

## Fast OpenGL Library

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## **Chapter 1**

### **Core of framework**





## Chapter 2

# WIP: FastOGLib - Fast OpenGL Library

Fast and scalable library, able to create OpenGL programs on osx/linux/windows machines.

### 2.1 Instalation of Library

Actually does not provide plug in solution. Saying that so it's needed to download all source codes of Lib and dependent libs.

```
git stash
git pull
git submodule sync && git submodule update --init
```

#### 2.1.1 Linux/OSX

After checking out the desired version of library building is straight forward:

```
mkdir build
cd build
cmake ..
make
```

#### 2.1.2 Windows

Unfortunately on Windows the GNU compiler with make is required (MVC option is not tested - Feel free to test it, I will try to help my best). In order to build the app it's needed to select correct compiler:

```
mkdir build
git stash
git pull
git submodule sync && git submodule update --init
cd build
cmake .. -G "MinGW Makefiles"
mingw32-make.exe -j 10 -l 10
```

#### 2.1.3 Developing the application

Actually in order of development on this library the `main.cpp` file has to be modified. In future months I'll be adding more functionality, which can be monitored in issues, and after some time, I'll provide CMake style libraries.

## 2.2 Contributors

@mwawrzkow - Marcin Wawrzków - owner



## Chapter 3

# Namespace Index

### 3.1 Namespace List

Here is a list of all namespaces with brief descriptions:

<a href="#">AEG</a>	13
<a href="#">Global</a>	13
<a href="#">GPU</a>	13
<a href="#">INPUT</a>	13
<a href="#">Lights</a>	15
<a href="#">OpenGLInstance</a>	15
<a href="#">OSDL</a>	16
<a href="#">Primitives</a>	16



## Chapter 4

# Hierarchical Index

### 4.1 Class Hierarchy

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

GPU::ArrayHandler . . . . .	30
Primitives::Color< T > . . . . .	34
Primitives::ColorRGBA< T > . . . . .	36
Lights::DirectLight . . . . .	39
Lights::GlobalLight . . . . .	48
GPU::GPU_Ref . . . . .	53
Lights::LightManager . . . . .	56
OSDL::Observer . . . . .	67
INPUT::Adapter . . . . .	23
OSDL::DualLink . . . . .	45
Controller . . . . .	37
Model . . . . .	65
View . . . . .	110
Primitives::Point2D< T > . . . . .	69
Primitives::PrimitivesManager . . . . .	74
Lights::SphericalLight . . . . .	89
OSDL::Subject . . . . .	97
INPUT::AdapterHandler . . . . .	26
OSDL::DualLink . . . . .	45
AEG::Texture . . . . .	99
AEG::Textures . . . . .	102
VertexHandler . . . . .	105
Primitive . . . . .	70
Primitives::Line . . . . .	60
Primitives::Rectanagle . . . . .	77
Primitives::Square . . . . .	94
Global::WindowProperties . . . . .	112



## Chapter 5

# Class Index

### 5.1 Class List

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

INPUT::Adapter	23
INPUT::AdapterHandler	26
GPU::ArrayHandler	30
Primitives::Color< T >	34
Primitives::ColorRGBA< T >	36
Controller	37
Lights::DirectLight	39
OSDL::DualLink	45
Lights::GlobalLight	48
GPU::GPU_Ref	53
Lights::LightManager	56
Primitives::Line	60
Model	65
OSDL::Observer	67
Primitives::Point2D< T >	69
Primitive	70
Primitives::PrimitivesManager	74
Primitives::Rectangle	77
Lights::SphericalLight	89
Primitives::Square	94
OSDL::Subject	97
AEG::Texture	99
AEG::Textures	102
VertexHandler	105
View	110
Global::WindowProperties	112





## Chapter 6

# File Index

### 6.1 File List

Here is a list of all files with brief descriptions:

Engine/Core/main.cpp	141
Engine/Core/core/InputAdapter.cpp	125
Engine/Core/core/InputAdapter.hpp	126
Engine/Core/core/WindowProperties.cpp	140
Engine/Core/core/WindowProperties.hpp	140
Engine/Core/core/base/OpenGLStart.cpp	117
Engine/Core/core/base/OpenGLStart.hpp	118
Engine/Core/core/base/Point.hpp	119
Engine/Core/core/base/Primitive.cpp	120
Engine/Core/core/base/Primitive.hpp	121
Engine/Core/core/base/Texture.cpp	122
Engine/Core/core/base/Texture.hpp	123
Engine/Core/core/base/vertexHandler.cpp	124
Engine/Core/core/base/vertexHandler.hpp	124
Engine/Core/core/OpenGLArrays/ArrayHandler.cpp	127
Engine/Core/core/OpenGLArrays/ArrayHandler.hpp	128
Engine/Core/core/primitives/Lights.cpp	132
Engine/Core/core/primitives/Lights.hpp	133
Engine/Core/core/primitives/Line.cpp	134
Engine/Core/core/primitives/Line.hpp	134
Engine/Core/core/primitives/PrimitivesManager.cpp	135
Engine/Core/core/primitives/PrimitivesManager.hpp	136
Engine/Core/core/primitives/Rectanagle.cpp	137
Engine/Core/core/primitives/Rectanagle.hpp	137
Engine/Core/core/primitives/Square.cpp	138
Engine/Core/core/primitives/Square.hpp	139
Engine/Core/core/primitives/Light/DirectLight.cpp	129
Engine/Core/core/primitives/Light/DirectLight.hpp	129
Engine/Core/core/primitives/Light/GlobalLight.cpp	130
Engine/Core/core/primitives/Light/GlobalLight.hpp	130
Engine/Core/core/primitives/Light/SphericalLight.cpp	131
Engine/Core/core/primitives/Light/SphericalLight.hpp	132
Engine/Core/patterns/MVC/Controller.hpp	143
Engine/Core/patterns/MVC/Model.hpp	144
Engine/Core/patterns/MVC/View.hpp	144

Engine/Core/patterns/ObserverSubject/ <a href="#">DualLink.hpp</a> . . . . .	145
Engine/Core/patterns/ObserverSubject/ <a href="#">Observer.hpp</a> . . . . .	147
Engine/Core/patterns/ObserverSubject/ <a href="#">Subject.cpp</a> . . . . .	148
Engine/Core/patterns/ObserverSubject/ <a href="#">Subject.hpp</a> . . . . .	148

## Chapter 7

# Namespace Documentation

### 7.1 AEG Namespace Reference

#### Classes

- class [Texture](#)
- class [Textures](#)

### 7.2 Global Namespace Reference

#### Classes

- class [WindowProperties](#)

### 7.3 GPU Namespace Reference

#### Classes

- class [ArrayHandler](#)
- class [GPU\\_Ref](#)

### 7.4 INPUT Namespace Reference

#### Classes

- class [Adapter](#)
- class [AdapterHandler](#)

## Enumerations

- enum [KeyBoardKey](#) {  
    ERROR = -1, [Key\\_1](#) = 0, [Key\\_2](#), [Key\\_3](#),  
    [Key\\_4](#), [Key\\_5](#), [Key\\_6](#), [Key\\_7](#),  
    [Key\\_8](#), [Key\\_9](#), [Key\\_0](#), Q,  
    W, E, R, T,  
    Y, U, I, O,  
    P, A, S, D,  
    F, G, H, J,  
    K, L, Z, X,  
    C, V, B, N,  
    M, [Arrow\\_Up](#), [Arrow\\_Down](#), [Arrow\\_Left](#),  
    [Arrow\\_Right](#) }

### 7.4.1 Enumeration Type Documentation

#### 7.4.1.1 KeyBoardKey

enum [INPUT::KeyBoardKey](#)

##### Enumerator

ERROR	
<a href="#">Key_1</a>	
<a href="#">Key_2</a>	
<a href="#">Key_3</a>	
<a href="#">Key_4</a>	
<a href="#">Key_5</a>	
<a href="#">Key_6</a>	
<a href="#">Key_7</a>	
<a href="#">Key_8</a>	
<a href="#">Key_9</a>	
<a href="#">Key_0</a>	
Q	
W	
E	
R	
T	
Y	
U	
I	
O	
P	
A	
S	
D	
F	
G	

## Enumerator

	H	
	J	
	K	
	L	
	Z	
	X	
	C	
	V	
	B	
	N	
	M	
	Arrow_Up	
	Arrow_Down	
	Arrow_Left	
	Arrow_Right	

## 7.5 Lights Namespace Reference

### Classes

- class [DirectLight](#)
- class [GlobalLight](#)
- class [LightManager](#)
- class [SphericalLight](#)

## 7.6 OpenGLInstance Namespace Reference

### Functions

- GLFWwindow \* [InitWindow](#) (int width, int height, std::string name)
- void [setClearColor](#) (float R, float G, float B, float A)
- std::vector< GLuint > [CreateAndCompileShaders](#) (const char \*vertShaderCode, const char \*fragShaderCode)
- GLuint [CreateProgramAndLinkShaders](#) (const std::vector< GLuint > shaders)

### 7.6.1 Function Documentation

#### 7.6.1.1 CreateAndCompileShaders()

```
std::vector< GLuint > OpenGLInstance::CreateAndCompileShaders (
    const char * vertShaderCode,
    const char * fragShaderCode )
```

#### 7.6.1.2 CreateProgramAndLinkShaders()

```
GLuint OpenGLInstance::CreateProgramAndLinkShaders (
    const std::vector< GLuint > shaders )
```

#### 7.6.1.3 InitWindow()

```
GLFWwindow * OpenGLInstance::InitWindow (
    int width,
    int height,
    std::string name )
```

#### 7.6.1.4 setClearColor()

```
void OpenGLInstance::setClearColor (
    float R,
    float G,
    float B,
    float A )
```

## 7.7 OSDL Namespace Reference

### Classes

- class [DualLink](#)
- class [Observer](#)
- class [Subject](#)

## 7.8 Primitives Namespace Reference

### Classes

- struct [Color](#)
- struct [ColorRGBA](#)
- class [Line](#)
- struct [Point2D](#)
- class [PrimitivesManager](#)
- class [Rectanagle](#)
- class [Square](#)

## Typedefs

- typedef struct [Point2D](#)< float > [PointF](#)
- typedef [Point2D](#)< int > [PointI](#)
- typedef [Point2D](#)< double > [PointD](#)
- typedef [Point2D](#)< unsigned int > [PointU](#)
- typedef [Point2D](#)< unsigned long > [PointUL](#)
- typedef [Point2D](#)< unsigned long long > [PointULL](#)
- typedef [Point2D](#)< long > [PointL](#)
- typedef [Point2D](#)< long long > [PointLL](#)
- typedef [Point2D](#)< char > [PointC](#)
- typedef [Point2D](#)< short > [PointS](#)
- typedef struct [Color](#)< float > [ColorF](#)
- typedef [Color](#)< int > [ColorI](#)
- typedef [Color](#)< double > [ColorD](#)
- typedef [Color](#)< unsigned int > [ColorU](#)
- typedef [Color](#)< unsigned long > [ColorUL](#)
- typedef [Color](#)< unsigned long long > [ColorULL](#)
- typedef [Color](#)< long > [ColorL](#)
- typedef [Color](#)< long long > [ColorLL](#)
- typedef [Color](#)< char > [ColorC](#)
- typedef [Color](#)< short > [ColorS](#)
- typedef struct [ColorRGBA](#)< float > [ColorRGBAf](#)
- typedef [ColorRGBA](#)< int > [ColorRGBAI](#)
- typedef [ColorRGBA](#)< double > [ColorRGBAD](#)
- typedef [ColorRGBA](#)< unsigned int > [ColorRGBAUI](#)
- typedef [ColorRGBA](#)< unsigned long > [ColorRGBAUL](#)
- typedef [ColorRGBA](#)< unsigned long long > [ColorRGBAULL](#)
- typedef [ColorRGBA](#)< long > [ColorRGBAL](#)
- typedef [ColorRGBA](#)< long long > [ColorRGBALL](#)
- typedef [ColorRGBA](#)< char > [ColorRGBAC](#)
- typedef [ColorRGBA](#)< short > [ColorRGBAS](#)
- typedef [Primitive](#) \* [PrimitivePtr](#)
- typedef std::vector< [PrimitivePtr](#) > [Primitives](#)
- typedef [Primitives](#) & [PrimitivesRef](#)

## Enumerations

- enum [ColorType](#) {  
[RED](#), [GREEN](#), [BLUE](#), [ALPHA](#),  
[ERROR](#) }

### 7.8.1 Typedef Documentation

#### 7.8.1.1 ColorC

```
typedef Color<char> Primitives::ColorC
```

### 7.8.1.2 ColorD

```
typedef Color<double> Primitives::ColorD
```

### 7.8.1.3 ColorF

```
typedef struct Color< float > Primitives::ColorF
```

### 7.8.1.4 ColorI

```
typedef Color<int> Primitives::ColorI
```

### 7.8.1.5 ColorL

```
typedef Color<long> Primitives::ColorL
```

### 7.8.1.6 ColorLL

```
typedef Color<long long> Primitives::ColorLL
```

### 7.8.1.7 ColorRGBAC

```
typedef ColorRGBA<char> Primitives::ColorRGBAC
```

### 7.8.1.8 ColorRGBAD

```
typedef ColorRGBA<double> Primitives::ColorRGBAD
```

### 7.8.1.9 ColorRGBAf

```
typedef struct ColorRGBA< float > Primitives::ColorRGBAf
```



#### 7.8.1.10 ColorRGBA

```
typedef ColorRGBA<int> Primitives::ColorRGBA
```

#### 7.8.1.11 ColorRGBAL

```
typedef ColorRGBA<long> Primitives::ColorRGBAL
```

#### 7.8.1.12 ColorRGBALL

```
typedef ColorRGBA<long long> Primitives::ColorRGBALL
```

#### 7.8.1.13 ColorRGBAS

```
typedef ColorRGBA<short> Primitives::ColorRGBAS
```

#### 7.8.1.14 ColorRGBAU

```
typedef ColorRGBA<unsigned int> Primitives::ColorRGBAU
```

#### 7.8.1.15 ColorRGBAUL

```
typedef ColorRGBA<unsigned long> Primitives::ColorRGBAUL
```

#### 7.8.1.16 ColorRGBAULL

```
typedef ColorRGBA<unsigned long long> Primitives::ColorRGBAULL
```

#### 7.8.1.17 ColorS

```
typedef Color<short> Primitives::ColorS
```

#### 7.8.1.18 ColorU

```
typedef Color<unsigned int> Primitives::ColorU
```

#### 7.8.1.19 ColorUL

```
typedef Color<unsigned long> Primitives::ColorUL
```

#### 7.8.1.20 ColorULL

```
typedef Color<unsigned long long> Primitives::ColorULL
```

#### 7.8.1.21 PointC

```
typedef Point2D<char> Primitives::PointC
```

#### 7.8.1.22 PointD

```
typedef Point2D<double> Primitives::PointD
```

#### 7.8.1.23 PointF

```
typedef struct Point2D< float > Primitives::PointF
```

#### 7.8.1.24 PointI

```
typedef Point2D<int> Primitives::PointI
```

#### 7.8.1.25 PointL

```
typedef Point2D<long> Primitives::PointL
```

#### 7.8.1.26 PointLL

```
typedef Point2D<long long> Primitives::PointLL
```

#### 7.8.1.27 PointS

```
typedef Point2D<short> Primitives::PointS
```

#### 7.8.1.28 PointU

```
typedef Point2D<unsigned int> Primitives::PointU
```

#### 7.8.1.29 PointUL

```
typedef Point2D<unsigned long> Primitives::PointUL
```

#### 7.8.1.30 PointULL

```
typedef Point2D<unsigned long long> Primitives::PointULL
```

#### 7.8.1.31 PrimitivePtr

```
typedef Primitive* Primitives::PrimitivePtr
```

#### 7.8.1.32 Primitives

```
typedef std::vector<PrimitivePtr> Primitives::Primitives
```

#### 7.8.1.33 PrimitivesRef

```
typedef Primitives& Primitives::PrimitivesRef
```

## 7.2 Enumeration Type Documentation

#### 7.2.1 ColorType

```
enum Primitives::ColorType
```

## Enumerator

RED	
GREEN	
BLUE	
ALPHA	
ERROR	

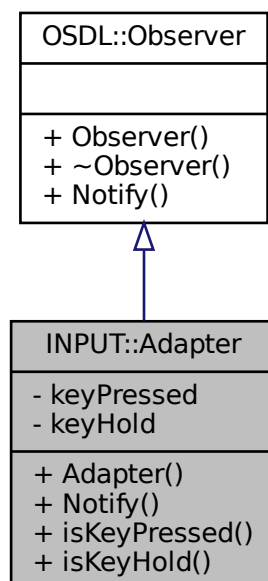
## Chapter 8

# Class Documentation

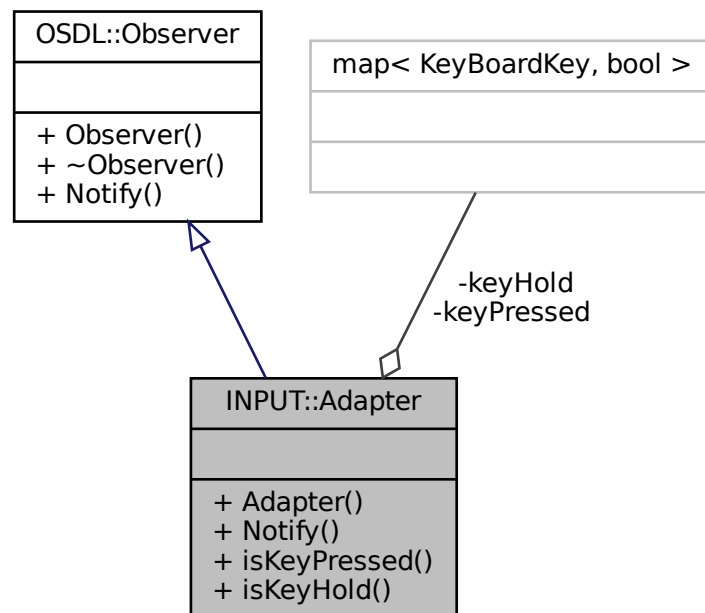
### 8.1 INPUT::Adapter Class Reference

```
#include <InputAdapter.hpp>
```

Inheritance diagram for INPUT::Adapter:



Collaboration diagram for INPUT::Adapter:



## Public Member Functions

- [Adapter](#) ()
- void [Notify](#) ([OSDL::Subject](#) \*)
- bool [isKeyPressed](#) ([KeyboardKey](#))
- bool [isKeyHold](#) ([KeyboardKey](#))

## Private Attributes

- std::map< [KeyboardKey](#), bool > [keyPressed](#)
- std::map< [KeyboardKey](#), bool > [keyHold](#)

## 8.1.1 Constructor & Destructor Documentation

### 8.1.1.1 Adapter()

```
INPUT::Adapter::Adapter ( )
```

## 8.1.2 Member Function Documentation

### 8.1.2.1 isKeyHold()

```
bool INPUT::Adapter::isKeyHold (
    KeyboardKey k )
```

### 8.1.2.2 isKeyPressed()

```
bool INPUT::Adapter::isKeyPressed (
    KeyboardKey k )
```

### 8.1.2.3 Notify()

```
void INPUT::Adapter::Notify (
    OSDL::Subject * ) [virtual]
```

Reimplemented from [OSDL::Observer](#).

## 8.1.3 Member Data Documentation

### 8.1.3.1 keyHold

```
std::map<KeyboardKey, bool> INPUT::Adapter::keyHold [private]
```

### 8.1.3.2 keyPressed

```
std::map<KeyboardKey, bool> INPUT::Adapter::keyPressed [private]
```

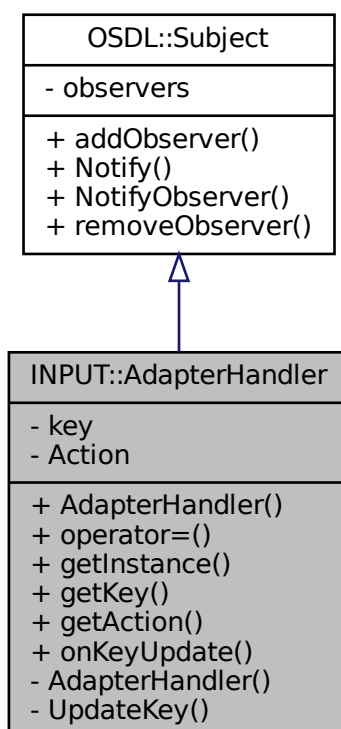
The documentation for this class was generated from the following files:

- Engine/Core/core/[InputAdapter.hpp](#)
- Engine/Core/core/[InputAdapter.cpp](#)

## 8.2 INPUT::AdapterHandler Class Reference

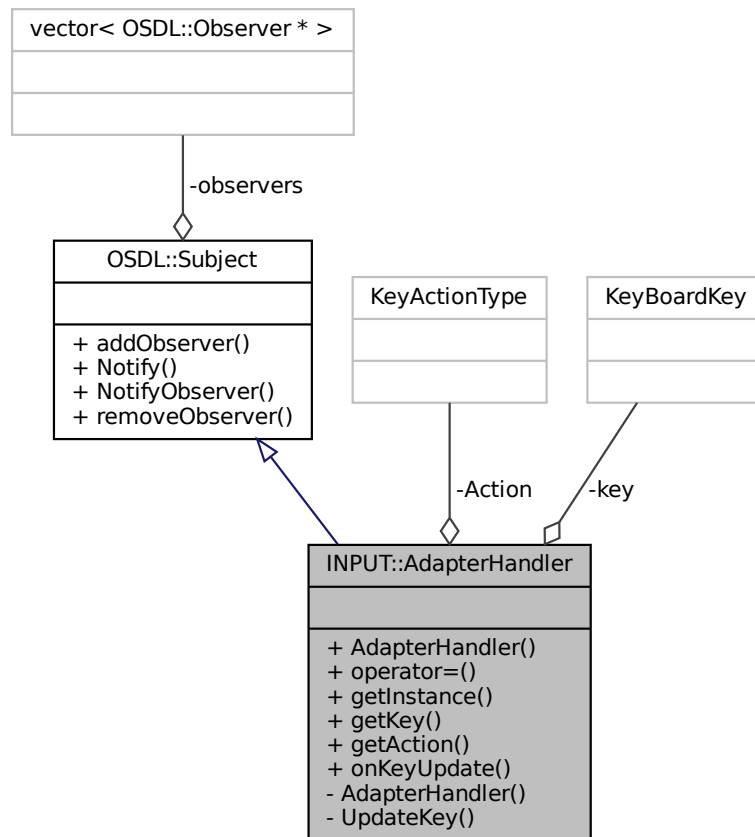
```
#include <InputAdapter.hpp>
```

Inheritance diagram for INPUT::AdapterHandler:





Collaboration diagram for INPUT::AdapterHandler:



## Public Types

- enum `KeyActionType` { `Hold`, `Press_down`, `Press_Up` }

## Public Member Functions

- `AdapterHandler (AdapterHandler &other)=delete`
- `void operator= (const AdapterHandler &)=delete`
- `AdapterHandler * getInstance ()`
- `KeyBoardKey getKey ()`
- `KeyActionType getAction ()`

## Static Public Member Functions

- `static void onKeyUpdate (GLFWwindow *window, int key, int status, int action, int mods)`

## Private Member Functions

- [AdapterHandler](#) ()
- void [UpdateKey](#) (int)

## Private Attributes

- [KeyBoardKey](#) key
- [KeyActionType](#) Action

## 8.2.1 Member Enumeration Documentation

### 8.2.1.1 KeyActionType

```
enum INPUT::AdapterHandler::KeyActionType
```

Enumerator

Hold	
Press_down	
Press_Up	

## 8.2.2 Constructor & Destructor Documentation

### 8.2.2.1 AdapterHandler() [1/2]

```
INPUT::AdapterHandler::AdapterHandler ( ) [private]
```

### 8.2.2.2 AdapterHandler() [2/2]

```
INPUT::AdapterHandler::AdapterHandler (
    AdapterHandler & other ) [delete]
```

## 8.2.3 Member Function Documentation

### 8.2.3.1 `getAction()`

`AdapterHandler::KeyActionType` INPUT::AdapterHandler::getAction ( )

### 8.2.3.2 `getInstance()`

`AdapterHandler *` INPUT::AdapterHandler::getInstance ( )

### 8.2.3.3 `getKey()`

`KeyBoardKey` INPUT::AdapterHandler::getKey ( )

### 8.2.3.4 `onKeyUpdate()`

```
void INPUT::AdapterHandler::onKeyUpdate (
    GLFWwindow * window,
    int key,
    int status,
    int action,
    int mods ) [static]
```

### 8.2.3.5 `operator=()`

```
void INPUT::AdapterHandler::operator= (
    const AdapterHandler & ) [delete]
```

### 8.2.3.6 `UpdateKey()`

```
void INPUT::AdapterHandler::UpdateKey (
    int Key ) [private]
```

## 8.2.4 Member Data Documentation



## Public Member Functions

- [ArrayHandler](#) ()
- bool [areFreeBuffers](#) ()  
*Check if any buffers are available.*
- bool [allocateBuffer](#) (int)  
*Allocates GPU space for x buffers.*
- GPU\_Ref \* [getFirstAvailableBuffer](#) ()  
*Returns pointer to first Available Buffer.*
- void [releaseBuffer](#) (int)  
*Releases the buffer, if buffer is not taken does nothing.*
- [~ArrayHandler](#) ()

## Private Member Functions

- bool [areRepetitions](#) (unsigned int[], int)  
*check if are repetitions in Array*

## Private Attributes

- std::vector< [GPU\\_Ref](#) > [GPUSpace](#)

## 8.3.1 Constructor & Destructor Documentation

### 8.3.1.1 ArrayHandler()

```
GPU::ArrayHandler::ArrayHandler ( )
```

### 8.3.1.2 ~ArrayHandler()

```
GPU::ArrayHandler::~~ArrayHandler ( )
```

## 8.3.2 Member Function Documentation

### 8.3.2.1 allocateBuffer()

```
bool GPU::ArrayHandler::allocateBuffer (
    int size )
```

Allocates GPU space for x buffers.

**Parameters**

<i>int</i>	size amount of buffers
------------	------------------------

**Note****Return values**

<i>bool</i>	if buffers were created
-------------	-------------------------

**8.3.2.2 areFreeBuffers()**

```
bool GPU::ArrayHandler::areFreeBuffers ( )
```

Check if any buffers are available.

**Note****Return values**

<i>bool</i>	are any buffers free
-------------	----------------------

**8.3.2.3 areRepetitions()**

```
bool GPU::ArrayHandler::areRepetitions (
    unsigned int array[],
    int size ) [private]
```

check if are repetitions in Array

**Note****Parameters**

<i>int[]</i>	array
<i>int</i>	size of array

## Return values

<i>true</i>	If they're repetition
<i>false</i>	if there are no repetitions

**8.3.2.4 getFirstAvailavleBuffer()**

```
GPU_Ref * GPU::ArrayHandler::getFirstAvailavleBuffer ( )
```

Returns pointer to first Available Buffer.

## Note

## Return values

<i>GPU_Ref</i>	Pointer to buffer, in not buffers available return nullptr
----------------	--

**8.3.2.5 releaseBuffer()**

```
void GPU::ArrayHandler::releaseBuffer (
    int idx )
```

Releases the buffer, if buffer is not taken does nothing.

## Note

## Exceptions

------	--

## Return values

<i>None</i>	
-------------	--

**8.3.3 Member Data Documentation**

### 8.3.3.1 GPUSpace

```
std::vector<GPU_Ref> GPU::ArrayHandler::GPUSpace [private]
```

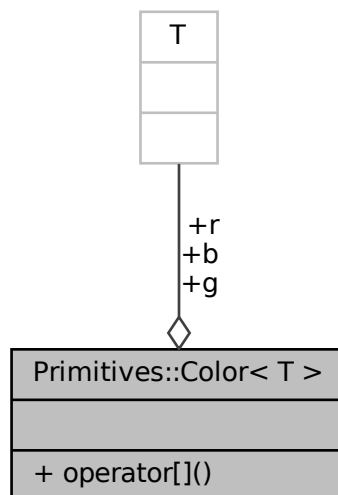
The documentation for this class was generated from the following files:

- Engine/Core/core/OpenGLArrays/[ArrayHandler.hpp](#)
- Engine/Core/core/OpenGLArrays/[ArrayHandler.cpp](#)

## 8.4 Primitives::Color< T > Struct Template Reference

```
#include <Point.hpp>
```

Collaboration diagram for Primitives::Color< T >:



### Public Member Functions

- `T & operator[]` ([ColorType](#) type)

### Public Attributes

- `T r = 0`
- `T g = 0`
- `T b = 0`



## 8.4.1 Member Function Documentation

### 8.4.1.1 operator[]()

```
template<typename T >
T& Primitives::Color< T >::operator[] (
    ColorType type ) [inline]
```

## 8.4.2 Member Data Documentation

### 8.4.2.1 b

```
template<typename T >
T Primitives::Color< T >::b = 0
```

### 8.4.2.2 g

```
template<typename T >
T Primitives::Color< T >::g = 0
```

### 8.4.2.3 r

```
template<typename T >
T Primitives::Color< T >::r = 0
```

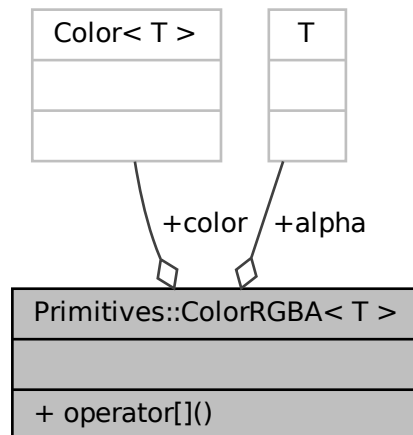
The documentation for this struct was generated from the following file:

- Engine/Core/core/base/[Point.hpp](#)

## 8.5 Primitives::ColorRGBA< T > Struct Template Reference

```
#include <Point.hpp>
```

Collaboration diagram for Primitives::ColorRGBA< T >:



### Public Member Functions

- `T & operator[]` (`ColorType` type)

### Public Attributes

- `Color< T > color`
- `T alpha = 0`

### 8.5.1 Member Function Documentation

#### 8.5.1.1 operator[]()

```
template<typename T >
T& Primitives::ColorRGBA< T >::operator[] (
    ColorType type ) [inline]
```

### 8.5.2 Member Data Documentation

## 8.5.2.1 alpha

```
template<typename T >
T Primitives::ColorRGBA< T >::alpha = 0
```

## 8.5.2.2 color

```
template<typename T >
Color<T> Primitives::ColorRGBA< T >::color
```

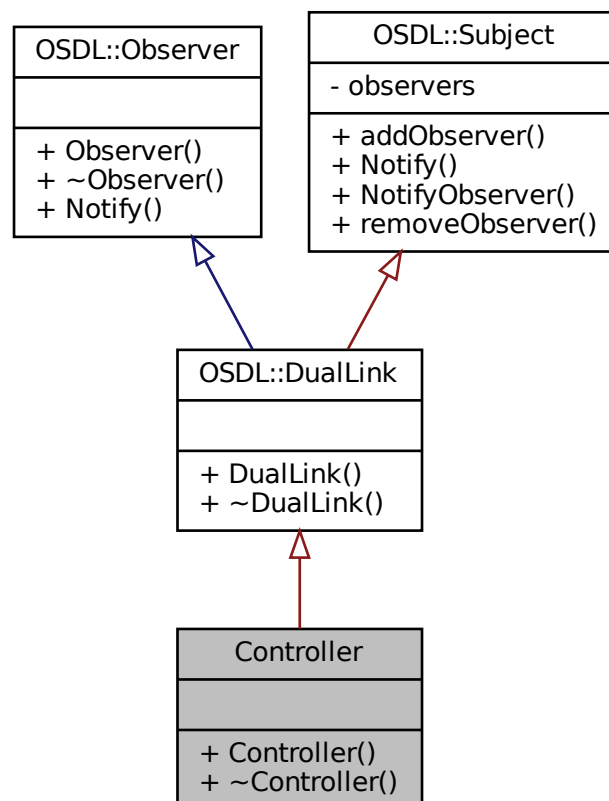
The documentation for this struct was generated from the following file:

- Engine/Core/core/base/[Point.hpp](#)

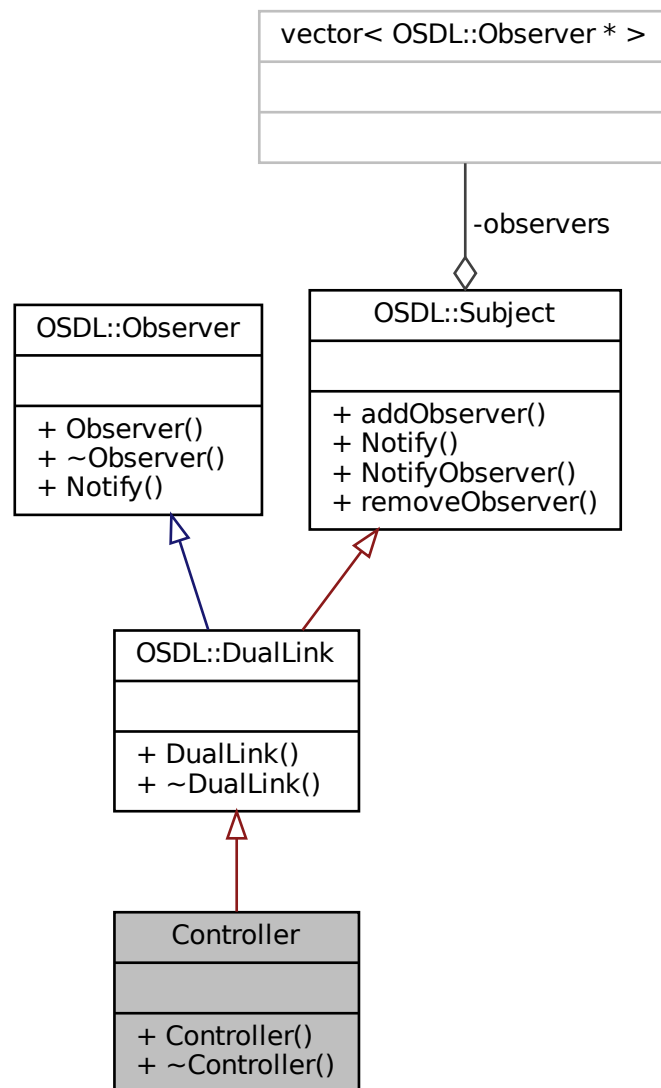
## 8.6 Controller Class Reference

```
#include <Controller.hpp>
```

Inheritance diagram for Controller:



Collaboration diagram for Controller:



## Public Member Functions

- [Controller\(\)](#)
- [~Controller\(\)](#)

## Additional Inherited Members

### 8.6.1 Constructor & Destructor Documentation

#### 8.6.1.1 Controller()

```
Controller::Controller ( )
```

#### 8.6.1.2 ~Controller()

```
Controller::~~Controller ( )
```

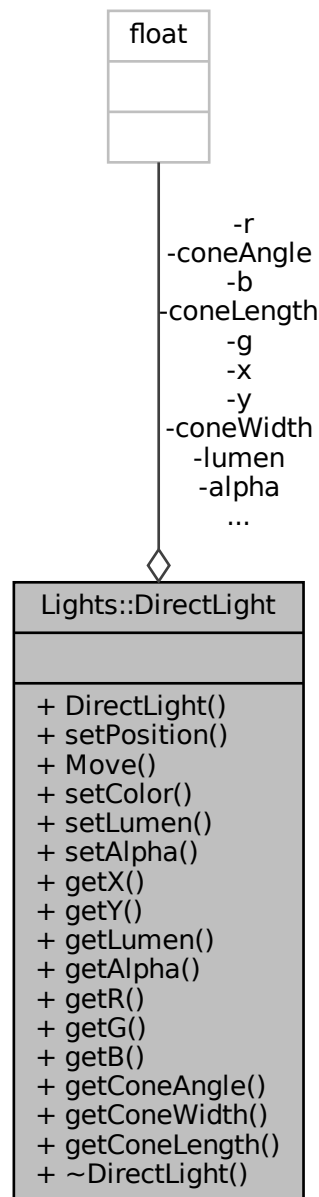
The documentation for this class was generated from the following file:

- Engine/Core/patterns/MVC/[Controller.hpp](#)

## 8.7 Lights::DirectLight Class Reference

```
#include <DirectLight.hpp>
```

Collaboration diagram for Lights::DirectLight:



## Public Member Functions

- [DirectLight](#) (float, float, float, float, float, float, float, float, float)
- void [setPosition](#) (float, float)
- void [Move](#) (float, float)
- void [setColor](#) (float, float, float)
- void [setLumen](#) (float)
- void [setAlpha](#) (float)
- float [getX](#) ()

- float [getY](#) ()
- float [getLumen](#) ()
- float [getAlpha](#) ()
- float [getR](#) ()
- float [getG](#) ()
- float [getB](#) ()
- float [getConeAngle](#) ()
- float [getConeWidth](#) ()
- float [getConeLength](#) ()
- [~DirectLight](#) ()

## Private Attributes

- float [x](#)
- float [y](#)
- float [lumen](#)
- float [alpha](#) = 1.0f
- float [r](#)
- float [g](#)
- float [b](#)
- float [coneAngle](#)
- float [coneWidth](#)
- float [coneLength](#)

## 8.7.1 Constructor & Destructor Documentation

### 8.7.1.1 DirectLight()

```
Lights::DirectLight::DirectLight (
    float x,
    float y,
    float lumen,
    float r,
    float g,
    float b,
    float coneAngle,
    float coneWidth,
    float coneLength )
```

### 8.7.1.2 ~DirectLight()

```
Lights::DirectLight::~~DirectLight ( )
```

## 8.7.2 Member Function Documentation

#### 8.7.2.1 getAlpha()

```
float Lights::DirectLight::getAlpha ( )
```

#### 8.7.2.2 getB()

```
float Lights::DirectLight::getB ( )
```

#### 8.7.2.3 getConeAngle()

```
float Lights::DirectLight::getConeAngle ( )
```

#### 8.7.2.4 getConeLength()

```
float Lights::DirectLight::getConeLength ( )
```

#### 8.7.2.5 getConeWidth()

```
float Lights::DirectLight::getConeWidth ( )
```

#### 8.7.2.6 getG()

```
float Lights::DirectLight::getG ( )
```

#### 8.7.2.7 getLumen()

```
float Lights::DirectLight::getLumen ( )
```

#### 8.7.2.8 getR()

```
float Lights::DirectLight::getR ( )
```



#### 8.7.2.9 getX()

```
float Lights::DirectLight::getX ( )
```

#### 8.7.2.10 getY()

```
float Lights::DirectLight::getY ( )
```

#### 8.7.2.11 Move()

```
void Lights::DirectLight::Move (
    float x,
    float y )
```

#### 8.7.2.12 setAlpha()

```
void Lights::DirectLight::setAlpha (
    float alpha )
```

#### 8.7.2.13 setColor()

```
void Lights::DirectLight::setColor (
    float r,
    float g,
    float b )
```

#### 8.7.2.14 setLumen()

```
void Lights::DirectLight::setLumen (
    float lumen )
```

#### 8.7.2.15 setPosition()

```
void Lights::DirectLight::setPosition (
    float x,
    float y )
```

### 8.7.3 Member Data Documentation

#### 8.7.3.1 alpha

```
float Lights::DirectLight::alpha = 1.0f [private]
```

#### 8.7.3.2 b

```
float Lights::DirectLight::b [private]
```

#### 8.7.3.3 coneAngle

```
float Lights::DirectLight::coneAngle [private]
```

#### 8.7.3.4 coneLength

```
float Lights::DirectLight::coneLength [private]
```

#### 8.7.3.5 coneWidth

```
float Lights::DirectLight::coneWidth [private]
```

#### 8.7.3.6 g

```
float Lights::DirectLight::g [private]
```

#### 8.7.3.7 lumen

```
float Lights::DirectLight::lumen [private]
```

### 8.7.3.8 r

```
float Lights::DirectLight::r [private]
```

### 8.7.3.9 x

```
float Lights::DirectLight::x [private]
```

### 8.7.3.10 y

```
float Lights::DirectLight::y [private]
```

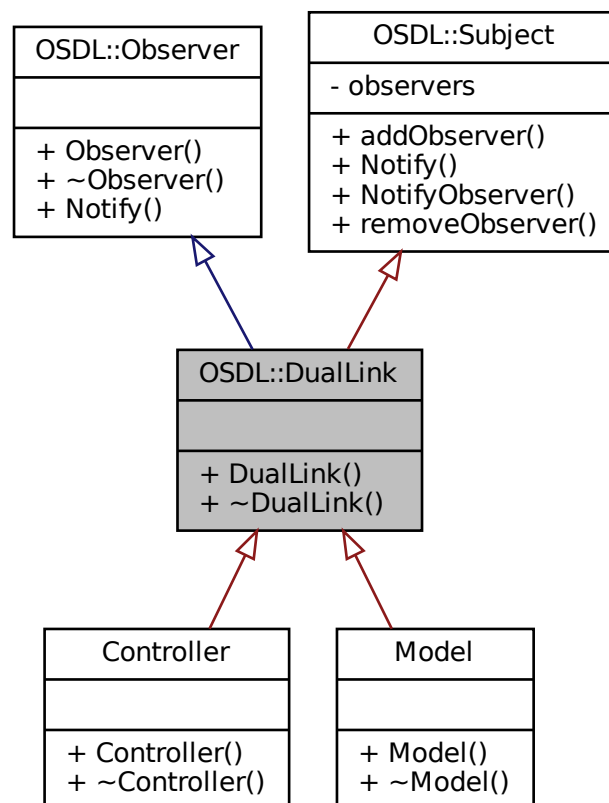
The documentation for this class was generated from the following files:

- Engine/Core/core/primitives/Light/[DirectLight.hpp](#)
- Engine/Core/core/primitives/Light/[DirectLight.cpp](#)

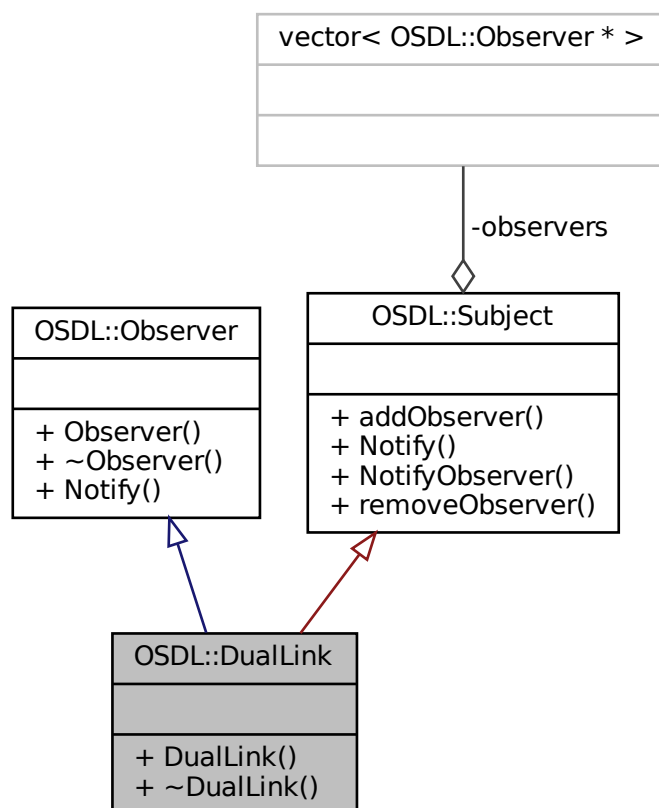
## 8.8 OSDL::DualLink Class Reference

```
#include <DualLink.hpp>
```

Inheritance diagram for OSDL::DualLink:



Collaboration diagram for OSDL::DualLink:



## Public Member Functions

- [DualLink\(\)](#)
- [~DualLink\(\)](#)

## Additional Inherited Members

### 8.8.1 Constructor & Destructor Documentation

#### 8.8.1.1 DualLink()

```
OSDL::DualLink::DualLink ( )
```

### 8.8.1.2 ~DualLink()

```
OSDL::DualLink::~~DualLink ( )
```

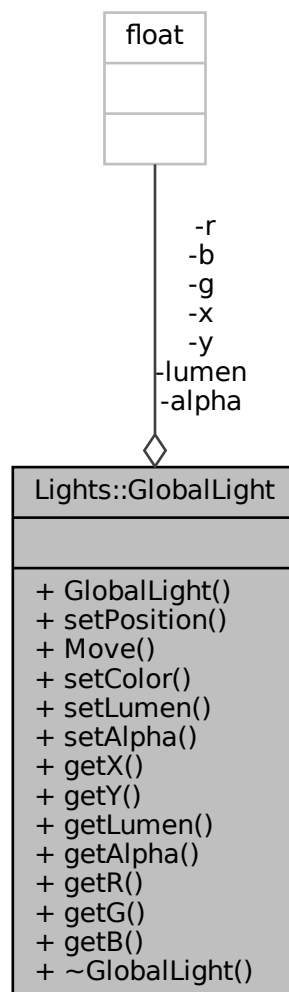
The documentation for this class was generated from the following file:

- [Engine/Core/patterns/ObserverSubject/DualLink.hpp](#)

## 8.9 Lights::GlobalLight Class Reference

```
#include <GlobalLight.hpp>
```

Collaboration diagram for Lights::GlobalLight:



## Public Member Functions

- [GlobalLight](#) (float, float, float, float, float, float)
- void [setPosition](#) (float, float)
- void [Move](#) (float, float)
- void [setColor](#) (float, float, float)
- void [setLumen](#) (float)
- void [setAlpha](#) (float)
- float [getX](#) ()
- float [getY](#) ()
- float [getLumen](#) ()
- float [getAlpha](#) ()
- float [getR](#) ()
- float [getG](#) ()
- float [getB](#) ()
- [~GlobalLight](#) ()

## Private Attributes

- float [x](#)
- float [y](#)
- float [lumen](#)
- float [alpha](#) = 1.0f
- float [r](#)
- float [g](#)
- float [b](#)

## 8.9.1 Constructor & Destructor Documentation

### 8.9.1.1 GlobalLight()

```
Lights::GlobalLight::GlobalLight (
    float x,
    float y,
    float lumen,
    float r,
    float g,
    float b )
```

### 8.9.1.2 ~GlobalLight()

```
Lights::GlobalLight::~~GlobalLight ( )
```

## 8.9.2 Member Function Documentation

#### 8.9.2.1 getAlpha()

```
float Lights::GlobalLight::getAlpha ( )
```

#### 8.9.2.2 getB()

```
float Lights::GlobalLight::getB ( )
```

#### 8.9.2.3 getG()

```
float Lights::GlobalLight::getG ( )
```

#### 8.9.2.4 getLumen()

```
float Lights::GlobalLight::getLumen ( )
```

#### 8.9.2.5 getR()

```
float Lights::GlobalLight::getR ( )
```

#### 8.9.2.6 getX()

```
float Lights::GlobalLight::getX ( )
```

#### 8.9.2.7 getY()

```
float Lights::GlobalLight::getY ( )
```



#### 8.9.2.8 Move()

```
void Lights::GlobalLight::Move (
    float x,
    float y )
```

#### 8.9.2.9 setAlpha()

```
void Lights::GlobalLight::setAlpha (
    float alpha )
```

#### 8.9.2.10 setColor()

```
void Lights::GlobalLight::setColor (
    float r,
    float g,
    float b )
```

#### 8.9.2.11 setLumen()

```
void Lights::GlobalLight::setLumen (
    float lumen )
```

#### 8.9.2.12 setPosition()

```
void Lights::GlobalLight::setPosition (
    float x,
    float y )
```

### 8.9.3 Member Data Documentation

#### 8.9.3.1 alpha

```
float Lights::GlobalLight::alpha = 1.0f [private]
```

### 8.9.3.2 b

```
float Lights::GlobalLight::b [private]
```

### 8.9.3.3 g

```
float Lights::GlobalLight::g [private]
```

### 8.9.3.4 lumen

```
float Lights::GlobalLight::lumen [private]
```

### 8.9.3.5 r

```
float Lights::GlobalLight::r [private]
```

### 8.9.3.6 x

```
float Lights::GlobalLight::x [private]
```

### 8.9.3.7 y

```
float Lights::GlobalLight::y [private]
```

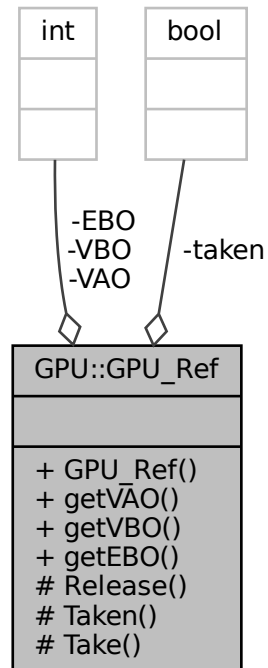
The documentation for this class was generated from the following files:

- Engine/Core/core/primitives/Light/[GlobalLight.hpp](#)
- Engine/Core/core/primitives/Light/[GlobalLight.cpp](#)

## 8.10 GPU::GPU\_Ref Class Reference

```
#include <ArrayHandler.hpp>
```

Collaboration diagram for GPU::GPU\_Ref:



### Public Member Functions

- GPU\_Ref (int, int, int)
- const unsigned int & getVAO ()
- const unsigned int & getVBO ()
- const unsigned int & getEBO ()

### Protected Member Functions

- void Release ()
- bool & Taken ()
- GPU\_Ref \* Take ()

### Private Attributes

- unsigned int VAO
- unsigned int VBO
- unsigned int EBO
- bool taken

## Friends

- class [ArrayHandler](#)

## 8.10.1 Constructor & Destructor Documentation

### 8.10.1.1 GPU\_Ref()

```
GPU::GPU_Ref::GPU_Ref (
    int  VAO,
    int  VBO,
    int  EBO )
```

## 8.10.2 Member Function Documentation

### 8.10.2.1 getEBO()

```
const unsigned int & GPU::GPU_Ref::getEBO ( )
```

### 8.10.2.2 getVAO()

```
const unsigned int & GPU::GPU_Ref::getVAO ( )
```

### 8.10.2.3 getVBO()

```
const unsigned int & GPU::GPU_Ref::getVBO ( )
```

### 8.10.2.4 Release()

```
void GPU::GPU_Ref::Release ( ) [protected]
```

### 8.10.2.5 Take()

```
GPU_Ref * GPU::GPU_Ref::Take ( ) [protected]
```

### 8.10.2.6 Taken()

```
bool & GPU::GPU_Ref::Taken ( ) [protected]
```

## 8.10.3 Friends And Related Function Documentation

### 8.10.3.1 ArrayHandler

```
friend class ArrayHandler [friend]
```

## 8.10.4 Member Data Documentation

### 8.10.4.1 EBO

```
unsigned int GPU::GPU_Ref::EBO [private]
```

### 8.10.4.2 taken

```
bool GPU::GPU_Ref::taken [private]
```

### 8.10.4.3 VAO

```
unsigned int GPU::GPU_Ref::VAO [private]
```

#### 8.10.4.4 VBO

```
unsigned int GPU::GPU_Ref::VBO [private]
```

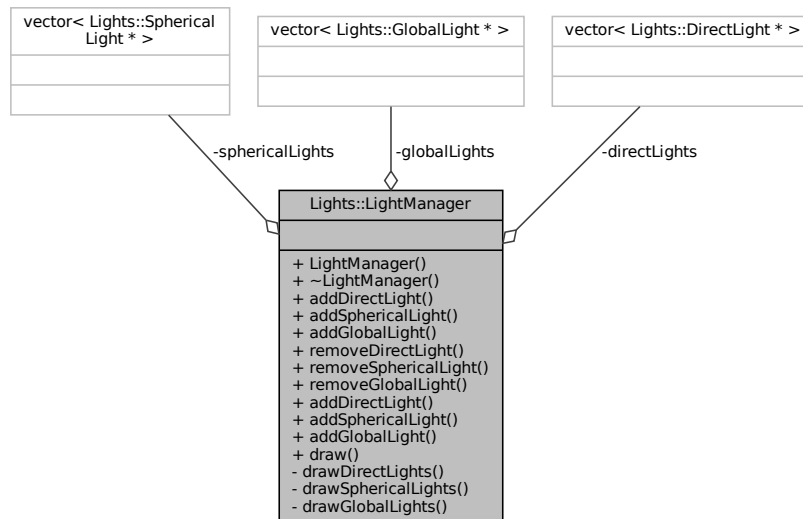
The documentation for this class was generated from the following files:

- Engine/Core/core/OpenGLArrays/[ArrayHandler.hpp](#)
- Engine/Core/core/OpenGLArrays/[ArrayHandler.cpp](#)

## 8.11 Lights::LightManager Class Reference

```
#include <Lights.hpp>
```

Collaboration diagram for Lights::LightManager:



### Public Member Functions

- [LightManager](#) ()
- [~LightManager](#) ()
- void [addDirectLight](#) ([DirectLight](#) \*)
- void [addSphericalLight](#) ([SphericalLight](#) \*)
- void [addGlobalLight](#) ([GlobalLight](#) \*)
- void [removeDirectLight](#) ([DirectLight](#) \*)
- void [removeSphericalLight](#) ([SphericalLight](#) \*)
- void [removeGlobalLight](#) ([GlobalLight](#) \*)
- void [addDirectLight](#) (float, float, float, float, float, float, float, float, float)
- void [addSphericalLight](#) (float, float, float, float, float, float, float)
- void [addGlobalLight](#) (float, float, float, float, float, float, float)
- void [draw](#) ([Primitives::PrimitivesManager](#) primitives)

## Private Member Functions

- void [drawDirectLights](#) ([Primitives::PrimitivesManager](#) primitives)
- void [drawSphericalLights](#) ([Primitives::PrimitivesManager](#) primitives)
- void [drawGlobalLights](#) ([Primitives::PrimitivesManager](#) primitives)

## Private Attributes

- std::vector< [DirectLight](#) \* > [directLights](#)
- std::vector< [SphericalLight](#) \* > [sphericalLights](#)
- std::vector< [GlobalLight](#) \* > [globalLights](#)

## 8.11.1 Constructor & Destructor Documentation

### 8.11.1.1 LightManager()

```
Lights::LightManager::LightManager ( )
```

### 8.11.1.2 ~LightManager()

```
Lights::LightManager::~~LightManager ( )
```

## 8.11.2 Member Function Documentation

### 8.11.2.1 addDirectLight() [1/2]

```
void Lights::LightManager::addDirectLight (
    DirectLight * directLight )
```

### 8.11.2.2 addDirectLight() [2/2]

```
void Lights::LightManager::addDirectLight (
    float x,
    float y,
    float z,
    float r,
    float g,
    float b,
    float a,
    float intensity,
    float angle )
```

### 8.11.2.3 addGlobalLight() [1/2]

```
void Lights::LightManager::addGlobalLight (
    float ,
    float ,
    float ,
    float ,
    float ,
    float ,
    float ,
    float )
```

### 8.11.2.4 addGlobalLight() [2/2]

```
void Lights::LightManager::addGlobalLight (
    GlobalLight * globalLight )
```

### 8.11.2.5 addSphericalLight() [1/2]

```
void Lights::LightManager::addSphericalLight (
    float x,
    float y,
    float z,
    float r,
    float g,
    float b,
    float a )
```

### 8.11.2.6 addSphericalLight() [2/2]

```
void Lights::LightManager::addSphericalLight (
    SphericalLight * sphericalLight )
```

### 8.11.2.7 draw()

```
void Lights::LightManager::draw (
    Primitives::PrimitivesManager primitives )
```



#### 8.11.2.8 drawDirectLights()

```
void Lights::LightManager::drawDirectLights (
    Primitives::PrimitivesManager primitives ) [private]
```

#### 8.11.2.9 drawGlobalLights()

```
void Lights::LightManager::drawGlobalLights (
    Primitives::PrimitivesManager primitives ) [private]
```

#### 8.11.2.10 drawSphericalLights()

```
void Lights::LightManager::drawSphericalLights (
    Primitives::PrimitivesManager primitives ) [private]
```

#### 8.11.2.11 removeDirectLight()

```
void Lights::LightManager::removeDirectLight (
    DirectLight * directLight )
```

#### 8.11.2.12 removeGlobalLight()

```
void Lights::LightManager::removeGlobalLight (
    GlobalLight * globalLight )
```

#### 8.11.2.13 removeSphericalLight()

```
void Lights::LightManager::removeSphericalLight (
    SphericalLight * sphericalLight )
```

### 8.11.3 Member Data Documentation

### 8.11.3.1 directLights

```
std::vector<DirectLight*> Lights::LightManager::directLights [private]
```

### 8.11.3.2 globalLights

```
std::vector<GlobalLight*> Lights::LightManager::globalLights [private]
```

### 8.11.3.3 sphericalLights

```
std::vector<SphericalLight*> Lights::LightManager::sphericalLights [private]
```

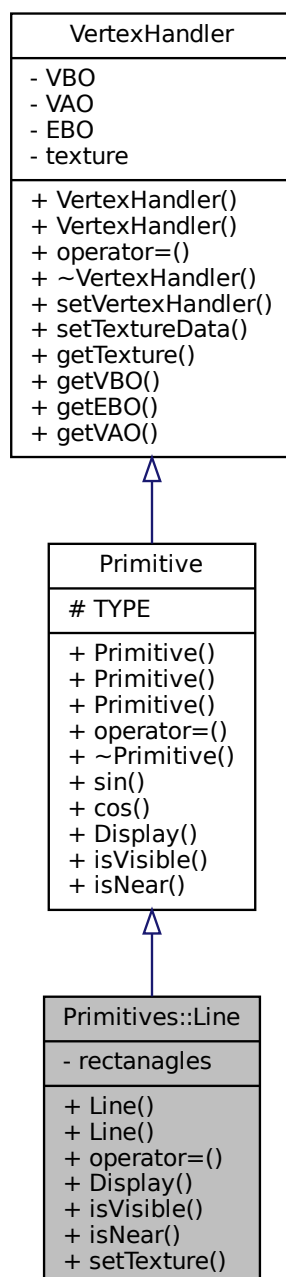
The documentation for this class was generated from the following files:

- Engine/Core/core/primitives/[Lights.hpp](#)
- Engine/Core/core/primitives/[Lights.cpp](#)

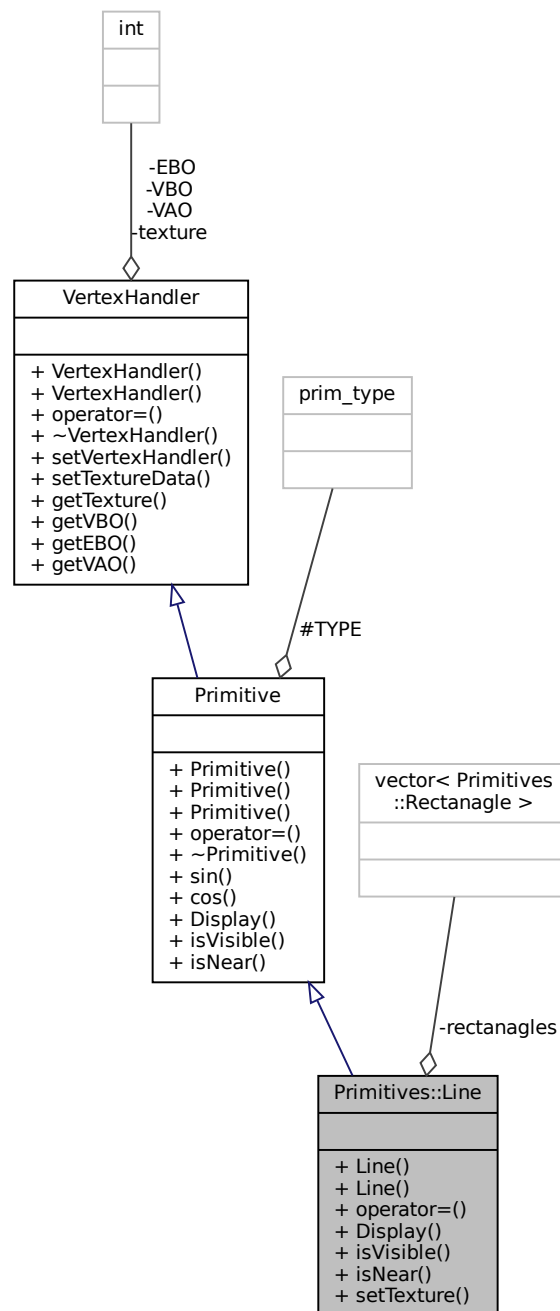
## 8.12 Primitives::Line Class Reference

```
#include <Line.hpp>
```

Inheritance diagram for Primitives::Line:



Collaboration diagram for Primitives::Line:



## Public Member Functions

- [Line](#) (int x0, int y0, int x1, int y1, int r, int g, int b, float alpha)  
Construct a new [Line](#) object.
- [Line](#) (const [Line](#) &)
- [Line](#) operator= (const [Line](#) &)
- void [Display](#) () override

Display the [Line](#).

- bool [isVisible](#) () override  
*is the [Line](#) visible*
- bool [isNear](#) (float x, float y, float radius) override
- void [setTexture](#) (std::string)

## Private Attributes

- std::vector< [Rectangle](#) > [rectangles](#)

## Additional Inherited Members

### 8.12.1 Constructor & Destructor Documentation

#### 8.12.1.1 [Line\(\)](#) [1/2]

```
Primitives::Line::Line (
    int x0,
    int y0,
    int x1,
    int y1,
    int r,
    int g,
    int b,
    float alpha )
```

Construct a new [Line](#) object.

#### Parameters

<i>x0</i>	- x coordinate of first point
<i>y0</i>	- y coordinate of first point
<i>x1</i>	- x coordinate of second point
<i>y1</i>	- y coordinate of second point
<i>w</i>	- width of line
<i>r</i>	- red color component
<i>g</i>	- green color component
<i>b</i>	- blue color component
<i>alpha</i>	- alpha value of line

#### 8.12.1.2 [Line\(\)](#) [2/2]

```
Primitives::Line::Line (
    const Line & l )
```

## 8.12.2 Member Function Documentation

### 8.12.2.1 Display()

```
void Primitives::Line::Display ( ) [override], [virtual]
```

Display the [Line](#).

Implements [Primitive](#).

### 8.12.2.2 isNear()

```
bool Primitives::Line::isNear (
    float x,
    float y,
    float radius ) [override], [virtual]
```

Implements [Primitive](#).

### 8.12.2.3 isVisible()

```
bool Primitives::Line::isVisible ( ) [override], [virtual]
```

is the [Line](#) visible

#### Returns

true  
false

Implements [Primitive](#).

### 8.12.2.4 operator=()

```
Line Primitives::Line::operator= (
    const Line & l )
```

### 8.12.2.5 setTexture()

```
void Primitives::Line::setTexture (
    std::string texture )
```

## 8.12.3 Member Data Documentation

### 8.12.3.1 rectangles

```
std::vector<Rectangle> Primitives::Line::rectangles [private]
```

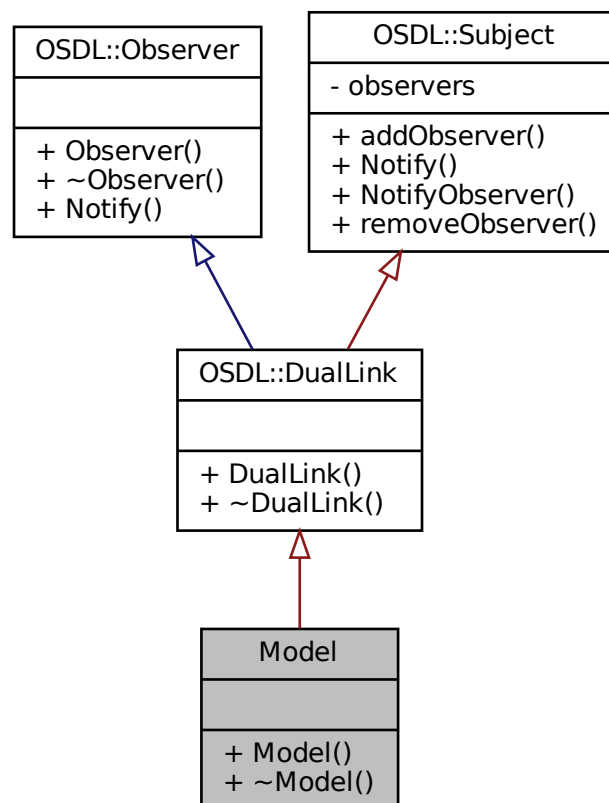
The documentation for this class was generated from the following files:

- Engine/Core/core/primitives/[Line.hpp](#)
- Engine/Core/core/primitives/[Line.cpp](#)

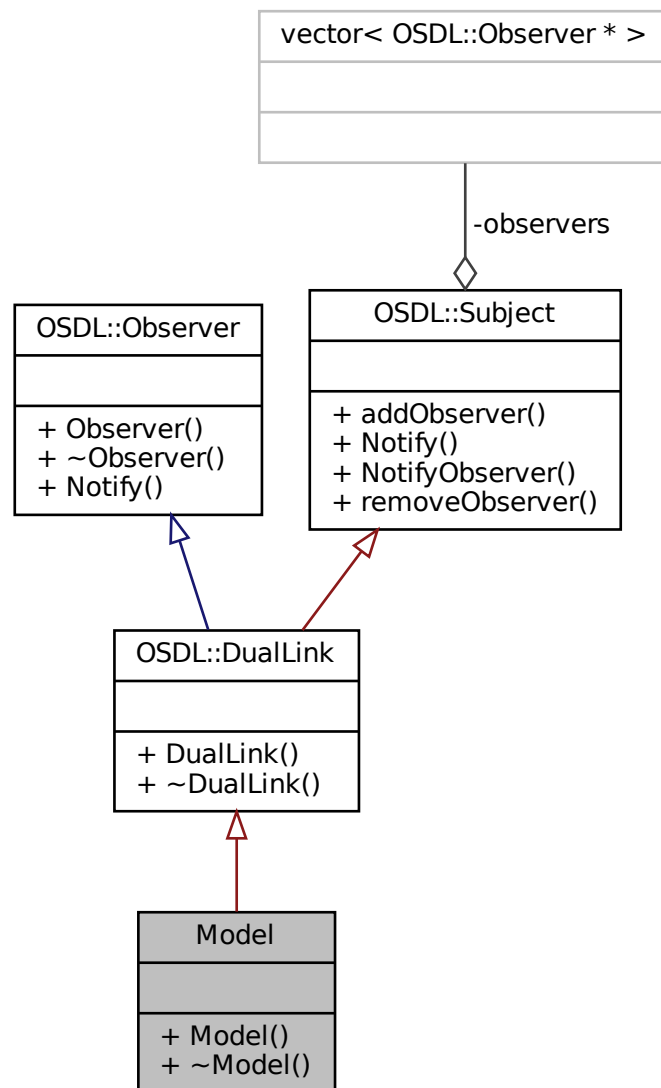
## 8.13 Model Class Reference

```
#include <Model.hpp>
```

Inheritance diagram for Model:



Collaboration diagram for Model:



## Public Member Functions

- [Model \(\)](#)
- [~Model \(\)](#)

## Additional Inherited Members

### 8.13.1 Constructor & Destructor Documentation



## 8.13.1.1 Model()

```
Model::Model ( )
```

## 8.13.1.2 ~Model()

```
Model::~Model ( )
```

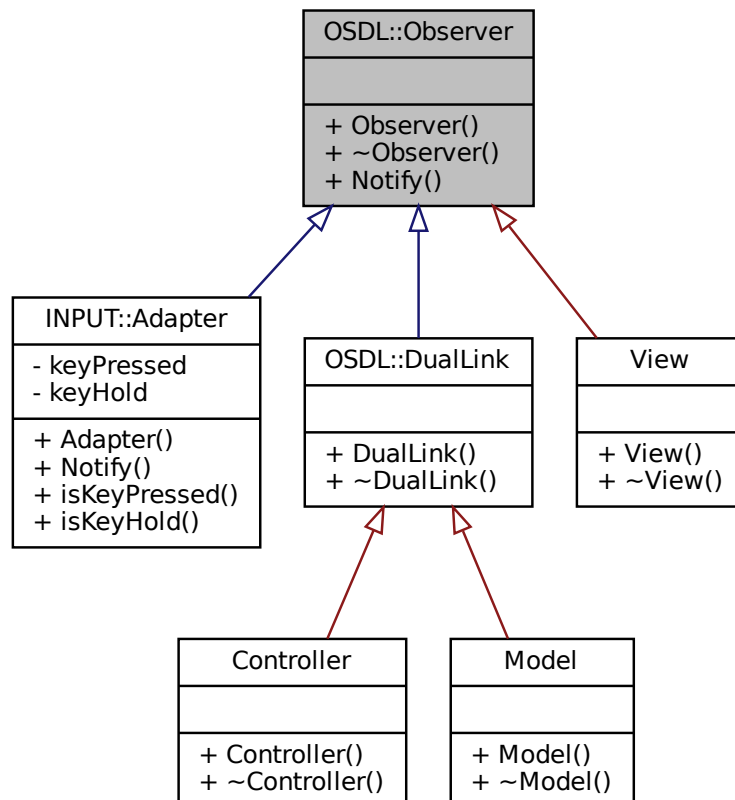
The documentation for this class was generated from the following file:

- Engine/Core/patterns/MVC/[Model.hpp](#)

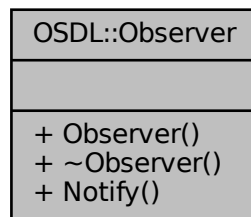
## 8.14 OSDL::Observer Class Reference

```
#include <Observer.hpp>
```

Inheritance diagram for OSDL::Observer:



Collaboration diagram for OSDL::Observer:



## Public Member Functions

- [Observer\(\)](#)
- [~Observer\(\)](#)
- virtual void [Notify](#) ([Subject](#) \*)

### 8.14.1 Constructor & Destructor Documentation

#### 8.14.1.1 Observer()

```
OSDL::Observer::Observer ( )
```

#### 8.14.1.2 ~Observer()

```
OSDL::Observer::~~Observer ( )
```

### 8.14.2 Member Function Documentation

#### 8.14.2.1 Notify()

```
virtual void OSDL::Observer::Notify (
    Subject * ) [virtual]
```

Reimplemented in [INPUT::Adapter](#).

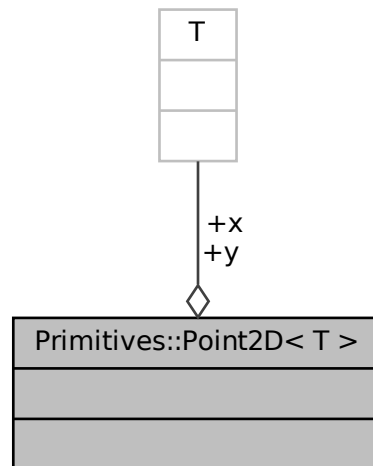
The documentation for this class was generated from the following file:

- Engine/Core/patterns/ObserverSubject/[Observer.hpp](#)

## 8.15 Primitives::Point2D< T > Struct Template Reference

```
#include <Point.hpp>
```

Collaboration diagram for Primitives::Point2D< T >:



### Public Attributes

- T `x` = 0
- T `y` = 0

### 8.15.1 Member Data Documentation

#### 8.15.1.1 `x`

```
template<typename T >
T Primitives::Point2D< T >::x = 0
```

#### 8.15.1.2 `y`

```
template<typename T >
T Primitives::Point2D< T >::y = 0
```

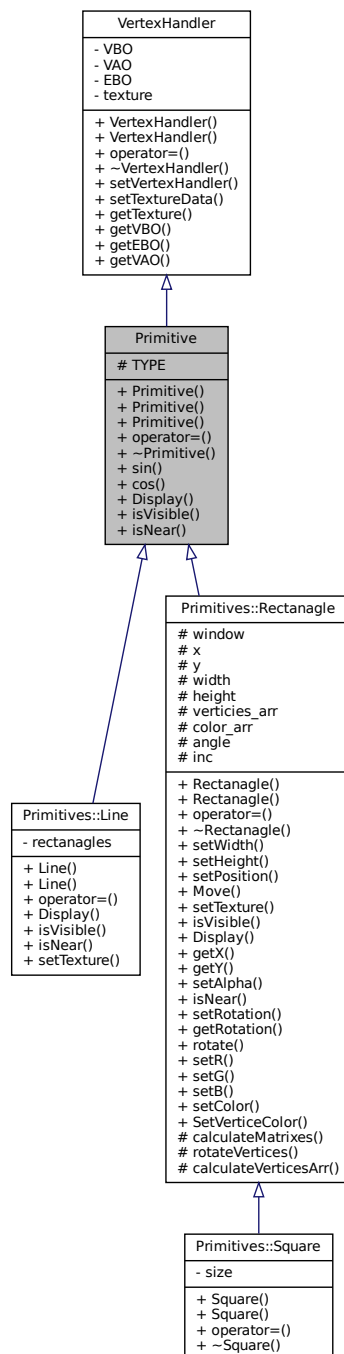
The documentation for this struct was generated from the following file:

- Engine/Core/core/base/[Point.hpp](#)

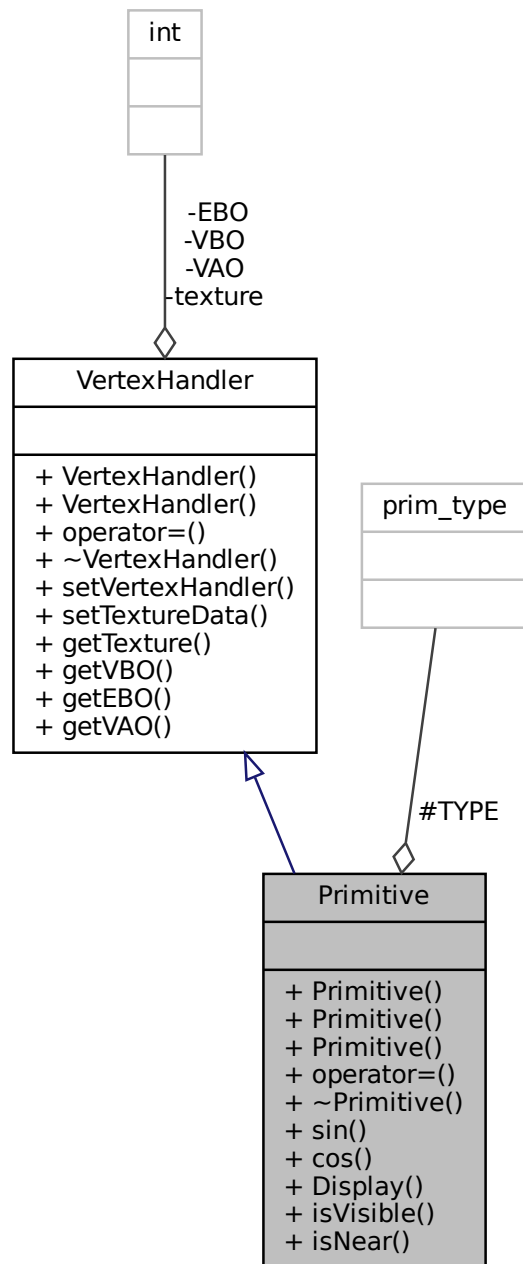
## 8.16 Primitive Class Reference

```
#include <Primitive.hpp>
```

Inheritance diagram for Primitive:



Collaboration diagram for Primitive:



## Public Member Functions

- [Primitive](#) ([prim\\_type](#))
- [Primitive](#) ([prim\\_type](#) type, bool isDefaultPrimitive)
- [Primitive](#) (const [Primitive](#) &p)
- [Primitive](#) & [operator=](#) (const [Primitive](#) &p)
- virtual [~Primitive](#) ()

- float [sin](#) (float r)
- float [cos](#) (float r)
- virtual void [Display](#) ()=0
- virtual bool [isVisible](#) ()=0
- virtual bool [isNear](#) (float, float, float)=0

## Protected Types

- enum [prim\\_type](#) { [RECTANAGLE](#), [TRIANGLE](#), [SQUARE](#), [LINE](#) }

## Protected Attributes

- enum [Primitive::prim\\_type](#) TYPE

## 8.16.1 Member Enumeration Documentation

### 8.16.1.1 [prim\\_type](#)

enum [Primitive::prim\\_type](#) [protected]

#### Enumerator

<a href="#">RECTANAGLE</a>	
<a href="#">TRIANGLE</a>	
<a href="#">SQUARE</a>	
<a href="#">LINE</a>	

## 8.16.2 Constructor & Destructor Documentation

### 8.16.2.1 [Primitive\(\)](#) [1/3]

```
Primitive::Primitive (
    prim\_type type )
```

### 8.16.2.2 [Primitive\(\)](#) [2/3]

```
Primitive::Primitive (
    prim\_type type,
    bool isDefaultPrimitive )
```

### 8.16.2.3 Primitive() [3/3]

```
Primitive::Primitive (
    const Primitive & p )
```

### 8.16.2.4 ~Primitive()

```
Primitive::~~Primitive ( ) [virtual]
```

## 8.16.3 Member Function Documentation

### 8.16.3.1 cos()

```
float Primitive::cos (
    float r )
```

### 8.16.3.2 Display()

```
virtual void Primitive::Display ( ) [pure virtual]
```

Implemented in [Primitives::Rectangle](#), and [Primitives::Line](#).

### 8.16.3.3 isNear()

```
virtual bool Primitive::isNear (
    float ,
    float ,
    float ) [pure virtual]
```

Implemented in [Primitives::Rectangle](#), and [Primitives::Line](#).

### 8.16.3.4 isVisible()

```
virtual bool Primitive::isVisible ( ) [pure virtual]
```

Implemented in [Primitives::Rectangle](#), and [Primitives::Line](#).

#### 8.16.3.5 operator=()

```
Primitive & Primitive::operator= (
    const Primitive & p )
```

#### 8.16.3.6 sin()

```
float Primitive::sin (
    float r )
```

### 8.16.4 Member Data Documentation

#### 8.16.4.1 TYPE

```
enum Primitive::prim_type Primitive::TYPE [protected]
```

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

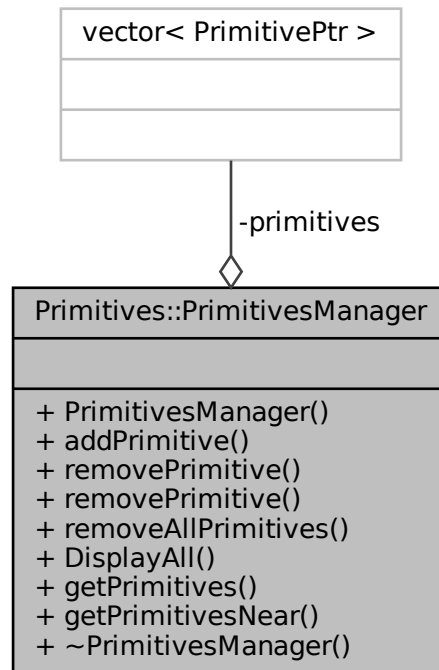
- Engine/Core/core/base/[Primitive.hpp](#)
- Engine/Core/core/base/[Primitive.cpp](#)

## 8.17 Primitives::PrimitivesManager Class Reference

```
#include <PrimitivesManager.hpp>
```



Collaboration diagram for Primitives::PrimitivesManager:



## Public Member Functions

- [PrimitivesManager](#) ()
- void [addPrimitive](#) ([Primitive](#) \*)
- void [removePrimitive](#) ([Primitive](#) \*)
- void [removePrimitive](#) (int)
- void [removeAllPrimitives](#) ()
- void [DisplayAll](#) ()
- [PrimitivesRef](#) [getPrimitives](#) ()
- [Primitives](#) [getPrimitivesNear](#) (float, float, float)
- [~PrimitivesManager](#) ()

## Private Attributes

- [Primitives](#) [primitives](#)

### 8.17.1 Constructor & Destructor Documentation

### 8.17.1.1 PrimitivesManager()

```
Primitives::PrimitivesManager::PrimitivesManager ( )
```

### 8.17.1.2 ~PrimitivesManager()

```
Primitives::PrimitivesManager::~~PrimitivesManager ( )
```

## 8.17.2 Member Function Documentation

### 8.17.2.1 addPrimitive()

```
void Primitives::PrimitivesManager::addPrimitive (
    Primitive * primitive )
```

### 8.17.2.2 DisplayAll()

```
void Primitives::PrimitivesManager::DisplayAll ( )
```

### 8.17.2.3 getPrimitives()

```
PrimitivesRef Primitives::PrimitivesManager::getPrimitives ( )
```

### 8.17.2.4 getPrimitivesNear()

```
Primitives Primitives::PrimitivesManager::getPrimitivesNear (
    float x,
    float y,
    float radius )
```

### 8.17.2.5 removeAllPrimitives()

```
void Primitives::PrimitivesManager::removeAllPrimitives ( )
```

### 8.17.2.6 removePrimitive() [1/2]

```
void Primitives::PrimitivesManager::removePrimitive (
    int index )
```

### 8.17.2.7 removePrimitive() [2/2]

```
void Primitives::PrimitivesManager::removePrimitive (
    Primitive * primitive )
```

## 8.17.3 Member Data Documentation

### 8.17.3.1 primitives

```
Primitives Primitives::PrimitivesManager::primitives [private]
```

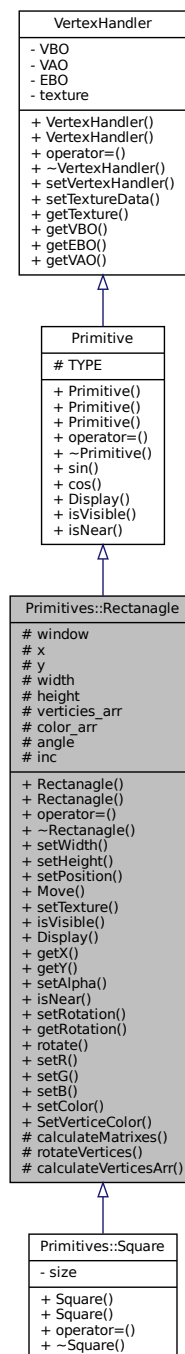
The documentation for this class was generated from the following files:

- Engine/Core/core/primitives/[PrimitivesManager.hpp](#)
- Engine/Core/core/primitives/[PrimitivesManager.cpp](#)

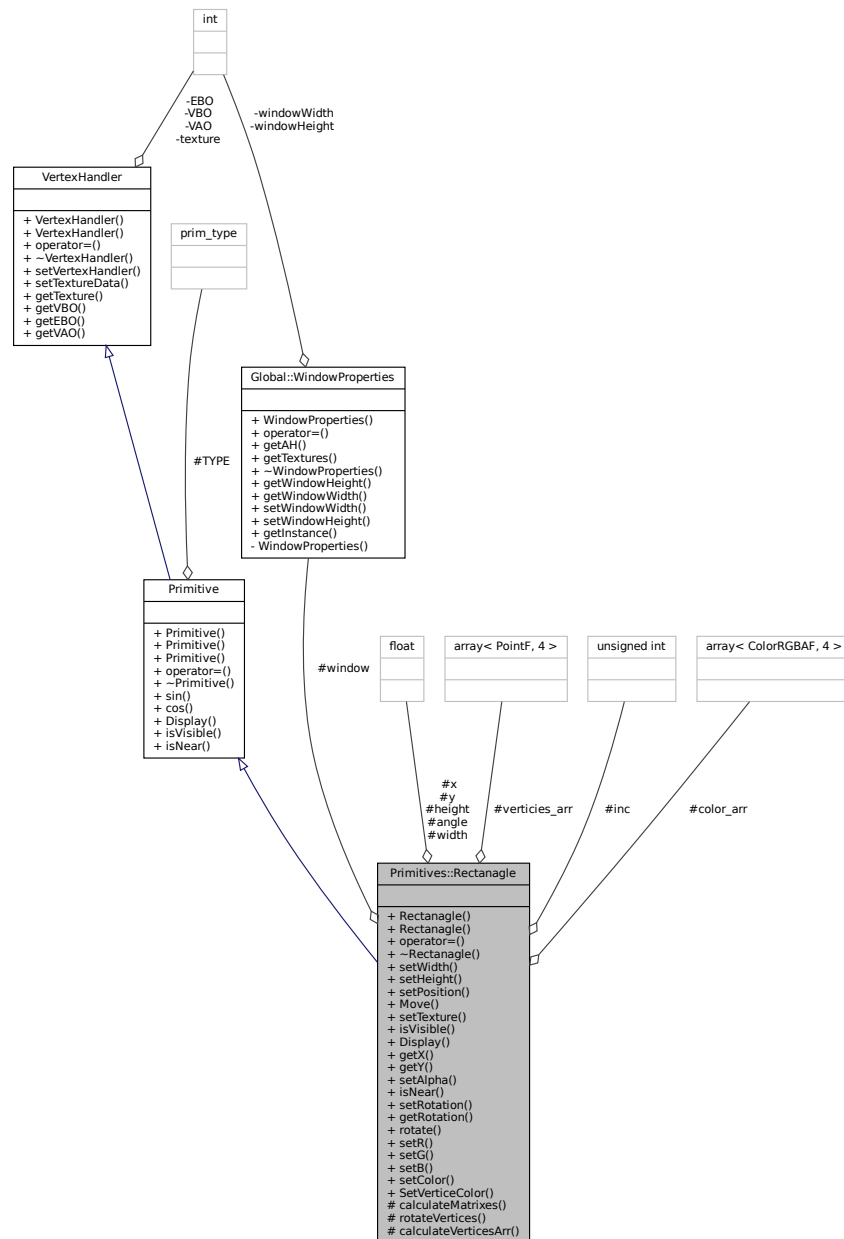
## 8.18 Primitives::Rectanagle Class Reference

```
#include <Rectanagle.hpp>
```

Inheritance diagram for Primitives::Rectangle:



Collaboration diagram for Primitives::Rectanagle:



## Public Member Functions

- [Rectanagle](#) (float, float, float, float, float=1.0f)
- [Rectanagle](#) (const [Rectanagle](#) &s)
- [Rectanagle](#) & `operator=` (const [Rectanagle](#) &s)
- virtual `~Rectanagle` ()
- void [setWidth](#) (float)  
Set the *Width* value.
- void [setHeight](#) (float)  
Set the *Height* value.

- void [setPosition](#) (float, float)  
*Set the Position object.*
- void [Move](#) (float, float)  
*move the square relative to the current position*
- void [setTexture](#) (std::string)  
*Set the Texture object.*
- bool [isVisible](#) () override  
*is Object on the screen*
- void [Display](#) () override  
*Draw the square.*
- float [getX](#) ()
- float [getY](#) ()
- void [setAlpha](#) (float)  
*Set the Alpha value.*
- bool [isNear](#) (float, float, float) override  
*is the Object int the radius*
- void [setRotation](#) (float)  
*Set the rotation of the square.*
- float [getRotation](#) ()
- void [rotate](#) (float)  
*rotate the square relative to the current rotation*
- void [setR](#) (float)  
*Set R color value.*
- void [setG](#) (float)  
*Set G color value.*
- void [setB](#) (float)
- void [setColor](#) (float, float, float, float=1.0f)  
*Set the Color value.*
- void [SetVertexColor](#) (int, float, [ColorType](#)=ERROR)

## Protected Types

- typedef std::array< [PointF](#), 4 > [verticies\\_array](#)
- typedef std::array< [ColorRGBAf](#), 4 > [colors\\_array](#)

## Protected Member Functions

- void [calculateMatrixes](#) ()
- [verticies\\_array](#) [rotateVertices](#) ()  
*Rotate the vertices of the square.*
- void [calculateVerticesArr](#) ()

## Protected Attributes

- [Global::WindowProperties](#) \* [window](#)
- float [x](#)
- float [y](#)
- float [width](#)
- float [height](#)
- [verticies\\_array](#) [verticies\\_arr](#) = {}
- [colors\\_array](#) [color\\_arr](#) = {}
- float [angle](#) = 0.0f
- unsigned int [inc](#) [6] = {0, 1, 2, 0, 2, 3}

## 8.18.1 Member Typedef Documentation

### 8.18.1.1 colors\_array

```
typedef std::array<ColorRGBAf, 4> Primitives::Rectanagle::colors_array [protected]
```

### 8.18.1.2 verticies\_array

```
typedef std::array<PointF, 4> Primitives::Rectanagle::verticies_array [protected]
```

## 8.18.2 Constructor & Destructor Documentation

### 8.18.2.1 Rectanagle() [1/2]

```
Primitives::Rectanagle::Rectanagle (
    float x,
    float y,
    float width,
    float height,
    float alpha = 1.0f )
```

### 8.18.2.2 Rectanagle() [2/2]

```
Primitives::Rectanagle::Rectanagle (
    const Rectanagle & s )
```

### 8.18.2.3 ~Rectanagle()

```
Primitives::Rectanagle::~~Rectanagle ( ) [virtual]
```

## 8.18.3 Member Function Documentation

### 8.18.3.1 calculateMatrixes()

```
void Primitives::Rectanagle::calculateMatrixes ( ) [protected]
```

### 8.18.3.2 calculateVerticesArr()

```
void Primitives::Rectanagle::calculateVerticesArr ( ) [protected]
```

### 8.18.3.3 Display()

```
void Primitives::Rectanagle::Display ( ) [override], [virtual]
```

Draw the square.

Implements [Primitive](#).

### 8.18.3.4 getRotation()

```
float Primitives::Rectanagle::getRotation ( )
```

### 8.18.3.5 getX()

```
float Primitives::Rectanagle::getX ( )
```

### 8.18.3.6 getY()

```
float Primitives::Rectanagle::getY ( )
```

### 8.18.3.7 isNear()

```
bool Primitives::Rectanagle::isNear (
    float x,
    float y,
    float radius ) [override], [virtual]
```

is the Object int the radius



## Parameters

<i>float</i>	x - x coordinate of the center of the circle
<i>float</i>	y - y coordinate of the center of the circle
<i>float</i>	radius - radius of the circle

## Returns

true - if object is in the radius  
false - if object is not in the radius

Implements [Primitive](#).

**8.18.3.8 isVisible()**

```
bool Primitives::Rectanagle::isVisible ( ) [override], [virtual]
```

is Object on the screen

## Returns

true - if object is on the screen  
false - if object is not on the screen

Implements [Primitive](#).

**8.18.3.9 Move()**

```
void Primitives::Rectanagle::Move (
    float x,
    float y )
```

move the square relative to the current position

## Parameters

<i>float</i>	x - offset in x direction
<i>float</i>	y - offset in y direction

**8.18.3.10 operator=()**

```
Rectanagle & Primitives::Rectanagle::operator= (
    const Rectanagle & s )
```

### 8.18.3.11 rotate()

```
void Primitives::Rectangle::rotate (
    float angle )
```

rotate the square relative to the current rotation

#### Parameters

<i>float</i>	angle - angle in radians
--------------	--------------------------

### 8.18.3.12 rotateVertices()

```
Rectangle::vertices\_array Primitives::Rectangle::rotateVertices ( ) [protected]
```

Rotate the vertices of the square.

#### Parameters

<i>vertices</i>	- vertices of the square
<i>rot</i>	- rotation matrix

### 8.18.3.13 setAlpha()

```
void Primitives::Rectangle::setAlpha (
    float alpha )
```

Set the Alpha value.

#### Parameters

<i>float</i>	alpha - alpha value
--------------	---------------------

### 8.18.3.14 setB()

```
void Primitives::Rectangle::setB (
    float b )
```

### 8.18.3.15 setColor()

```
void Primitives::Rectanagle::setColor (
    float r,
    float g,
    float b,
    float alpha = 1.0f )
```

Set the [Color](#) value.

#### Parameters

<i>float</i>	r - red value
<i>float</i>	g - green value
<i>float</i>	b - blue value
<i>float</i>	alpha - alpha value

### 8.18.3.16 setG()

```
void Primitives::Rectanagle::setG (
    float g )
```

Set G color value.

#### Parameters

<i>g</i>	- green value
----------	---------------

### 8.18.3.17 setHeight()

```
void Primitives::Rectanagle::setHeight (
    float height )
```

Set the Height value.

### 8.18.3.18 setPosition()

```
void Primitives::Rectanagle::setPosition (
    float x,
    float y )
```

Set the Position object.

**Parameters**

<i>float</i>	x - x coordinate of the center of the square
<i>float</i>	y - y coordinate of the center of the square

**8.18.3.19 setR()**

```
void Primitives::Rectanagle::setR (
    float r )
```

Set R color value.

**Parameters**

<i>r</i>	- red value
----------	-------------

**8.18.3.20 setRotation()**

```
void Primitives::Rectanagle::setRotation (
    float angle )
```

Set the rotation of the square.

**Parameters**

<i>float</i>	angle - angle in radians of the square
--------------	--

**8.18.3.21 setTexture()**

```
void Primitives::Rectanagle::setTexture (
    std::string data )
```

Set the Texture object.

**Parameters**

<i>std::string</i>	data - path to the texture
--------------------	----------------------------

### 8.18.3.22 SetVerticeColor()

```
void Primitives::Rectanagle::SetVerticeColor (
    int index,
    float value,
    ColorType colorType = ERROR )
```

### 8.18.3.23 setWidth()

```
void Primitives::Rectanagle::setWidth (
    float width )
```

Set the Width value.

## 8.18.4 Member Data Documentation

### 8.18.4.1 angle

```
float Primitives::Rectanagle::angle = 0.0f [protected]
```

### 8.18.4.2 color\_arr

```
colors_array Primitives::Rectanagle::color_arr = {} [protected]
```

### 8.18.4.3 height

```
float Primitives::Rectanagle::height [protected]
```

### 8.18.4.4 inc

```
unsigned int Primitives::Rectanagle::inc[6] = {0, 1, 2, 0, 2, 3} [protected]
```

#### 8.18.4.5 vertices\_arr

```
vertices_array Primitives::Rectanagle::vertices_arr = {} [protected]
```

#### 8.18.4.6 width

```
float Primitives::Rectanagle::width [protected]
```

#### 8.18.4.7 window

```
Global::WindowProperties* Primitives::Rectanagle::window [protected]
```

#### 8.18.4.8 x

```
float Primitives::Rectanagle::x [protected]
```

#### 8.18.4.9 y

```
float Primitives::Rectanagle::y [protected]
```

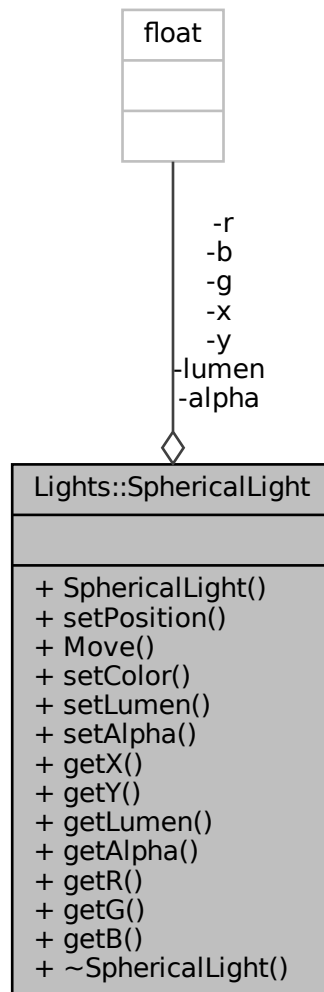
The documentation for this class was generated from the following files:

- Engine/Core/core/primitives/[Rectanagle.hpp](#)
- Engine/Core/core/primitives/[Rectanagle.cpp](#)

## 8.19 Lights::SphericalLight Class Reference

```
#include <SphericalLight.hpp>
```

Collaboration diagram for Lights::SphericalLight:



### Public Member Functions

- [SphericalLight](#) (float `x`, float `y`, float `lumen`, float `r`, float `g`, float `b`)
- void [setPosition](#) (float, float)
- void [Move](#) (float, float)
- void [setColor](#) (float, float, float)
- void [setLumen](#) (float)
- void [setAlpha](#) (float)
- float [getX](#) ()
- float [getY](#) ()

- float [getLumen](#) ()
- float [getAlpha](#) ()
- float [getR](#) ()
- float [getG](#) ()
- float [getB](#) ()
- [~SphericalLight](#) ()

## Private Attributes

- float [x](#)
- float [y](#)
- float [lumen](#)
- float [alpha](#) = 1.0f
- float [r](#)
- float [g](#)
- float [b](#)

## 8.19.1 Constructor & Destructor Documentation

### 8.19.1.1 SphericalLight()

```
Lights::SphericalLight::SphericalLight (
    float x,
    float y,
    float lumen,
    float r,
    float g,
    float b )
```

### 8.19.1.2 ~SphericalLight()

```
Lights::SphericalLight::~~SphericalLight ( )
```

## 8.19.2 Member Function Documentation

### 8.19.2.1 getAlpha()

```
float Lights::SphericalLight::getAlpha ( )
```



### 8.19.2.2 getB()

```
float Lights::SphericalLight::getB ( )
```

### 8.19.2.3 getG()

```
float Lights::SphericalLight::getG ( )
```

### 8.19.2.4 getLumen()

```
float Lights::SphericalLight::getLumen ( )
```

### 8.19.2.5 getR()

```
float Lights::SphericalLight::getR ( )
```

### 8.19.2.6 getX()

```
float Lights::SphericalLight::getX ( )
```

### 8.19.2.7 getY()

```
float Lights::SphericalLight::getY ( )
```

### 8.19.2.8 Move()

```
void Lights::SphericalLight::Move (
    float x,
    float y )
```

#### 8.19.2.9 setAlpha()

```
void Lights::SphericalLight::setAlpha (
    float alpha )
```

#### 8.19.2.10 setColor()

```
void Lights::SphericalLight::setColor (
    float r,
    float g,
    float b )
```

#### 8.19.2.11 setLumen()

```
void Lights::SphericalLight::setLumen (
    float lumen )
```

#### 8.19.2.12 setPosition()

```
void Lights::SphericalLight::setPosition (
    float x,
    float y )
```

### 8.19.3 Member Data Documentation

#### 8.19.3.1 alpha

```
float Lights::SphericalLight::alpha = 1.0f [private]
```

#### 8.19.3.2 b

```
float Lights::SphericalLight::b [private]
```

### 8.19.3.3 g

```
float Lights::SphericalLight::g [private]
```

### 8.19.3.4 lumen

```
float Lights::SphericalLight::lumen [private]
```

### 8.19.3.5 r

```
float Lights::SphericalLight::r [private]
```

### 8.19.3.6 x

```
float Lights::SphericalLight::x [private]
```

### 8.19.3.7 y

```
float Lights::SphericalLight::y [private]
```

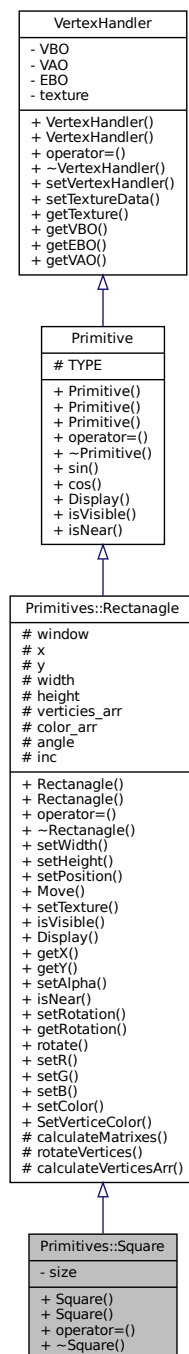
The documentation for this class was generated from the following files:

- Engine/Core/core/primitives/Light/[SphericalLight.hpp](#)
- Engine/Core/core/primitives/Light/[SphericalLight.cpp](#)

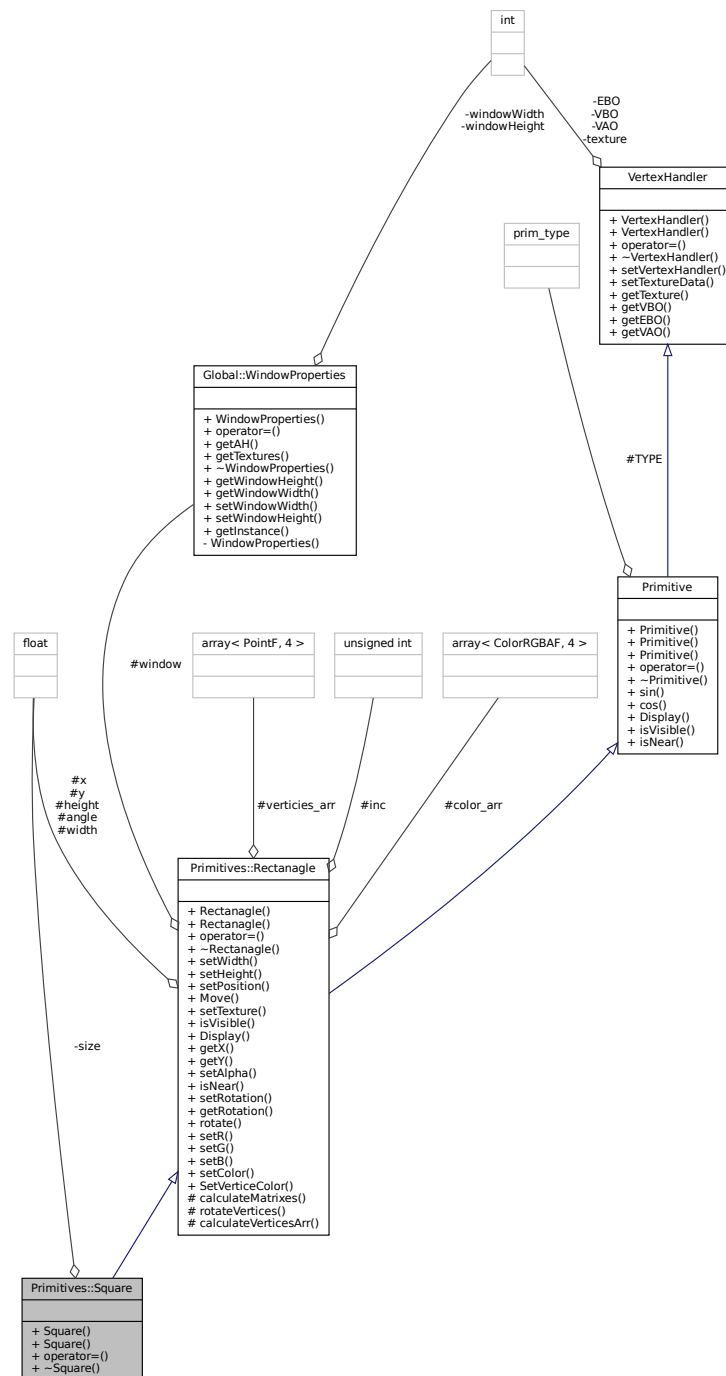
## 8.20 Primitives::Square Class Reference

```
#include <Square.hpp>
```

Inheritance diagram for Primitives::Square:



Collaboration diagram for Primitives::Square:



## Public Member Functions

- [Square](#) (float, float, float, float=1.0f)
- [Square](#) (const [Square](#) &s)
- [Square](#) & [operator=](#) (const [Square](#) &s)
- virtual [~Square](#) ()

## Private Attributes

- float `size` = 0

## Additional Inherited Members

### 8.20.1 Constructor & Destructor Documentation

#### 8.20.1.1 Square() [1/2]

```
Primitives::Square::Square (
    float x,
    float y,
    float a,
    float alpha = 1.0f )
```

#### 8.20.1.2 Square() [2/2]

```
Primitives::Square::Square (
    const Square & s )
```

#### 8.20.1.3 ~Square()

```
Primitives::Square::~~Square ( ) [virtual]
```

### 8.20.2 Member Function Documentation

#### 8.20.2.1 operator=()

```
Square & Primitives::Square::operator= (
    const Square & s )
```

### 8.20.3 Member Data Documentation

## 8.20.3.1 size

```
float Primitives::Square::size = 0 [private]
```

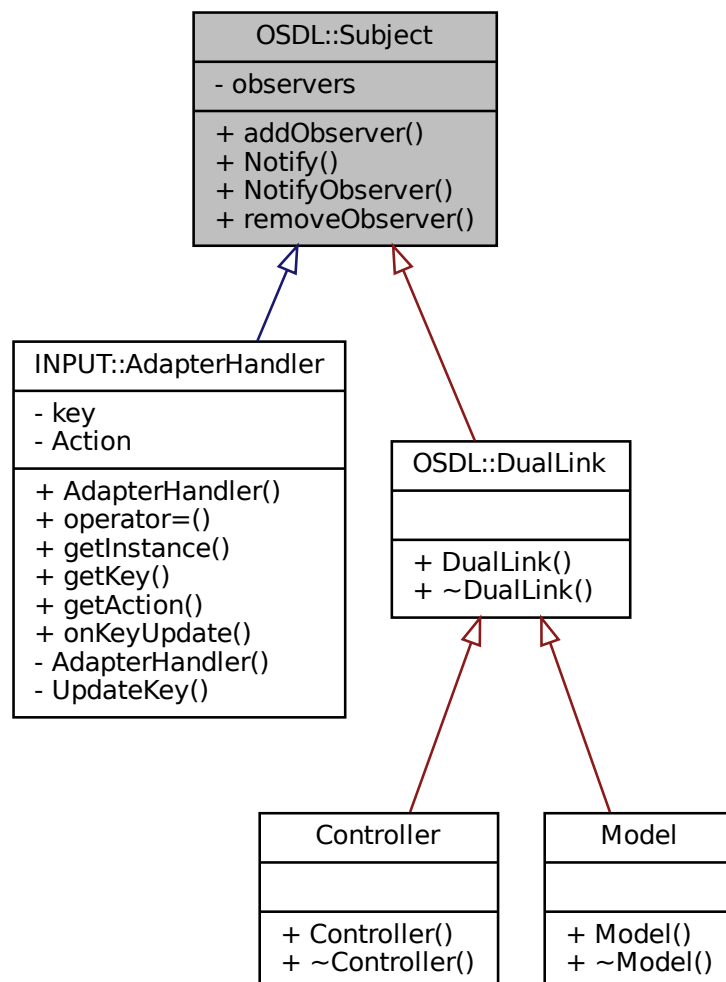
The documentation for this class was generated from the following files:

- [Engine/Core/core/primitives/Square.hpp](#)
- [Engine/Core/core/primitives/Square.cpp](#)

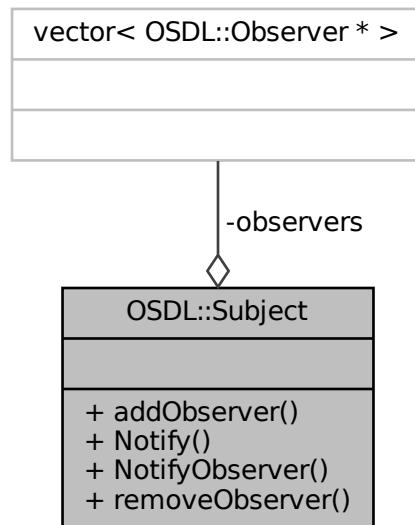
## 8.21 OSDL::Subject Class Reference

```
#include <Subject.hpp>
```

Inheritance diagram for OSDL::Subject:



Collaboration diagram for OSDL::Subject:



## Public Member Functions

- void `addObserver (Observer &)`
- void `Notify ()`
- void `NotifyObserver (Observer &)`
- void `removeObserver (Observer &)`

## Private Attributes

- `std::vector< Observer * > observers`

## 8.21.1 Member Function Documentation

### 8.21.1.1 addObserver()

```
void OSDL::Subject::addObserver (  
    Observer & observer )
```



### 8.21.1.2 Notify()

```
void OSDL::Subject::Notify ( )
```

### 8.21.1.3 NotifyObserver()

```
void OSDL::Subject::NotifyObserver (
    Observer & o )
```

### 8.21.1.4 removeObserver()

```
void OSDL::Subject::removeObserver (
    Observer & o )
```

## 8.21.2 Member Data Documentation

### 8.21.2.1 observers

```
std::vector<Observer*> OSDL::Subject::observers [private]
```

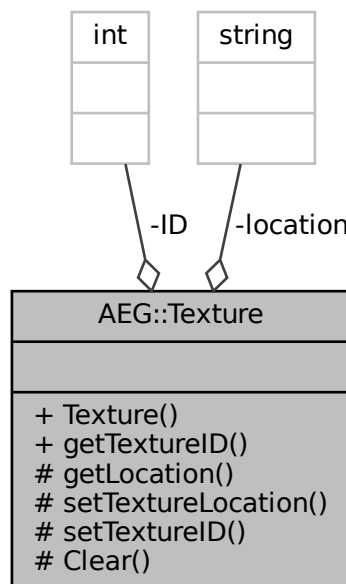
The documentation for this class was generated from the following files:

- Engine/Core/patterns/ObserverSubject/[Subject.hpp](#)
- Engine/Core/patterns/ObserverSubject/[Subject.cpp](#)

## 8.22 AEG::Texture Class Reference

```
#include <Texture.hpp>
```

Collaboration diagram for AEG::Texture:



## Public Member Functions

- `Texture` (`std::string`, unsigned int)
- const unsigned int & `getTextureID` ()

## Protected Member Functions

- const `std::string` & `getLocation` ()
- void `setTextureLocation` (`std::string`)
- void `setTextureID` (unsigned int)
- void `Clear` ()

## Private Attributes

- unsigned int `ID`
- `std::string` `location`

## Friends

- class `Textures`

## 8.22.1 Constructor & Destructor Documentation

### 8.22.1.1 Texture()

```
AEG::Texture::Texture (
    std::string location,
    unsigned int ID )
```

## 8.22.2 Member Function Documentation

### 8.22.2.1 Clear()

```
void AEG::Texture::Clear ( ) [protected]
```

### 8.22.2.2 getLocation()

```
const std::string & AEG::Texture::getLocation ( ) [protected]
```

### 8.22.2.3 getTextureID()

```
const unsigned int & AEG::Texture::getTextureID ( )
```

### 8.22.2.4 setTextureID()

```
void AEG::Texture::setTextureID (
    unsigned int ID ) [protected]
```

### 8.22.2.5 setTextureLocation()

```
void AEG::Texture::setTextureLocation (
    std::string location ) [protected]
```

### 8.22.3 Friends And Related Function Documentation

#### 8.22.3.1 Textures

```
friend class Textures [friend]
```

### 8.22.4 Member Data Documentation

#### 8.22.4.1 ID

```
unsigned int AEG::Texture::ID [private]
```

#### 8.22.4.2 location

```
std::string AEG::Texture::location [private]
```

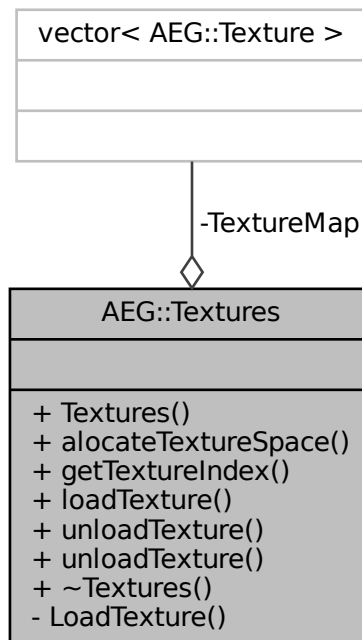
The documentation for this class was generated from the following files:

- Engine/Core/core/base/[Texture.hpp](#)
- Engine/Core/core/base/[Texture.cpp](#)

## 8.23 AEG::Textures Class Reference

```
#include <Texture.hpp>
```

Collaboration diagram for AEG::Textures:



## Public Member Functions

- [Textures](#) ()
- void [allocateTextureSpace](#) (unsigned int)
- const unsigned int & [getTextureIndex](#) (const std::string &)
- void [loadTexture](#) (const std::string &)
- void [unloadTexture](#) (const std::string &)
- void [unloadTexture](#) (unsigned int)
- [~Textures](#) ()

## Private Member Functions

- void [LoadTexture](#) (int, const std::string &)

## Private Attributes

- std::vector< [Texture](#) > [TextureMap](#)

### 8.23.1 Constructor & Destructor Documentation

### 8.23.1.1 Textures()

```
AEG::Textures::Textures ( )
```

### 8.23.1.2 ~Textures()

```
AEG::Textures::~~Textures ( )
```

## 8.23.2 Member Function Documentation

### 8.23.2.1 allocateTextureSpace()

```
void AEG::Textures::allocateTextureSpace (
    unsigned int size )
```

### 8.23.2.2 getTextureIndex()

```
const unsigned int & AEG::Textures::getTextureIndex (
    const std::string & link )
```

### 8.23.2.3 loadTexture()

```
void AEG::Textures::loadTexture (
    const std::string & link )
```

### 8.23.2.4 LoadTexture()

```
void AEG::Textures::LoadTexture (
    int ID,
    const std::string & link ) [private]
```

### 8.23.2.5 unloadTexture() [1/2]

```
void AEG::Textures::unloadTexture (
    const std::string & link )
```

### 8.23.2.6 unloadTexture() [2/2]

```
void AEG::Textures::unloadTexture (
    unsigned int ID )
```

## 8.23.3 Member Data Documentation

### 8.23.3.1 TextureMap

```
std::vector<Texture> AEG::Textures::TextureMap [private]
```

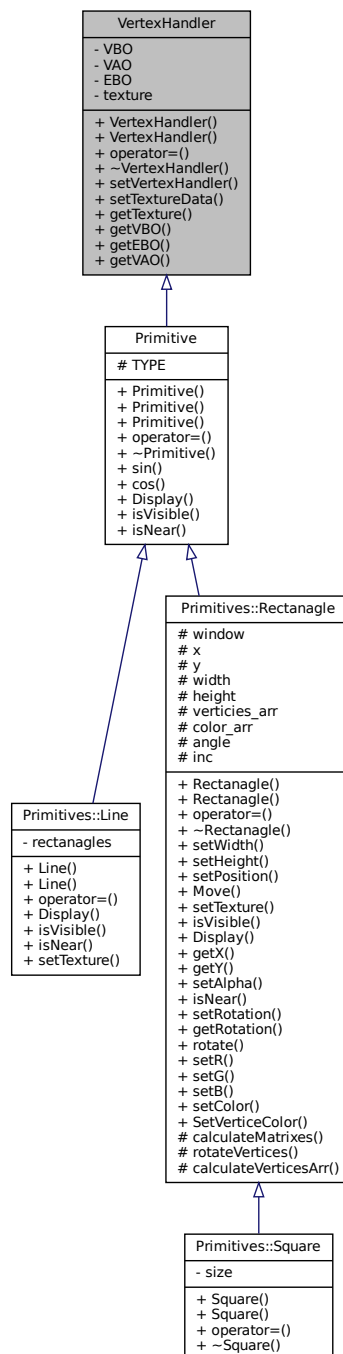
The documentation for this class was generated from the following files:

- Engine/Core/core/base/[Texture.hpp](#)
- Engine/Core/core/base/[Texture.cpp](#)

## 8.24 VertexHandler Class Reference

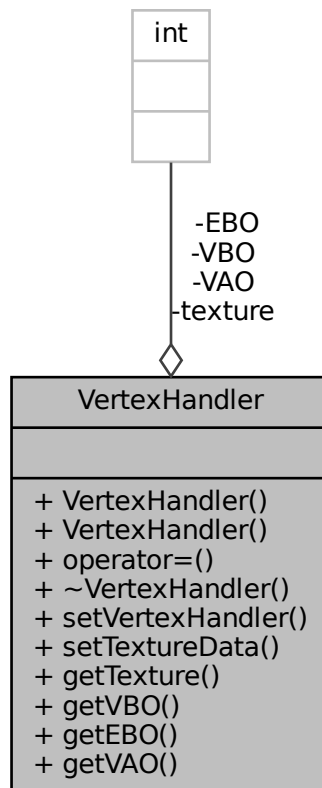
```
#include <vertexHandler.hpp>
```

Inheritance diagram for VertexHandler:





Collaboration diagram for VertexHandler:



## Public Member Functions

- [VertexHandler](#) (bool isDefaultPrimitive)
- [VertexHandler](#) (const [VertexHandler](#) &other)
- [VertexHandler](#) & [operator=](#) (const [VertexHandler](#) &other)
- [~VertexHandler](#) ()
- void [setVertexHandler](#) (float vertices[], int VerticesSize, unsigned int indices[], int indicesSize)
- void [setTextureData](#) (const std::string)
- int [getTexture](#) ()
- int [getVBO](#) ()
- int [getEBO](#) ()
- int [getVAO](#) ()

## Private Attributes

- unsigned int [VBO](#)
- unsigned int [VAO](#)
- unsigned int [EBO](#)
- unsigned int [texture](#)

## 8.24.1 Constructor & Destructor Documentation

### 8.24.1.1 VertexHandler() [1/2]

```
VertexHandler::VertexHandler (
    bool isDefaultPrimitive )
```

### 8.24.1.2 VertexHandler() [2/2]

```
VertexHandler::VertexHandler (
    const VertexHandler & other )
```

### 8.24.1.3 ~VertexHandler()

```
VertexHandler::~VertexHandler ( )
```

## 8.24.2 Member Function Documentation

### 8.24.2.1 getEBO()

```
int VertexHandler::getEBO ( )
```

### 8.24.2.2 getTexture()

```
int VertexHandler::getTexture ( )
```

### 8.24.2.3 getVAO()

```
int VertexHandler::getVAO ( )
```

#### 8.24.2.4 getVBO()

```
int VertexHandler::getVBO ( )
```

#### 8.24.2.5 operator=()

```
VertexHandler & VertexHandler::operator= (
    const VertexHandler & other )
```

#### 8.24.2.6 setTextureData()

```
void VertexHandler::setTextureData (
    const std::string data )
```

#### 8.24.2.7 setVertexHandler()

```
void VertexHandler::setVertexHandler (
    float vertices[],
    int VerticesSize,
    unsigned int indices[],
    int indicesSize )
```

### 8.24.3 Member Data Documentation

#### 8.24.3.1 EBO

```
unsigned int VertexHandler::EBO [private]
```

#### 8.24.3.2 texture

```
unsigned int VertexHandler::texture [private]
```

### 8.24.3.3 VAO

```
unsigned int VertexHandler::VAO [private]
```

### 8.24.3.4 VBO

```
unsigned int VertexHandler::VBO [private]
```

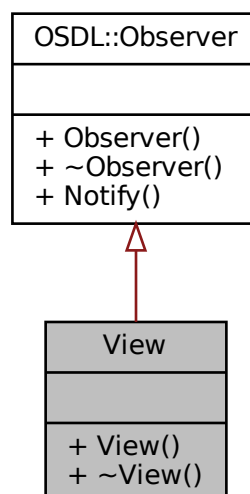
The documentation for this class was generated from the following files:

- Engine/Core/core/base/[vertexHandler.hpp](#)
- Engine/Core/core/base/[vertexHandler.cpp](#)

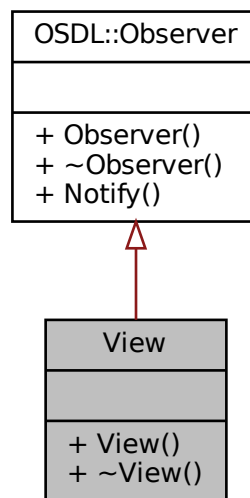
## 8.25 View Class Reference

```
#include <View.hpp>
```

Inheritance diagram for View:



Collaboration diagram for View:



## Public Member Functions

- [View\(\)](#)
- [~View\(\)](#)

## Additional Inherited Members

### 8.25.1 Constructor & Destructor Documentation

#### 8.25.1.1 View()

```
View::View ( )
```

#### 8.25.1.2 ~View()

```
View::~~View ( )
```

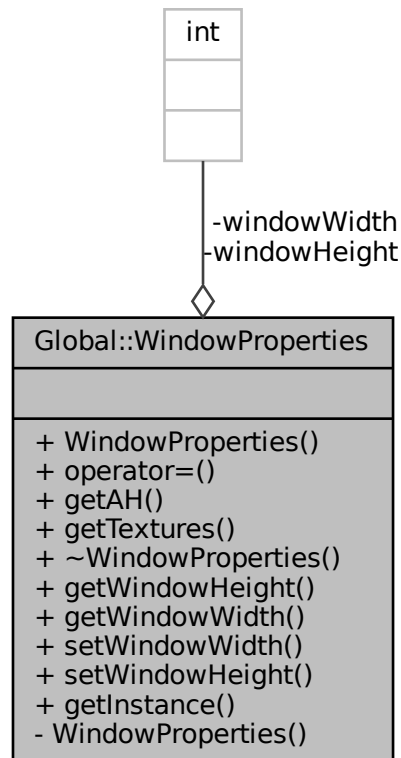
The documentation for this class was generated from the following file:

- [Engine/Core/patterns/MVC/View.hpp](#)

## 8.26 Global::WindowProperties Class Reference

```
#include <WindowProperties.hpp>
```

Collaboration diagram for Global::WindowProperties:



### Public Member Functions

- [WindowProperties](#) ([WindowProperties](#) &other)=delete  
*ArrayHandler for All [GPU](#) bindings.*
- void [operator=](#) (const [WindowProperties](#) &)=delete
- [GPU::ArrayHandler](#) \* [getAH](#) ()
- [AEG::Textures](#) \* [getTextures](#) ()
- [~WindowProperties](#) ()
- const int & [getWindowHeight](#) ()
- const int & [getWindowWidth](#) ()
- void [setWindowWidth](#) (int)
- void [setWindowHeight](#) (int)

### Static Public Member Functions

- static [WindowProperties](#) & [getInstance](#) ()

## Private Member Functions

- [WindowProperties](#) ()

## Private Attributes

- int [windowHeight](#)
- int [windowWidth](#)

## 8.26.1 Constructor & Destructor Documentation

### 8.26.1.1 WindowProperties() [1/2]

```
Global::WindowProperties::WindowProperties ( ) [private]
```

### 8.26.1.2 WindowProperties() [2/2]

```
Global::WindowProperties::WindowProperties (
    WindowProperties & other ) [delete]
```

ArrayHandler for All [GPU](#) bindings.

#### Note

#### Return values

<i>None</i>	
-------------	--

### 8.26.1.3 ~WindowProperties()

```
Global::WindowProperties::~~WindowProperties ( )
```

## 8.26.2 Member Function Documentation

### 8.26.2.1 getAH()

```
GPU::ArrayHandler * Global::WindowProperties::getAH ( )
```

### 8.26.2.2 getInstance()

```
WindowProperties & Global::WindowProperties::getInstance ( ) [static]
```

### 8.26.2.3 getTextures()

```
AEGL::Textures * Global::WindowProperties::getTextures ( )
```

### 8.26.2.4 getWindowHeight()

```
const int & Global::WindowProperties::getWindowHeight ( )
```

### 8.26.2.5 getWindowWidth()

```
const int & Global::WindowProperties::getWindowWidth ( )
```

### 8.26.2.6 operator=()

```
void Global::WindowProperties::operator= (
    const WindowProperties & ) [delete]
```

### 8.26.2.7 setWindowHeight()

```
void Global::WindowProperties::setWindowHeight (
    int height )
```



### 8.26.2.8 setWindowWidth()

```
void Global::WindowProperties::setWindowWidth (
    int width )
```

## 8.26.3 Member Data Documentation

### 8.26.3.1 windowHeight

```
int Global::WindowProperties::windowHeight [private]
```

### 8.26.3.2 windowWidth

```
int Global::WindowProperties::windowWidth [private]
```

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

- Engine/Core/core/[WindowProperties.hpp](#)
- Engine/Core/core/[WindowProperties.cpp](#)

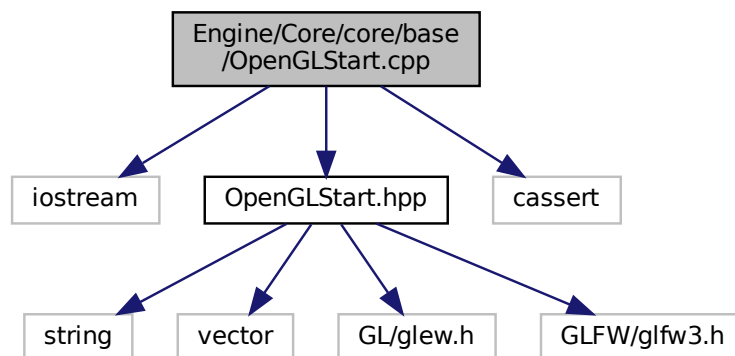


## Chapter 9

# File Documentation

### 9.1 Engine/Core/core/base/OpenGLStart.cpp File Reference

```
#include <iostream>
#include "OpenGLStart.hpp"
#include <cassert>
Include dependency graph for OpenGLStart.cpp:
```



### Namespaces

- [OpenGLInstance](#)

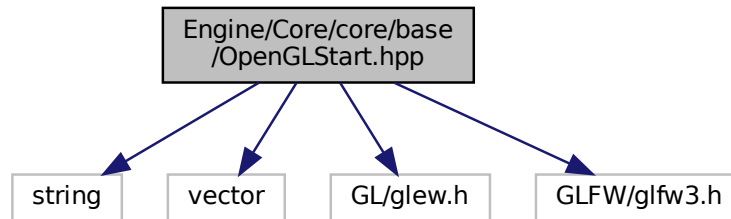
### Functions

- GLFWwindow \* [OpenGLInstance::InitWindow](#) (int width, int height, std::string name)
- void [OpenGLInstance::setClearColor](#) (float R, float G, float B, float A)
- std::vector< GLuint > [OpenGLInstance::CreateAndCompileShaders](#) (const char \*vertShaderCode, const char \*fragShaderCode)
- GLuint [OpenGLInstance::CreateProgramAndLinkShaders](#) (const std::vector< GLuint > shaders)

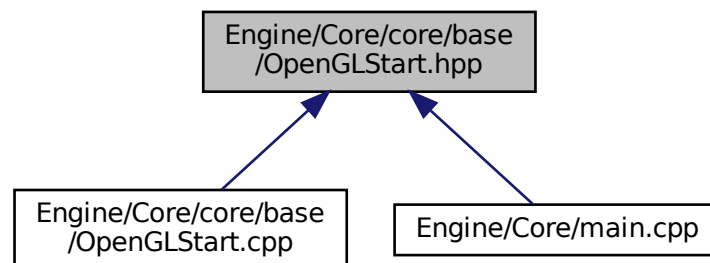
## 9.2 Engine/Core/core/base/OpenGLStart.hpp File Reference

```
#include <string>
#include <vector>
#include <GL/glew.h>
#include <GLFW/glfw3.h>
```

Include dependency graph for OpenGLStart.hpp:



This graph shows which files directly or indirectly include this file:



### Namespaces

- [OpenGLInstance](#)

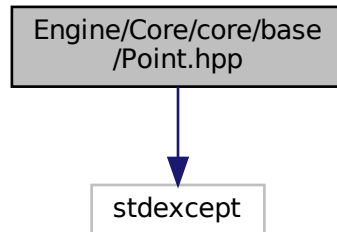
### Functions

- GLFWwindow \* [OpenGLInstance::InitWindow](#) (int width, int height, std::string name)
- void [OpenGLInstance::setClearColor](#) (float R, float G, float B, float A)
- std::vector< GLuint > [OpenGLInstance::CreateAndCompileShaders](#) (const char \*vertShaderCode, const char \*fragShaderCode)
- GLuint [OpenGLInstance::CreateProgramAndLinkShaders](#) (const std::vector< GLuint > shaders)

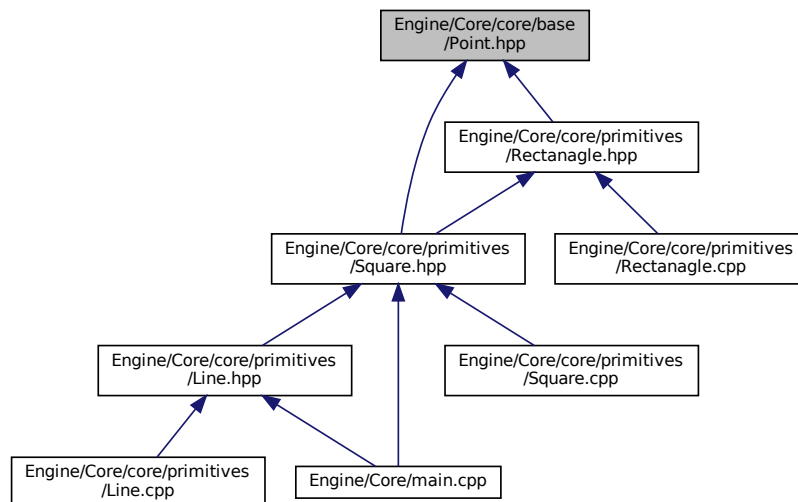
## 9.3 Engine/Core/core/base/Point.hpp File Reference

```
#include <stdexcept>
```

Include dependency graph for Point.hpp:



This graph shows which files directly or indirectly include this file:



### Classes

- struct [Primitives::Point2D< T >](#)
- struct [Primitives::Color< T >](#)
- struct [Primitives::ColorRGBA< T >](#)

### Namespaces

- [Primitives](#)

## Typedefs

- typedef struct Point2D< float > [Primitives::PointF](#)
- typedef Point2D< int > [Primitives::PointI](#)
- typedef Point2D< double > [Primitives::PointD](#)
- typedef Point2D< unsigned int > [Primitives::PointU](#)
- typedef Point2D< unsigned long > [Primitives::PointUL](#)
- typedef Point2D< unsigned long long > [Primitives::PointULL](#)
- typedef Point2D< long > [Primitives::PointL](#)
- typedef Point2D< long long > [Primitives::PointLL](#)
- typedef Point2D< char > [Primitives::PointC](#)
- typedef Point2D< short > [Primitives::PointS](#)
- typedef struct Color< float > [Primitives::ColorF](#)
- typedef Color< int > [Primitives::ColorI](#)
- typedef Color< double > [Primitives::ColorD](#)
- typedef Color< unsigned int > [Primitives::ColorU](#)
- typedef Color< unsigned long > [Primitives::ColorUL](#)
- typedef Color< unsigned long long > [Primitives::ColorULL](#)
- typedef Color< long > [Primitives::ColorL](#)
- typedef Color< long long > [Primitives::ColorLL](#)
- typedef Color< char > [Primitives::ColorC](#)
- typedef Color< short > [Primitives::ColorS](#)
- typedef struct ColorRGBA< float > [Primitives::ColorRGBAf](#)
- typedef ColorRGBA< int > [Primitives::ColorRGBAI](#)
- typedef ColorRGBA< double > [Primitives::ColorRGBAD](#)
- typedef ColorRGBA< unsigned int > [Primitives::ColorRGBAUI](#)
- typedef ColorRGBA< unsigned long > [Primitives::ColorRGBAU](#)
- typedef ColorRGBA< unsigned long long > [Primitives::ColorRGBAU](#)
- typedef ColorRGBA< long > [Primitives::ColorRGBAL](#)
- typedef ColorRGBA< long long > [Primitives::ColorRGBALL](#)
- typedef ColorRGBA< char > [Primitives::ColorRGBAC](#)
- typedef ColorRGBA< short > [Primitives::ColorRGBAS](#)

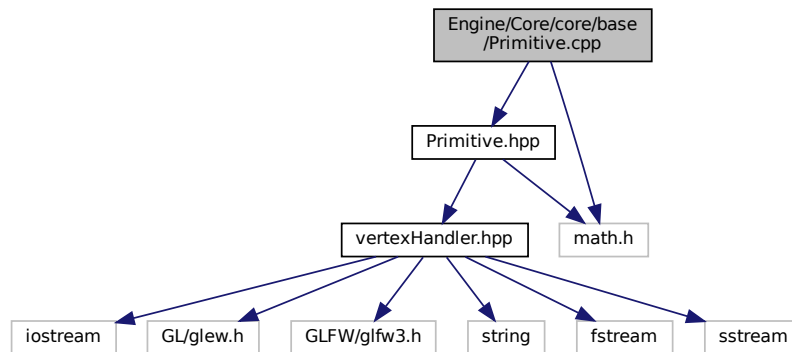
## Enumerations

- enum [Primitives::ColorType](#) {  
[Primitives::RED](#), [Primitives::GREEN](#), [Primitives::BLUE](#), [Primitives::ALPHA](#),  
[Primitives::ERROR](#) }

## 9.4 Engine/Core/core/base/Primitive.cpp File Reference

```
#include "Primitive.hpp"
#include <math.h>
```

Include dependency graph for Primitive.cpp:

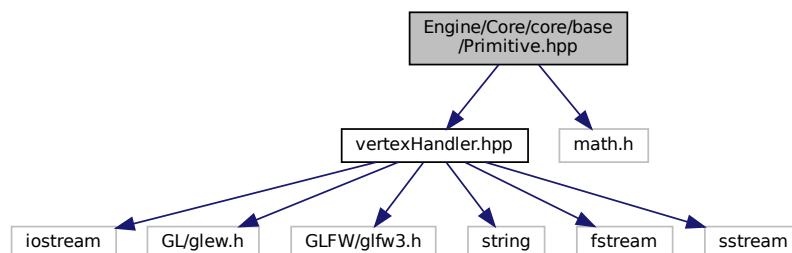


## 9.5 Engine/Core/core/base/Primitive.hpp File Reference

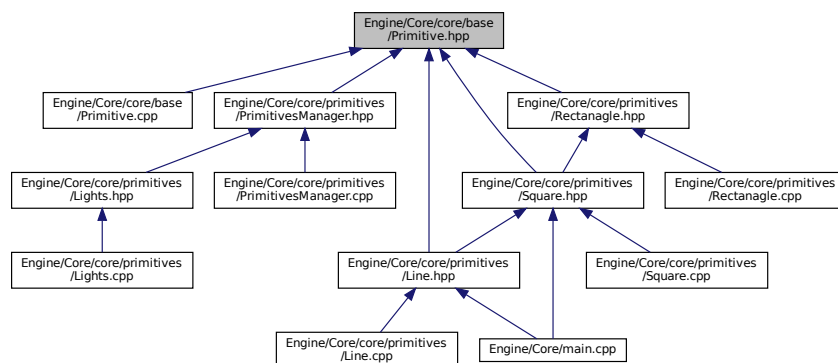
```
#include "vertexHandler.hpp"
```

```
#include <math.h>
```

Include dependency graph for Primitive.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Primitive](#)

## Macros

- `#define` [M\\_PI](#) 3.14159265358979323846

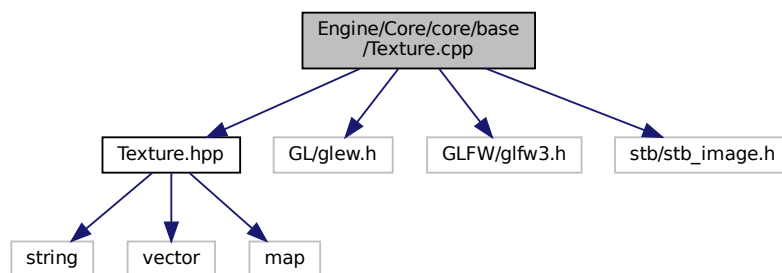
### 9.5.1 Macro Definition Documentation

#### 9.5.1.1 M\_PI

```
#define M_PI 3.14159265358979323846
```

## 9.6 Engine/Core/core/base/Texture.cpp File Reference

```
#include "Texture.hpp"
#include <GL/glew.h>
#include <GLFW/glfw3.h>
#include "stb/stb_image.h"
Include dependency graph for Texture.cpp:
```



## Namespaces

- [AEG](#)

## Macros

- `#define` [STB\\_IMAGE\\_IMPLEMENTATION](#)



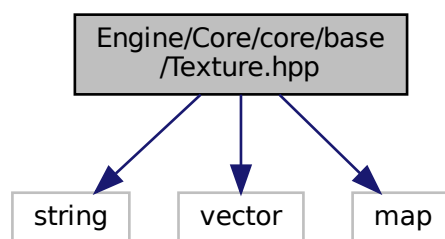
## 9.6.1 Macro Definition Documentation

### 9.6.1.1 STB\_IMAGE\_IMPLEMENTATION

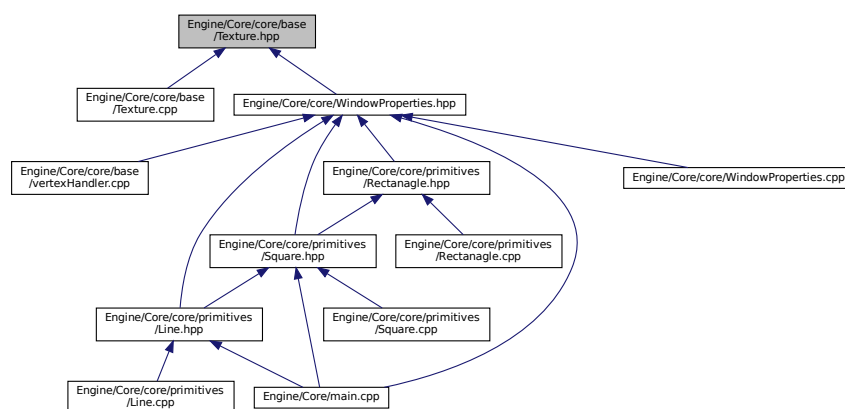
```
#define STB_IMAGE_IMPLEMENTATION
```

## 9.7 Engine/Core/core/base/Texture.hpp File Reference

```
#include <string>
#include <vector>
#include <map>
Include dependency graph for Texture.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [AEG::Texture](#)
- class [AEG::Textures](#)

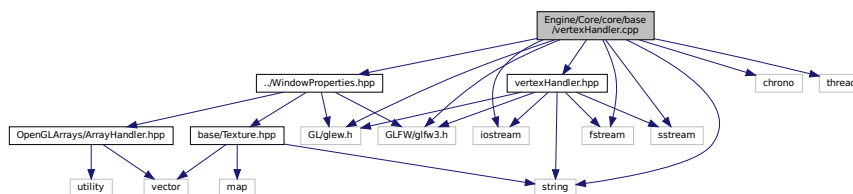
## Namespaces

- [AEG](#)

## 9.8 Engine/Core/core/base/vertexHandler.cpp File Reference

```
#include <iostream>
#include <GL/glew.h>
#include <GLFW/glfw3.h>
#include <string>
#include <fstream>
#include <sstream>
#include "vertexHandler.hpp"
#include <chrono>
#include <thread>
#include "../WindowProperties.hpp"
```

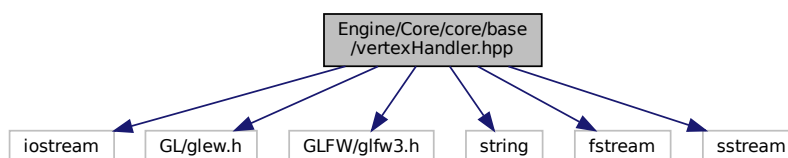
Include dependency graph for vertexHandler.cpp:



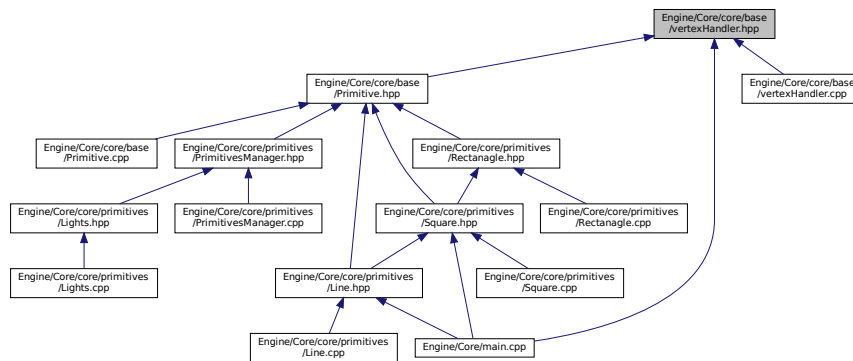
## 9.9 Engine/Core/core/base/vertexHandler.hpp File Reference

```
#include <iostream>
#include <GL/glew.h>
#include <GLFW/glfw3.h>
#include <string>
#include <fstream>
#include <sstream>
```

Include dependency graph for vertexHandler.hpp:



This graph shows which files directly or indirectly include this file:



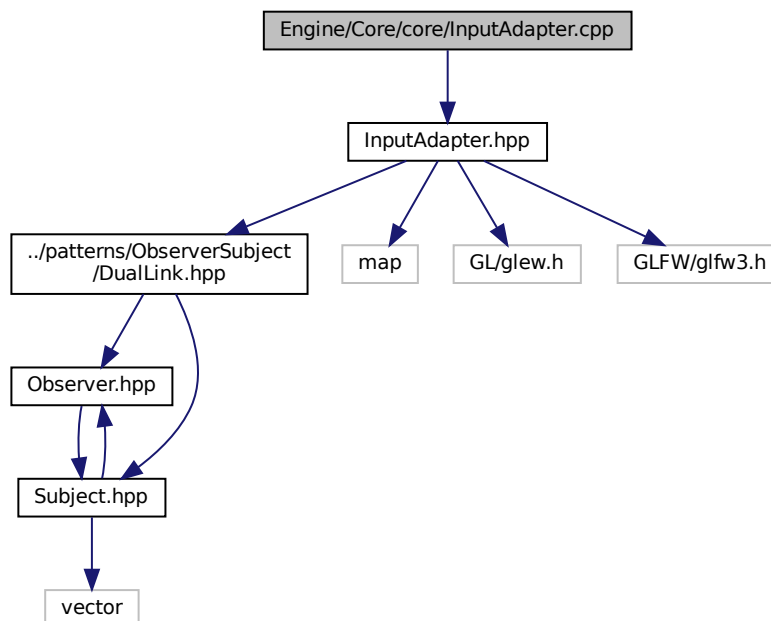
## Classes

- class [VertexHandler](#)

## 9.10 Engine/Core/core/InputAdapter.cpp File Reference

```
#include "InputAdapter.hpp"
```

Include dependency graph for InputAdapter.cpp:



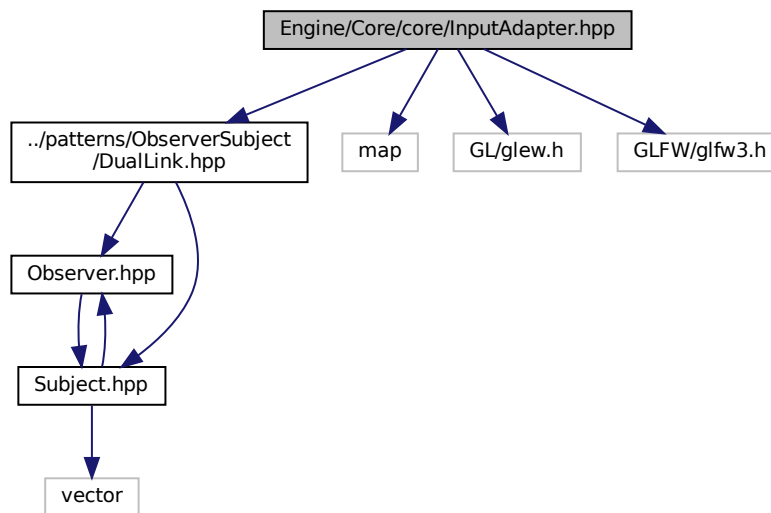
## Namespaces

- [INPUT](#)

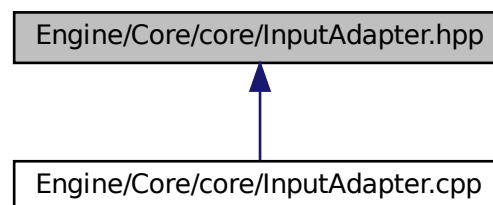
## 9.11 Engine/Core/core/InputAdapter.hpp File Reference

```
#include "../patterns/ObserverSubject/DualLink.hpp"
#include <map>
#include <GL/glew.h>
#include <GLFW/glfw3.h>
```

Include dependency graph for InputAdapter.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [INPUT::Adapter](#)
- class [INPUT::AdapterHandler](#)

## Namespaces

- [INPUT](#)

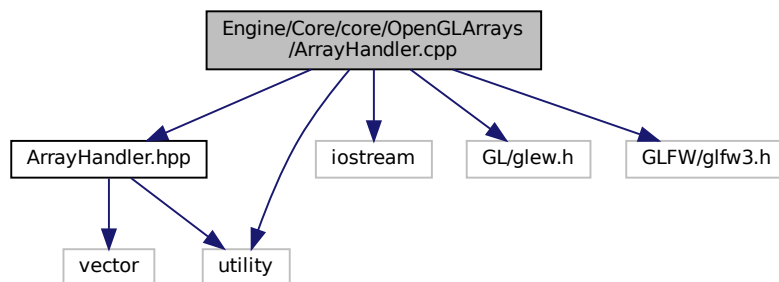
## Enumerations

- enum [INPUT::KeyBoardKey](#) {  
[INPUT::ERROR](#) = -1, [INPUT::Key\\_1](#) = 0, [INPUT::Key\\_2](#), [INPUT::Key\\_3](#),  
[INPUT::Key\\_4](#), [INPUT::Key\\_5](#), [INPUT::Key\\_6](#), [INPUT::Key\\_7](#),  
[INPUT::Key\\_8](#), [INPUT::Key\\_9](#), [INPUT::Key\\_0](#), [INPUT::Q](#),  
[INPUT::W](#), [INPUT::E](#), [INPUT::R](#), [INPUT::T](#),  
[INPUT::Y](#), [INPUT::U](#), [INPUT::I](#), [INPUT::O](#),  
[INPUT::P](#), [INPUT::A](#), [INPUT::S](#), [INPUT::D](#),  
[INPUT::F](#), [INPUT::G](#), [INPUT::H](#), [INPUT::J](#),  
[INPUT::K](#), [INPUT::L](#), [INPUT::Z](#), [INPUT::X](#),  
[INPUT::C](#), [INPUT::V](#), [INPUT::B](#), [INPUT::N](#),  
[INPUT::M](#), [INPUT::Arrow\\_Up](#), [INPUT::Arrow\\_Down](#), [INPUT::Arrow\\_Left](#),  
[INPUT::Arrow\\_Right](#) }

## 9.12 Engine/Core/core/OpenGLArrays/ArrayHandler.cpp File Reference

```
#include "ArrayHandler.hpp"
#include <iostream>
#include <GL/glew.h>
#include <GLFW/glfw3.h>
#include <utility>
```

Include dependency graph for ArrayHandler.cpp:

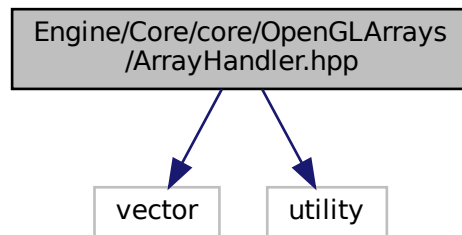


## Namespaces

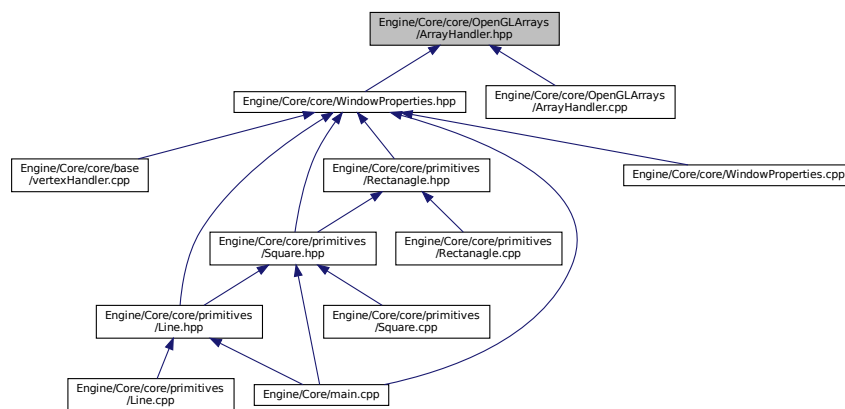
- [GPU](#)

## 9.13 Engine/Core/core/OpenGLArrays/ArrayHandler.hpp File Reference

```
#include <vector>
#include <utility>
Include dependency graph for ArrayHandler.hpp:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [GPU::GPU\\_Ref](#)
- class [GPU::ArrayHandler](#)

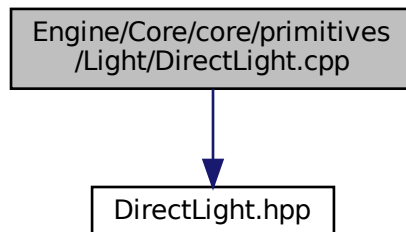
### Namespaces

- [GPU](#)

## 9.14 Engine/Core/core/primitives/Light/DirectLight.cpp File Reference

```
#include "DirectLight.hpp"
```

Include dependency graph for DirectLight.cpp:

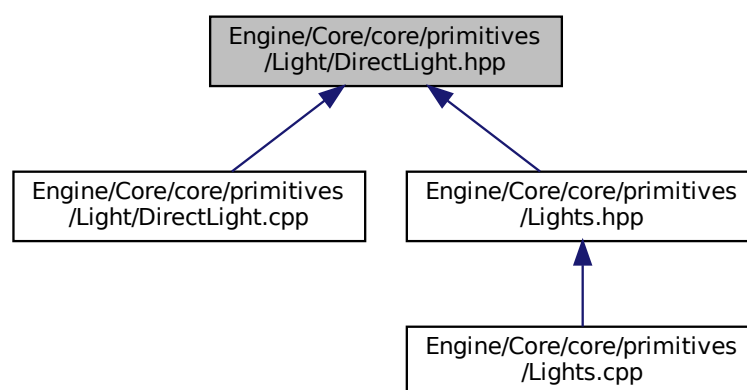


### Namespaces

- [Lights](#)

## 9.15 Engine/Core/core/primitives/Light/DirectLight.hpp File Reference

This graph shows which files directly or indirectly include this file:



### Classes

- class [Lights::DirectLight](#)

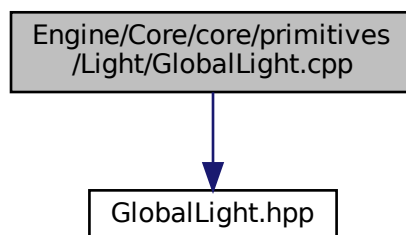
## Namespaces

- [Lights](#)

## 9.16 Engine/Core/core/primitives/Light/GlobalLight.cpp File Reference

```
#include "GlobalLight.hpp"
```

Include dependency graph for GlobalLight.cpp:

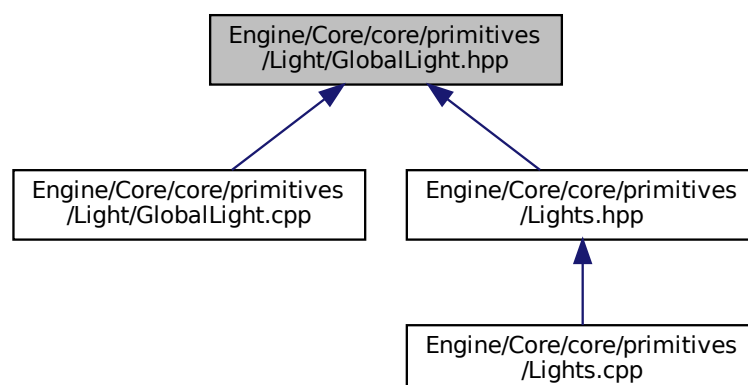


## Namespaces

- [Lights](#)

## 9.17 Engine/Core/core/primitives/Light/GlobalLight.hpp File Reference

This graph shows which files directly or indirectly include this file:





## Classes

- class [Lights::GlobalLight](#)

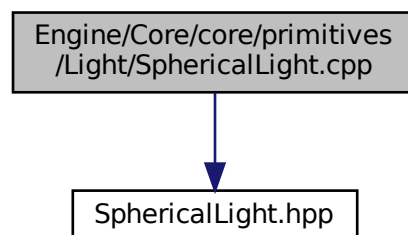
## Namespaces

- [Lights](#)

## 9.18 Engine/Core/core/primitives/Light/SphericalLight.cpp File Reference

```
#include "SphericalLight.hpp"
```

Include dependency graph for SphericalLight.cpp:

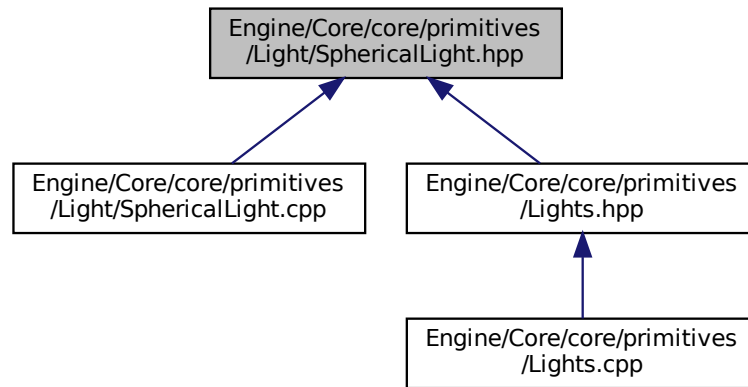


## Namespaces

- [Lights](#)

## 9.19 Engine/Core/core/primitives/Light/SphericalLight.hpp File Reference

This graph shows which files directly or indirectly include this file:



### Classes

- class [Lights::SphericalLight](#)

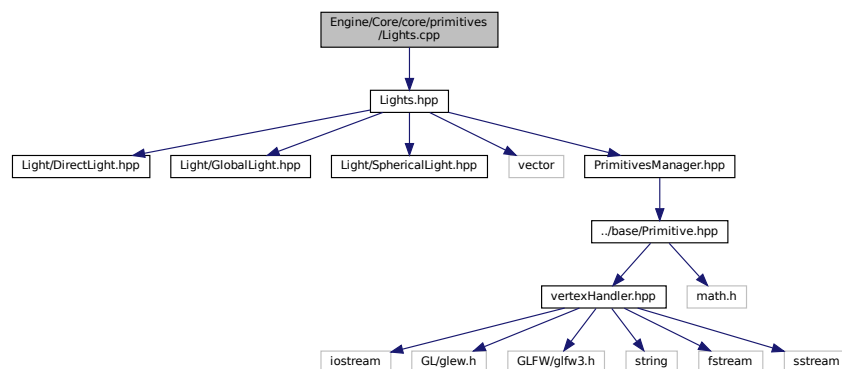
### Namespaces

- [Lights](#)

## 9.20 Engine/Core/core/primitives/Lights.cpp File Reference

```
#include "Lights.hpp"
```

Include dependency graph for `Lights.cpp`:



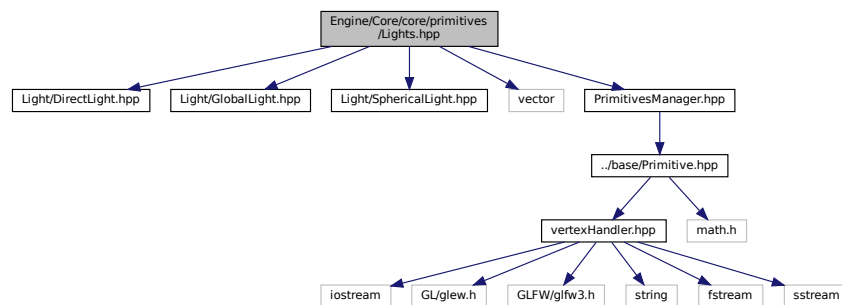
## Namespaces

- [Lights](#)

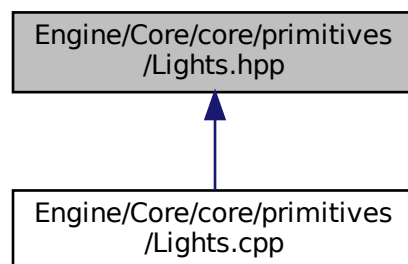
## 9.21 Engine/Core/core/primitives/Lights.hpp File Reference

```
#include "Light/DirectLight.hpp"
#include "Light/GlobalLight.hpp"
#include "Light/SphericalLight.hpp"
#include <vector>
#include "PrimitivesManager.hpp"
```

Include dependency graph for Lights.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Lights::LightManager](#)

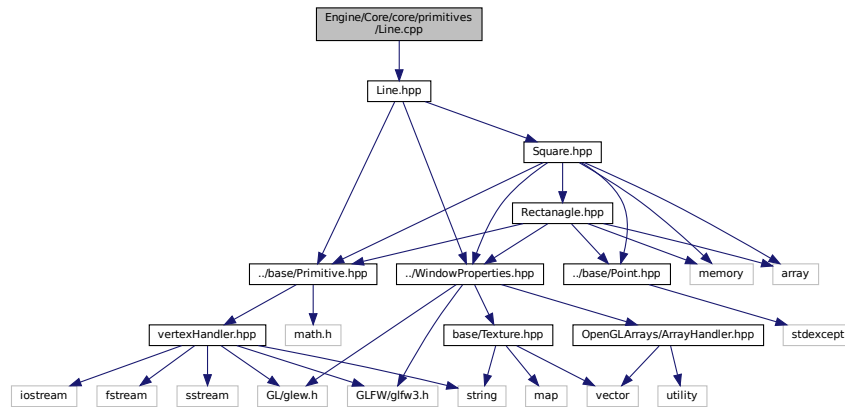
## Namespaces

- [Lights](#)

## 9.22 Engine/Core/core/primitives/Line.cpp File Reference

```
#include "Line.hpp"
```

Include dependency graph for Line.cpp:



### Namespaces

- [Primitives](#)

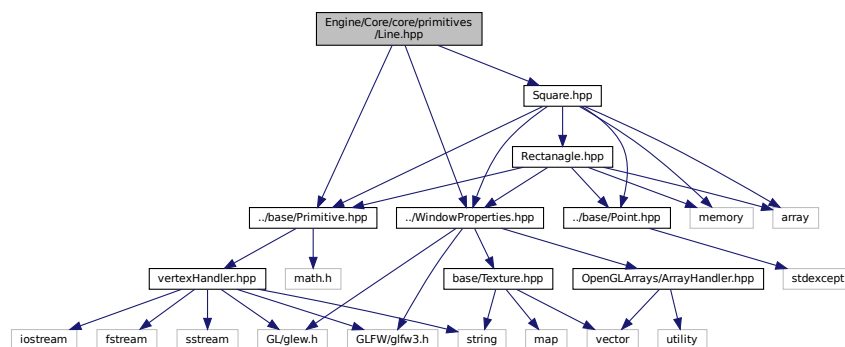
## 9.23 Engine/Core/core/primitives/Line.hpp File Reference

```
#include "../base/Primitive.hpp"
```

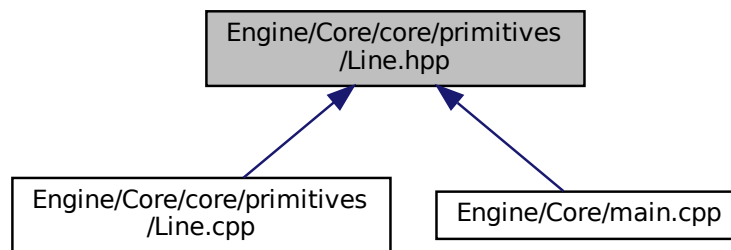
```
#include "../WindowProperties.hpp"
```

```
#include "Square.hpp"
```

Include dependency graph for Line.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Primitives::Line](#)

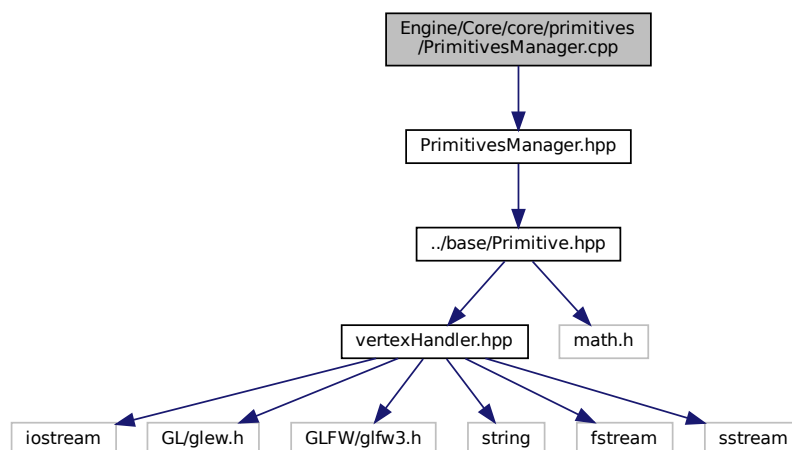
## Namespaces

- [Primitives](#)

## 9.24 Engine/Core/core/primitives/PrimitivesManager.cpp File Reference

```
#include "PrimitivesManager.hpp"
```

Include dependency graph for `PrimitivesManager.cpp`:



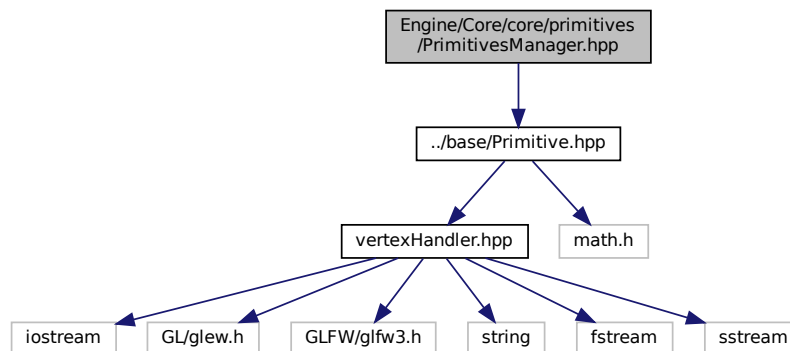
## Namespaces

- [Primitives](#)

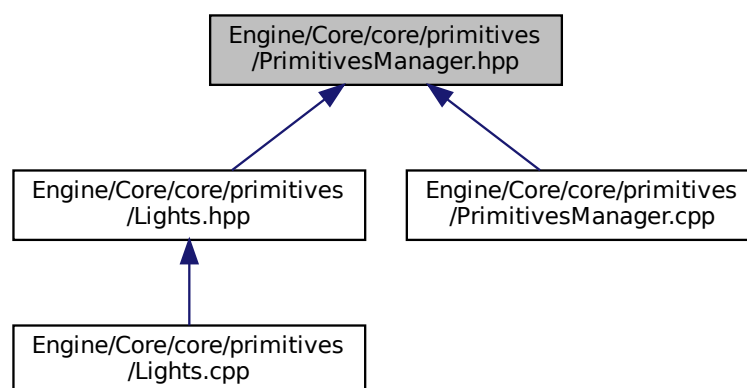
## 9.25 Engine/Core/core/primitives/PrimitivesManager.hpp File Reference

```
#include "../base/Primitive.hpp"
```

Include dependency graph for PrimitivesManager.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Primitives::PrimitivesManager](#)

## Namespaces

- [Primitives](#)

## Typedefs

- typedef [Primitive](#) \* [Primitives::PrimitivePtr](#)
- typedef std::vector< [PrimitivePtr](#) > [Primitives::Primitives](#)
- typedef [Primitives](#) & [Primitives::PrimitivesRef](#)

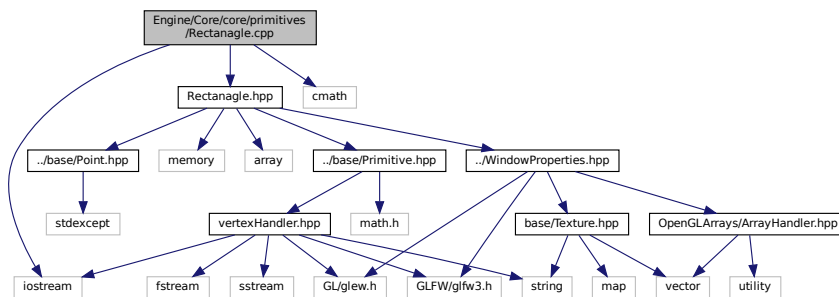
## 9.26 Engine/Core/core/primitives/Rectanagle.cpp File Reference

```
#include "Rectanagle.hpp"
```

```
#include <iostream>
```

```
#include <cmath>
```

Include dependency graph for Rectanagle.cpp:



## Namespaces

- [Primitives](#)

## 9.27 Engine/Core/core/primitives/Rectanagle.hpp File Reference

```
#include "../base/Primitive.hpp"
```

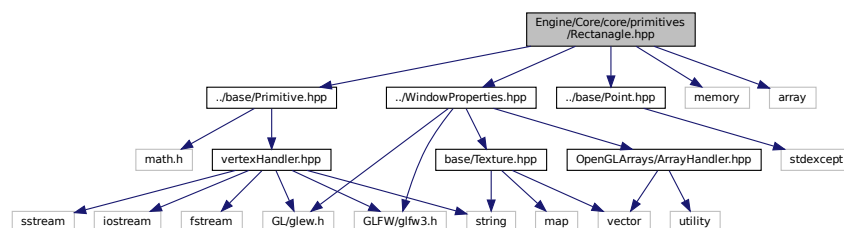
```
#include "../WindowProperties.hpp"
```

```
#include "../base/Point.hpp"
```

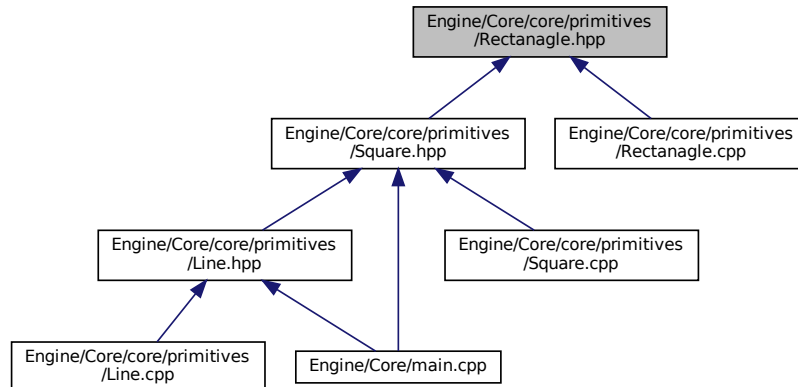
```
#include <memory>
```

```
#include <array>
```

Include dependency graph for Rectanagle.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Primitives::Rectangle](#)

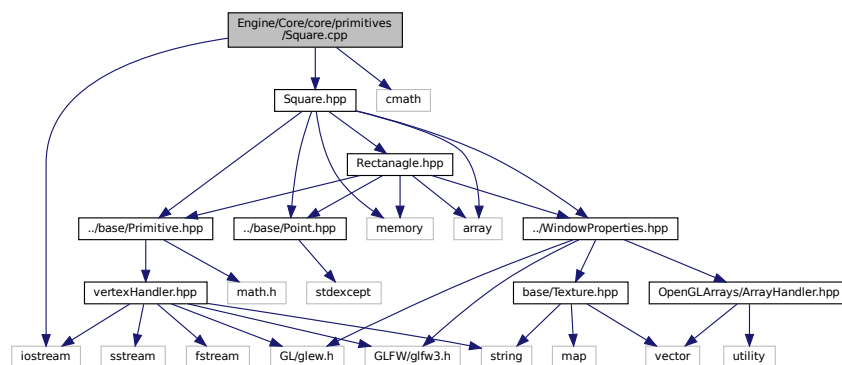
## Namespaces

- [Primitives](#)

## 9.28 Engine/Core/core/primitives/Square.cpp File Reference

```
#include "Square.hpp"
#include <iostream>
#include <cmath>
```

Include dependency graph for `Square.cpp`:





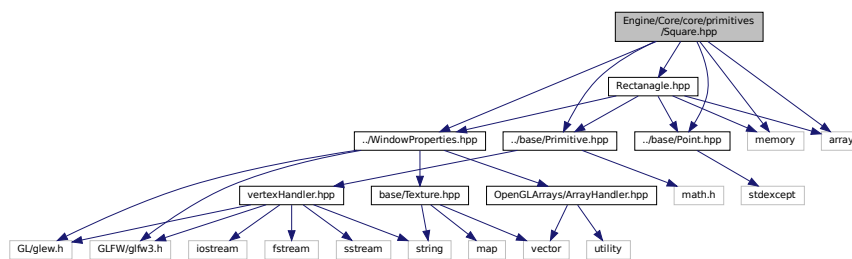
## Namespaces

- [Primitives](#)

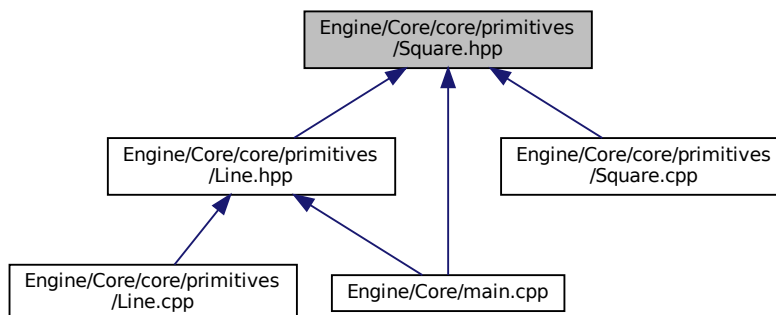
## 9.29 Engine/Core/core/primitives/Square.hpp File Reference

```
#include "../base/Primitive.hpp"
#include "../WindowProperties.hpp"
#include "../base/Point.hpp"
#include "Rectangle.hpp"
#include <memory>
#include <array>
```

Include dependency graph for Square.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Primitives::Square](#)

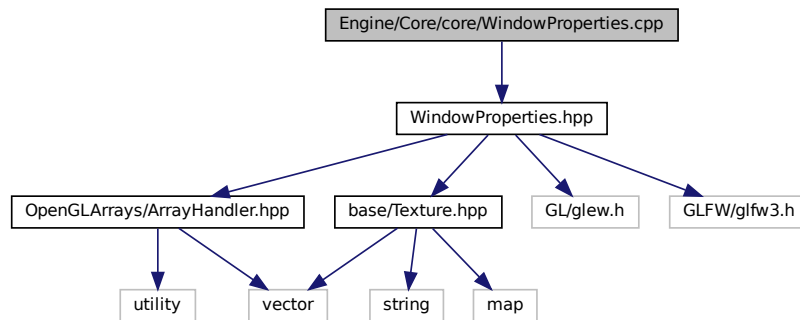
## Namespaces

- [Primitives](#)

## 9.30 Engine/Core/core/WindowProperties.cpp File Reference

```
#include "WindowProperties.hpp"
```

Include dependency graph for WindowProperties.cpp:



### Namespaces

- [Global](#)

## 9.31 Engine/Core/core/WindowProperties.hpp File Reference

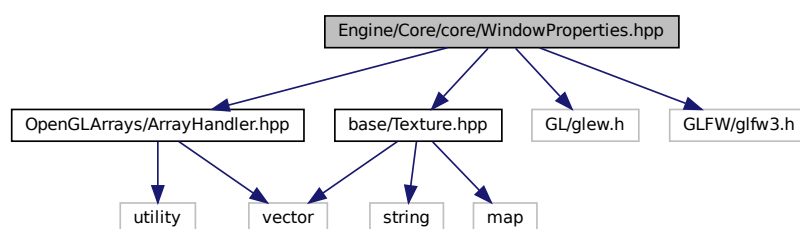
```
#include "OpenGLArrays/ArrayHandler.hpp"
```

```
#include "base/Texture.hpp"
```

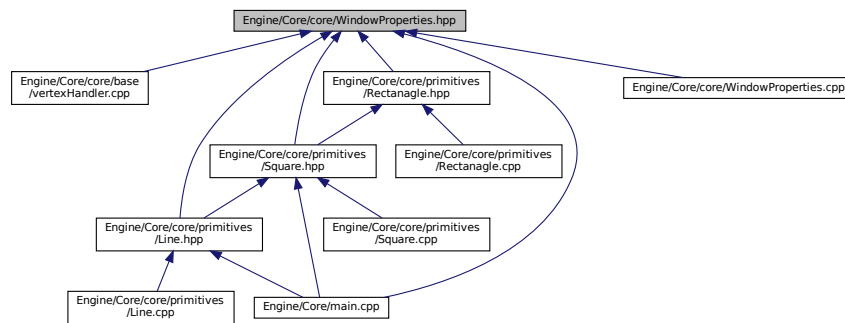
```
#include <GL/glew.h>
```

```
#include <GLFW/glfw3.h>
```

Include dependency graph for WindowProperties.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Global::WindowProperties](#)

## Namespaces

- [Global](#)

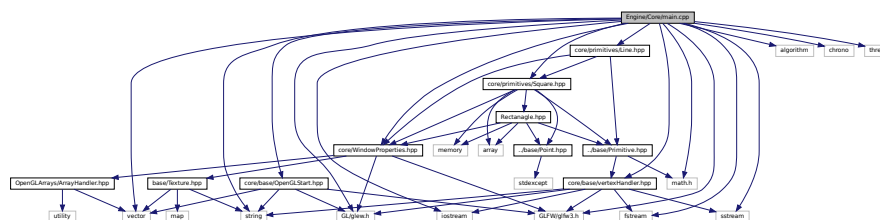
## 9.32 Engine/Core/main.cpp File Reference

```

#include <iostream>
#include <GL/glew.h>
#include <GLFW/glfw3.h>
#include <string>
#include <fstream>
#include <sstream>
#include "core/base/vertexHandler.hpp"
#include "core/WindowProperties.hpp"
#include "core/primitives/Square.hpp"
#include "core/primitives/Line.hpp"
#include <vector>
#include <math.h>
#include "core/base/OpenGLStart.hpp"
#include <algorithm>
#include <chrono>
#include <thread>

```

Include dependency graph for main.cpp:



## Macros

- `#define` [STB\\_IMAGE\\_IMPLEMENTATION](#)

## Functions

- void [onKeyPress](#) (int key)
- void [onKeyCallback](#) (GLFWwindow \*window, int key, int status, int action, int mods)
- std::string [readFile](#) (const std::string &fileLoc)
- int [main](#) (int argc, char \*\*argv)

## Variables

- [Primitives::Square](#) \* [player](#)

### 9.32.1 Macro Definition Documentation

#### 9.32.1.1 STB\_IMAGE\_IMPLEMENTATION

```
#define STB_IMAGE_IMPLEMENTATION
```

### 9.32.2 Function Documentation

#### 9.32.2.1 main()

```
int main (  
    int argc,  
    char ** argv )
```

#### 9.32.2.2 onKeyCallback()

```
void onKeyCallback (  
    GLFWwindow * window,  
    int key,  
    int status,  
    int action,  
    int mods )
```

### 9.32.2.3 onKeyPress()

```
void onKeyPress (
    int key )
```

### 9.32.2.4 readFile()

```
std::string readFile (
    const std::string & fileLoc )
```

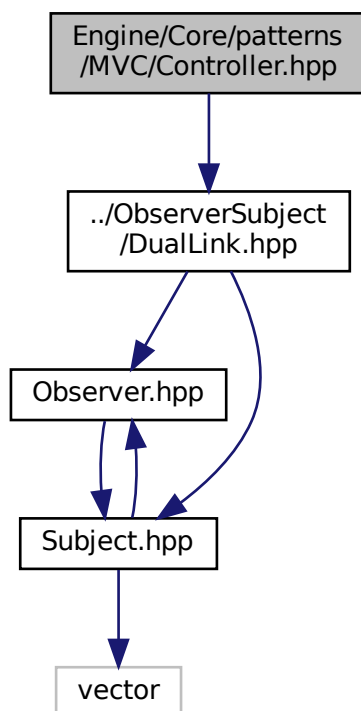
## 9.32.3 Variable Documentation

### 9.32.3.1 player

```
Primitives::Square* player
```

## 9.33 Engine/Core/patterns/MVC/Controller.hpp File Reference

```
#include "../ObserverSubject/DualLink.hpp"
Include dependency graph for Controller.hpp:
```



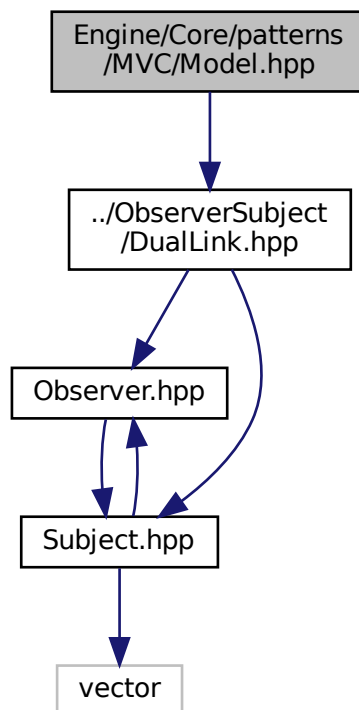
## Classes

- class [Controller](#)

### 9.34 Engine/Core/patterns/MVC/Model.hpp File Reference

```
#include "../ObserverSubject/DualLink.hpp"
```

Include dependency graph for Model.hpp:



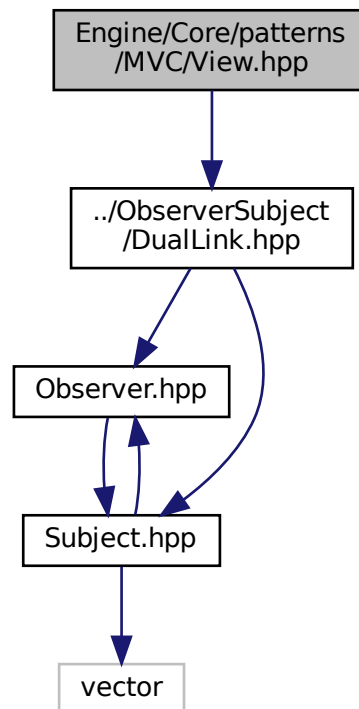
## Classes

- class [Model](#)

### 9.35 Engine/Core/patterns/MVC/View.hpp File Reference

```
#include "../ObserverSubject/DualLink.hpp"
```

Include dependency graph for View.hpp:



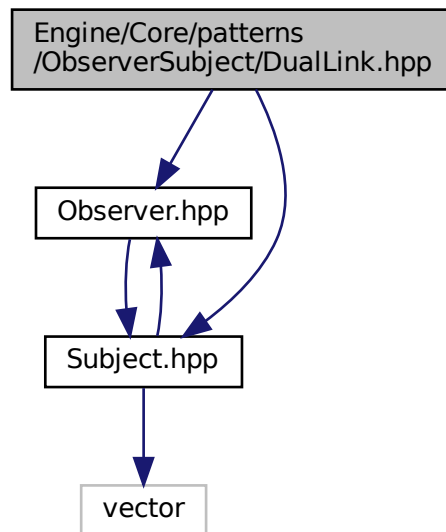
## Classes

- class [View](#)

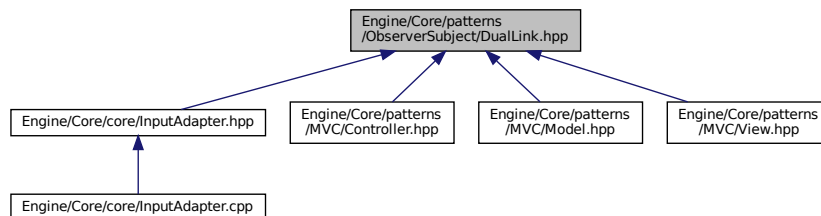
## 9.36 Engine/Core/patterns/ObserverSubject/DualLink.hpp File Reference

```
#include "Observer.hpp"
#include "Subject.hpp"
```

Include dependency graph for DualLink.hpp:



This graph shows which files directly or indirectly include this file:



## Classes

- class [OSDL::DualLink](#)

## Namespaces

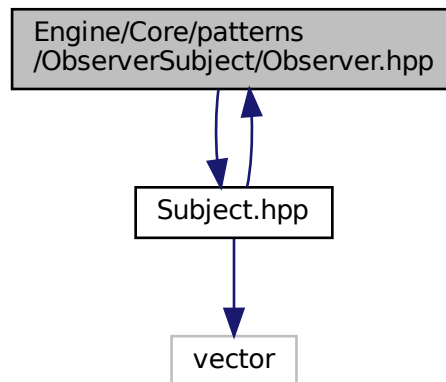
- [OSDL](#)



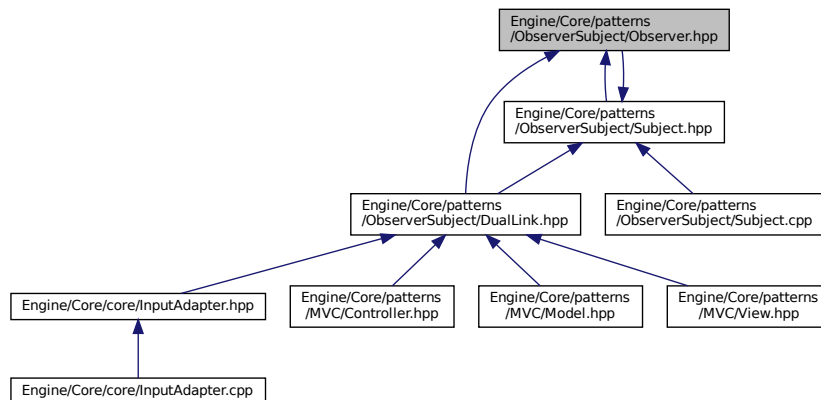
## 9.37 Engine/Core/patterns/ObserverSubject/Observer.hpp File Reference

```
#include "Subject.hpp"
```

Include dependency graph for Observer.hpp:



This graph shows which files directly or indirectly include this file:



### Classes

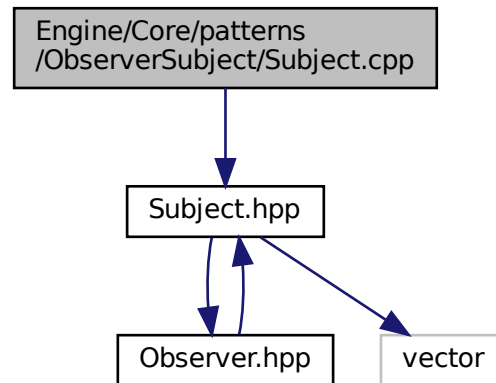
- class [OSDL::Observer](#)

### Namespaces

- [OSDL](#)

### 9.38 Engine/Core/patterns/ObserverSubject/Subject.cpp File Reference

```
#include "Subject.hpp"  
Include dependency graph for Subject.cpp:
```

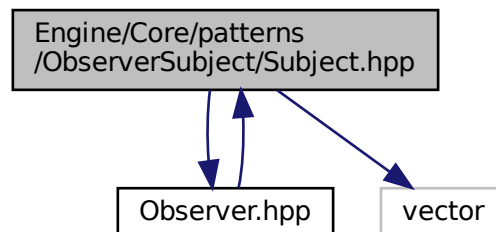


#### Namespaces

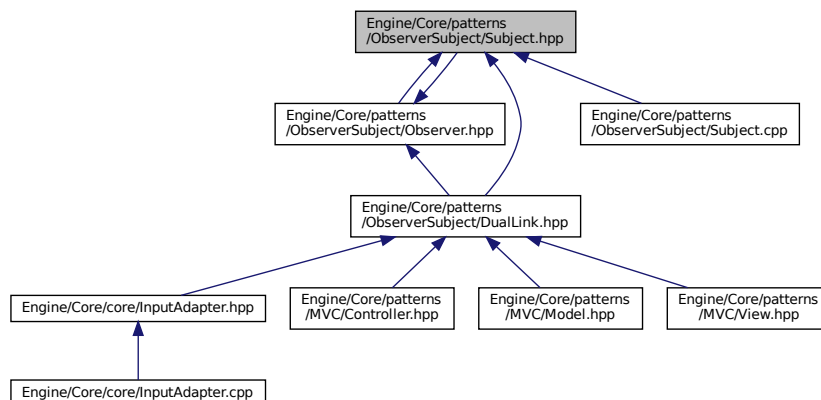
- [OSDL](#)

### 9.39 Engine/Core/patterns/ObserverSubject/Subject.hpp File Reference

```
#include "Observer.hpp"  
#include <vector>  
Include dependency graph for Subject.hpp:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [OSDL::Subject](#)

## Namespaces

- [OSDL](#)

## 9.40 Engine/Core/README.md File Reference

### 9.41 README.md File Reference



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