

Dirt Racing Gui

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Contents

1	Class Index	1
1.1	Class List	1
2	Class Documentation	3
2.1	Dialog Class Reference	3
2.1.1	Constructor & Destructor Documentation	3
2.1.1.1	Dialog	3
2.2	Dialog1 Class Reference	3
2.2.1	Constructor & Destructor Documentation	3
2.2.1.1	Dialog1	3
2.3	Dialog2 Class Reference	4
2.3.1	Constructor & Destructor Documentation	4
2.3.1.1	Dialog2	4
2.4	Dialog3 Class Reference	4
2.4.1	Constructor & Destructor Documentation	4
2.4.1.1	Dialog3	4
2.5	Dialog4 Class Reference	4
2.6	Dialog5 Class Reference	5
2.6.1	Constructor & Destructor Documentation	5
2.6.1.1	Dialog5	5
2.7	Dialog6 Class Reference	5
2.7.1	Constructor & Destructor Documentation	5
2.7.1.1	Dialog6	5
2.8	Dialog7 Class Reference	5
2.8.1	Constructor & Destructor Documentation	6
2.8.1.1	Dialog7	6

2.9	Dialog8 Class Reference	6
2.9.1	Constructor & Destructor Documentation	6
2.9.1.1	Dialog8	6
2.10	Dialog9 Class Reference	6
2.10.1	Constructor & Destructor Documentation	6
2.10.1.1	Dialog9	6
2.11	MainWindow Class Reference	7
2.11.1	Constructor & Destructor Documentation	7
2.11.1.1	MainWindow	7

Chapter 1

Class Index

1.1 Class List

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

Dialog	3
Dialog1	3
Dialog2	4
Dialog3	4
Dialog4	4
Dialog5	5
Dialog6	5
Dialog7	5
Dialog8	6
Dialog9	6
MainWindow	7

Chapter 2

Class Documentation

2.1 Dialog Class Reference

Public Member Functions

- [Dialog](#) (QWidget *parent=0)

2.1.1 Constructor & Destructor Documentation

2.1.1.1 Dialog::Dialog (QWidget * *parent* = 0) [explicit]

This window has options for new game and practice mode

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

- dialog.h
- dialog.cpp

2.2 Dialog1 Class Reference

Public Member Functions

- [Dialog1](#) (QWidget *parent=0)

2.2.1 Constructor & Destructor Documentation

2.2.1.1 Dialog1::Dialog1 (QWidget * *parent* = 0) [explicit]

This window has options for easy and hard levels

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

- `dialog1.h`
- `dialog1.cpp`

2.3 Dialog2 Class Reference

Public Member Functions

- [Dialog2](#) (QWidget *parent=0)

2.3.1 Constructor & Destructor Documentation

2.3.1.1 Dialog2::Dialog2 (QWidget * *parent* = 0) [explicit]

This window has options for various tracks of Easy level

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

- `dialog2.h`
- `dialog2.cpp`

2.4 Dialog3 Class Reference

Public Member Functions

- [Dialog3](#) (QWidget *parent=0)

2.4.1 Constructor & Destructor Documentation

2.4.1.1 Dialog3::Dialog3 (QWidget * *parent* = 0) [explicit]

This window has options for various tracks of Hard level

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

- `dialog3.h`
- `dialog3.cpp`

2.5 Dialog4 Class Reference

Public Member Functions

- [Dialog4](#) (QWidget *parent=0)

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

- dialog4.h
- dialog4.cpp

2.6 Dialog5 Class Reference

Public Member Functions

- [Dialog5](#) (QWidget *parent=0)

2.6.1 Constructor & Destructor Documentation

2.6.1.1 Dialog5::Dialog5 (QWidget * *parent* = 0) [explicit]

This window shows up when new high score is created

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

- dialog5.h
- dialog5.cpp

2.7 Dialog6 Class Reference

Public Member Functions

- [Dialog6](#) (QWidget *parent=0)

2.7.1 Constructor & Destructor Documentation

2.7.1.1 Dialog6::Dialog6 (QWidget * *parent* = 0) [explicit]

This window shows up when high scores are viewed for any track < Read high scores for the current track

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

- dialog6.h
- dialog6.cpp

2.8 Dialog7 Class Reference

Public Member Functions

- [Dialog7](#) (QWidget *parent=0)

2.8.1 Constructor & Destructor Documentation

2.8.1.1 Dialog7::Dialog7 (QWidget * *parent* = 0) [explicit]

This window displays game credits

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

- dialog7.h
- dialog7.cpp

2.9 Dialog8 Class Reference

Public Member Functions

- [Dialog8](#) (QWidget *parent=0)

2.9.1 Constructor & Destructor Documentation

2.9.1.1 Dialog8::Dialog8 (QWidget * *parent* = 0) [explicit]

This window displays message when level is not unlocked

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

- dialog8.h
- dialog8.cpp

2.10 Dialog9 Class Reference

Public Member Functions

- [Dialog9](#) (QWidget *parent=0)

2.10.1 Constructor & Destructor Documentation

2.10.1.1 Dialog9::Dialog9 (QWidget * *parent* = 0) [explicit]

This window displays the gaming controls

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

- dialog9.h
- dialog9.cpp

2.11 MainWindow Class Reference

Public Member Functions

- [MainWindow](#) (QWidget *parent=0)

2.11.1 Constructor & Destructor Documentation

2.11.1.1 MainWindow::MainWindow (QWidget * *parent* = 0) [explicit]

Main window of the gui remains open until the game is exited

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

- mainwindow.h
- mainwindow.cpp