Molto Allegro

Generated by Doxygen 1.8.2

Sun Oct 28 2012 19:59:12

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2.1 File List

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Chapter 3

Class Documentation

3.1 Menu Class Reference

Main class for menu control and drawing, focused around the concept of a menu as a state machine.

`#include <molto-allegro.h>`

Public Member Functions

- void addElem (string)

  Adds top-level elements to menu.
- void getPos (float &, float &, float &, float &)

  Gets the menu rectangle.
- Menu (ALLEGRO_DISPLAY ∗&)

  Constructor. Requires display for getting drawing rectangle size.
- void draw (ALLEGRO_DISPLAY ∗)

  Draws menu to a display.
- void draw (ALLEGRO_BITMAP ∗)

  Draws menu to a bitmap.
- MenuTopElem ∗ element (const char ∗)

  Returns MenuTopElem by name.
- bool click (float, float)

  Click event for menu class.

3.1.1 Detailed Description

Main class for menu control and drawing, focused around the concept of a menu as a state machine.

Author

Paweł J. Wal `pjw@paweljw.eu`

3.1.2 Constructor & Destructor Documentation

3.1.2.1 Menu::Menu (ALLEGRO_DISPLAY ∗& *disp*)

Constructor. Requires display for getting drawing rectangle size.

Parameters

disp	Allegro display.

3.1.3 Member Function Documentation

3.1.3.1 void Menu::addElem (string *s*)

Adds top-level elements to menu.

Parameters

s	Name for element.

3.1.3.2 bool Menu::click (float *x,* float *y*)

Click event for menu class.

Parameters

x	X coordinate of mouse during click.
y	Y coordinate of mouse during click.

3.1.3.3 void Menu::draw (ALLEGRO_DISPLAY ∗ *display*)

Draws menu to a display.

Parameters

display	Allegro display.

3.1.3.4 void Menu::draw (ALLEGRO_BITMAP ∗ *bmp*)

Draws menu to a bitmap.

Parameters

bmp	Allegro bitmap.

3.1.3.5 MenuTopElem ∗ Menu::element (const char ∗ *cs*)

Returns MenuTopElem by name.

Parameters

cs	name of element to be found.

Returns

MenuTopElem∗ of given name.

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

- molto-allegro.h

- molto-allegro.cpp

3.2 MenuElem Class Reference

Basic clickable element of a menu.

```
#include <molto-allegro.h>
```

Public Member Functions

- MenuElem (string, fptr, void ∗)

  MenuElem constructor.
- void click ()

  MenuElem click event.
- bool isActive ()

  Check whether MenuElem is active (clickable).
- void activate ()

  Activate a MenuElem.
- void deactivate ()

  Deactivate a MenuElem.
- string getName ()

  Returns name of a MenuElem.

3.2.1 Detailed Description

Basic clickable element of a menu.

3.2.2 Constructor & Destructor Documentation

3.2.2.1 MenuElem::MenuElem (string *s*, fptr *f*, void ∗ *a*)

MenuElem constructor.

Parameters

s	String for name.
f	Pointer to a callback function
a	Callback argument payload.

3.2.3 Member Function Documentation

3.2.3.1 string MenuElem::getName ( )

Returns name of a MenuElem.

Returns

Element's name.

3.2.3.2 bool MenuElem::isActive ( )

Check whether MenuElem is active (clickable).

Returns

Boolean active.

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

- molto-allegro.h
- molto-allegro.cpp

3.3 MenuTopElem Class Reference

Top element of a given menu - names shown in top menu bar.

```
#include <molto-allegro.h>
```

Public Member Functions

- MenuTopElem (string)

  Constructor of a MenuTopElem using a string.
- void addElem (string, fptr, void ∗)

  Add a button to a top menu element (category).
- string getName ()

  Get name of a MenuTopElem.
- void setPos (float, float, float, float)

  Sets rectangle coordinates of a MenuTopElem.
- void getPos (float &, float &, float &, float &)

  Get rectangle coordinates of a MenuTopElem.

Public Attributes

- vector< MenuElem > elems

3.3.1 Detailed Description

Top element of a given menu - names shown in top menu bar.

Author

Paweł J. Wal `pjw@paweljw.eu`

3.3.2 Constructor & Destructor Documentation

3.3.2.1 MenuTopElem::MenuTopElem (string *s*)

Constructor of a MenuTopElem using a string.

Parameters

s	Name to be set.

3.3.3 Member Function Documentation

3.3.3.1 void MenuTopElem::addElem (string *s*, fptr *f*, void $*$ *a*)

Add a button to a top menu element (category).

Parameters

s	String for name.
f	Pointer to a callback function
a	Callback argument payload.

3.3.3.2 void MenuTopElem::getPos (float & *ex1*, float & *ey1*, float & *ex2*, float & *ey2*)

Get rectangle coordinates of a MenuTopElem.

Parameters

out	*ex1*	top left corner of rectangle
out	*ey1*	top left corner of rectangle
out	*ex2*	bottom right corner of rectangle
out	*ey2*	bottom right corner of rectangle

3.3.3.3 void MenuTopElem::setPos (float *ex1*, float *ey1*, float *ex2*, float *ey2*)

Sets rectangle coordinates of a MenuTopElem.

Parameters

ex1	top left corner of rectangle
ey1	top left corner of rectangle
ex2	bottom right corner of rectangle
ey2	bottom right corner of rectangle

3.3.4 Member Data Documentation

3.3.4.1 vector<MenuElem> MenuTopElem::elems

All elements of the category.

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

- molto-allegro.h
- molto-allegro.cpp

Chapter 4

File Documentation

4.1 molto-allegro.cpp File Reference

```
#include <vector>
#include <string>
#include <allegro5/allegro.h>
#include <allegro5/allegro_primitives.h>
#include <iostream>
#include <stdlib.h>
#include <time.h>
#include "molto-allegro.h"
```

Macros

- #define MENU_HT 25

Functions

- bool pIR (float x1, float y1, float x2, float y2, float xp, float yp)

  Checks whether point is within a rectangle.

4.1.1 Detailed Description

Author

Paweł J. Wal `pjw@paweljw.eu`

Date

4.1.2 Macro Definition Documentation

4.1.2.1 #define MENU_HT 25

Menu height.

4.2 molto-allegro.h File Reference

```
#include <vector>
#include <string>
#include <allegro5/allegro.h>
#include <allegro5/allegro_primitives.h>
#include <allegro5/allegro_ttf.h>
```

Classes

- class MenuElem

  Basic clickable element of a menu.
- class MenuTopElem

  Top element of a given menu - names shown in top menu bar.
- class Menu

  Main class for menu control and drawing, focused around the concept of a menu as a state machine.

Typedefs

- typedef int(∗ fptr)(void ∗)

Enumerations

- enum MENU_STATE { **MENU_CLOSED**, **MENU_OPEN** }

Functions

- bool pointInRectangle (float, float, float, float, float, float)

4.2.1 Detailed Description

Author

Paweł J. Wal `pjw@paweljw.eu`

4.2.2 Typedef Documentation

4.2.2.1 typedef int(∗ fptr)(void ∗)

Simple function pointer definition for later use in callbacks.

4.2.3 Enumeration Type Documentation

4.2.3.1 enum MENU_STATE

Menu states. Extendable if needed.

4.2.4 Function Documentation

4.2.4.1 bool pointInRectangle (float , float , float , float , float , float)

Function checking whether points lay within a rectangle.