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# **Igneous Documentation**

***Release 0.1.0***

**Missing Bit Studios**

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<b>1</b>	<b>Getting Started</b>	<b>1</b>
<b>2</b>	<b>Audio</b>	<b>3</b>
<b>3</b>	<b>Console</b>	<b>5</b>
<b>4</b>	<b>Core</b>	<b>7</b>
<b>5</b>	<b>ECS</b>	<b>9</b>
<b>6</b>	<b>GUI</b>	<b>11</b>
<b>7</b>	<b>Input</b>	<b>13</b>
<b>8</b>	<b>Physics</b>	<b>15</b>
<b>9</b>	<b>Renderer</b>	<b>17</b>
	<b>Index</b>	<b>19</b>



# CHAPTER 1

---

## Getting Started

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## CHAPTER 2

---

Audio

---





## CHAPTER 3

---

Console

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## CHAPTER 4

---

Core

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## CHAPTER 5

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ECS

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**namespace** `gui`

### Enums

**enum** `Theme`

Themes to use with `setTheme (Theme theme)`

*Values:*

**CHERRY**

Dark with cherry red accent

**CLASSIC**

Default theme

**DARK**

Dark

**LIGHT**

Light

**NUM\_THEMES**

Number of gui themes

### Functions

**void** `setTheme (Theme theme)`

Sets the color theme for all gui elements.

**Parameters**

- `theme`: the Theme to use.





**namespace input**

### Functions

void **setCursorVisible** (bool *visible*)  
Sets the mouse cursor visibility

#### Parameters

- *visible*: true for visible. false for hidden.

const char \***getTitle** ()

void **setTitle** (const char \**title*)

void **setSize** (int *width*, int *height*)

### Variables

bool **keys**[GLFW\_KEY\_LAST + 1]

bool **mouseButtons**[GLFW\_MOUSE\_BUTTON\_LAST + 1]

double **scrollX**

double **scrollY**

double **mouseX**

double **mouseY**

int **width**

int **height**

const char \***title**

GLFWwindow \***window**

Application \***app**

## CHAPTER 8

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Physics

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## CHAPTER 9

---

Renderer

---



## I

igneous::gui (C++ *type*), 11  
igneous::gui::CHERRY (C++ *enumerator*), 11  
igneous::gui::CLASSIC (C++ *enumerator*), 11  
igneous::gui::DARK (C++ *enumerator*), 11  
igneous::gui::LIGHT (C++ *enumerator*), 11  
igneous::gui::NUM\_THEMES (C++ *enumerator*),  
11  
igneous::gui::setTheme (C++ *function*), 11  
igneous::gui::Theme (C++ *enum*), 11  
igneous::input (C++ *type*), 13  
igneous::input::app (C++ *member*), 14  
igneous::input::getTitle (C++ *function*), 13  
igneous::input::height (C++ *member*), 13  
igneous::input::keys (C++ *member*), 13  
igneous::input::mouseButtons (C++ *member*), 13  
igneous::input::mouseX (C++ *member*), 13  
igneous::input::mouseY (C++ *member*), 13  
igneous::input::scrollX (C++ *member*), 13  
igneous::input::scrollY (C++ *member*), 13  
igneous::input::setCursorVisible (C++  
*function*), 13  
igneous::input::setSize (C++ *function*), 13  
igneous::input::setTitle (C++ *function*), 13  
igneous::input::title (C++ *member*), 13  
igneous::input::width (C++ *member*), 13  
igneous::input::window (C++ *member*), 13