

RTYPE

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

engine::ecs::Component	
rtype::ecs::components::MoveComponent	7
rtype::ecs::components::PlayerShoot	10
engine::ecs::System	
rtype::system::CubeSpriteSystem	5
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Chapter 2

Class Index

2.1 Class List

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

rtype::system::CubeSpriteSystem	
CubeSprite system class to draw a cube sprite	5
rtype::ecs::components::MoveComponent	7
rtype::system::MovementSystem	
Movement system class used to move the entities	8
rtype::ecs::components::PlayerShoot	10
rtype::system::TransformSystem	
TransformSystem class used to update the position of the entities	11

Chapter 3

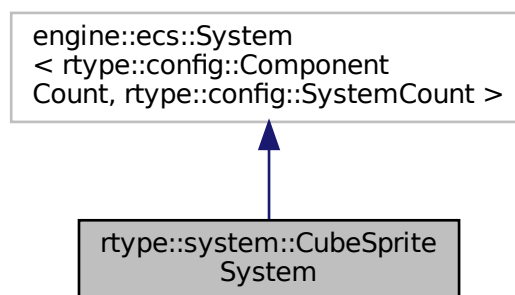
Class Documentation

3.1 rtype::system::CubeSpriteSystem Class Reference

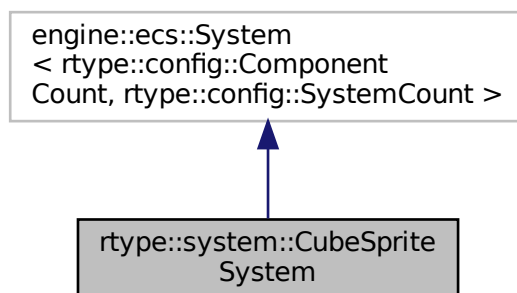
CubeSprite system class to draw a cube sprite.

```
#include <cubeSpriteSystem.hpp>
```

Inheritance diagram for rtype::system::CubeSpriteSystem:



Collaboration diagram for `rtype::system::CubeSpriteSystem`:



Public Member Functions

- [CubeSpriteSystem](#) (`engine::ecs::EntityManager< rtype::config::ComponentCount, rtype::config::SystemCount > &entityManager`)
Construct a new *CubeSprite System* object.
- void [draw](#) (`sf::RenderWindow &window`)
Draw the *CubeSprite System* object.

3.1.1 Detailed Description

CubeSprite system class to draw a cube sprite.

3.1.2 Constructor & Destructor Documentation

3.1.2.1 CubeSpriteSystem()

```

rtype::system::CubeSpriteSystem::CubeSpriteSystem (
    engine::ecs::EntityManager< rtype::config::ComponentCount, rtype::config::SystemCount > & entityManager ) [inline]
  
```

Construct a new *CubeSprite System* object.

Parameters

<code>entityManager</code>	
----------------------------	--

3.1.3 Member Function Documentation

3.1.3.1 draw()

```
void rtype::system::CubeSpriteSystem::draw (
    sf::RenderWindow & window ) [inline]
```

Draw the CubeSprite System object.

Parameters

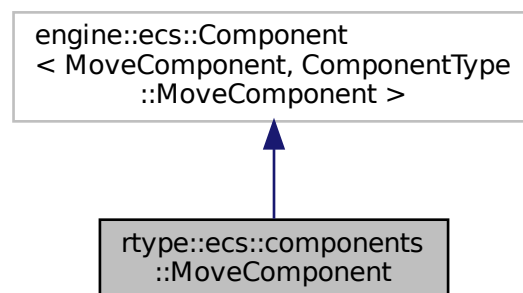
<i>window</i>	
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The documentation for this class was generated from the following file:

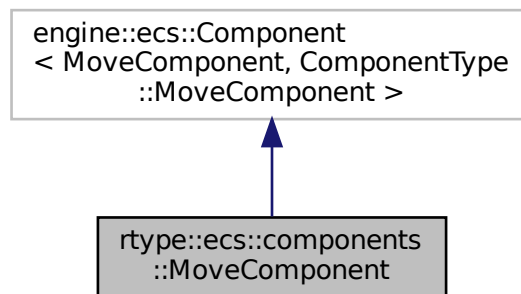
- rtype/include/systems/cubeSpriteSystem.hpp

3.2 rtype::ecs::components::MoveComponent Struct Reference

Inheritance diagram for rtype::ecs::components::MoveComponent:



Collaboration diagram for `rtype::ecs::components::MoveComponent`:



The documentation for this struct was generated from the following file:

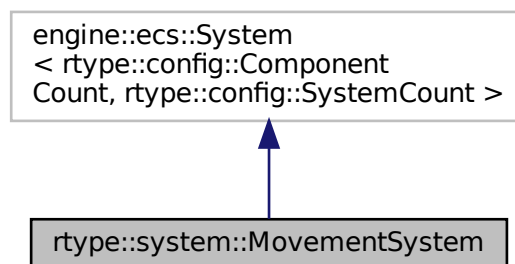
- `rtype/include/components.hpp`

3.3 `rtype::system::MovementSystem` Class Reference

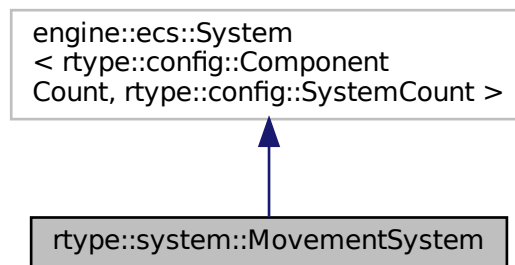
Movement system class used to move the entities.

```
#include <movementSystem.hpp>
```

Inheritance diagram for `rtype::system::MovementSystem`:



Collaboration diagram for rtype::system::MovementSystem:



Public Member Functions

- [MovementSystem](#) (engine::ecs::EntityManager< rtype::config::ComponentCount, rtype::config::SystemCount > &entityManager)
Construct a new Movement System object.
- void [handleEvent](#) (const engine::Event &event)
Handle the events of the Movement System object.

3.3.1 Detailed Description

Movement system class used to move the entities.

3.3.2 Constructor & Destructor Documentation

3.3.2.1 MovementSystem()

```

rtype::system::MovementSystem::MovementSystem (
    engine::ecs::EntityManager< rtype::config::ComponentCount, rtype::config::SystemCount > & entityManager ) [inline]
  
```

Construct a new Movement System object.

Parameters

<code>entityManager</code>	
----------------------------	--

3.3.3 Member Function Documentation

3.3.3.1 `handleEvent()`

```
void rtype::system::MovementSystem::handleEvent (
    const engine::Event & event ) [inline]
```

Handle the events of the Movement System object.

Parameters

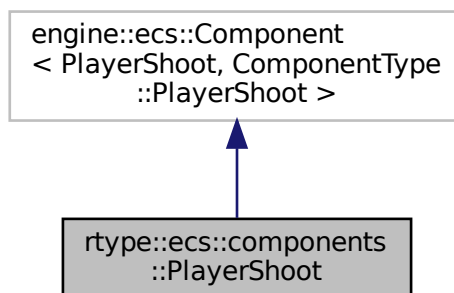
<i>event</i>	
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The documentation for this class was generated from the following file:

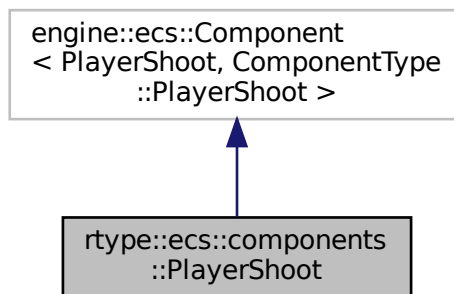
- `rtype/include/systems/movementSystem.hpp`

3.4 `rtype::ecs::components::PlayerShoot` Struct Reference

Inheritance diagram for `rtype::ecs::components::PlayerShoot`:



Collaboration diagram for rtype::ecs::components::PlayerShoot:



The documentation for this struct was generated from the following file:

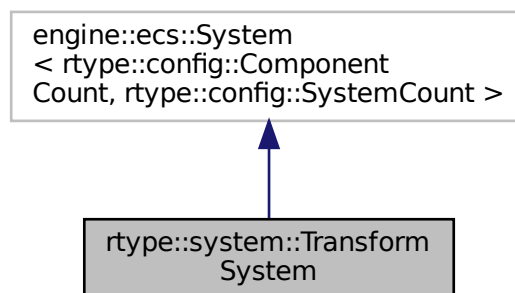
- `rtype/include/components.hpp`

3.5 rtype::system::TransformSystem Class Reference

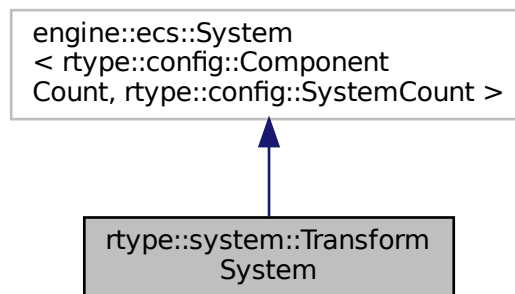
[TransformSystem](#) class used to update the position of the entities.

```
#include <transformSystem.hpp>
```

Inheritance diagram for rtype::system::TransformSystem:



Collaboration diagram for `rtype::system::TransformSystem`:



Public Member Functions

- [TransformSystem](#) (`engine::ecs::EntityManager< rtype::config::ComponentCount, rtype::config::SystemCount > &entityManager`)
Construct a new *Transform System* object.
- void [update](#) (`const float dt`)
Update the *Transform System* object.

3.5.1 Detailed Description

[TransformSystem](#) class used to update the position of the entities.

3.5.2 Constructor & Destructor Documentation

3.5.2.1 TransformSystem()

```

rtype::system::TransformSystem::TransformSystem (
    engine::ecs::EntityManager< rtype::config::ComponentCount, rtype::config::SystemCount > & entityManager ) [inline]
  
```

Construct a new *Transform System* object.

Parameters

<code>entityManager</code>	
----------------------------	--

3.5.3 Member Function Documentation

3.5.3.1 update()

```
void rtype::system::TransformSystem::update (  
    const float dt ) [inline]
```

Update the Transform System object.

Parameters

<i>dt</i>	
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The documentation for this class was generated from the following file:

- rtype/include/systems/transformSystem.hpp

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