

Jetpack

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1 File Index	1
1.1 File List	1
2 File Documentation	3
2.1 src/client/AssetManager.cpp File Reference	3
2.2 src/client/ClientFactory.cpp File Reference	3
2.3 src/client/ClientInstructions.cpp File Reference	3
2.4 src/client/GameRenderer.cpp File Reference	3
2.5 src/client/NetworkClient.cpp File Reference	3
2.6 src/client/UtilsRender.cpp File Reference	4
2.7 src/common/Map.cpp File Reference	4
2.8 src/common/Packet.cpp File Reference	4
2.9 src/server/ClientSession.cpp File Reference	4
2.10 src/server/GameEngine.cpp File Reference	4
2.10.1 Macro Definition Documentation	4
2.10.1.1 TILE_SIZE	4
2.11 src/client/main.cpp File Reference	5
2.11.1 Function Documentation	5
2.11.1.1 main()	5
2.12 src/server/main.cpp File Reference	5
2.12.1 Function Documentation	5
2.12.1.1 main()	5
2.13 src/server/Server.cpp File Reference	6
2.14 src/server/ServerFactory.cpp File Reference	6
2.15 src/server/ServerInstructions.cpp File Reference	6
Index	7

Chapter 1

File Index

1.1 File List

Here is a list of all files with brief descriptions:

src/client/ AssetManager.cpp	3
src/client/ ClientFactory.cpp	3
src/client/ ClientInstructions.cpp	3
src/client/ GameRenderer.cpp	3
src/client/ main.cpp	5
src/client/ NetworkClient.cpp	3
src/client/ UtilsRender.cpp	4
src/common/ Map.cpp	4
src/common/ Packet.cpp	4
src/server/ ClientSession.cpp	4
src/server/ GameEngine.cpp	4
src/server/ main.cpp	5
src/server/ Server.cpp	6
src/server/ ServerFactory.cpp	6
src/server/ ServerInstructions.cpp	6

Chapter 2

File Documentation

2.1 src/client/AssetManager.cpp File Reference

```
#include "client/AssetManager.hpp"
```

2.2 src/client/ClientFactory.cpp File Reference

```
#include "client/ClientFactory.hpp"
```

2.3 src/client/ClientInstructions.cpp File Reference

```
#include "client/ClientInstructions.hpp"
```

2.4 src/client/GameRenderer.cpp File Reference

```
#include "client/ClientFactory.hpp"  
#include "client/GameRenderer.hpp"
```

2.5 src/client/NetworkClient.cpp File Reference

```
#include "client/NetworkClient.hpp"
```

2.6 src/client/UtilsRender.cpp File Reference

```
#include "client/GameRendererer.hpp"  
#include "common/Packet.hpp"  
#include <string>
```

2.7 src/common/Map.cpp File Reference

```
#include "common/Map.hpp"
```

2.8 src/common/Packet.cpp File Reference

```
#include "common/Packet.hpp"
```

2.9 src/server/ClientSession.cpp File Reference

```
#include "server/ClientSession.hpp"  
#include "SocketActions.hpp"  
#include <iostream>
```

2.10 src/server/GameEngine.cpp File Reference

```
#include "server/GameEngine.hpp"  
#include "common/Packet.hpp"  
#include <cstdlib>  
#include <iostream>
```

Macros

- `#define TILE_SIZE 32`

2.10.1 Macro Definition Documentation

2.10.1.1 `TILE_SIZE`

```
#define TILE_SIZE 32
```


2.11 src/client/main.cpp File Reference

```
#include "client/main.hpp"
```

Functions

- int `main` (int ac, char **av)

2.11.1 Function Documentation

2.11.1.1 main()

```
int main (  
    int ac,  
    char ** av)
```

2.12 src/server/main.cpp File Reference

```
#include "server/main.hpp"
```

Functions

- int `main` (int ac, char **av)
The entry point of the program.

2.12.1 Function Documentation

2.12.1.1 main()

```
int main (  
    int ac,  
    char ** av)
```

The entry point of the program.

Parameters

<i>ac</i>	Argument count
<i>av</i>	Argument vector

Returns

int Exit status

2.13 src/server/Server.cpp File Reference

```
#include "server/ServerFactory.hpp"  
#include "server/Server.hpp"
```

2.14 src/server/ServerFactory.cpp File Reference

```
#include "server/ServerFactory.hpp"
```

2.15 src/server/ServerInstructions.cpp File Reference

```
#include "server/ServerInstructions.hpp"  
#include <iostream>
```

Index

GameEngine.cpp
TILE_SIZE, [4](#)

main
main.cpp, [5](#)
main.cpp
main, [5](#)

src/client/AssetManager.cpp, [3](#)
src/client/ClientFactory.cpp, [3](#)
src/client/ClientInstructions.cpp, [3](#)
src/client/GameRenderer.cpp, [3](#)
src/client/main.cpp, [5](#)
src/client/NetworkClient.cpp, [3](#)
src/client/UtilsRender.cpp, [4](#)
src/common/Map.cpp, [4](#)
src/common/Packet.cpp, [4](#)
src/server/ClientSession.cpp, [4](#)
src/server/GameEngine.cpp, [4](#)
src/server/main.cpp, [5](#)
src/server/Server.cpp, [6](#)
src/server/ServerFactory.cpp, [6](#)
src/server/ServerInstructions.cpp, [6](#)

TILE_SIZE
GameEngine.cpp, [4](#)