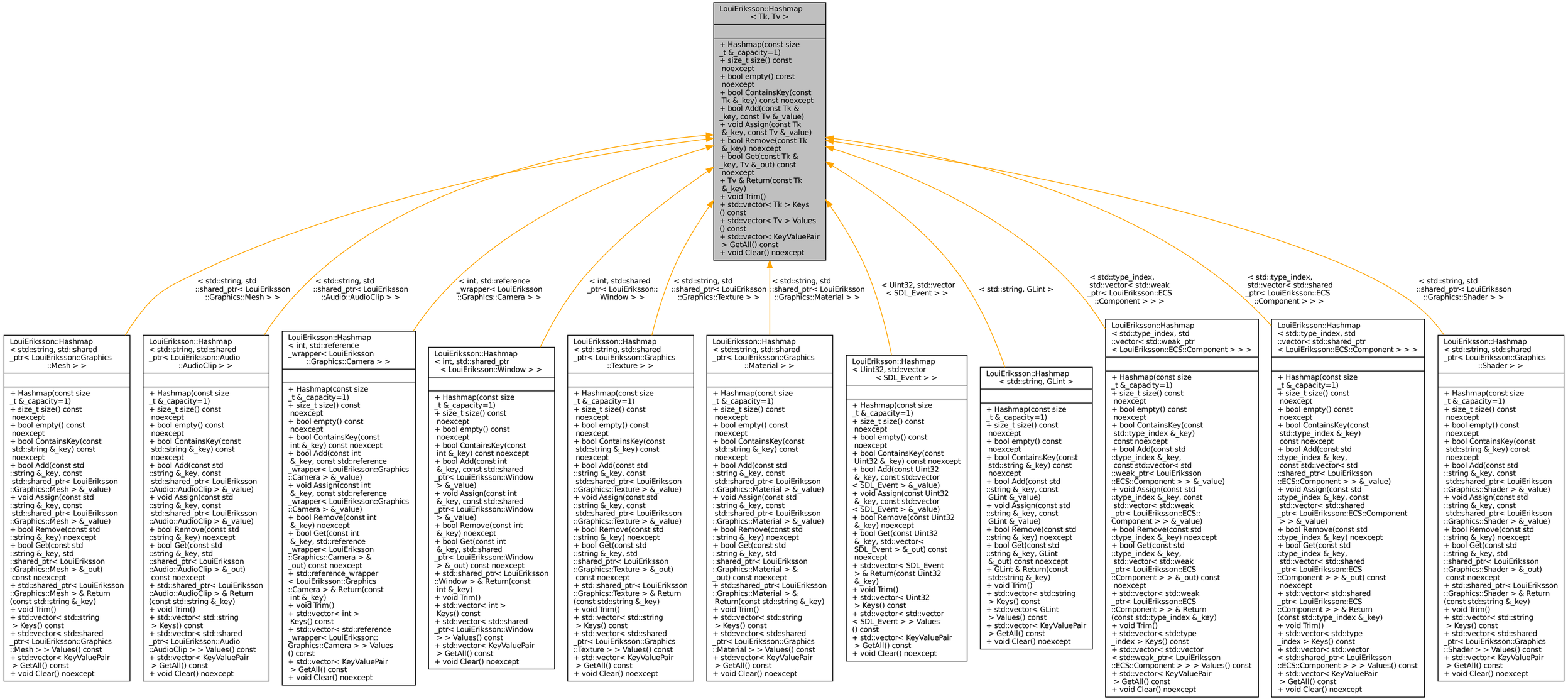
LouiEriksson::Hashmap < Tk, Tv >
+ Hashmap(const size_t &_capacity=1)
+ size_t size() const noexcept
+ bool empty() const noexcept
+ bool ContainsKey(const Tk &_key) const noexcept
+ bool Add(const Tk &_key, const Tv &_value)
+ void Assign(const Tk &_key, const Tv &_value)
+ bool Remove(const Tk &_key) noexcept
+ bool Get(const Tk &_key, Tv &_out) const noexcept
+ Tv & Return(const Tk &_key)
+ void Trim()
+ std::vector< Tk > Keys() const
+ std::vector< Tv > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept
< std::string, std::shared_ptr< LouiEriksson::Graphics::Mesh > >
< std::string, std::shared_ptr< LouiEriksson::Audio::AudioClip > >
< int, std::reference_wrapper< LouiEriksson::Graphics::Camera > >
< int, std::shared_ptr< LouiEriksson::Window > >
< std::string, std::shared_ptr< LouiEriksson::Graphics::Texture > >
< std::string, std::shared_ptr< LouiEriksson::Graphics::Material > >
< Uint32, std::vector < SDL_Event > >
< std::string, GLint >
< std::type_index, std::vector< std::weak_ptr< LouiEriksson::ECS::Component > > >
< std::type_index, std::vector< std::shared_ptr< LouiEriksson::ECS::Component > > >
< std::string, std::shared_ptr< LouiEriksson::Graphics::Shader > >
LouiEriksson::Hashmap < std::string, std::shared_ptr< LouiEriksson::Graphics::Mesh > >
+ Hashmap(const size_t &_capacity=1)
+ size_t size() const noexcept
+ bool empty() const noexcept
+ bool ContainsKey(const std::string &_key) const noexcept
+ bool Add(const std::string &_key, const std::shared_ptr< LouiEriksson::Graphics::Mesh > &_value)
+ void Assign(const std::string &_key, const std::shared_ptr< LouiEriksson::Graphics::Mesh > &_value)
+ bool Remove(const std::string &_key) noexcept
+ bool Get(const std::string &_key, std::shared_ptr< LouiEriksson::Graphics::Mesh > &_out) const noexcept
+ std::shared_ptr< LouiEriksson::Graphics::Mesh > & Return(const std::string &_key)
+ void Trim()
+ std::vector< std::string > Keys() const
+ std::vector< std::shared_ptr< LouiEriksson::Graphics::Mesh > > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept
LouiEriksson::Hashmap < std::string, std::shared_ptr< LouiEriksson::Audio::AudioClip > >
+ Hashmap(const size_t &_capacity=1)
+ size_t size() const noexcept
+ bool empty() const noexcept
+ bool ContainsKey(const std::string &_key) const noexcept
+ bool Add(const std::string &_key, const std::shared_ptr< LouiEriksson::Audio::AudioClip > &_value)
+ void Assign(const std::string &_key, const std::shared_ptr< LouiEriksson::Audio::AudioClip > &_value)
+ bool Remove(const std::string &_key) noexcept
+ bool Get(const std::string &_key, std::shared_ptr< LouiEriksson::Audio::AudioClip > &_out) const noexcept
+ std::shared_ptr< LouiEriksson::Audio::AudioClip > & Return(const std::string &_key)
+ void Trim()
+ std::vector< std::string > Keys() const
+ std::vector< std::shared_ptr< LouiEriksson::Audio::AudioClip > > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept
LouiEriksson::Hashmap < int, std::reference_wrapper< LouiEriksson::Graphics::Camera > >
+ Hashmap(const size_t &_capacity=1)
+ size_t size() const noexcept
+ bool empty() const noexcept
+ bool ContainsKey(const int &_key) const noexcept
+ bool Add(const int &_key, const std::reference_wrapper< LouiEriksson::Graphics::Camera > &_value)
+ void Assign(const int &_key, const std::reference_wrapper< LouiEriksson::Graphics::Camera > &_value)
+ bool Remove(const int &_key) noexcept
+ bool Get(const int &_key, std::reference_wrapper< LouiEriksson::Graphics::Camera > &_out) const noexcept
+ std::reference_wrapper < LouiEriksson::Graphics::Camera > & Return(const int &_key)
+ void Trim()
+ std::vector< int > Keys() const
+ std::vector< std::reference_wrapper< LouiEriksson::Graphics::Camera > > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept
LouiEriksson::Hashmap < int, std::shared_ptr < LouiEriksson::Window > >
+ Hashmap(const size_t &_capacity=1)
+ size_t size() const noexcept
+ bool empty() const noexcept
+ bool ContainsKey(const int &_key) const noexcept
+ bool Add(const int &_key, const std::shared_ptr< LouiEriksson::Window > &_value)
+ void Assign(const int &_key, const std::shared_ptr< LouiEriksson::Window > &_value)
+ bool Remove(const int &_key) noexcept
+ bool Get(const int &_key, std::shared_ptr< LouiEriksson::Window > &_out) const noexcept
+ std::shared_ptr< LouiEriksson::Window > & Return(const int &_key)
+ void Trim()
+ std::vector< int > Keys() const
+ std::vector< std::shared_ptr< LouiEriksson::Window > > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept
LouiEriksson::Hashmap < std::string, std::shared_ptr< LouiEriksson::Graphics::Texture > >
+ Hashmap(const size_t &_capacity=1)
+ size_t size() const noexcept
+ bool empty() const noexcept
+ bool ContainsKey(const std::string &_key) const noexcept
+ bool Add(const std::string &_key, const std::shared_ptr< LouiEriksson::Graphics::Texture > &_value)
+ void Assign(const std::string &_key, const std::shared_ptr< LouiEriksson::Graphics::Texture > &_value)
+ bool Remove(const std::string &_key) noexcept
+ bool Get(const std::string &_key, std::shared_ptr< LouiEriksson::Graphics::Texture > &_out) const noexcept
+ std::shared_ptr< LouiEriksson::Graphics::Texture > & Return(const std::string &_key)
+ void Trim()
+ std::vector< std::string > Keys() const
+ std::vector< std::shared_ptr< LouiEriksson::Graphics::Texture > > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept
LouiEriksson::Hashmap < std::string, std::shared_ptr< LouiEriksson::Graphics::Material > >
+ Hashmap(const size_t &_capacity=1)
+ size_t size() const noexcept
+ bool empty() const noexcept
+ bool ContainsKey(const std::string &_key) const noexcept
+ bool Add(const std::string &_key, const std::shared_ptr< LouiEriksson::Graphics::Material > &_value)
+ void Assign(const std::string &_key, const std::shared_ptr< LouiEriksson::Graphics::Material > &_value)
+ bool Remove(const std::string &_key) noexcept
+ bool Get(const std::string &_key, std::shared_ptr< LouiEriksson::Graphics::Material > &_out) const noexcept
+ std::shared_ptr< LouiEriksson::Graphics::Material > & Return(const std::string &_key)
+ void Trim()
+ std::vector< std::string > Keys() const
+ std::vector< std::shared_ptr< LouiEriksson::Graphics::Material > > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept
LouiEriksson::Hashmap < Uint32, std::vector < SDL_Event > >
+ Hashmap(const size_t &_capacity=1)
+ size_t size() const noexcept
+ bool empty() const noexcept
+ bool ContainsKey(const Uint32 &_key) const noexcept
+ bool Add(const Uint32 &_key, const std::vector < SDL_Event > &_value)
+ void Assign(const Uint32 &_key, const std::vector < SDL_Event > &_value)
+ bool Remove(const Uint32 &_key) noexcept
+ bool Get(const Uint32 &_key, std::vector< SDL_Event > &_out) const noexcept
+ std::vector< SDL_Event > & Return(const Uint32 &_key)
+ void Trim()
+ std::vector< Uint32 > Keys() const
+ std::vector< std::vector < SDL_Event > > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept
LouiEriksson::Hashmap < std::string, GLint >
+ Hashmap(const size_t &_capacity=1)
+ size_t size() const noexcept
+ bool empty() const noexcept
+ bool ContainsKey(const std::string &_key) const noexcept
+ bool Add(const std::string &_key, const GLint &_value)
+ void Assign(const std::string &_key, const GLint &_value)
+ bool Remove(const std::string &_key) noexcept
+ bool Get(const std::string &_key, GLint &_out) const noexcept
+ GLint & Return(const std::string &_key)
+ void Trim()
+ std::vector< std::string > Keys() const
+ std::vector< GLint > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept
LouiEriksson::Hashmap < std::type_index, std::vector< std::weak_ptr < LouiEriksson::ECS::Component > > >
+ Hashmap(const size_t &_capacity=1)
+ size_t size() const noexcept
+ bool empty() const noexcept
+ bool ContainsKey(const std::type_index &_key) const noexcept
+ bool Add(const std::type_index &_key, const std::vector< std::weak_ptr< LouiEriksson::ECS::Component > > &_value)
+ void Assign(const std::type_index &_key, const std::vector< std::weak_ptr< LouiEriksson::ECS::Component > > &_value)
+ bool Remove(const std::type_index &_key) noexcept
+ bool Get(const std::type_index &_key, std::vector< std::weak_ptr< LouiEriksson::ECS::Component > > &_out) const noexcept
+ std::vector< std::weak_ptr< LouiEriksson::ECS::Component > > & Return(const std::type_index &_key)
+ void Trim()
+ std::vector< std::type_index > Keys() const
+ std::vector< std::weak_ptr< LouiEriksson::ECS::Component > > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept
LouiEriksson::Hashmap < std::type_index, std::vector< std::shared_ptr < LouiEriksson::ECS::Component > > >
+ Hashmap(const size_t &_capacity=1)
+ size_t size() const noexcept
+ bool empty() const noexcept
+ bool ContainsKey(const std::type_index &_key) const noexcept
+ bool Add(const std::type_index &_key, const std::vector< std::shared_ptr< LouiEriksson::ECS::Component > > &_value)
+ void Assign(const std::type_index &_key, const std::vector< std::shared_ptr< LouiEriksson::ECS::Component > > &_value)
+ bool Remove(const std::type_index &_key) noexcept
+ bool Get(const std::type_index &_key, std::vector< std::shared_ptr< LouiEriksson::ECS::Component > > &_out) const noexcept
+ std::vector< std::shared_ptr< LouiEriksson::ECS::Component > > & Return(const std::type_index &_key)
+ void Trim()
+ std::vector< std::type_index > Keys() const
+ std::vector< std::shared_ptr< LouiEriksson::ECS::Component > > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept
LouiEriksson::Hashmap < std::string, std::shared_ptr< LouiEriksson::Graphics::Shader > >
+ Hashmap(const size_t &_capacity=1)
+ size_t size() const noexcept
+ bool empty() const noexcept
+ bool ContainsKey(const std::string &_key) const noexcept
+ bool Add(const std::string &_key, const std::shared_ptr< LouiEriksson::Graphics::Shader > &_value)
+ void Assign(const std::string &_key, const std::shared_ptr< LouiEriksson::Graphics::Shader > &_value)
+ bool Remove(const std::string &_key) noexcept
+ bool Get(const std::string &_key, std::shared_ptr< LouiEriksson::Graphics::Shader > &_out) const noexcept
+ std::shared_ptr< LouiEriksson::Graphics::Shader > & Return(const std::string &_key)
+ void Trim()
+ std::vector< std::string > Keys() const
+ std::vector< std::shared_ptr< LouiEriksson::Graphics::Shader > > Values() const
+ std::vector< KeyValuePair > GetAll() const
+ void Clear() noexcept