

LouiEriksson::Engine
::Window

+ ~Window()=default
+ Window(const Window
&_other)=delete
+ Window & operator=
(const Window &_other)
=delete
+ const int & ID() const
noexcept
+ SDL_GLContext Context
() const noexcept
+ void Update() const
+ void Dimensions(const
int &_width, const int
&_height)
+ glm::ivec2 Dimensions
() const
+ float Aspect() const
+ bool Focused() const
+ Uint32 GetFlags() const
+ bool GetFlag(const
Uint32 &_flag) const
+ void SetDirty()
+ operator SDL_Window *()
+ static std::shared
_ptr< Window > Create
(const int &_width, const
int &_height, const char
*_name)
+ static const std::weak
_ptr< Window > Get(const
int &_id)
+ static void Destroy
(const int &_id)