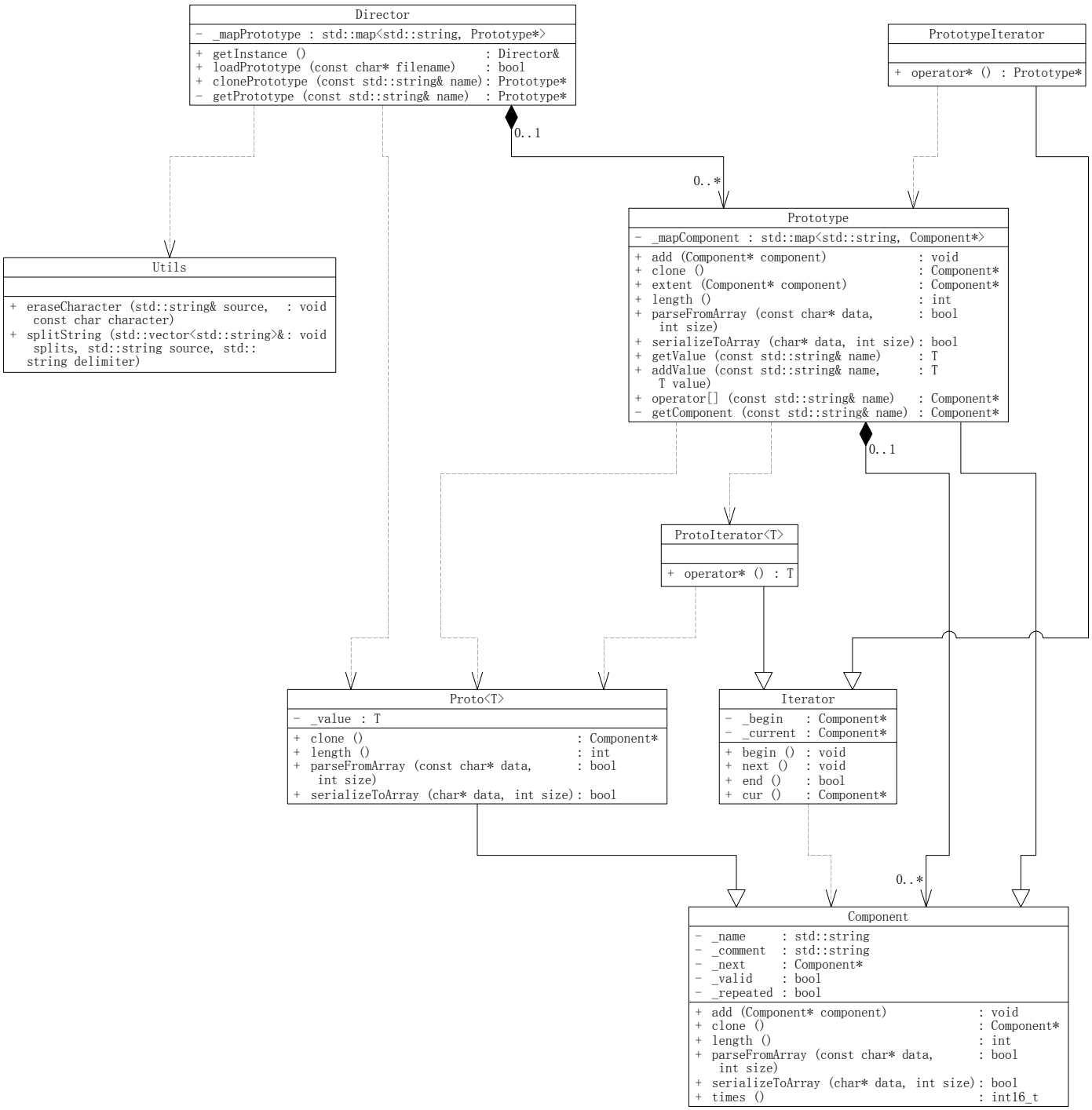
Director
- _mapPrototype : std::map<std::string, Prototype*>
+ getInstance () : Director&
+ loadPrototype (const char* filename) : bool
+ clonePrototype (const std::string& name) : Prototype*
- getPrototype (const std::string& name) : Prototype*
PrototypeIterator
+ operator* () : Prototype*
0..1
0..*
Utils
+ eraseCharacter (std::string& source, const char character) : void
+ splitString (std::vector<std::string>& splits, std::string source, std::string delimiter) : void
Prototype
- _mapComponent : std::map<std::string, Component*>
+ add (Component* component) : void
+ clone () : Component*
+ extent (Component* component) : Component*
+ length () : int
+ parseFromArray (const char* data, int size) : bool
+ serializeToArray (char* data, int size) : bool
+ getValue (const std::string& name) : T
+ addValue (const std::string& name, T value) : T
+ operator[] (const std::string& name) : Component*
- getComponent (const std::string& name) : Component*
0..1
ProtoIterator<T>
+ operator* () : T
Proto<T>
- _value : T
+ clone () : Component*
+ length () : int
+ parseFromArray (const char* data, int size) : bool
+ serializeToArray (char* data, int size) : bool
Iterator
- _begin : Component*
- _current : Component*
+ begin () : void
+ next () : void
+ end () : bool
+ cur () : Component*
0..*
Component
- _name : std::string
- _comment : std::string
- _next : Component*
- _valid : bool
- _repeated : bool
+ add (Component* component) : void
+ clone () : Component*
+ length () : int
+ parseFromArray (const char* data, int size) : bool
+ serializeToArray (char* data, int size) : bool
+ times () : int16_t