

Contents

1	Data	Struct	ure Index															1
	1.1	Data S	Structures							 		 	 	 		 	 	1
2	File	Index																3
	2.1	File Lis	st							 		 	 	 		 		3
3	Data	Struct	ure Docui	men	ıtatior	n												5
	3.1	globall	Data Struc	ot Re	eferen	се				 		 	 	 		 		5
		3.1.1	Detailed	Des	scriptio	on				 		 	 	 		 		5
		3.1.2	Field Do	cum	nentati	ion				 		 	 	 		 		5
			3.1.2.1	CO	onfig .					 		 	 	 		 		5
			3.1.2.2	pt	r_build	der				 		 	 	 		 		5
			3.1.2.3	pt	r_csu_	_stru	ıct			 		 	 	 		 		5
4	File	Docum	entation															7
	4.1	csupe	r-gui.h File	e Re	ferenc	ce .				 		 	 	 		 		7
		4.1.1	Detailed	Des	scriptio	on				 		 	 	 		 		7
		4.1.2	Macro D	efin	ition E	Docu	men	ıtatic	n .	 		 	 	 		 		7
			4.1.2.1	C	SUPE	R_G	iUi			 		 	 	 		 		7
	4.2	game_	_configurat	tion.	c File	Refe	eren	ce .		 		 	 	 		 		8
		4.2.1	Detailed	Des	scripti	on				 		 	 	 		 		8
	4.3	game_	_configurat	tion.	h File	Ref	eren	ice .		 		 	 	 		 		8
		4.3.1	Detailed	Des	scripti	on				 		 	 	 		 		8
	4.4	main.c	File Refe	renc	е					 		 	 	 		 		8
		4.4.1	Detailed	Des	scripti	on				 		 	 	 		 		9
		4.4.2	Function	ı Do	cume	ntatio	on			 		 	 	 		 		9
			4.4.2.1	m	ain .					 		 	 	 		 		9
	4.5	main.h	r File Refe	renc	e					 		 	 	 		 		9
		4.5.1	Detailed															9
	4.6		menu.c Fil															10
	-	4.6.1	Detailed															10
		460	Eupation															10

iv CONTENTS

Index		13
	4.9.1 Detailed Description	12
4.9		
	4.8.1 Detailed Description	
4.8	main_window.c File Reference	11
	4.7.2.1 openAbout	11
	4.7.2 Function Documentation	11
	4.7.1 Detailed Description	10
4.7	main_menu.h File Reference	10
	4.6.2.1 openAbout	10

Data Structure Index

1.1	Data Structures		

Here are the data structures with brief descriptions:	
globalData	5

Data Structure Index

File Index

2.1 File List

Here is a list of all files with brief descriptions:

csuper-gui.h
Inclusion of csuper-gui
game_configuration.c
Game configuration
game_configuration.h
Game configuration
main.c
Main
main.h
Main
main_menu.c
Main menu
main_menu.h
Main menu
main_window.c
Main window
main_window.h
Main window

File Index

Data Structure Documentation

3.1 globalData Struct Reference

```
#include <csuper-gui.h>
```

Data Fields

- GtkBuilder * ptr_builder
- csuStruct * ptr_csu_struct
- game_config config

3.1.1 Detailed Description

Represent the global data which is passed into all signal

3.1.2 Field Documentation

3.1.2.1 game_config config

A game configuration

3.1.2.2 GtkBuilder* ptr_builder

A pointer to a GTK builder.

3.1.2.3 csuStruct* ptr_csu_struct

A pointer to a csuStruct

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

• csuper-gui.h

6	Data Structure Documentation

File Documentation

4.1 csuper-gui.h File Reference

Inclusion of csuper-gui.

```
#include <gtk/gtk.h>
#include <stdlib.h>
#include <glib/gi18n.h>
#include "../libcsuper/libcsuper.h"
```

Data Structures

struct globalData

Macros

• #define CSUPER_GUI

4.1.1 Detailed Description

Inclusion of csuper-gui.

Author

Remi BERTHO

Date

02/05/14

Version

3.0.0

4.1.2 Macro Definition Documentation

4.1.2.1 #define CSUPER_GUI

Define that we compile csuper-gui.

8 File Documentation

4.2 game_configuration.c File Reference

Game configuration.

```
#include "game_configuration.h"
```

4.2.1 Detailed Description

Game configuration.

Author

Remi BERTHO

Date

03/05/14

Version

3.0.0

4.3 game_configuration.h File Reference

Game configuration.

```
#include "csuper-gui.h"
```

4.3.1 Detailed Description

Game configuration.

Author

Remi BERTHO

Date

03/05/14

Version

3.0.0

4.4 main.c File Reference

Main.

```
#include "main.h"
```

4.5 main.h File Reference 9

Functions

• int main (int argc, char *argv[])

4.4.1 Detailed Description

Main.

Author

Remi BERTHO

Date

02/05/14

Version

3.0.0

4.4.2 Function Documentation

4.4.2.1 int main (int argc, char * argv[])

Begin csuper-gui.

Parameters

in	argc	the number of argument.
in	argv	the array of argument.

Returns

EXIT_SUCCESS if everything is OK

4.5 main.h File Reference

```
Main.
```

```
#include "csuper-gui.h"
#include "main_menu.h"
```

4.5.1 Detailed Description

Main.

Author

Remi BERTHO

Date

02/05/14

Version

3.0.0

10 File Documentation

4.6 main_menu.c File Reference

Main menu.

```
#include "main_menu.h"
```

Functions

• G_MODULE_EXPORT void openAbout (GtkWidget *widget, gpointer data)

4.6.1 Detailed Description

Main menu.

Author

Remi BERTHO

Date

03/05/14

Version

3.0.0

4.6.2 Function Documentation

4.6.2.1 G_MODULE_EXPORT void openAbout (GtkWidget * widget, gpointer data)

Begin csuper.

Parameters

in	widget	the widget which send the interrupt
in	data	the globalData

4.7 main_menu.h File Reference

Main menu.

```
#include "csuper-gui.h"
```

Functions

• G_MODULE_EXPORT void openAbout (GtkWidget *widget, gpointer data)

4.7.1 Detailed Description

Main menu.

Author

Remi BERTHO

Date

03/05/14

Version

3.0.0

4.7.2 Function Documentation

4.7.2.1 G_MODULE_EXPORT void openAbout (GtkWidget * widget, gpointer data)

Begin csuper.

Parameters

in	widget	the widget which send the interrupt
in	data	the globalData

4.8 main_window.c File Reference

Main window.

#include "main_window.h"

4.8.1 Detailed Description

Main window.

Author

Remi BERTHO

Date

03/05/14

Version

3.0.0

4.9 main_window.h File Reference

Main window.

#include "csuper-gui.h"

12 File Documentation

4.9.1 Detailed Description

Main window.

Author

Remi BERTHO

Date

03/05/14

Version

3.0.0

Index

```
CSUPER_GUI
    csuper-gui.h, 7
config
    globalData, 5
csuper-gui.h, 7
    CSUPER_GUI, 7
game_configuration.c, 8
game_configuration.h, 8
globalData, 5
    config, 5
    ptr_builder, 5
    ptr_csu_struct, 5
main
    main.c, 9
main.c, 8
    main, 9
main.h, 9
main_menu.c, 10
    openAbout, 10
main_menu.h, 10
    openAbout, 11
main_window.c, 11
main_window.h, 11
openAbout
    main_menu.c, 10
    main_menu.h, 11
ptr_builder
    globalData, 5
ptr_csu_struct
    globalData, 5
```