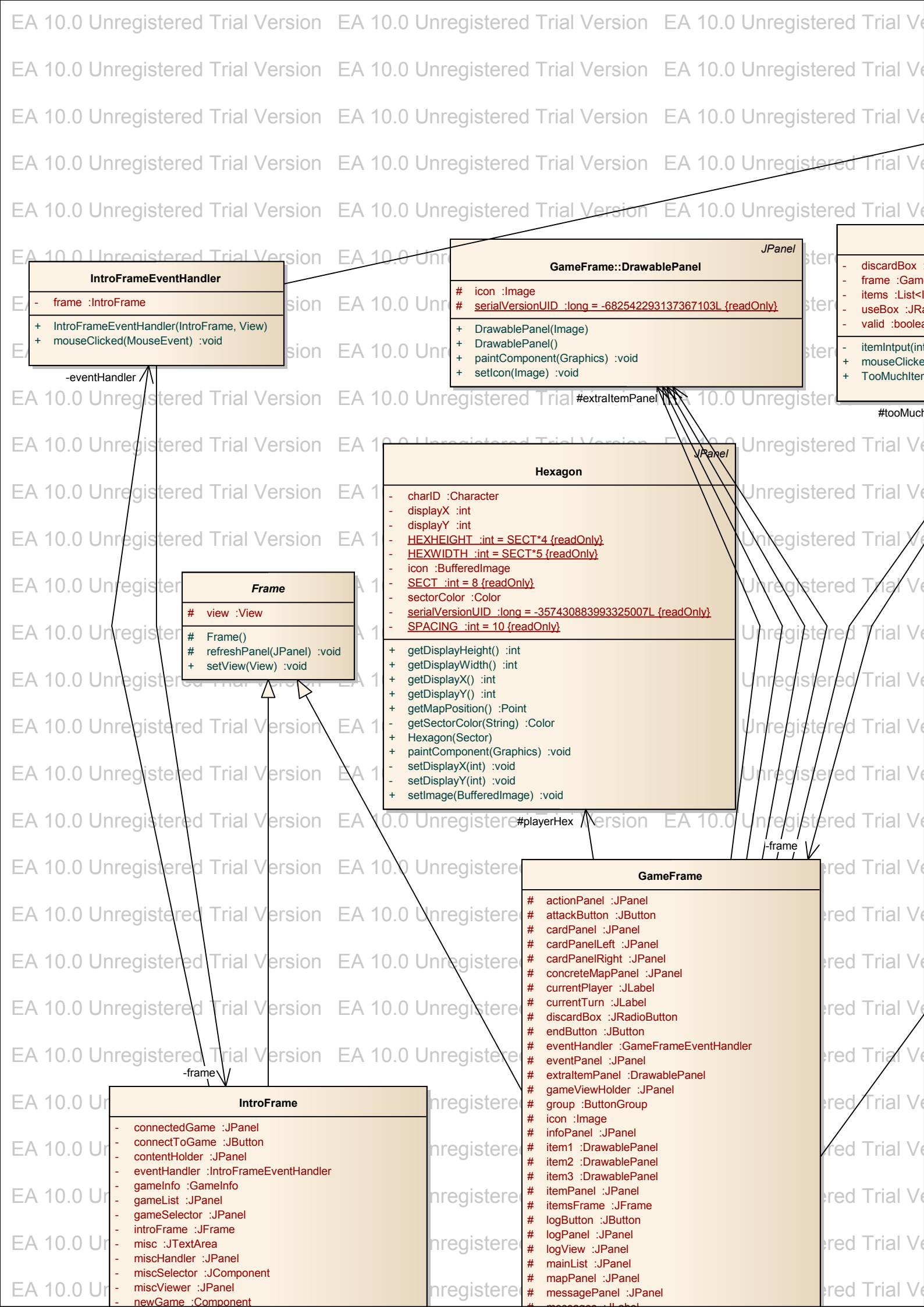
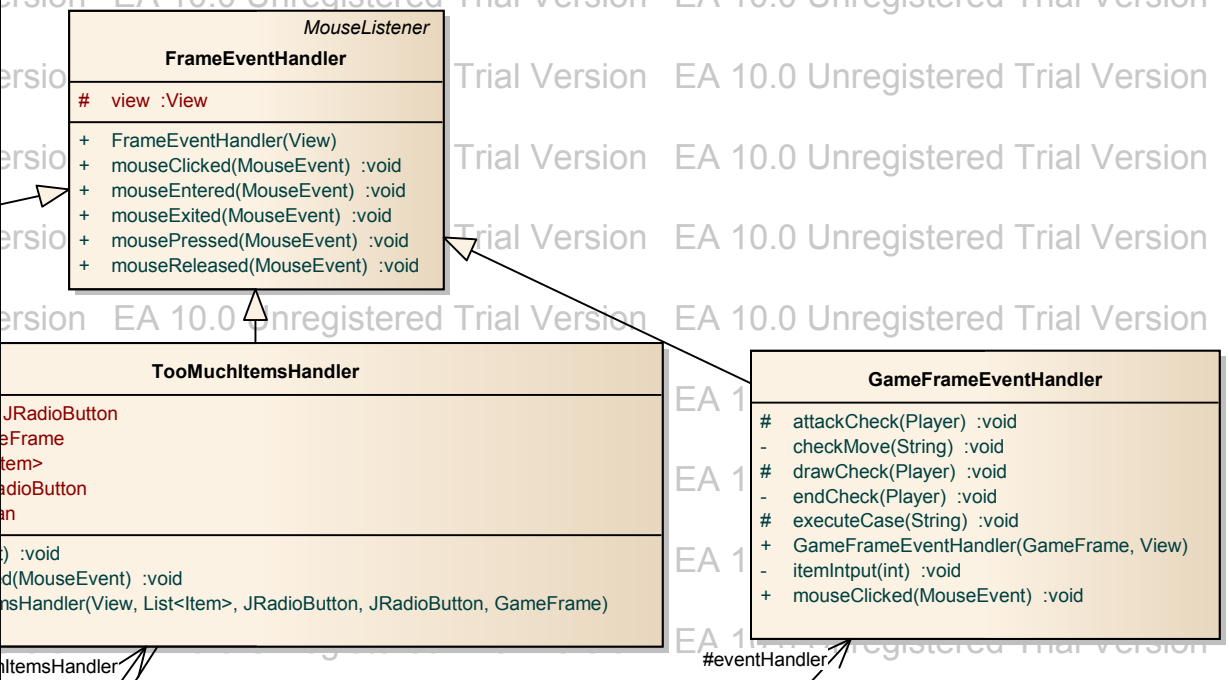
EA 10.0 Unregistered Trial Version





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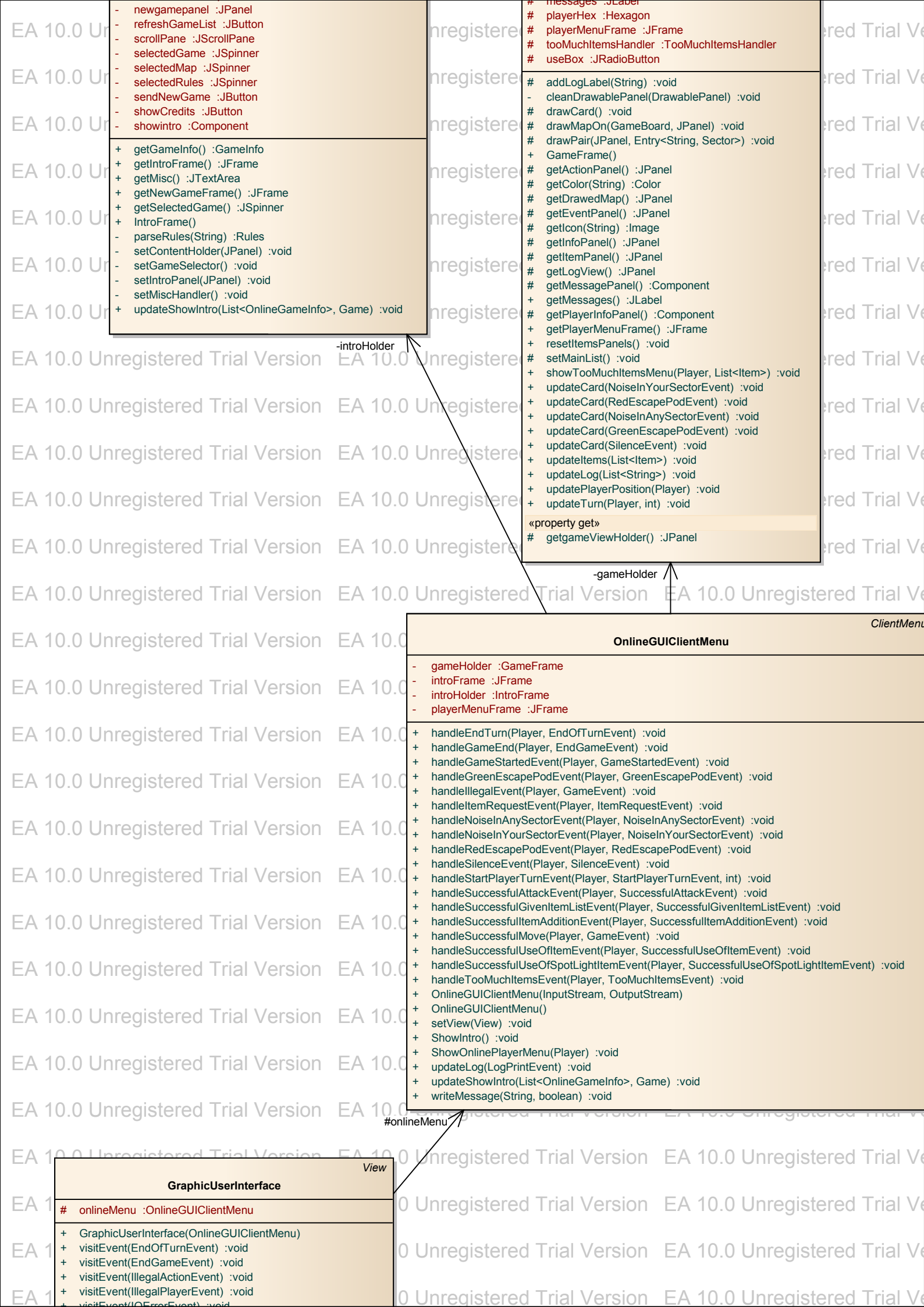
- newgamepanel :JPanel
- refreshGameList :JButton
- scrollPane :JScrollPane
- selectedGame :JSpinner
- selectedMap :JSpinner
- selectedRules :JSpinner
- sendNewGame :JButton
- showCredits :JButton
- showintro :Component
+ getGameInfo() :GameInfo
+ getIntroFrame() :JFrame
+ getMisc() :JTextArea
+ getNewGameFrame() :JFrame
+ getSelectedGame() :JSpinner
+ IntroFrame()
- parseRules(String) :Rules
- setContentHolder(JPanel) :void
- setGameSelector() :void
- setIntroPanel(JPanel) :void
- setMiscHandler() :void
+ updateShowIntro(List<OnlineGameInfo>, Game) :void
-introHolder
playerHex :Hexagon
playerMenuFrame :JFrame
tooMuchItemsHandler :TooMuchItemsHandler
useBox :JRadioButton
addLogLabel(String) :void
- cleanDrawablePanel(DrawablePanel) :void
drawCard() :void
drawMapOn(GameBoard, JPanel) :void
drawPair(JPanel, Entry<String, Sector>) :void
+ GameFrame()
# getActionPanel() :JPanel
# getColor(String) :Color
# getDrawedMap() :JPanel
# getEventPanel() :JPanel
# getIcon(String) :Image
# getInfoPanel() :JPanel
# getItemPanel() :JPanel
# getLogView() :JPanel
# getMessagePanel() :Component
+ getMessages() :JLabel
# getPlayerInfoPanel() :Component
+ getPlayerMenuFrame() :JFrame
+ resetItemsPanels() :void
# setMainList() :void
+ showTooMuchItemsMenu(Player, List<Item>) :void
+ updateCard(NoiseInYourSectorEvent) :void
+ updateCard(RedEscapePodEvent) :void
+ updateCard(NoiseInAnySectorEvent) :void
+ updateCard(GreenEscapePodEvent) :void
+ updateCard(SilenceEvent) :void
+ updateItems(List<Item>) :void
+ updateLog(List<String>) :void
+ updatePlayerPosition(Player) :void
+ updateTurn(Player, int) :void
«property get»
getgameViewHolder() :JPanel
-gameHolder
ClientMenu
OnlineGUIClientMenu
- gameHolder :GameFrame
- introFrame :JFrame
- introHolder :IntroFrame
- playerMenuFrame :JFrame
+ handleEndTurn(Player, EndOfTurnEvent) :void
+ handleGameEnd(Player, EndGameEvent) :void
+ handleGameStartedEvent(Player, GameStartedEvent) :void
+ handleGreenEscapePodEvent(Player, GreenEscapePodEvent) :void
+ handleIllegalEvent(Player, GameEvent) :void
+ handleItemRequestEvent(Player, ItemRequestEvent) :void
+ handleNoiseInAnySectorEvent(Player, NoiseInAnySectorEvent) :void
+ handleNoiseInYourSectorEvent(Player, NoiseInYourSectorEvent) :void
+ handleRedEscapePodEvent(Player, RedEscapePodEvent) :void
+ handleSilenceEvent(Player, SilenceEvent) :void
+ handleStartPlayerTurnEvent(Player, StartPlayerTurnEvent, int) :void
+ handleSuccessfulAttackEvent(Player, SuccessfulAttackEvent) :void
+ handleSuccessfulGivenItemListEvent(Player, SuccessfulGivenItemListEvent) :void
+ handleSuccessfulItemAdditionEvent(Player, SuccessfulItemAdditionEvent) :void
+ handleSuccessfulMove(Player, GameEvent) :void
+ handleSuccessfulUseOfItemEvent(Player, SuccessfulUseOfItemEvent) :void
+ handleSuccessfulUseOfSpotLightItemEvent(Player, SuccessfulUseOfSpotLightItemEvent) :void
+ handleTooMuchItemsEvent(Player, TooMuchItemsEvent) :void
+ OnlineGUIClientMenu(InputStream, OutputStream)
+ OnlineGUIClientMenu()
+ setView(View) :void
+ ShowIntro() :void
+ ShowOnlinePlayerMenu(Player) :void
+ updateLog(LogPrintEvent) :void
+ updateShowIntro(List<OnlineGameInfo>, Game) :void
+ writeMessage(String, boolean) :void
#onlineMenu
View
GraphicUserInterface
onlineMenu :OnlineGUIClientMenu
+ GraphicUserInterface(OnlineGUIClientMenu)
+ visitEvent(EndOfTurnEvent) :void
+ visitEvent(EndGameEvent) :void
+ visitEvent(IllegalActionEvent) :void
+ visitEvent(IllegalPlayerEvent) :void

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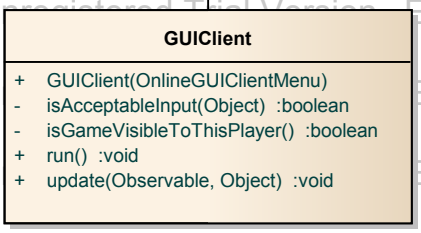

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