

Caiman

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# Chapter 1

## Namespace Index

### 1.1 Packages

Here are the packages with brief descriptions (if available):

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<a href="#">Caiman.interfaceG.usercontrol</a>	9
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## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

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

Button	
Caiman.interfaceG.XboxControl.XboxImage . . . . .	23
Caiman.interfaceG.usercontrol.XboxButton . . . . .	20
Caiman.interfaceG.ContextInformations . . . . .	11
Form	
Caiman.interfaceG.XboxMainForm . . . . .	25
UserControl	
Caiman.interfaceG.XboxUserController . . . . .	29
Caiman.interfaceG.usercontrol.TestImageUserController . . . . .	13
Caiman.interfaceG.usercontrol.TestSideBarXboxUserController . . . . .	15
Caiman.interfaceG.usercontrol.TestTopPannelXbox . . . . .	17
Caiman.interfaceG.usercontrol.TestXboxUserController . . . . .	19
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Caiman.interfaceG.usercontrol.testNavigationUserController . . . . .	15
Caiman.interfaceG.XboxController . . . . .	22



## Chapter 3

# Class Index

### 3.1 Class List

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

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<a href="#">Caiman.interfaceG.usercontrol.testContextUC</a>	12
<a href="#">Caiman.interfaceG.usercontrol.TestImageUserController</a>	13
<a href="#">Caiman.interfaceG.usercontrol.testNavigationUserController</a>	15
<a href="#">Caiman.interfaceG.usercontrol.TestSideBarXboxUserController</a>	15
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<a href="#">Caiman.interfaceG.XboxMainForm</a>	25
<a href="#">Caiman.interfaceG.XboxUserController</a>	29



## Chapter 4

# File Index

### 4.1 File List

Here is a list of all documented files with brief descriptions:

Caiman/interfaceG/ <a href="#">ContextInformations.cs</a>	
Used to specify what the application need to load . . . . .	33
Caiman/interfaceG/ <a href="#">XboxController.cs</a>	
Used to communicate with all the DirectX input controller connected to the user pc . . . . .	37
Caiman/interfaceG/ <a href="#">XboxMainForm.cs</a>	
Main classe of the project . . . . .	38
Caiman/interfaceG/ <a href="#">XboxUserController.cs</a>	
Class main class to create component for the interface . . . . .	38
Caiman/interfaceG/usercontrol/ <a href="#">testContextUC.cs</a>	
Used to test to load a specific context in the main page . . . . .	33
Caiman/interfaceG/usercontrol/ <a href="#">TestImageUserController.cs</a>	
Used to test if i can load an image from the web . . . . .	34
Caiman/interfaceG/usercontrol/ <a href="#">testNavigationUserController.cs</a>	
Used to test to move the user cursor in a list of button where some buttons are missing . . . . .	34
Caiman/interfaceG/usercontrol/ <a href="#">TestSideBarXboxUserController.cs</a>	
Used to create a side pannel for the interface . . . . .	35
Caiman/interfaceG/usercontrol/ <a href="#">TestTopPannelXbox.cs</a>	
Test class used to create a top panel . . . . .	35
Caiman/interfaceG/usercontrol/ <a href="#">TestXboxUserController.cs</a>	
Used to create a basic userc control usable with a controller . . . . .	36
Caiman/interfaceG/XboxControl/ <a href="#">XboxButton.cs</a>	
Used to create a button witch is useable with a controller . . . . .	36
Caiman/interfaceG/XboxControl/ <a href="#">XboxImage.cs</a>	
Used to create a button with an image in backGround . . . . .	37



## Chapter 5

# Namespace Documentation

### 5.1 Caiman Namespace Reference

#### Classes

- class **Program**

### 5.2 Caiman.interfaceG Namespace Reference

#### Classes

- class [ContextInformations](#)
- class [XboxController](#)
- class [XboxMainForm](#)
- class [XboxUserControl](#)

### 5.3 Caiman.interfaceG.usercontrol Namespace Reference

#### Classes

- class [testContextUC](#)
- class [TestImageUserControl](#)
- class [testNavigationUserControl](#)
- class [TestSideBarXboxUserControl](#)
- class [TestTopPannelXbox](#)
- class [TestXboxUserControl](#)
- class [XboxButton](#)

### 5.4 Caiman.interfaceG.XboxControl Namespace Reference

#### Classes

- class [XboxImage](#)

## 5.5 Caiman.Properties Namespace Reference

### Classes

- class **Resources**

*Une classe de ressource fortement typée destinée, entre autres, à la consultation des chaînes localisées.*

- class **Settings**



## Chapter 6

# Class Documentation

### 6.1 Caiman.InterfaceG.ContextInformations Class Reference

#### Public Member Functions

- [ContextInformations](#) ()  
*default constructor*
- [ContextInformations](#) (string contextep, int id\_contextep, int position\_y\_p, int position\_x\_p)  
*constructor where you specified basic informations like which main panel need to be load and an id to specify what need to be load*

#### Public Attributes

- string **contexte**
- int **id\_contexte**
- string **optionalString1**
- int **optionalInt1**
- int **position\_y**
- int **position\_x**

#### 6.1.1 Constructor & Destructor Documentation

##### 6.1.1.1 ContextInformations() [1/2]

```
Caiman.InterfaceG.ContextInformations.ContextInformations ( )  
default constructor
```

##### 6.1.1.2 ContextInformations() [2/2]

```
Caiman.InterfaceG.ContextInformations.ContextInformations (  
    string contextep,  
    int id_contextep,  
    int position_y_p,  
    int position_x_p )
```

constructor where you specified basic informations like which main panel need to be load and an id to specify what need to be load

## Parameters

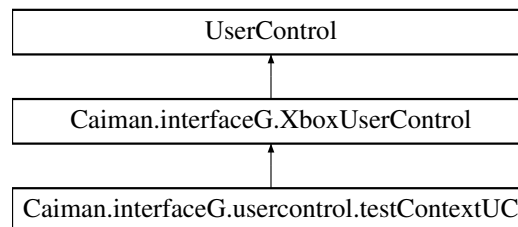
<i>contextep</i>	
<i>id_contextep</i>	
<i>position_y<math>\leftrightarrow</math></i> <i>_p</i>	
<i>position_x<math>\leftrightarrow</math></i> <i>_p</i>	

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

- Caiman/interfaceG/[ContextInformations.cs](#)

## 6.2 Caiman.interfaceG.usercontrol.testContextUC Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.testContextUC:



### Public Member Functions

- [testContextUC](#) ([XboxMainForm](#) xboxMain, [XboxUserControl](#) top, [XboxUserControl](#) bottom, [XboxUserControl](#) right, [XboxUserControl](#) left)  
*constructor where you specify the panel next to this panel*
- void [CreateListButton](#) (int row, int column)  
*create a list of buttons*

### Additional Inherited Members

#### 6.2.1 Constructor & Destructor Documentation

##### 6.2.1.1 testContextUC()

```

Caiman.interfaceG.usercontrol.testContextUC.testContextUC (
    XboxMainForm xboxMain,
    XboxUserControl top,
    XboxUserControl bottom,
    XboxUserControl right,
    XboxUserControl left )
  
```

constructor where you specify the panel next to this panel

## Parameters

<i>xboxMain</i>	
<i>top</i>	
<i>bottom</i>	
<i>right</i>	
<i>left</i>	

## 6.2.2 Member Function Documentation

### 6.2.2.1 CreateListButton()

```
void Caiman.interfaceG.usercontrol.testContextUC.CreateListButton (
    int row,
    int column )
```

create a list of buttons

## Parameters

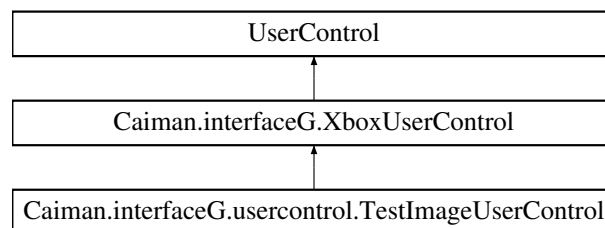
<i>row</i>	
<i>column</i>	

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

- [Caiman/interfaceG/usercontrol/testContextUC.cs](#)

## 6.3 Caiman.interfaceG.usercontrol.TestImageUserControl Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.TestImageUserControl:



### Public Member Functions

- [TestImageUserControl](#) ([XboxMainForm](#) xboxMain, [XboxUserControl](#) top, [XboxUserControl](#) bottom, [XboxUserControl](#) right, [XboxUserControl](#) left)  
*contrucot with next panel specify*
- void [CreateListImages](#) (int row, int column)  
*Used to cheate a list of images The images comme from the website caiman.cfpt.info*

## Additional Inherited Members

### 6.3.1 Constructor & Destructor Documentation

#### 6.3.1.1 TestImageUserController()

```
Caiman.interfaceG.usercontrol.TestImageUserController.TestImageUserController (
    XboxMainForm xboxMain,
    XboxUserController top,
    XboxUserController bottom,
    XboxUserController right,
    XboxUserController left )
```

contrucot with next panel specify

##### Parameters

<i>xboxMain</i>	
<i>top</i>	
<i>bottom</i>	
<i>right</i>	
<i>left</i>	

### 6.3.2 Member Function Documentation

#### 6.3.2.1 CreateListImages()

```
void Caiman.interfaceG.usercontrol.TestImageUserController.CreateListImages (
    int row,
    int column )
```

Used to cheate a list of images The images comme from the website caiman.cfpt.info

##### Parameters

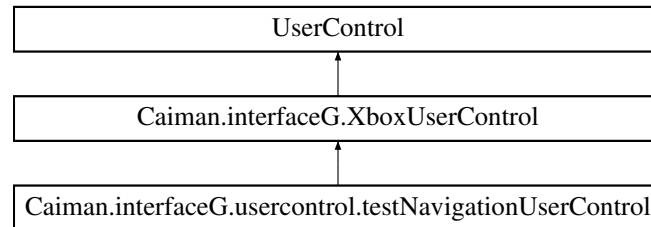
<i>row</i>	
<i>column</i>	

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

- Caiman/interfaceG/usercontrol/[TestImageUserController.cs](#)

## 6.4 Caiman.interfaceG.usercontrol.testNavigationUserController Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.testNavigationUserController:



### Public Member Functions

- **testNavigationUserController** ([XboxMainForm](#) xboxMain, [XboxUserController](#) top, [XboxUserController](#) bottom, [XboxUserController](#) right, [XboxUserController](#) left)
- void **CreateListBrokenButton** (int row, int column)

*Create a list of button witch hole in it to test the comportement of the user's cursor*

### Additional Inherited Members

#### 6.4.1 Member Function Documentation

##### 6.4.1.1 CreateListBrokenButton()

```
void Caiman.interfaceG.usercontrol.testNavigationUserController.CreateListBrokenButton (
    int row,
    int column )
```

Create a list of button witch hole in it to test the comportement of the user's cursor

#### Parameters

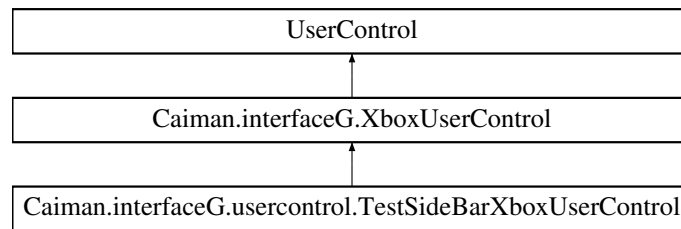
<i>row</i>	
<i>column</i>	

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

- [Caiman/interfaceG/usercontrol/testNavigationUserController.cs](#)

## 6.5 Caiman.interfaceG.usercontrol.TestSideBarXboxUserController Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.TestSideBarXboxUserController:



## Public Member Functions

- [TestSideBarXboxUserControl](#) ([XboxMainForm](#) xboxMain)  
*Used to specify the main form of the application*
- void [CreateListNavButton](#) ()  
*create a list of button to test the navigation*

## Protected Member Functions

- void [bouton\\_Click](#) (object sender, EventArgs e)  
*send to the main form what he need to do*

## Additional Inherited Members

### 6.5.1 Constructor & Destructor Documentation

#### 6.5.1.1 TestSideBarXboxUserControl()

```
Caiman.interfaceG.usercontrol.TestSideBarXboxUserControl.TestSideBarXboxUserControl (
    XboxMainForm xboxMain )
```

Used to specify the main form of the application

#### Parameters

<a href="#">xboxMain</a>	
--------------------------	--

### 6.5.2 Member Function Documentation

#### 6.5.2.1 bouton\_Click()

```
void Caiman.interfaceG.usercontrol.TestSideBarXboxUserControl.bouton_Click (
    object sender,
    EventArgs e ) [protected]
```

send to the main form what he need to do

#### Parameters

<i>sender</i>	
<i>e</i>	

#### 6.5.2.2 CreateListNavButton()

```
void Caiman.interfaceG.usercontrol.TestSideBarXboxUserControl.CreateListNavButton ( )
```

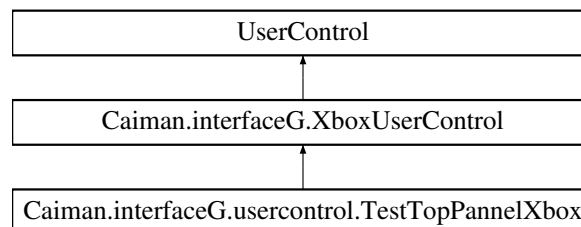
create a list of button to test the navigation

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

- Caiman/interfaceG/usercontrol/[TestSideBarXboxUserControl.cs](#)

## 6.6 Caiman.interfaceG.usercontrol.TestTopPannelXbox Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.TestTopPannelXbox:



### Public Member Functions

- **TestTopPannelXbox** ([XboxMainForm](#) xboxMain)
- **TestTopPannelXbox** ([XboxMainForm](#) xboxMain, [XboxUserControl](#) top, [XboxUserControl](#) bottom, [XboxUserControl](#) right, [XboxUserControl](#) left)  
*Contructor to spécifiy border panel*
- void **CreateListNavButton** ()  
*Create a list of button to test the displacement of the cursor*

### Additional Inherited Members

#### 6.6.1 Constructor & Destructor Documentation

#### 6.6.1.1 TestTopPannelXbox()

```
Caiman.interfaceG.usercontrol.TestTopPannelXbox.TestTopPannelXbox (
    XboxMainForm xboxMain,
    XboxUserControl top,
    XboxUserControl bottom,
    XboxUserControl right,
    XboxUserControl left )
```

Contructor to spécifiy border panel



## Parameters

<i>xboxMain</i>	
<i>top</i>	
<i>bottom</i>	
<i>right</i>	
<i>left</i>	

## 6.6.2 Member Function Documentation

### 6.6.2.1 CreateListNavButton()

```
void Caiman.interfaceG.usercontrol.TestTopPannelXbox.CreateListNavButton ( )
```

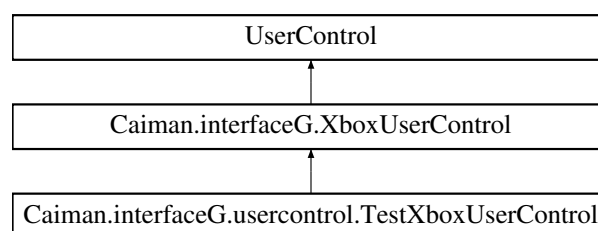
Create a list of button to test the deplacement of the cursor

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

- Caiman/interfaceG/usercontrol/[TestTopPannelXbox.cs](#)

## 6.7 Caiman.interfaceG.usercontrol.TestXboxUserControl Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.TestXboxUserControl:



### Public Member Functions

- **TestXboxUserControl** ([XboxMainForm](#) xboxMain, [XboxUserControl](#) top, [XboxUserControl](#) bottom, [XboxUserControl](#) right, [XboxUserControl](#) left)
- void [CreateListButton](#) (int row, int column)  
*create a basic list of buttons*

## Additional Inherited Members

### 6.7.1 Member Function Documentation

#### 6.7.1.1 CreateListButton()

```
void Caiman.interfaceG.usercontrol.TestXboxUserControl.CreateListButton (
    int row,
    int column )
```

create a basic list of buttons

#### Parameters

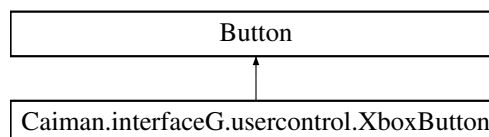
<i>row</i>	
<i>column</i>	

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

- Caiman/interfaceG/usercontrol/[TestXboxUserControl.cs](#)

## 6.8 Caiman.interfaceG.usercontrol.XboxButton Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.XboxButton:



### Public Member Functions

- **XboxButton** (string contexte, int id\_contexte, int position\_y, int position\_x)
- [XboxButton](#) ()  
*Create a button with specific design*

### Public Attributes

- [ContextInformations](#) contextInfos

## Protected Member Functions

- override void [OnClick](#) (EventArgs e)  
*Updated onclick event where xou tel to the main form which button has clicked in a list of button*
- override void [OnGotFocus](#) (EventArgs e)  
*event when the button has focus*
- override void [OnLostFocus](#) (EventArgs e)  
*Change the button disign when the button is not focused anymore*

### 6.8.1 Constructor & Destructor Documentation

#### 6.8.1.1 XboxButton()

```
Caiman.interfaceG.usercontrol.XboxButton.XboxButton ( )
```

Create a button with specific design

### 6.8.2 Member Function Documentation

#### 6.8.2.1 OnClick()

```
override void Caiman.interfaceG.usercontrol.XboxButton.OnClick (
    EventArgs e ) [protected]
```

Updated onclick event where xou tel to the main form which button has clicked in a list of button

Parameters

<i>e</i>	
----------	--

#### 6.8.2.2 OnGotFocus()

```
override void Caiman.interfaceG.usercontrol.XboxButton.OnGotFocus (
    EventArgs e ) [protected]
```

event when the button has focus

Parameters

<i>e</i>	
----------	--

### 6.8.2.3 OnLostFocus()

```
override void Caiman.interfaceG.usercontrol.XboxButton.OnLostFocus (
    EventArgs e ) [protected]
```

Change the button design when the button is not focused anymore

#### Parameters

<i>e</i>	
----------	--

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

- Caiman/interfaceG/XboxControl/[XboxButton.cs](#)

## 6.9 Caiman.interfaceG.XboxController Class Reference

### Public Member Functions

- [XboxController](#) (Control mainFormp)  
*Constructor where you specify the main form of your program*
- string [GetInput](#) ()  
*send input pressed by the users*
- void [ScanController](#) (object sender, EventArgs e)  
*scan the controller connected to the user pc*

### Public Attributes

- List< Controller > **IstController** = new List<Controller>()
- List< String > **IstInput** = new List<String>()
- int **valueXboxController**
- Control **overlay**

### Properties

- string **Controllers** [get, set]

### 6.9.1 Constructor & Destructor Documentation

#### 6.9.1.1 XboxController()

```
Caiman.interfaceG.XboxController.XboxController (
    Control mainFormp )
```

Contructor where you specify the main form of your program

## Parameters

<i>mainForm</i>	
-----------------	--

## 6.9.2 Member Function Documentation

### 6.9.2.1 GetInput()

```
string Caiman.interfaceG.XboxController.GetInput ( )
```

send input pressed by the users

## Returns

### 6.9.2.2 ScanController()

```
void Caiman.interfaceG.XboxController.ScanController (
    object sender,
    EventArgs e )
```

scan the controller connected to the user pc

## Parameters

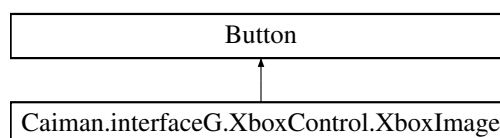
<i>sender</i>	
<i>e</i>	

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

- Caiman/interfaceG/[XboxController.cs](#)

## 6.10 Caiman.interfaceG.XboxControl.XboxImage Class Reference

Inheritance diagram for Caiman.interfaceG.XboxControl.XboxImage:



## Public Member Functions

- **XboxImage** (string contexte, Image img, int id\_contexte, int position\_y, int position\_x)
- **XboxImage** ()

*Create a button with specific design and an image in background*

## Public Attributes

- **ContextInformations** btn\_contexte

## Protected Member Functions

- override void **OnClick** (EventArgs e)  
*Updated onclick event where xou tel to the main form which button has clicked in a list of button*
- override void **OnGotFocus** (EventArgs e)  
*event when the button has focus*
- override void **OnLostFocus** (EventArgs e)  
*Change the button design when the button is not focused anymore*

## 6.10.1 Constructor & Destructor Documentation

### 6.10.1.1 XboxImage()

```
Caiman.interfaceG.XboxControl.XboxImage.XboxImage ( )
```

Create a button with specific design and an image in background

## 6.10.2 Member Function Documentation

### 6.10.2.1 OnClick()

```
override void Caiman.interfaceG.XboxControl.XboxImage.OnClick (
    EventArgs e ) [protected]
```

Updated onclick event where xou tel to the main form which button has clicked in a list of button

#### Parameters

<i>e</i>	
----------	--

### 6.10.2.2 OnGotFocus()

```
override void Caiman.interfaceG.XboxControl.XboxImage.OnGotFocus (
    EventArgs e ) [protected]
```

event when the button has focus

#### Parameters

<i>e</i>	
----------	--

### 6.10.2.3 OnLostFocus()

```
override void Caiman.interfaceG.XboxControl.XboxImage.OnLostFocus (
    EventArgs e ) [protected]
```

Change the button design when the button is not focused anymore

#### Parameters

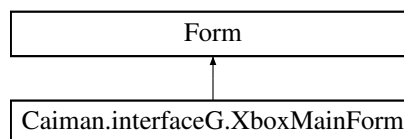
<i>e</i>	
----------	--

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

- Caiman/interfaceG/XboxControl/[XboxImage.cs](#)

## 6.11 Caiman.interfaceG.XboxMainForm Class Reference

Inheritance diagram for Caiman.interfaceG.XboxMainForm:



### Public Member Functions

- [XboxMainForm](#) ()  
*Default contructor used to chreate the test form*
- void [InitTimer](#) ()  
*Initialise a timer who is gonna call the function used to upade tehe interface and scan the user input*
- void [ScanInput](#) (object sender, EventArgs e)  
*Used to know what input is pressed by the user The function will also trigger event depend on the user input*
- void [ContexteHandler](#) (object sender, EventArgs e, bool addToLst=false)

*Used to modify the content of the application by getting the button input values This function will load diferent windows updated for the right contexte*

- void [LoadNewCategoriePanel](#) ([ContextInformations](#) btn\_context)  
*Load a spécifique categorie*
- void [LoadNewTestPanel](#) ()  
*Load a spécifique categorie*
- void [LoadNewImagesPanel](#) ()  
*Load a spécifique categorie*
- void [LoadNewHomePanel](#) ()  
*Load a spécifique categorie*
- void [FocusToMainPanel](#) ()  
*Used to focus the main panel at position 0,0*
- void [LoadOldMainPanel](#) ()  
*load the previous panel*
- void [CreateTestControls](#) ()  
*Used to create the main form content and set the position of each panel*

## Static Public Member Functions

- static bool [ApplicationIsActivated](#) ()  
*Used to know if the application is focused by the user or not*

## Public Attributes

- [XboxUserController](#) **old\_activeControl**
- List< [ContextInformations](#) > **IstOldContexte** = new List<[ContextInformations](#)>()
- [ContextInformations](#) **activeContexte**
- string **old\_input**

## Properties

- [XboxUserController](#) **ActiveControl1** [get, set]
- [XboxUserController](#) **MainPanel** [get, set]

## 6.11.1 Constructor & Destructor Documentation

### 6.11.1.1 XboxMainForm()

Caiman.interfaceG.XboxMainForm.XboxMainForm ( )

Default contructor used to chreate the test form

## 6.11.2 Member Function Documentation



### 6.11.2.1 ApplicationIsActivated()

```
static bool Caiman.interfaceG.XboxMainForm.ApplicationIsActivated ( ) [static]
```

Used to know if the application is focused by the user or not

Returns

### 6.11.2.2 ContexteHandler()

```
void Caiman.interfaceG.XboxMainForm.ContexteHandler (
    object sender,
    EventArgs e,
    bool addToLst = false )
```

Used to modify the content of the application by getting the button input values This function will load diferent windows updated for the right contexte

Parameters

<i>sender</i>	
<i>e</i>	
<i>addToLst</i>	

### 6.11.2.3 CreateTestControls()

```
void Caiman.interfaceG.XboxMainForm.CreateTestControls ( )
```

Used to create the main form content and set the position of each panel

### 6.11.2.4 FocusToMainPanel()

```
void Caiman.interfaceG.XboxMainForm.FocusToMainPanel ( )
```

Used to focus the main panel at position 0,0

#### 6.11.2.5 InitTimer()

```
void Caiman.interfaceG.XboxMainForm.InitTimer ( )
```

Initialise a timer who is gonna call the function used to upade tehe interface and scan the user input

#### 6.11.2.6 LoadNewCategoriePanel()

```
void Caiman.interfaceG.XboxMainForm.LoadNewCategoriePanel (
    ContextInformations btn_context )
```

Load a spécific categorie

##### Parameters

<i>btn_context</i>	
--------------------	--

#### 6.11.2.7 LoadNewHomePanel()

```
void Caiman.interfaceG.XboxMainForm.LoadNewHomePanel ( )
```

Load a spécific categorie

#### 6.11.2.8 LoadNewImagesPanel()

```
void Caiman.interfaceG.XboxMainForm.LoadNewImagesPanel ( )
```

Load a spécific categorie

#### 6.11.2.9 LoadNewTestPanel()

```
void Caiman.interfaceG.XboxMainForm.LoadNewTestPanel ( )
```

Load a spécific categorie

### 6.11.2.10 LoadOldMainPanel()

```
void Caiman.interfaceG.XboxMainForm.LoadOldMainPanel ( )
```

load the previous panel

### 6.11.2.11 ScanInput()

```
void Caiman.interfaceG.XboxMainForm.ScanInput (
    object sender,
    EventArgs e )
```

Used to know what input is pressed by the user The function will also trigger event depend on the user input

#### Parameters

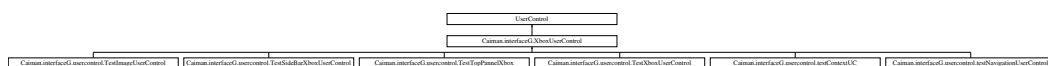
<i>sender</i>	
<i>e</i>	

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

- [Caiman/interfaceG/XboxMainForm.cs](#)

## 6.12 Caiman.interfaceG.XboxUserController Class Reference

Inheritance diagram for Caiman.interfaceG.XboxUserController:



### Public Member Functions

- [XboxUserController \(\)](#)  
*default contructor*
- [XboxUserController \(XboxMainForm xboxMain, XboxUserController top, XboxUserController bottom, XboxUserController right, XboxUserController left\)](#)  
*constructor used to specify the contexte who is need to be load*
- [XboxUserController \(XboxMainForm xboxMain\)](#)  
*consctructor where you specified the main form of the application*
- void [MoveActivateControl](#) (string destination="")  
*move the user cursor to the position required by the user*

## Public Attributes

- `List< List< Control > > IstControls` = `new List<List<Control>>()`
- `XboxMainForm` `xboxMainForm`
- `XboxUserController` `top_form`
- `XboxUserController` `bottom_form`
- `XboxUserController` `right_form`
- `XboxUserController` `left_form`
- `XboxButton` `activebutton`
- `int` `position_x`
- `int` `position_y`

## Properties

- `int` `Position_x` [get, set]  
*Check if the position where the user want to go is valid*
- `int` `Position_y` [get, set]  
*Check if the position where the user want to go is valid*

## 6.12.1 Constructor & Destructor Documentation

### 6.12.1.1 XboxUserController() [1/3]

`Caiman.interfaceG.XboxUserController.XboxUserController ( )`

default contructor

### 6.12.1.2 XboxUserController() [2/3]

```
Caiman.interfaceG.XboxUserController.XboxUserController (
    XboxMainForm xboxMain,
    XboxUserController top,
    XboxUserController bottom,
    XboxUserController right,
    XboxUserController left )
```

constructor used to specify the contexte who is need to be load

#### Parameters

<i>xboxMain</i>	
<i>top</i>	
<i>bottom</i>	
<i>right</i>	
<i>left</i>	

### 6.12.1.3 XboxUserController() [3/3]

```
Caiman.interfaceG.XboxUserController.XboxUserController (
    XboxMainForm xboxMain )
```

constructor where you specified the main form of the application

#### Parameters

<i>xboxMain</i>	
-----------------	--

## 6.12.2 Member Function Documentation

### 6.12.2.1 MoveActivateControl()

```
void Caiman.interfaceG.XboxUserController.MoveActivateControl (
    string destination = "" )
```

move the user cursor to the position required by the user

if the position required is not valid the user cursor will be moved to the next valid position

#### Parameters

<i>destination</i>	
--------------------	--

## 6.12.3 Property Documentation

### 6.12.3.1 Position\_x

```
int Caiman.interfaceG.XboxUserController.Position_x [get], [set]
```

Check if the position where the user want to go is valid

### 6.12.3.2 Position\_y

```
int Caiman.interfaceG.XboxUserControl.Position_y [get], [set]
```

Check if the position where the user want to go is valid

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

- Caiman/interfaceG/[XboxUserControl.cs](#)

## Chapter 7

# File Documentation

### 7.1 Caiman/interfaceG/ContextInformations.cs File Reference

Used to specify what the application need to load.

#### Classes

- class [Caiman.interfaceG.ContextInformations](#)

#### 7.1.1 Detailed Description

Used to specify what the application need to load.

##### 7.1.1.1 BDCC

#### Author

Lorenzo Bauduccio [lorenzo.bdcc@eduge.ch](mailto:lorenzo.bdcc@eduge.ch)

#### Copyright

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### 7.2 Caiman/interfaceG/usercontrol/testContextUC.cs File Reference

Used to test to load a specific context in the main page.

#### Classes

- class [Caiman.interfaceG.usercontrol.testContextUC](#)

### 7.2.1 Detailed Description

Used to test to load a specific context in the main page.

#### 7.2.1.1 BDCC

##### Author

Lorenzo Bauduccio [lorenzo.bdcc@eduge.ch](mailto:lorenzo.bdcc@eduge.ch)

##### Copyright

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## 7.3 Caiman/interfaceG/usercontrol/TestImageUserControl.cs File Reference

Used to test if i can load an image from the web.

### Classes

- class [Caiman.interfaceG.usercontrol.TestImageUserControl](#)

### 7.3.1 Detailed Description

Used to test if i can load an image from the web.

#### 7.3.1.1 BDCC

##### Author

Lorenzo Bauduccio [lorenzo.bdcc@eduge.ch](mailto:lorenzo.bdcc@eduge.ch)

##### Copyright

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## 7.4 Caiman/interfaceG/usercontrol/testNavigationUserControl.cs File Reference

Used to test to move the user cursor in a list of button where some buttons are missing.



## Classes

- class [Caiman.interfaceG.usercontrol.testNavigationUserControl](#)

### 7.4.1 Detailed Description

Used to test to move the user cursor in a list of button where some buttons are missing.

#### 7.4.1.1 BDCC

##### Author

Lorenzo Bauduccio [lorenzo.bdcc@eduge.ch](mailto:lorenzo.bdcc@eduge.ch)

##### Copyright

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## 7.5 Caiman/interfaceG/usercontrol/TestSideBarXboxUserControl.cs File Reference

Used to create a side pannel for the interface.

## Classes

- class [Caiman.interfaceG.usercontrol.TestSideBarXboxUserControl](#)

### 7.5.1 Detailed Description

Used to create a side pannel for the interface.

#### 7.5.1.1 BDCC

##### Author

Lorenzo Bauduccio [lorenzo.bdcc@eduge.ch](mailto:lorenzo.bdcc@eduge.ch)

##### Copyright

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## 7.6 Caiman/interfaceG/usercontrol/TestTopPannelXbox.cs File Reference

Test class used to create a top panel.

## Classes

- class [Caiman.interfaceG.usercontrol.TestTopPannelXbox](#)

### 7.6.1 Detailed Description

Test class used to create a top panel.

#### 7.6.1.1 BDCC

##### Author

Lorenzo Bauduccio [lorenzo.bdcc@eduge.ch](mailto:lorenzo.bdcc@eduge.ch)

##### Copyright

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## 7.7 Caiman/interfaceG/usercontrol/TestXboxUserControl.cs File Reference

Used to create a basic userc control usable with a controller.

## Classes

- class [Caiman.interfaceG.usercontrol.TestXboxUserControl](#)

### 7.7.1 Detailed Description

Used to create a basic userc control usable with a controller.

#### 7.7.1.1 BDCC

##### Author

Lorenzo Bauduccio [lorenzo.bdcc@eduge.ch](mailto:lorenzo.bdcc@eduge.ch)

##### Copyright

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## 7.8 Caiman/interfaceG/XboxControl/XboxButton.cs File Reference

Used to create a button witch is useable with a controller.

## Classes

- class [Caiman.interfaceG.usercontrol.XboxButton](#)

### 7.8.1 Detailed Description

Used to create a button witch is useable with a controller.

#### 7.8.1.1 BDCC

##### Author

Lorenzo Bauduccio [lorenzo.bdcc@eduge.ch](mailto:lorenzo.bdcc@eduge.ch)

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## 7.9 Caiman/interfaceG/XboxControl/XboxImage.cs File Reference

Used to create a button with an image in backGround.

## Classes

- class [Caiman.interfaceG.XboxControl.XboxImage](#)

### 7.9.1 Detailed Description

Used to create a button with an image in backGround.

#### 7.9.1.1 BDCC

##### Author

Lorenzo Bauduccio [lorenzo.bdcc@eduge.ch](mailto:lorenzo.bdcc@eduge.ch)

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## 7.10 Caiman/interfaceG/XboxController.cs File Reference

Used to comunicate with all the DirectX input controller connected to the user pc.

## Classes

- class [Caiman.interfaceG.XboxController](#)

### 7.10.1 Detailed Description

Used to communicate with all the DirectX input controller connected to the user pc.

#### 7.10.1.1 BDCC

##### Author

Lorenzo Bauduccio [lorenzo.bdcc@eduge.ch](mailto:lorenzo.bdcc@eduge.ch)

##### Copyright

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## 7.11 Caiman/interfaceG/XboxMainForm.cs File Reference

Main classe of the project.

## Classes

- class [Caiman.interfaceG.XboxMainForm](#)

### 7.11.1 Detailed Description

Main classe of the project.

#### 7.11.1.1 BDCC

##### Author

Lorenzo Bauduccio [lorenzo.bdcc@eduge.ch](mailto:lorenzo.bdcc@eduge.ch)

##### Copyright

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## 7.12 Caiman/interfaceG/XboxUserControl.cs File Reference

Class main class to create component for the interface.

## Classes

- class [Caiman.interfaceG.XboxUserController](#)

### 7.12.1 Detailed Description

Class main class to create component for the interface.

#### 7.12.1.1 BDCC

##### Author

Lorenzo Bauduccio [lorenzo.bdcc@eduge.ch](mailto:lorenzo.bdcc@eduge.ch)

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