Containment is Not Specified.]
OPERATIONS
<ul style="list-style-type: none"> ◆ Vertex () : Public Properties: initializer = thickness(1.f),color(sf::Color::White) bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.] ◆ Vertex (newPosition : sf::Vector2f) : Public Properties: initializer = position(newPosition),thickness(1.f),color(sf::Color::White) bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Sprite3d

Class in package 'selbaward'

Sprite3d version 1.2.0

Sprite3d
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends sf::Drawable, sf::Transformable

ATTRIBUTES
<ul style="list-style-type: none"> ◆ m_backTextureOffset : sf::Vector2i Private [Is static False. Containment is Not Specified.]
<ul style="list-style-type: none"> ◆ m_bottomLeft : sf::Vector2f Private Properties: mutable = true [Is static False. Containment is Not Specified.]
<ul style="list-style-type: none"> ◆ m_bottomRight : sf::Vector2f Private Properties: mutable = true [Is static False. Containment is Not Specified.]

ATTRIBUTES
<p>◆ m_compactTransformMatrix : std::vector<float> Private Properties: mutable = true [Is static False. Containment is Not Specified.]</p>
<p>◆ m_depth : float Private even though m_shallowness is the one that actually gets used internally, this is stored as a form of cache to return through getDepth() to avoid the unnecessary division in a getter [Is static False. Containment is Not Specified.]</p>
<p>◆ m_depthToShallownessConversionNumerator : float Private Const [Is static False. Containment is Not Specified.]</p>
<p>◆ m_flipBack : bool Private flips the back's texture coordinates so that it shows the right way around [Is static False. Containment is Not Specified.]</p>
<p>◆ m_isBackFacing : bool Private Properties: mutable = true [Is static False. Containment is Not Specified.]</p>
<p>◆ m_maxSubdivision : unsigned int Private [Is static False. Containment is Not Specified.]</p>
<p>◆ m_meshDensity : unsigned int Private [Is static False. Containment is Not Specified.]</p>
<p>◆ m_minSubdivision : unsigned int Private [Is static False. Containment is Not Specified.]</p>
<p>◆ m_origin : sf::Vector3f Private Properties: mutable = true [Is static False. Containment is Not Specified.]</p>
<p>◆ m_pBackTexture : sf::Texture* Private Const [Is static False. Containment is Not Specified.]</p>
<p>◆ m_pitch : float Private</p>

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ m_points : std::vector<sf::Vector3f> Private Properties: mutable = true	[Is static False. Containment is Not Specified.]
◆ m_pTexture : sf::Texture* Private Const texture	[Is static False. Containment is Not Specified.]
◆ m_shallowness : float Private	[Is static False. Containment is Not Specified.]
◆ m_size : sf::Vector2i Private	[Is static False. Containment is Not Specified.]
◆ m_subdividedMeshDensity : unsigned int Private stored as a cache to avoid unnecessary power calculations Properties: mutable = true	[Is static False. Containment is Not Specified.]
◆ m_subdivision : unsigned int Private need to be mutable to allow dynamic subdivision Properties: mutable = true	[Is static False. Containment is Not Specified.]
◆ m_textureOffset : sf::Vector2i Private	[Is static False. Containment is Not Specified.]
◆ m_topLeft : sf::Vector2f Private corners' global positions (mutable as they are automatically updated when the points are transformed) Properties: mutable = true	[Is static False. Containment is Not Specified.]
◆ m_topRight : sf::Vector2f Private	

ATTRIBUTES	
Properties: mutable = true	[Is static False. Containment is Not Specified.]
◆ m_transformedPoints : std::vector<sf::Vector2f> Private need to be mutable to allow modification through draw call	
Properties: mutable = true	[Is static False. Containment is Not Specified.]
◆ m_useDynamicSubdivision : bool Private for dynamic subdivision based on angle	[Is static False. Containment is Not Specified.]
◆ m_vertices : std::vector<sf::Vertex> Private Properties: mutable = true	[Is static False. Containment is Not Specified.]
◆ m_yaw : float Private	[Is static False. Containment is Not Specified.]

OPERATIONS	
◆ createPointGrid () : void Private	[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ draw (target : sf::RenderTarget& , states : sf::RenderStates) : void Private	[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getBackTexture () : sf::Texture* Public Const	[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getBackTextureOffset () : sf::Vector2i Public	[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getColor () : sf::Color Public	[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getDepth () : float Public	[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ getDynamicSubdivision () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getFlipBack () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getGlobalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getLocalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getMeshDensity () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getMostExtremeAngle () : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getNumberOfVerticesNeededForCurrentSubdividedMeshDensity () : unsigned int Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getOrigin3d () : sf::Vector3f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getPitch () : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getPointIndexForVertexIndex (vertexIndex : unsigned int , invertPointX : bool) : unsigned int Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getRoll () : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getRotation3d () : sf::Vector3f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getSprite () : sf::Sprite Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getSubdividedMeshDensity () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ getSubdivision () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getTexture () : sf::Texture* Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getTextureOffset () : sf::Vector2i Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getTextureRect () : sf::IntRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getYaw () : float Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ minimalMesh () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ reserveMeshDensity (meshDensity : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBackTexture (texture : sf::Texture& , resetOffset : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBackTextureOffset (backTextureOffset : sf::Vector2i) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColor (color : sf::Color&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setDepth (depth : float) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setDynamicSubdivision (enabled : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setDynamicSubdivisionRange (maximum : unsigned int , minimum : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setFlipBack (flipBack : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setMeshDensity (meshDensity : unsigned int) : void Public

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setNumberOfPoints (numberOfPoints : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setNumberOfQuads (numberOfPoints : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setOrigin (origin : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setOrigin (origin : sf::Vector3f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setOrigin3d (origin : sf::Vector3f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setOriginZ (originZ : float) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setPitch (pitch : float) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setRoll (roll : float) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setRotation (rotation : float) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setRotation (rotation : sf::Vector3f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setRotation3d (rotation : sf::Vector3f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setSubdivision (subdivision : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ setTexture (texture : sf::Texture& , resetRect : bool , resetBackOffset : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextureOffset (textureOffset : sf::Vector2i) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ setTextureRect (rectangle : sf::IntRect&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setYaw (yaw : float) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Sprite3d () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Sprite3d (texture : sf::Texture&) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Sprite3d (texture : sf::Texture& , textureRect : sf::IntRect&) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Sprite3d (texture : sf::Texture& , backTexture : sf::Texture&) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Sprite3d (texture : sf::Texture& , textureRect : sf::IntRect& , backTexture : sf::Texture& , backTextureOffset : sf::Vector2i) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Sprite3d (sprite : sf::Sprite&) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ updateGlobalCorners () : void Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ updateTransformedPoints () : void Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ updateVertices () : void Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

Starfield

Class in package 'selbaward'

SW Starfield v1.1.0

Starfield

Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends sf::Drawable, sf::Transformable

ATTRIBUTES	
◆ m_color : sf::Color	Private [Is static False. Containment is Not Specified.]
◆ m_primitiveType : sf::PrimitiveType	Private [Is static False. Containment is Not Specified.]
◆ m_size : sf::Vector2f	Private [Is static False. Containment is Not Specified.]
◆ m_vertices : std::vector<sf::Vertex>	Private [Is static False. Containment is Not Specified.]
OPERATIONS	
◆ draw (target : sf::RenderTarget&, states : sf::RenderStates)	: void Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ move (movement : sf::Vector2f)	: void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ regenerate ()	: void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ regenerate (size : sf::Vector2f)	: void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ regenerate (size : sf::Vector2f, number_of_stars : unsigned int)	: void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ regenerate (number_of_stars : unsigned int)	: void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColor (color : sf::Color)	: void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Starfield (size : sf::Vector2f, number_of_stars : unsigned int, color : sf::Color)	: Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

TileMap

Class in package 'selbaward'

SW Tile Map v1.3.0

TileMap
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends sf::Drawable, sf::Transformable

ELEMENTS OWNED BY TileMap

■ ActionFlags : Class «struct»

■ StateFlags : Class «struct»

ATTRIBUTES

◆ m_camera : sf::Vector2f Private

camera (in tiles)

[Is static False. Containment is Not Specified.]

◆ m_cameraTarget : sf::Vector2f Private

[Is static False. Containment is Not Specified.]

◆ m_color : sf::Color Private

color

[Is static False. Containment is Not Specified.]

◆ m_do : ActionFlags Private

flags

[Is static False. Containment is Not Specified.]

◆ m_grid : std::vector<unsigned long int> Private

[Is static False. Containment is Not Specified.]

◆ m_gridSize : sf::Vector2u Private

data

[Is static False. Containment is Not Specified.]

◆ m_is : StateFlags Private

[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ m_numberOfTextureTilesPerRow : unsigned int Private [Is static False. Containment is Not Specified.]
◆ m_outOfBoundsTile : unsigned long int Private [Is static False. Containment is Not Specified.]
◆ m_primitiveType : sf::PrimitiveType Private tiles [Is static False. Containment is Not Specified.]
◆ m_redrawRequired : bool Private render Properties: mutable = true [Is static False. Containment is Not Specified.]
◆ m_render : std::vector<sf::Vertex> Private Properties: mutable = true [Is static False. Containment is Not Specified.]
◆ m_renderTexture : sf::RenderTexture Private Properties: mutable = true [Is static False. Containment is Not Specified.]
◆ m_size : sf::Vector2f Private [Is static False. Containment is Not Specified.]
◆ m_texture : sf::Texture* Private Const [Is static False. Containment is Not Specified.]
◆ m_textureOffset : sf::Vector2u Private [Is static False. Containment is Not Specified.]
◆ m_textureTileSize : sf::Vector2u Private [Is static False. Containment is Not Specified.]
◆ m_vertices : std::vector<sf::Vertex> Private

ATTRIBUTES

Properties:
mutable = true

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

Source: Public (Class) TileMap

Target: Private m_do (Class) ActionFlags
«struct»

✍ Association (direction: Source -> Destination)

Source: Public (Class) TileMap

Target: Private m_is (Class) StateFlags
«struct»

OPERATIONS

◊ draw (target : sf::RenderTarget& , states : sf::RenderStates) : void Private

[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

◊ getCamera () : sf::Vector2f Public

[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

◊ getCameraTargetTile () : sf::Vector2f Public

[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

◊ getColor () : sf::Color Public

[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

◊ getCoordAtLevelGridPosition (levelGridPosition : sf::Vector2f) : sf::Vector2f Public

[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

◊ getGridSize () : sf::Vector2u Public

[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

◊ getLevelPositionAtCoord (coord : sf::Vector2f) : sf::Vector2i Public

[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

◊ getSize () : sf::Vector2f Public

[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

◊ getSmooth () : bool Public

[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

OPERATIONS
◆ getSmoothScroll () : bool Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getTextureTileSize () : sf::Vector2u Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getTileAtCoord (coord : sf::Vector2f) : unsigned long int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getTileSize () : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getTotalGridSize () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_getActualCamera () : sf::Vector2f Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_getGridPositionAtCoord (coord : sf::Vector2f) : sf::Vector2i Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_getTileAtGridPosition (gridPosition : sf::Vector2i) : unsigned int Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_getTileOffsetFromVector (vector : sf::Vector2f) : sf::Vector2f Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_getVectorFromTileOffset (offset : sf::Vector2f) : sf::Vector2f Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_recreateRenderTexture () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ priv_updateRender () : void Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ priv_updateVertices () : void Private [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ redraw () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ setCamera (camera : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setCameraTargetTile (cameraTargetTile : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColor (color : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setGridSize (gridSize : sf::Vector2u) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setNumberOfTextureTilesPerRow (numberOfTextureTilesPerRow : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setOutOfBoundsTile (textureTileIndex : unsigned long int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setSize (size : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setSmooth (smooth : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setSmoothScroll (smoothScroll : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTexture (texture : sf::Texture&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTexture () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextureOffset (textureOffset : sf::Vector2u) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextureTileSize (textureTileSize : sf::Vector2u) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ TileMap () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ update (level : T&, width : unsigned int, camera : sf::Vector2f) : void Public

OPERATIONS	
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◆ update (level : T& , width : unsigned int) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ update (level : T* const , size : unsigned int , width : unsigned int , camera : sf::Vector2f) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ update (level : T* const , size : unsigned int , width : unsigned int) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

ActionFlags

Class «struct» owned by 'TileMap', in package 'selbaward'

ActionFlags

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ scrollSmoothly : bool Public = { false }	
Properties:	
uniform_initialized = true	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
Association (direction: Source -> Destination) Source: Public (Class) TileMap	Target: Private m_do (Class) ActionFlags «struct»

StateFlags

Class «struct» owned by 'TileMap', in package 'selbaward'

StateFlags

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ATTRIBUTES	

ATTRIBUTES

◆ smooth : bool Public = { false }

Properties:

uniform_initialized = true

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

↙ Association (direction: Source -> Destination)

Source: Public (Class) TileMap

Target: Private m_is (Class) StateFlags
«struct»

Up

Class «struct» in package 'selbaward'

Up

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

Extends MovementControl

OUTGOING STRUCTURAL RELATIONSHIPS

⬅ Generalization from «struct» Up to «struct» MovementControl

[Direction is 'Source -> Destination'.]

OPERATIONS

◆ Up (distance : unsigned int) : Public

Properties:

explicit = true

initializer = MovementControl(distance)

bodyLocation = classDec

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Wipe

Class «struct» in package 'selbaward'

Wipe

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
<p>◆ string : std::string Public [Is static False. Containment is Not Specified.]</p>
OPERATIONS
<p>◆ Wipe (length : unsigned int) : Public Properties: explicit = true initializer = string(length, ' ') bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>

ColorCommand

Enumeration «Enumeration» in package 'selbaward'

ColorCommand
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
<p>◆ Unused : Public = -1 unused. returns a Color created from this ColorCommand if no Color can be determined such as when an exception is thrown from a method that returns a Color but exceptions are switched off [Is static False. Containment is Not Specified.]</p>
<p>◆ Opposite : Public = -2 use opposite colour (i.e. foreground color for background color and background color for foreground color) [Is static False. Containment is Not Specified.]</p>
<p>◆ Invert : Public = -3 invert the opposite colour ("main colour = invert" would set main colour to inverted background colour and vice versa) [Is static False. Containment is Not Specified.]</p>
<p>◆ Contrast : Public = -4 contrast the opposite colour ("main colour = contrast" would set main colour to contrast background colour and vice versa). contrast is black or white based on opposite's luminance [Is static False. Containment is Not Specified.]</p>

ASSOCIATIONS

Association (direction: Source -> Destination)

Source: Public (Class) ConsoleScreen

Target: Public __unnamed_2 (Enumeration)
ColorCommand «Enumeration»

Direct

Enumeration «Enumeration» in package 'selbaward'

Direct

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ATTRIBUTES

Begin : Public

[Is static False. Containment is Not Specified.]

End : Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

Association (direction: Source -> Destination)

Source: Public (Class) ConsoleScreen

Target: Public __unnamed_3 (Enumeration)
Direct «Enumeration»

Direction

Enumeration «Enumeration» in package 'selbaward'

Direction

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ATTRIBUTES

Left : Public

[Is static False. Containment is Not Specified.]

Right : Public

[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ Up : Public	[Is static False. Containment is Not Specified.]
◆ Down : Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
<p>✓ Association (direction: Source -> Destination)</p> <p>Source: Public (Class) MovementControl «struct»</p>	<p>Target: Public direction (Enumeration) Direction «Enumeration»</p>

Palette

Enumeration «Enumeration» in package 'selbaward'

Palette
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ Default : Public	
basic 16-colour palette	[Is static False. Containment is Not Specified.]
◆ Colors2BlackWhite : Public	[Is static False. Containment is Not Specified.]
◆ Colors2WhiteBlack : Public	[Is static False. Containment is Not Specified.]
◆ Colors8Rgb : Public	[Is static False. Containment is Not Specified.]
◆ Colors16Greenscale : Public	[Is static False. Containment is Not Specified.]
◆ Colors16Grayscale : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ Colors16Sepia : Public	[Is static False. Containment is Not Specified.]
◆ Colors16Cga : Public	[Is static False. Containment is Not Specified.]
◆ Colors16CgaNonIbm : Public	[Is static False. Containment is Not Specified.]
◆ Colors16Windows : Public	[Is static False. Containment is Not Specified.]
◆ Colors16Mac : Public	[Is static False. Containment is Not Specified.]
◆ Colors16ZxSpectrum : Public	[Is static False. Containment is Not Specified.]
◆ Colors16Html : Public	[Is static False. Containment is Not Specified.]
◆ Colors216Web : Public	[Is static False. Containment is Not Specified.]
◆ Colors256Greenscale : Public	[Is static False. Containment is Not Specified.]
◆ Colors256Grayscale : Public	[Is static False. Containment is Not Specified.]
◆ Colors256Sepia : Public	[Is static False. Containment is Not Specified.]
◆ ColorsRgb : Public	24-bit RGB colours. palette of 16,777,216 (0x1000000) colours that are ordered so that the palette index can be specified like this: RGGBB in hex e.g. 0x00FF00 for green [Is static False. Containment is Not Specified.]

Palette

Enumeration «Enumeration» in package 'selbaward'

Palette
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ Default : Public	
basic 16-colour palette	[Is static False. Containment is Not Specified.]
◆ Colors2BlackWhite : Public	[Is static False. Containment is Not Specified.]
◆ Colors2WhiteBlack : Public	[Is static False. Containment is Not Specified.]
◆ Colors16Greenscale : Public	[Is static False. Containment is Not Specified.]
◆ Colors16Grayscale : Public	[Is static False. Containment is Not Specified.]
◆ Colors16Sepia : Public	[Is static False. Containment is Not Specified.]
◆ Colors16Cga : Public	[Is static False. Containment is Not Specified.]
◆ Colors16CgaNonIbm : Public	[Is static False. Containment is Not Specified.]
◆ Colors16Windows : Public	[Is static False. Containment is Not Specified.]
◆ Colors16Mac : Public	[Is static False. Containment is Not Specified.]
◆ Colors16ZxSpectrum : Public	[Is static False. Containment is Not Specified.]
◆ Colors216Web : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ Colors256Greenscale : Public	[Is static False. Containment is Not Specified.]
◆ Colors256Grayscale : Public	[Is static False. Containment is Not Specified.]
◆ Colors256Sepia : Public	[Is static False. Containment is Not Specified.]

TargetBufferCommand

Enumeration «Enumeration» in package 'selbaward'

TargetBufferCommand
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ Screen : Public = -1	
targets the screen directly	[Is static False. Containment is Not Specified.]
◆ First : Public = -2	
targets the first buffer if one is available, otherwise targets the screen	[Is static False. Containment is Not Specified.]
◆ Last : Public = -3	
targets the last buffer if one is available, otherwise targets the screen	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
 Association (direction: Source -> Destination) Source: Public (Class) ConsoleScreen Target: Public __unnamed_4 (Enumeration) TargetBufferCommand «Enumeration»	

ALevel

Class in package 'R-Type'

ALevel

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

INCOMING STRUCTURAL RELATIONSHIPS	
⇒ Generalization from Space to ALevel	[Direction is 'Source -> Destination'.]
⇒ Generalization from DeepSpace to ALevel	[Direction is 'Source -> Destination'.]
⇒ Generalization from SpaceCemetery to ALevel	[Direction is 'Source -> Destination'.]
⇒ Generalization from Horizon to ALevel	[Direction is 'Source -> Destination'.]
⇒ Generalization from Underwater to ALevel	[Direction is 'Source -> Destination'.]
ATTRIBUTES	
◆ back : Bg Protected	[Is static False. Containment is Not Specified.]
◆ baseFadeOpacityPercentageIncreasing : float Protected	[Is static False. Containment is Not Specified.]
◆ baseSoundAttenuationOnDeathPercentageDecreasing : float Protected	[Is static False. Containment is Not Specified.]
◆ bulletsAllied : std::vector<std::shared_ptr<IEntity>> Protected	[Is static False. Containment is Not Specified.]
◆ bulletsEnemy : std::vector<std::shared_ptr<IEntity>> Protected	[Is static False. Containment is Not Specified.]
◆ changePhase : bool Protected	[Is static False. Containment is Not Specified.]
◆ clock : sf::Clock Protected	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ cloque : sf::Clock	Protected [Is static False. Containment is Not Specified.]
◆ currentGameLevel : GameState	Protected [Is static False. Containment is Not Specified.]
◆ ennemis : std::vector<std::shared_ptr< IEntity>>	Protected [Is static False. Containment is Not Specified.]
◆ fadeOpacity : int	Protected [Is static False. Containment is Not Specified.]
◆ floatFadeOpacity : float	Protected [Is static False. Containment is Not Specified.]
◆ hud : Hud&	Protected [Is static False. Containment is Not Specified.]
◆ inv : sf::Clock	Protected [Is static False. Containment is Not Specified.]
◆ invulnerabilityTime : sf::Time	Protected [Is static False. Containment is Not Specified.]
◆ isGameLost : bool	Protected [Is static False. Containment is Not Specified.]
◆ keyboard : sf::Keyboard	Protected [Is static False. Containment is Not Specified.]
◆ music : sf::Music	Protected [Is static False. Containment is Not Specified.]
◆ phase : short	Protected [Is static False. Containment is Not Specified.]
◆ phaseMax : short	Protected [Is static False. Containment is Not Specified.]
◆ phases : std::vector<std::function<void()>>	Protected [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ player : Player*	Protected [Is static False. Containment is Not Specified.]
◆ playerBlinking : bool	Protected [Is static False. Containment is Not Specified.]
◆ powerUps : std::vector<std::shared_ptr<IEntity>>	Protected [Is static False. Containment is Not Specified.]
◆ soundAttenuationOnDeath : float	Protected [Is static False. Containment is Not Specified.]
◆ win : bool	Protected [Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) ALevel	Target: Protected hud (Class) Hud
✓ Association (direction: Source -> Destination)	
Source: Public (Class) ALevel	Target: Protected currentGameLevel (Enumeration) GameState «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) ALevel	Target: Protected player (Class) Player
✓ Association (direction: Source -> Destination)	
Source: Public (Class) ALevel	Target: Protected back (Class) Bg
✓ Association (direction: Source -> Destination)	
Source: Public (Class) GameHandler	Target: Private level4 (Class) ALevel
✓ Association (direction: Source -> Destination)	
Source: Public (Class) GameHandler	Target: Private level3 (Class) ALevel
✓ Association (direction: Source -> Destination)	
Source: Public (Class) GameHandler	Target: Private level5 (Class) ALevel

ASSOCIATIONS	
Association (direction: Source -> Destination)	
Source: Public (Class) GameHandler	Target: Private level1 (Class) ALevel

OPERATIONS	
addBullet (prm1 : IEntity*) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
ALevel () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
~ALevel () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
checkEntitiesBoxes () : void Protected	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
controller () : void Protected	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
drawAll (App : sf::RenderWindow&) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
drawLvl (App : sf::RenderWindow&) : void Protected	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
enemiesGenerator () : void Private	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
generateEnemies (prm1 : std::map<EnemyType, int>) : void Protected	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
initLvl (path : std::string&) : void Protected	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
mainLoop () : void Protected	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ pollEvent (event : sf::Event&) : void Protected [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setPlayerBlinking (playerBlinking : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setWin (win : bool) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ start () : void Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ updateAlliedBullet () : void Protected [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ updateEntities () : void Protected [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ XboxController () : void Protected [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Animation

Class in package 'R-Type'

Animation
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loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
◆ currentSpeed : int Private [Is static False. Containment is Not Specified.]
◆ data : std::vector<int>* Private [Is static False. Containment is Not Specified.]
◆ frame : size_t Private [Is static False. Containment is Not Specified.]
◆ height : int Private

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ scale : int Private	[Is static False. Containment is Not Specified.]
◆ speed : int Private	[Is static False. Containment is Not Specified.]
◆ sprite : sf::Sprite Private	[Is static False. Containment is Not Specified.]
◆ texture : sf::Texture* Private	[Is static False. Containment is Not Specified.]
◆ width : int Private	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) Entity	Target: Protected sprites (Class) Animation
✓ Association (direction: Source -> Destination)	
Source: Public (Class) TextureManager	Target: Private sprites (Class) Animation

OPERATIONS	
◆ Animation () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Animation (animation : Animation&) : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Animation (path : std::string&, stance : Stance) : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~Animation () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ drawFrame (App : sf::RenderWindow&, pos : sf::Vector2f, orientation : Orientation) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ drawFrame (App : sf::RenderWindow& , pos : sf::Vector2f , orientation : Orientation , alpha : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ findCsv (path : std::string& , stancce : Stance) : std::string Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ freeDatas () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getGlobalBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getSize () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ rotateSprite (orientation : Orientation) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setColor (prm1 : sf::Color) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setScale (prm1 : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setScale (prm1 : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ totalFrame () : int Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ updateFrame () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Bg

Class in package 'R-Type'

Bg
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ layers : std::vector<t_layer *>	Private [Is static False. Containment is Not Specified.]
◆ orientation : Orientation	Private [Is static False. Containment is Not Specified.]
ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) Bg	Target: Private orientation (Enumeration) Orientation «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) WinScreenHandler	Target: Private background (Class) Bg
✓ Association (direction: Source -> Destination)	
Source: Public (Class) GameOverScreenHandler	Target: Private background (Class) Bg
✓ Association (direction: Source -> Destination)	
Source: Public (Class) ALevel	Target: Protected back (Class) Bg
OPERATIONS	
◆ addLayer (path : std::string& , speed : int) : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Bg () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~Bg () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ changeOrientation (orientation1 : Orientation) : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ drawBackground (App : sf::RenderWindow&) : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS

◆ flushLayers () : void Public
 [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ getLayers () : std::vector<t_layer *> & Public Const
 [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

Bullet

Class in package 'R-Type'

Bullet
 Version 1.0 Phase 1.0 Proposed
 loic lopez created on 1/22/2018. Last modified 1/22/2018
 Extends Entity

OUTGOING STRUCTURAL RELATIONSHIPS

↳ Generalization from Bullet to Entity
 [Direction is 'Source -> Destination'.]

ATTRIBUTES

◆ side : Side Private
 [Is static False. Containment is Not Specified.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)
 Source: Public (Class) Bullet Target: Private side (Enumeration) Side
 «Enumeration»

OPERATIONS

◆ Bullet (type : BulletType) : Public
 [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ ~Bullet () : Public
 [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ getReward () : unsigned Public

Properties:
 bodyLocation = classDec

OPERATIONS	
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◆ getSide () : Side	Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ setSide (side : Side) : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ shoot () : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ updatePos () : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Button

Class in package 'R-Type'

Button
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ actualButtonState : sf::Uint32	Private [Is static False. Containment is Not Specified.]
◆ buttonPosition : sf::Vector2f	Private [Is static False. Containment is Not Specified.]
◆ buttonShape : sf::RectangleShape	Public [Is static False. Containment is Not Specified.]
◆ buttonSize : sf::Vector2f	Private [Is static False. Containment is Not Specified.]
◆ onClick : std::function<void()>	Public [Is static False. Containment is Not Specified.]
◆ textureClicked : sf::Texture*	Private [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ textureHovered : sf::Texture*	Private [Is static False. Containment is Not Specified.]
◆ textureNormal : sf::Texture*	Private [Is static False. Containment is Not Specified.]
OPERATIONS	
<p>◆ Button (buttonEffectsPaths : std::vector<std::string>) : Public</p> <p>Properties: explicit = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ ~Button () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ getDimensions () : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ getPosition () : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ getState () : sf::Uint32 Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ getTextureSize () : sf::Vector2f Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ setBackground () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ setButtonColor (prm1 : sf::Color&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ setPosition (position : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ setSize (size : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ setState (state : sf::Uint32) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	

OPERATIONS

- ◆ update (e : sf::Event& , window : sf::RenderWindow&) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Controller

Class in package 'R-Type'

Controller
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

- ◆ buttons : unsigned int Private
[Is static False. Containment is Not Specified.]
- ◆ connected : bool Private
[Is static False. Containment is Not Specified.]
- ◆ pressed : bool Private
[Is static False. Containment is Not Specified.]

OPERATIONS

- ◆ Controller () : Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
- ◆ ~Controller () : Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
- ◆ isConnected () : bool Public
[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

CreditsCore

Class in package 'R-Type'

CreditsCore
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
◆ Credits : CreditsHandler Private [Is static False. Containment is Not Specified.]
◆ m_instance : CreditsCore Private [Is static True. Containment is Not Specified.]
ASSOCIATIONS
✍ Association (direction: Source -> Destination) Source: Public (Class) CreditsCore Target: Private Credits (Class) CreditsHandler
OPERATIONS
◆ CreditsCore () : Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~CreditsCore () : Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ CreditsCore (prm1 : CreditsCore&) : Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ eventHandler (event : sf::Event&) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Instance () : CreditsCore & Public [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator= (prm1 : CreditsCore&) : CreditsCore & Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ start () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

CreditsHandler

Class in package 'R-Type'

CreditsHandler
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

- ◆ backgroundTexture : sf::Texture Private
[Is static False. Containment is Not Specified.]
- ◆ buttonEffectsPaths : std::vector<std::string> Private
BUTTON SYSTEM
[Is static False. Containment is Not Specified.]
- ◆ CreditsBackgroundSprite : sf::Sprite Private
BACKGROUND AND MUSIC
[Is static False. Containment is Not Specified.]
- ◆ CreditsButtons : std::vector<std::shared_ptr<Button>> Private
[Is static False. Containment is Not Specified.]
- ◆ functionsHandler : std::vector<std::function<void()>> Private
[Is static False. Containment is Not Specified.]

ASSOCIATIONS

- ↙ Association (direction: Source -> Destination)
Source: Public (Class) CreditsCore Target: Private Credits (Class) CreditsHandler

OPERATIONS

- ◆ CreditsHandler () : Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
- ◆ ~CreditsHandler () : Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
- ◆ determineButtonsPosition () : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
- ◆ drawCredits (App : sf::RenderWindow&) : void Public

OPERATIONS	
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◆	initCredits (path : std::string&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	startMusic () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	stopMusic () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	updateCredits (e : sf::Event& , window : sf::RenderWindow&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Cs

Class «alias» in package 'R-Type'

Cs
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends ConsoleScreen

OUTGOING STRUCTURAL RELATIONSHIPS	
◀	Generalization from «alias» Cs to ConsoleScreen [Direction is 'Source -> Destination'.]

DeepSpace

Class in package 'R-Type'

DeepSpace
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends ALevel

OUTGOING STRUCTURAL RELATIONSHIPS	
◀	Generalization from DeepSpace to ALevel [Direction is 'Source -> Destination'.]

OPERATIONS	
◆ DeepSpace () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~DeepSpace () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ start () : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Enemy

Class in package 'R-Type'

Enemy
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends Entity

OUTGOING STRUCTURAL RELATIONSHIPS	
↳ Generalization from Enemy to Entity	[Direction is 'Source -> Destination'.]

ATTRIBUTES	
◆ back : bool Private = true	[Is static False. Containment is Not Specified.]
◆ back2 : bool Private = false	[Is static False. Containment is Not Specified.]
◆ enemyType : EnemyType Private	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
Association (direction: Source -> Destination) Source: Public (Class) Enemy Target: Private enemyType (Enumeration) EnemyType «Enumeration»	

OPERATIONS	
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OPERATIONS	
◆ Enemy (type : EnemyType) : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~Enemy () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getReward () : unsigned Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ shoot () : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ straightBullet (bulletType : BulletType) : Bullet * Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ updatePos () : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Entity

Class in package 'R-Type'

Entity
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends IEntity

OUTGOING STRUCTURAL RELATIONSHIPS	
↳ Generalization from Entity to IEntity	[Direction is 'Source -> Destination'.]
INCOMING STRUCTURAL RELATIONSHIPS	
⇒ Generalization from PowerUp to Entity	[Direction is 'Source -> Destination'.]
⇒ Generalization from Enemy to Entity	[Direction is 'Source -> Destination'.]

INCOMING STRUCTURAL RELATIONSHIPS	
⇒ Generalization from Bullet to Entity	[Direction is 'Source -> Destination'.]
⇒ Generalization from Player to Entity	[Direction is 'Source -> Destination'.]
ATTRIBUTES	
◆ hp : int Protected	[Is static False. Containment is Not Specified.]
◆ orientation : Orientation Protected	[Is static False. Containment is Not Specified.]
◆ pos : sf::Vector2f Protected	[Is static False. Containment is Not Specified.]
◆ rewardScore : unsigned int Protected	[Is static False. Containment is Not Specified.]
◆ shootCooldown : int Protected	[Is static False. Containment is Not Specified.]
◆ side : Side Protected	[Is static False. Containment is Not Specified.]
◆ speed : int Protected	[Is static False. Containment is Not Specified.]
◆ sprites : Animation Protected	[Is static False. Containment is Not Specified.]
◆ stance : Stance Protected	[Is static False. Containment is Not Specified.]
◆ trajectory : sf::Vector2f Protected	[Is static False. Containment is Not Specified.]
◆ type : Textures Protected	[Is static False. Containment is Not Specified.]
◆ weapon : Weapon Protected	

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
ASSOCIATIONS	
Association (direction: Source -> Destination)	
Source: Public (Class) Entity	Target: Protected side (Enumeration) Side «Enumeration»
Association (direction: Source -> Destination)	
Source: Public (Class) Entity	Target: Protected orientation (Enumeration) Orientation «Enumeration»
Association (direction: Source -> Destination)	
Source: Public (Class) Entity	Target: Protected sprites (Class) Animation
Association (direction: Source -> Destination)	
Source: Public (Class) Entity	Target: Protected weapon (Class) Weapon
Association (direction: Source -> Destination)	
Source: Public (Class) Entity	Target: Protected type (Enumeration) Textures «Enumeration»
Association (direction: Source -> Destination)	
Source: Public (Class) Entity	Target: Protected stance (Enumeration) Stance «Enumeration»
OPERATIONS	
changeOrientation (prm1 : Orientation) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
drawSprite (App : sf::RenderWindow&) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
Entity () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
~Entity () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ getBounds () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getHitBox () : sf::FloatRect Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getHp () : int Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getOrientation () : Orientation Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getPos () : sf::Vector2f & Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getReward () : unsigned Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ getSide () : Side Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getStance () : Stance Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getType () : Textures Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ move (prm1 : sf::Vector2f) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ outOfBounds () : bool Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setHp (hp : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setOrientation (orientation : Orientation) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setPos (pos : sf::Vector2f&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS	
◆	setSide (side : Side) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setStance (stance : Stance) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setTrajectory (newTrajectory : sf::Vector2f&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setType (textures : Textures) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	shoot () : void Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆	updatePos () : void Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

GameCore

Class in package 'R-Type'

GameCore
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆	gameHandler : GameHandler& Private [Is static False. Containment is Not Specified.]
◆	gameOverScreen : GameOverScreenCore& Private [Is static False. Containment is Not Specified.]
◆	m_instance : GameCore Private [Is static True. Containment is Not Specified.]
◆	menuCore : MenuCore& Private [Is static False. Containment is Not Specified.]
◆	menuInGameCore : MenuInGameCore& Private [Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ splashScreen : SplashScreen& Private [Is static False. Containment is Not Specified.]
◆ winScreenCore : WinScreenCore& Private [Is static False. Containment is Not Specified.]
ASSOCIATIONS
✓ Association (direction: Source -> Destination) Source: Public (Class) GameCore Target: Private splashScreen (Class) SplashScreen
✓ Association (direction: Source -> Destination) Source: Public (Class) GameCore Target: Private menuCore (Class) MenuCore
✓ Association (direction: Source -> Destination) Source: Public (Class) GameCore Target: Private menuInGameCore (Class) MenuInGameCore
✓ Association (direction: Source -> Destination) Source: Public (Class) GameCore Target: Private winScreenCore (Class) WinScreenCore
✓ Association (direction: Source -> Destination) Source: Public (Class) GameCore Target: Private gameHandler (Class) GameHandler
✓ Association (direction: Source -> Destination) Source: Public (Class) GameCore Target: Private gameOverScreen (Class) GameOverScreenCore
OPERATIONS
◆ GameCore () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~GameCore () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS	
◆	getGameOverScreen () : GameOverScreenCore & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	getMenuInGameCore () : MenuInGameCore & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	getWinScreenCore () : WinScreenCore & Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆	Instance () : GameCore & Public [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	start () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

GameHandler

Class in package 'R-Type'

GameHandler
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆	hpSave : int Private [Is static False. Containment is Not Specified.]
◆	hud : Hud Private [Is static False. Containment is Not Specified.]
◆	level1 : ALevel* Private [Is static False. Containment is Not Specified.]
◆	level2 : ALevel* Private [Is static False. Containment is Not Specified.]
◆	level3 : ALevel* Private [Is static False. Containment is Not Specified.]
◆	level4 : ALevel* Private [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ level5 : ALevel*	Private [Is static False. Containment is Not Specified.]
◆ m_instance : GameHandler	Private [Is static True. Containment is Not Specified.]
◆ player : Player*	Private [Is static False. Containment is Not Specified.]
◆ scoreSave : int	Private [Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) GameHandler	Target: Private level4 (Class) ALevel
✓ Association (direction: Source -> Destination)	
Source: Public (Class) GameHandler	Target: Private hud (Class) Hud
✓ Association (direction: Source -> Destination)	
Source: Public (Class) GameHandler	Target: Private level3 (Class) ALevel
✓ Association (direction: Source -> Destination)	
Source: Public (Class) GameHandler	Target: Private level5 (Class) ALevel
✓ Association (direction: Source -> Destination)	
Source: Public (Class) GameHandler	Target: Private player (Class) Player
✓ Association (direction: Source -> Destination)	
Source: Public (Class) GameHandler	Target: Private level1 (Class) ALevel
✓ Association (direction: Source -> Destination)	
Source: Public (Class) GameHandler	Target: Private level2 (Class) ALevel
✓ Association (direction: Source -> Destination)	

ASSOCIATIONS	
Source: Public (Class) GameCore	Target: Private gameHandler (Class) GameHandler
OPERATIONS	
<p>◆ GameHandler () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ GameHandler (prm1 : GameHandler&) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ ~GameHandler () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ getCurrentLevel () : ALevel * Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ getCurrentLevel (currentLevel : GameState) : ALevel * Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ getHud () : Hud & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ getPlayer () : Player * Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ getScoreSave () : int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]</p>	
<p>◆ Instance () : GameHandler & Public [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ operator= (prm1 : GameHandler&) : GameHandler & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ resetGameToRetry () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ setScoreSave (scoreSave : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	
<p>◆ start () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>	

OPERATIONS
◆ startLevel1 () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ startLevel2 () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ startLevel3 () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ startLevel4 () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ startLevel5 () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

GameOverScreenCore

Class in package 'R-Type'

GameOverScreenCore
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
◆ gameOverScreen : GameOverScreenHandler Private [Is static False. Containment is Not Specified.]
◆ m_instance : GameOverScreenCore Private [Is static True. Containment is Not Specified.]
◆ previousGameState : GameState Private [Is static False. Containment is Not Specified.]

ASSOCIATIONS
✓ Association (direction: Source -> Destination) Source: Public (Class) GameOverScreenCore Target: Private gameOverScreen (Class) GameOverScreenHandler
✓ Association (direction: Source -> Destination)

ASSOCIATIONS	
Source: Public (Class) GameOverScreenCore	Target: Private previousGameState (Enumeration) GameState «Enumeration»
Association (direction: Source -> Destination)	
Source: Public (Class) GameCore	Target: Private gameOverScreen (Class) GameOverScreenCore
OPERATIONS	
EventHandler (event : sf::Event&) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
GameOverScreenCore () : Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
~GameOverScreenCore () : Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
GameOverScreenCore (prm1 : GameOverScreenCore&) : Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
getGameOverScreen () : GameOverScreenHandler & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
getPreviousGameState () : GameState Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]	
Instance () : GameOverScreenCore & Public [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
operator= (prm1 : GameOverScreenCore&) : GameOverScreenCore & Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
setPreviousGameState (previousGameState : GameState) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
start () : void Public	

OPERATIONS

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

GameOverScreenHandler

Class in package 'R-Type'

GameOverScreenHandler
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

◆ background : Bg Private

BACKGROUND AND MUSIC

[Is static False. Containment is Not Specified.]

◆ buttonEffectsPaths : std::vector<std::string> Private

BUTTON SYSTEM

[Is static False. Containment is Not Specified.]

◆ functionsHandler : std::vector<std::function<void()>> Private

[Is static False. Containment is Not Specified.]

◆ gameOverButtons : std::vector<std::shared_ptr<Button>> Private

[Is static False. Containment is Not Specified.]

◆ music : sf::Music Private

[Is static False. Containment is Not Specified.]

◆ textSprite : sf::Sprite Private

TEXT ON GAMEOVER SCREEN

[Is static False. Containment is Not Specified.]

◆ textTexture : sf::Texture Private

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

↙ Association (direction: Source -> Destination)

Source: Public (Class) GameOverScreenHandler

Target: Private background (Class) Bg

ASSOCIATIONS	
Association (direction: Source -> Destination)	
Source: Public (Class) GameOverScreenCore	
Target: Private gameOverScreen (Class) GameOverScreenHandler	
OPERATIONS	
determineButtonsPosition () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
drawGameOverScreen (App : sf::RenderWindow&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
drawGameOverScreen (App : sf::RenderWindow& , opacity : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
GameOverScreenHandler () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
~GameOverScreenHandler () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
getBackground () : Bg & Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]	
initGameOverScreen (path : std::string&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
playMusic () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
stopMusic () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
updateGameOverScreen (e : sf::Event& , window : sf::RenderWindow&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	

Horizon

Class in package 'R-Type'

Horizon
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends ALevel

OUTGOING STRUCTURAL RELATIONSHIPS

↳ Generalization from Horizon to ALevel

[Direction is 'Source -> Destination'.]

OPERATIONS

◆ enemiesGenerator (prm1 : short) : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Horizon () : Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ ~Horizon () : Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ start () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Hud

Class in package 'R-Type'

Hud
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ELEMENTS OWNED BY Hud

▣ t_layer : Class «struct»

ATTRIBUTES

◆ emptyHeartRef : std::shared_ptr<t_layer> Private

[Is static False. Containment is Not Specified.]

◆ emptyHearts : std::vector<std::shared_ptr<t_layer>> Private

[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ filledHeartRef : std::shared_ptr<t_layer>	Private [Is static False. Containment is Not Specified.]
◆ filledHearts : std::vector<std::shared_ptr<t_layer>>	Private [Is static False. Containment is Not Specified.]
◆ firstScoreTextNumberPosition : sf::Vector2f	Private [Is static False. Containment is Not Specified.]
◆ scoreNumbers : std::vector<std::shared_ptr<t_layer>>	Private [Is static False. Containment is Not Specified.]
◆ scoreText : std::shared_ptr<t_layer>	Private [Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) ALevel	Target: Protected hud (Class) Hud

✓ Association (direction: Source -> Destination)	
Source: Public (Class) GameHandler	Target: Private hud (Class) Hud

OPERATIONS	
◆ addHearth () : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addScoreNumberTexture (path : std::string&) : void	Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addScoreTexture (path : std::string&) : void	Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ drawHud (App : sf::RenderWindow&) : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ drawScore (playerScore : int , position : sf::Vector2f) : void	Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ emptyFilledHeartsVector () : bool	Public

OPERATIONS	
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◊ fillHeartVector (vector : std::vector<std::shared_ptr<Hud::t_layer>>&, ref : t_layer*) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◊ fillHeartVector (vector : std::vector<std::shared_ptr<Hud::t_layer>>&, ref : t_layer*, currentPlayerHp : int) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◊ Hud () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◊ ~Hud () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◊ initHud (path : std::string&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◊ resetHud () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◊ takeDamage () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	

t_layer

Class «struct» owned by 'Hud', in package 'R-Type'

t_layer
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◊ id : int Public [Is static False. Containment is Not Specified.]	
◊ img : sf::Sprite Public [Is static False. Containment is Not Specified.]	
◊ texture : sf::Texture Public [Is static False. Containment is Not Specified.]	

OPERATIONS

◆ **t_layer (path : std::string& , position : sf::Vector2f) : Public**
 [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ **t_layer (layer : t_layer*) : Public**

Properties:
 explicit = true

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

IEntity

Class in package 'R-Type'

IEntity
 Version 1.0 Phase 1.0 Proposed
 loic lopez created on 1/22/2018. Last modified 1/22/2018

INCOMING STRUCTURAL RELATIONSHIPS

⇒ Generalization from Entity to IEntity
 [Direction is 'Source -> Destination'.]

OPERATIONS

◆ **changeOrientation (prm1 : Orientation) : void Public**
 [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ **drawSprite (App : sf::RenderWindow&) : void Public**
 [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ **getBounds () : sf::FloatRect Public**
 [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ **getHitBox () : sf::FloatRect Public**
 [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ **getHp () : int Public**
 [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ **getOrientation () : Orientation Public**
 [Is static False. Is abstract True. Is return array False. Is query True . Is synchronized False.]

OPERATIONS	
◆ getPos () : sf::Vector2f & Public Const	[Is static False. Is abstract True. Is return array False. Is query True . Is synchronized False.]
◆ getReward () : unsigned Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ getSide () : Side Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ getStance () : Stance Public	[Is static False. Is abstract True. Is return array False. Is query True . Is synchronized False.]
◆ getType () : Textures Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ ~IEntity () : Public	Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ move (prm1 : sf::Vector2f) : void Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ outOfBounds () : bool Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setHp (hp : int) : void Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setOrientation (orientation : Orientation) : void Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setPos (pos : sf::Vector2f&) : void Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setSide (prm1 : Side) : void Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setStance (stance : Stance) : void Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setTrajectory (prm1 : sf::Vector2f&) : void Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ setType (prm1 : Textures) : void Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ shoot () : void Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ updatePos () : void Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

MenuCore

Class in package 'R-Type'

MenuCore

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
◆ m_instance : MenuCore Private [Is static True. Containment is Not Specified.]
◆ menu : MenuHandler Private [Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✍ Association (direction: Source -> Destination)	
Source: Public (Class) MenuCore	Target: Private menu (Class) MenuHandler
✍ Association (direction: Source -> Destination)	
Source: Public (Class) GameCore	Target: Private menuCore (Class) MenuCore

OPERATIONS
◆ eventHandler (event : sf::Event&) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Instance () : MenuCore & Public [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ MenuCore () : Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~MenuCore () : Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ MenuCore (prm1 : MenuCore&) : Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator= (prm1 : MenuCore&) : MenuCore & Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ start () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

MenuHandler

Class in package 'R-Type'

MenuHandler
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
◆ backgroundTexture : sf::Texture Private [Is static False. Containment is Not Specified.]
◆ buttonEffectsPaths : std::vector<std::string> Private BUTTON SYSTEM [Is static False. Containment is Not Specified.]
◆ functionsHandler : std::vector<std::function<void()>> Private [Is static False. Containment is Not Specified.]
◆ menuBackgroundSprite : sf::Sprite Private

ATTRIBUTES	
BACKGROUND AND MUSIC	[Is static False. Containment is Not Specified.]
◆ menuButtons : std::vector<std::shared_ptr<Button>> Private	[Is static False. Containment is Not Specified.]
◆ music : sf::Music Private	[Is static False. Containment is Not Specified.]
ASSOCIATIONS	
✍ Association (direction: Source -> Destination)	
Source: Public (Class) MenuCore	Target: Private menu (Class) MenuHandler
OPERATIONS	
◆ determineButtonsPosition () : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ drawMenu (App : sf::RenderWindow&) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ initMenu (path : std::string&) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ MenuHandler () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~MenuHandler () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ startMusic () : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ stopMusic () : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ updateMenu (e : sf::Event& , window : sf::RenderWindow&) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

MenuInGameCore

Class in package 'R-Type'

MenuInGameCore
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

- ◆ m_instance : MenuInGameCore Private
[Is static True. Containment is Not Specified.]
- ◆ menuInGameHandler : MenuInGameHandler Private
[Is static False. Containment is Not Specified.]
- ◆ previousGameState : GameState Private
[Is static False. Containment is Not Specified.]

ASSOCIATIONS

- ✓ Association (direction: Source -> Destination)
Source: Public (Class) MenuInGameCore Target: Private previousGameState (Enumeration) GameState «Enumeration»
- ✓ Association (direction: Source -> Destination)
Source: Public (Class) MenuInGameCore Target: Private menuInGameHandler (Class) MenuInGameHandler
- ✓ Association (direction: Source -> Destination)
Source: Public (Class) GameCore Target: Private menuInGameCore (Class) MenuInGameCore

OPERATIONS

- ◆ EventHandler (event : sf::Event&) : void Private
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
- ◆ getPreviousGameState () : GameState Public
[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
- ◆ Instance () : MenuInGameCore & Public
[Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS	
◆	MenuInGameCore () : Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	~MenuInGameCore () : Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	MenuInGameCore (prm1 : MenuInGameCore&) : Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	setPreviousGameState (previousGameState : GameState) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	start () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

MenuInGameHandler

Class in package 'R-Type'

MenuInGameHandler
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆	buttonEffectsPaths : std::vector<std::string> Private
BUTTON SYSTEM	[Is static False. Containment is Not Specified.]
◆	functionsHandler : std::vector<std::function<void()>> Private [Is static False. Containment is Not Specified.]
◆	menuInGameButtons : std::vector<std::shared_ptr<Button>> Private [Is static False. Containment is Not Specified.]

ASSOCIATIONS	
	Association (direction: Source -> Destination)
Source: Public (Class) MenuInGameCore	Target: Private menuInGameHandler (Class)

ASSOCIATIONS	
	MenuInGameHandler
OPERATIONS	
◆	determineButtonsPosition () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	drawMenuInGame (App : sf::RenderWindow&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	initMenuInGameHandler (path : std::string&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	MenuInGameHandler () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	~MenuInGameHandler () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆	updateMenuInGame (e : sf::Event& , window : sf::RenderWindow&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OptionsCore

Class in package 'R-Type'

OptionsCore
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆	m_instance : OptionsCore Private [Is static True. Containment is Not Specified.]
◆	options : OptionsHandler Private [Is static False. Containment is Not Specified.]

ASSOCIATIONS	
 Association (direction: Source -> Destination)	
Source: Public (Class) OptionsCore	Target: Private options (Class) OptionsHandler

ASSOCIATIONS
OPERATIONS
<ul style="list-style-type: none"> ◆ eventHandler (event : sf::Event&) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
<ul style="list-style-type: none"> ◆ Instance () : OptionsCore & Public [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]
<ul style="list-style-type: none"> ◆ operator= (prm1 : OptionsCore&) : OptionsCore & Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
<ul style="list-style-type: none"> ◆ OptionsCore () : Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
<ul style="list-style-type: none"> ◆ ~OptionsCore () : Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
<ul style="list-style-type: none"> ◆ OptionsCore (prm1 : OptionsCore&) : Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
<ul style="list-style-type: none"> ◆ start () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OptionsHandler

Class in package 'R-Type'

OptionsHandler
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
<ul style="list-style-type: none"> ◆ backgroundTexture : sf::Texture Private [Is static False. Containment is Not Specified.]
<ul style="list-style-type: none"> ◆ buttonEffectsPaths : std::vector<std::string> Private

ATTRIBUTES	
BUTTON SYSTEM	[Is static False. Containment is Not Specified.]
◆ functionsHandler : std::vector<std::function<void()>> Private	[Is static False. Containment is Not Specified.]
◆ optionsBackgroundSprite : sf::Sprite Private	
BACKGROUND AND MUSIC	[Is static False. Containment is Not Specified.]
◆ optionsButtons : std::vector<std::shared_ptr<Button>> Private	[Is static False. Containment is Not Specified.]
ASSOCIATIONS	
✍ Association (direction: Source -> Destination)	
Source: Public (Class) OptionsCore	Target: Private options (Class) OptionsHandler
OPERATIONS	
◆ determineButtonsPosition () : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ drawOptions (App : sf::RenderWindow&) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ initOptions (path : std::string&) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ OptionsHandler () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~OptionsHandler () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ startMusic () : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ stopMusic () : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS

- ◆ updateOptions (e : sf::Event& , window : sf::RenderWindow&) : void Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Parsing

Class in package 'R-Type'

Parsing
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

OPERATIONS

- ◆ loadCSV (path : std::string , layer : std::function<void (std::string const &, int const &)>) : void Public
[Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Player

Class in package 'R-Type'

Player
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends Entity

OUTGOING STRUCTURAL RELATIONSHIPS

- ◀ Generalization from Player to Entity
[Direction is 'Source -> Destination'.]

ATTRIBUTES

- ◆ blinkingValue : unsigned int Private
[Is static False. Containment is Not Specified.]
- ◆ GameMovementMode : ControlType Private
[Is static False. Containment is Not Specified.]
- ◆ score : unsigned int Private
[Is static False. Containment is Not Specified.]
- ◆ shotSound : sf::Music Private

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ shotSound2 : sf::Music Private	[Is static False. Containment is Not Specified.]
◆ shotSound3 : sf::Music Private	[Is static False. Containment is Not Specified.]
◆ shotSound4 : sf::Music Private	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) Player	Target: Private GameMovementMode (Enumeration) ControlType «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) GameHandler	Target: Private player (Class) Player
✓ Association (direction: Source -> Destination)	
Source: Public (Class) ALevel	Target: Protected player (Class) Player

OPERATIONS	
◆ drawSpriteBlinking () : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getGameMovementMode () : ControlType Public	[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getHitBox () : sf::FloatRect Public	
Properties: override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getReward () : unsigned Public	
Properties: override = true bodyLocation = classDec	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ getScore () : unsigned int Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ getWeapon () : WeaponType Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Player () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~Player () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBlinkingValue (blinkingValue : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setGameMovementMode (GameMovementMode : ControlType) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setScore (score : unsigned int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setWeapon (prm1 : WeaponType , prm2 : int , prm3 : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ shoot () : void Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ updatePos () : void Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ weaponUp () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Class in package 'R-Type'

PowerUp
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends Entity

OUTGOING STRUCTURAL RELATIONSHIPS

◀ Generalization from PowerUp to Entity

[Direction is 'Source -> Destination'.]

ATTRIBUTES

◆ GameMovementMode : ControlType Private

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

Source: Public (Class) PowerUp

Target: Private GameMovementMode
(Enumeration) ControlType «Enumeration»

OPERATIONS

◆ getReward () : unsigned Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ PowerUp () : Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ ~PowerUp () : Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ shoot () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ updatePos () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

PreGame

Class in package 'R-Type'

PreGame
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
◆ preGameLevel1Music : std::shared_ptr<sf::Music> Private [Is static True. Containment is Not Specified.]
◆ preGameLevel1TextSprite : std::shared_ptr<sf::Sprite> Private [Is static True. Containment is Not Specified.]
◆ preGameLevel1TextTexture : std::shared_ptr<sf::Texture> Private [Is static True. Containment is Not Specified.]
◆ preGameLevel2Music : std::shared_ptr<sf::Music> Private [Is static True. Containment is Not Specified.]
◆ preGameLevel2TextSprite : std::shared_ptr<sf::Sprite> Private [Is static True. Containment is Not Specified.]
◆ preGameLevel2TextTexture : std::shared_ptr<sf::Texture> Private [Is static True. Containment is Not Specified.]
◆ preGameLevel3Music : std::shared_ptr<sf::Music> Private [Is static True. Containment is Not Specified.]
◆ preGameLevel3TextSprite : std::shared_ptr<sf::Sprite> Private [Is static True. Containment is Not Specified.]
◆ preGameLevel3TextTexture : std::shared_ptr<sf::Texture> Private [Is static True. Containment is Not Specified.]
◆ preGameLevel4Music : std::shared_ptr<sf::Music> Private [Is static True. Containment is Not Specified.]
◆ preGameLevel4TextSprite : std::shared_ptr<sf::Sprite> Private [Is static True. Containment is Not Specified.]
◆ preGameLevel4TextTexture : std::shared_ptr<sf::Texture> Private [Is static True. Containment is Not Specified.]
◆ preGameLevel5Music : std::shared_ptr<sf::Music> Private [Is static True. Containment is Not Specified.]

ATTRIBUTES
◆ preGameLevel5TextSprite : std::shared_ptr<sf::Sprite> Private [Is static True. Containment is Not Specified.]
◆ preGameLevel5TextTexture : std::shared_ptr<sf::Texture> Private [Is static True. Containment is Not Specified.]
OPERATIONS
◆ PreGameLoadForLevel1 () : void Private Properties: bodyLocation = classDec [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ PreGameLoadForLevel2 () : void Private Properties: bodyLocation = classDec [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ PreGameLoadForLevel3 () : void Private Properties: bodyLocation = classDec [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ PreGameLoadForLevel4 () : void Private Properties: bodyLocation = classDec [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ PreGameLoadForLevel5 () : void Private Properties: bodyLocation = classDec [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ startPreGameLevel1 () : void Public [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ startPreGameLevel2 () : void Public [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ startPreGameLevel3 () : void Public

OPERATIONS
[Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ startPreGameLevel4 () : void Public [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ startPreGameLevel5 () : void Public [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Space

Class in package 'R-Type'

LEVEL 1

Space
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends ALevel

OUTGOING STRUCTURAL RELATIONSHIPS
↳ Generalization from Space to ALevel [Direction is 'Source -> Destination'.]

OPERATIONS
◊ Space () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ ~Space () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◊ start () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

SpaceCemetery

Class in package 'R-Type'

SpaceCemetery
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

OUTGOING STRUCTURAL RELATIONSHIPS

◀ Generalization from SpaceCemetery to ALevel

[Direction is 'Source -> Destination'.]

OPERATIONS

◆ SpaceCemetery () : Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ ~SpaceCemetery () : Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ start () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

SplashScreen

Class in package 'R-Type'

SplashScreen
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends ProgressBar

OUTGOING STRUCTURAL RELATIONSHIPS

◀ Generalization from SplashScreen to ProgressBar

[Direction is 'Source -> Destination'.]

ATTRIBUTES

◆ backgroundSprite : sf::Sprite Private

[Is static False. Containment is Not Specified.]

◆ backgroundTexture : sf::Texture Private

[Is static False. Containment is Not Specified.]

◆ m_instance : SplashScreen Private

[Is static True. Containment is Not Specified.]

◆ music : sf::Music Private

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ progressBar : sw::ProgressBar Private	[Is static False. Containment is Not Specified.]
ASSOCIATIONS	
 Association (direction: Source -> Destination) Source: Public (Class) GameCore Target: Private splashScreen (Class) SplashScreen	
OPERATIONS	
♦ EventHandler (event : sf::Event&) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
♦ Instance () : SplashScreen & Public [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
♦ operator= (prm1 : SplashScreen&) : SplashScreen & Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
♦ SplashScreen () : Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
♦ ~SplashScreen () : Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
♦ SplashScreen (prm1 : SplashScreen&) : Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
♦ start () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	

TextureManager

Class in package 'R-Type'

TextureManager
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

◆ m_instance : TextureManager Private
[Is static True. Containment is Not Specified.]

◆ sprites : Animation Private
[Is static False. Containment is Not Specified.]

ASSOCIATIONS

↙ Association (direction: Source -> Destination)

Source: Public (Class) TextureManager

Target: Private sprites (Class) Animation

OPERATIONS

◆ getSprite (prm1 : Textures) : Animation & Public
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Instance () : TextureManager& Public
[Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ operator= (prm1 : TextureManager&) : TextureManager& Private

Properties:

bodyLocation = classDec

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ TextureManager (prm1 : TextureManager&) : Private

Properties:

bodyLocation = classDec

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ TextureManager () : Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ ~TextureManager () : Private

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Underwater

Class in package 'R-Type'

Underwater
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018
Extends ALevel

OUTGOING STRUCTURAL RELATIONSHIPS

↳ Generalization from Underwater to ALevel

[Direction is 'Source -> Destination'.]

OPERATIONS

◆ start () : void Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Underwater () : Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ ~Underwater () : Public

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Weapon

Class in package 'R-Type'

Weapon
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

◆ coolDown : int Private

[Is static False. Containment is Not Specified.]

◆ lvlWeapon : int Private

[Is static False. Containment is Not Specified.]

◆ weaponType : WeaponType Private

[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
Association (direction: Source -> Destination)	
Source: Public (Class) Weapon	Target: Private weaponType (Enumeration) WeaponType «Enumeration»

OPERATIONS	
addBullet (orientation : Orientation , pos : sf::Vector2f , side : Side , bulletType : BulletType , trajectory : sf::Vector2f) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
getCooldown () : int Public	[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
getType () : WeaponType Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
lvlUp () : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
setCooldown (coolDown : int) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
setWeapon (prm1 : WeaponType , prm2 : int) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
setWeapon (prm1 : WeaponType , prm2 : int , prm3 : int) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
shoot (prm1 : Orientation , prm2 : sf::Vector2f , prm3 : Side , prm4 : BulletType) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
spread (prm1 : Orientation , prm2 : sf::Vector2f , prm3 : Side , prm4 : BulletType) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
straight (prm1 : Orientation , prm2 : sf::Vector2f , prm3 : Side , prm4 : BulletType) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
Weapon () : Public	

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~Weapon () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

WinScreenCore

Class in package 'R-Type'

WinScreenCore
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
◆ m_instance : WinScreenCore Private [Is static True. Containment is Not Specified.]
◆ previousGameState : GameState Private [Is static False. Containment is Not Specified.]
◆ winScreen : WinScreenHandler Private [Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) WinScreenCore	Target: Private previousGameState (Enumeration) GameState «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) WinScreenCore	Target: Private winScreen (Class) WinScreenHandler
✓ Association (direction: Source -> Destination)	
Source: Public (Class) GameCore	Target: Private winScreenCore (Class) WinScreenCore

OPERATIONS
◆ EventHandler (event : sf::Event&) : void Private

OPERATIONS	
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◆ getPreviousGameState () : GameState Public [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]	
◆ getWinScreen () : WinScreenHandler & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◆ Instance () : WinScreenCore & Public [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◆ operator= (prm1 : WinScreenCore&) : WinScreenCore & Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◆ setPreviousGameState (previousGameState : GameState) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◆ start () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◆ WinScreenCore () : Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◆ ~WinScreenCore () : Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◆ WinScreenCore (prm1 : WinScreenCore&) : Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	

WinScreenHandler

Class in package 'R-Type'

WinScreenHandler
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ background : Bg	Private [Is static False. Containment is Not Specified.]
◆ BACKGROUND AND MUSIC	[Is static False. Containment is Not Specified.]
◆ buttonEffectsPaths : std::vector<std::string>	Private [Is static False. Containment is Not Specified.]
◆ BUTTON SYSTEM	[Is static False. Containment is Not Specified.]
◆ functionsHandler : std::vector<std::function<void()>>	Private [Is static False. Containment is Not Specified.]
◆ music : sf::Music	Private [Is static False. Containment is Not Specified.]
◆ textSprite : sf::Sprite	Private [Is static False. Containment is Not Specified.]
◆ TEXT ON GAMEOVER SCREEN	[Is static False. Containment is Not Specified.]
◆ textTexture : sf::Texture	Private [Is static False. Containment is Not Specified.]
◆ winButtons : std::vector<std::shared_ptr<Button>>	Private [Is static False. Containment is Not Specified.]

ASSOCIATIONS	
↙ Association (direction: Source -> Destination)	
Source: Public (Class) WinScreenHandler	Target: Private background (Class) Bg
↙ Association (direction: Source -> Destination)	
Source: Public (Class) WinScreenCore	Target: Private winScreen (Class) WinScreenHandler

OPERATIONS	
◆ determineButtonsPosition () : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ drawWinScreen (App : sf::RenderWindow&) : void	Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ drawWinScreen (App : sf::RenderWindow& , opacity : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getBackground () : Bg & Public Const [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ initWinScreen (path : std::string&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ playMusic () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ stopMusic () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ updateWinScreen (e : sf::Event& , window : sf::RenderWindow&) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ WinScreenHandler () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~WinScreenHandler () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

WindowProperties

Class in package 'R-Type'

WindowProperties
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
◆ App : sf::RenderWindow* Public [Is static True. Containment is Not Specified.]
◆ difficulty : Difficulty Public [Is static True. Containment is Not Specified.]
◆ gameState : GameState Public

ATTRIBUTES	
	[Is static True. Containment is Not Specified.]
◆ MAX_PLAYER_HP : unsigned int Public	[Is static True. Containment is Not Specified.]
◆ orientation : Orientation Public	[Is static True. Containment is Not Specified.]
◆ WIN_HEIGHT : unsigned int Public	[Is static True. Containment is Not Specified.]
◆ WIN_WIDTH : unsigned int Public	[Is static True. Containment is Not Specified.]

ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) WindowProperties	Target: Public gameState (Enumeration) GameState «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) WindowProperties	Target: Public orientation (Enumeration) Orientation «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) WindowProperties	Target: Public difficulty (Enumeration) Difficulty «Enumeration»

OPERATIONS	
◆ StaticWindow () : void Public	

Properties:

```
bodyLocation = classDec
[ Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False. ]
```

s_layer

Class «struct» in package 'R-Type'

s_layer

Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ img : sf::Sprite	Public [Is static False. Containment is Not Specified.]
◆ position1 : float	Public [Is static False. Containment is Not Specified.]
◆ position2 : float	Public [Is static False. Containment is Not Specified.]
◆ speed : int	Public [Is static False. Containment is Not Specified.]
◆ text : sf::Texture	Public [Is static False. Containment is Not Specified.]

static_constructor

Class «struct» in package 'R-Type'

static_constructor
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ELEMENTS OWNED BY static_constructor	
█ constructor : Class «struct»	
ATTRIBUTES	
◆ c : constructor	Public [Is static True. Containment is Not Specified.]
ASSOCIATIONS	
▀ Association (direction: Source -> Destination)	Source: Public (Class) static_constructor «struct» Target: Public c (Class) constructor «struct»

constructor

Class «struct» owned by 'static_constructor', in package 'R-Type'

constructor
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ASSOCIATIONS

✓ Association (direction: Source -> Destination)

Source: Public (Class) static_constructor «struct»

Target: Public c (Class) constructor «struct»

OPERATIONS

◆ constructor () : Public

Properties:

bodyLocation = classDec

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

BulletType

Enumeration «Enumeration» in package 'R-Type'

BulletType
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

◆ PLAYER_A : Public

[Is static False. Containment is Not Specified.]

◆ BASIC_A : Public

[Is static False. Containment is Not Specified.]

◆ ENEMY_A : Public

[Is static False. Containment is Not Specified.]

ControlType

Enumeration «Enumeration» in package 'R-Type'

ControlType
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

- ◆ XBOXCONTROLLER : Public
 - [Is static False. Containment is Not Specified.]
- ◆ KEYBOARD : Public
 - [Is static False. Containment is Not Specified.]

ASSOCIATIONS

- ✍ Association (direction: Source -> Destination)
 - Source: Public (Class) Player
 - Target: Private GameMovementMode (Enumeration) ControlType «Enumeration»
- ✍ Association (direction: Source -> Destination)
 - Source: Public (Class) PowerUp
 - Target: Private GameMovementMode (Enumeration) ControlType «Enumeration»

Difficulty

Enumeration «Enumeration» in package 'R-Type'

Difficulty
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

- ◆ HARMLESS : Public
 - [Is static False. Containment is Not Specified.]
- ◆ SADISTIC : Public
 - [Is static False. Containment is Not Specified.]
- ◆ MERCILESS : Public
 - [Is static False. Containment is Not Specified.]

ASSOCIATIONS

ASSOCIATIONS

Association (direction: Source -> Destination)

Source: Public (Class) WindowProperties

Target: Public difficulty (Enumeration)
Difficulty «Enumeration»

EnemyType

Enumeration «Enumeration» in package 'R-Type'

EnemyType
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

BASIC_A : Public

[Is static False. Containment is Not Specified.]

BASIC_B : Public

[Is static False. Containment is Not Specified.]

BOSS_A : Public

[Is static False. Containment is Not Specified.]

BOSS_B : Public

[Is static False. Containment is Not Specified.]

BOSS_C : Public

[Is static False. Containment is Not Specified.]

BOSS_D : Public

[Is static False. Containment is Not Specified.]

BOSS_E : Public

[Is static False. Containment is Not Specified.]

NONE : Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

Association (direction: Source -> Destination)

Source: Public (Class) Enemy

Target: Private enemyType (Enumeration)

ASSOCIATIONS
EnemyType «Enumeration»

GameState

Enumeration «Enumeration» in package 'R-Type'

GameState
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES
◆ LEVEL1 : Public [Is static False. Containment is Not Specified.]
◆ LEVEL2 : Public [Is static False. Containment is Not Specified.]
◆ LEVEL3 : Public [Is static False. Containment is Not Specified.]
◆ LEVEL4 : Public [Is static False. Containment is Not Specified.]
◆ LEVEL5 : Public [Is static False. Containment is Not Specified.]
◆ SPLASHSCREEN : Public [Is static False. Containment is Not Specified.]
◆ MENU : Public [Is static False. Containment is Not Specified.]
◆ INGAMEMENU : Public [Is static False. Containment is Not Specified.]
◆ CLOSE : Public [Is static False. Containment is Not Specified.]
◆ GAMEOVER : Public [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ OPTIONS : Public	[Is static False. Containment is Not Specified.]
◆ WIN : Public	[Is static False. Containment is Not Specified.]
◆ CREDITS : Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) WindowProperties	Target: Public gameState (Enumeration) GameState «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) MenuInGameCore	Target: Private previousGameState (Enumeration) GameState «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) WinScreenCore	Target: Private previousGameState (Enumeration) GameState «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) ALevel	Target: Protected currentGameLevel (Enumeration) GameState «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) GameOverScreenCore	Target: Private previousGameState (Enumeration) GameState «Enumeration»

Orientation

Enumeration «Enumeration» in package 'R-Type'

Orientation
Version 1.0 Phase 1.0 Proposed
loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	

ATTRIBUTES	
◆ VERTICAL : Public	[Is static False. Containment is Not Specified.]
◆ HORIZONTAL : Public	[Is static False. Containment is Not Specified.]
ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) Entity	Target: Protected orientation (Enumeration) Orientation «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) WindowProperties	Target: Public orientation (Enumeration) Orientation «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) Bg	Target: Private orientation (Enumeration) Orientation «Enumeration»

Side

Enumeration «Enumeration» in package 'R-Type'

Side

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
◆ ALLIED : Public	[Is static False. Containment is Not Specified.]
◆ ENEMY : Public	[Is static False. Containment is Not Specified.]
ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) Entity	Target: Protected side (Enumeration) Side

ASSOCIATIONS	
«Enumeration»	
Association (direction: Source -> Destination)	
Source: Public (Class) Bullet	Target: Private side (Enumeration) Side «Enumeration»

Stance

Enumeration «Enumeration» in package 'R-Type'

Stance

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
IDLE : Public = 0	[Is static False. Containment is Not Specified.]
DEATH : Public = 1	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
Association (direction: Source -> Destination)	

Source: Public (Class) Entity

Target: Protected stance (Enumeration)
Stance «Enumeration»

Textures

Enumeration «Enumeration» in package 'R-Type'

Textures

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES	
PLAYER : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ PLAYER_BULLETS_A : Public	[Is static False. Containment is Not Specified.]
◆ ENEMY1 : Public	[Is static False. Containment is Not Specified.]
◆ ENEMY2 : Public	[Is static False. Containment is Not Specified.]
◆ BOSS1 : Public	[Is static False. Containment is Not Specified.]
◆ BOSS2 : Public	[Is static False. Containment is Not Specified.]
◆ BOSS3 : Public	[Is static False. Containment is Not Specified.]
◆ BOSS4 : Public	[Is static False. Containment is Not Specified.]
◆ BOSS5 : Public	[Is static False. Containment is Not Specified.]
◆ BULLET_BASIC_A : Public	[Is static False. Containment is Not Specified.]
◆ BULLET_ENEMY_A : Public	[Is static False. Containment is Not Specified.]
◆ LIFEUP : Public	[Is static False. Containment is Not Specified.]
◆ SPREAD : Public	[Is static False. Containment is Not Specified.]
◆ STRAIGHT : Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS

- ✍ Association (direction: Source -> Destination)

ASSOCIATIONS

Source: Public (Class) Entity

Target: Protected type (Enumeration)

Textures «Enumeration»

WeaponType

Enumeration «Enumeration» in package 'R-Type'

WeaponType

Version 1.0 Phase 1.0 Proposed

loic lopez created on 1/22/2018. Last modified 1/22/2018

ATTRIBUTES

◆ STRAIGHT : Public

[Is static False. Containment is Not Specified.]

◆ SPREAD : Public

[Is static False. Containment is Not Specified.]

◆ HOMING : Public

[Is static False. Containment is Not Specified.]

◆ ROTATE : Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

/ Association (direction: Source -> Destination)

Source: Public (Class) Weapon

Target: Private weaponType (Enumeration)

WeaponType «Enumeration»