

S_Resourcemanager

- + font
- + MoneyDisplay
- + HealDisplay
- + ManaDisplay
- + TextColor
- + PlayerDownClips
- + PlayerUpClips
- + PlayerRightClips
- + PlayerLeftClips
- + EndbossClips
- music
- p_screen
- p_player
- p_player_up
- p_player_left
- p_player_right
- p_background
- p_menuue
- p_crazy_enemy
- p_crazy_enemy_up
- und 86 mehr ...

- + initialize()
- + get_Surface()
- + play_GameBackgroundMusic()
- + get_SoundEffect()
- + get_Resourcemanager()
- S_Resourcemanager()
- S_Resourcemanager()
- operator=()
- ~S_Resourcemanager()