KB01_Engine
global Namespace
# Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BMPLoader</td>
<td></td>
</tr>
<tr>
<td>Camera</td>
<td></td>
</tr>
<tr>
<td>Device</td>
<td></td>
</tr>
<tr>
<td>EntityModel</td>
<td></td>
</tr>
<tr>
<td>Heightmap</td>
<td></td>
</tr>
<tr>
<td>Image</td>
<td></td>
</tr>
<tr>
<td>InputListener</td>
<td></td>
</tr>
<tr>
<td>InputManager</td>
<td></td>
</tr>
<tr>
<td>Kernel</td>
<td></td>
</tr>
<tr>
<td>Keyboard</td>
<td></td>
</tr>
<tr>
<td>Log</td>
<td></td>
</tr>
<tr>
<td>Material</td>
<td></td>
</tr>
<tr>
<td>Mouse</td>
<td></td>
</tr>
<tr>
<td>Renderer</td>
<td></td>
</tr>
<tr>
<td>RendererDx</td>
<td></td>
</tr>
<tr>
<td>Resource</td>
<td></td>
</tr>
<tr>
<td>ResourceManager</td>
<td></td>
</tr>
<tr>
<td>ResourceManagerFacade</td>
<td></td>
</tr>
<tr>
<td>ResourceModel</td>
<td></td>
</tr>
<tr>
<td>Scene</td>
<td></td>
</tr>
<tr>
<td>SceneManager</td>
<td></td>
</tr>
<tr>
<td>SceneManagerFacade</td>
<td></td>
</tr>
<tr>
<td>Skybox</td>
<td></td>
</tr>
<tr>
<td>Terrain</td>
<td></td>
</tr>
<tr>
<td>Texture</td>
<td></td>
</tr>
<tr>
<td>Window</td>
<td></td>
</tr>
<tr>
<td>WindowManager</td>
<td></td>
</tr>
<tr>
<td>WindowManagerFacade</td>
<td></td>
</tr>
</tbody>
</table>
KB01_Engine
BMPLoader Class

Namespace:  global
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public class BMPLoader
Public Class BMPLoader
public ref class BMPLoader
See Also

BMPLoader Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
**BMPLoader Members**

The BMPLoader type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="LoadBMPToHeightMap" /></td>
<td>Loads the BMP to height map.</td>
</tr>
<tr>
<td><img src="image" alt="LoadBMPToTexture" /></td>
<td>Loads the BMP to texture.</td>
</tr>
</tbody>
</table>
See Also

BMPLoader members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
The **BMPLoader** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LoadBMPToHeightMap</td>
<td>Loads the BMP to height map.</td>
</tr>
<tr>
<td>LoadBMPToTexture</td>
<td>Loads the BMP to texture.</td>
</tr>
</tbody>
</table>
See Also

BMPLoader methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
BMPLoader..::..LoadBMPToHeightM Method

Loads the BMP to height map.

**Namespace:**  
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public BYTE* LoadBMPToHeightMap()

Public Function LoadBMPToHeightMap As BYTE*

public:
BYTE* LoadBMPToHeightMap()

Return Value
See Also

BMPLoader Class

Created with GhostDoc Community Edition
**BMPLoader..::..LoadBMPToTexture Method**

Loads the BMP to texture.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public BYTE* LoadBMPToTexture(
    int* _width,
    int* _height,
    long* _size,
    LPCTSTR _bmpfile
)

Public Function LoadBMPToTexture ( _
    _width As int*, _
    _height As int*, _
    _size As long*, _
    _bmpfile As LPCTSTR _
) As BYTE*

public:
BYTE* LoadBMPToTexture(
    int* _width,
    int* _height,
    long* _size,
    LPCTSTR _bmpfile
)

Parameters

_width
    Type: int*
    The _width.

_height
    Type: int*
    The _height.

_size
    Type: long*
    The _size.
_bmpfile
    Type: LPCTSTR
    The _bmpfile.

Return Value
See Also

BMPLoader Class

Created with GhostDoc Community Edition
Camera Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
Public class Camera

VB  
Public Class Camera

C++  
public ref class Camera
See Also

Camera Members
global Namespace

Created with GhostDoc Community Edition
Camera Members

The Camera type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Camera</td>
<td>Initializes a new instance of the [Camera] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>📷~Camera</td>
<td>Finalizes an instance of the [Camera] class.</td>
</tr>
</tbody>
</table>
See Also

Camera members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Camera Constructor

Initializes a new instance of the [Camera] class.

**Namespace:**

**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#

Public Sub New

public:
Camera()
See Also

Camera Class

Created with GhostDoc Community Edition
Camera Methods

The Camera type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Camera</td>
<td>Initializes a new instance of the [Camera] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>📸~Camera</td>
<td>Finalizes an instance of the [Camera] class.</td>
</tr>
</tbody>
</table>
See Also

Camera methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Camera:::~Camera Method

Finalizes an instance of the [Camera] class.

Namespace: Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void ~Camera()

Public Sub ~Camera

public:
void ~Camera()
See Also

[Link to Camera Class]

Created with GhostDoc Community Edition
KB01_Engine
Device Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public abstract class Device
Public MustInherit Class Device
public ref class Device abstract
See Also

 Device Members
 global Namespace

 Created with GhostDoc Community Edition
KB01_Engine
Device Members

The Device type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Device</td>
<td></td>
</tr>
<tr>
<td>AcquireDevice</td>
<td>Acquires the device.</td>
</tr>
<tr>
<td>InitDevice</td>
<td>Initializes the device.</td>
</tr>
<tr>
<td>ReleaseDevice</td>
<td>Releases the device.</td>
</tr>
</tbody>
</table>
See Also

Device members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Device Methods

The Device type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>~Device</code></td>
<td></td>
</tr>
<tr>
<td><code>AcquireDevice</code></td>
<td>Acquires the device.</td>
</tr>
<tr>
<td><code>InitDevice</code></td>
<td>Initializes the device.</td>
</tr>
<tr>
<td><code>ReleaseDevice</code></td>
<td>Releases the device.</td>
</tr>
</tbody>
</table>
See Also

Device methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Device:::~Device Method

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void ~Device()

Public Sub ~Device

public:
void ~Device()
See Also

Device Class

Created with GhostDoc Community Edition
KB01_Engine
Device:::AcquireDevice Method

Acquires the device.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

class MyClass
{
public:
    bool AcquireDevice()
}

Public Function AcquireDevice As bool

class MyClass
{
public:
    bool AcquireDevice()
}

Return Value
See Also

Device Class

Created with GhostDoc Community Edition
KB01_Engine
Device..::..InitDevice Method

Initializes the device.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
**Syntax**

**C#**

public bool InitDevice()

Public Function InitDevice As bool

**VB**

public InitDevice()

**C++**

public:
bool InitDevice()

**Return Value**
See Also

Device Class

Created with GhostDoc Community Edition
KB01_Engine
Device..::..ReleaseDevice Method

Releases the device.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public void ReleaseDevice()

VB

Public Sub ReleaseDevice

C++

public:
void ReleaseDevice()
See Also

Device Class

Created with GhostDoc Community Edition
KB01_Engine
EntityModel Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

Public Class EntityModel _
    Inherits InputListener

C++

public ref class EntityModel : public InputListener
Inheritance Hierarchy

`global::..InputListener`
`global::..EntityModel`
See Also

EntityModel Members
global Namespace

Created with GhostDoc Community Edition
**EntityModel Members**

The `EntityModel` type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EntityModel</td>
<td>Initializes a new instance of the [EntityModel] class.</td>
</tr>
</tbody>
</table>
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~EntityModel</td>
<td>Finalizes an instance of the [EntityModel] class.</td>
</tr>
<tr>
<td>ChangeRotation</td>
<td>Changes the rotation.</td>
</tr>
<tr>
<td>GetRotation</td>
<td>Gets the rotation.</td>
</tr>
<tr>
<td>InitGeometry</td>
<td></td>
</tr>
<tr>
<td>InitTiger</td>
<td>Initializes the tiger.</td>
</tr>
<tr>
<td>Notify</td>
<td>Notifies the specified state.</td>
</tr>
<tr>
<td>SetRotation</td>
<td>Sets the rotation.</td>
</tr>
<tr>
<td>SetStreamsource</td>
<td>Sets the streamsource.</td>
</tr>
<tr>
<td>SetupMatrices</td>
<td>Setups the matrices.</td>
</tr>
</tbody>
</table>
# Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>g_dwNumMaterials</td>
<td></td>
</tr>
<tr>
<td>g_pMesh</td>
<td></td>
</tr>
<tr>
<td>g_pMeshMaterials</td>
<td></td>
</tr>
<tr>
<td>g_pMeshTextures</td>
<td></td>
</tr>
</tbody>
</table>
See Also

EntityModel members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
**EntityModel Constructor**

Initializes a new instance of the [EntityModel] class.

**Namespace:**
**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public EntityModel()

VB

Public Sub New

C++

public:
EntityModel()
See Also

EntityModel Class

Created with GhostDoc Community Edition
KB01_Engine
EntityModel Fields

The [EntityModel](#) type exposes the following members.
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>g_dwNumMaterials</td>
<td></td>
</tr>
<tr>
<td>g_pMesh</td>
<td></td>
</tr>
<tr>
<td>g_pMeshMaterials</td>
<td></td>
</tr>
<tr>
<td>g_pMeshTextures</td>
<td></td>
</tr>
</tbody>
</table>
See Also

EntityModel fields
global Namespace

Created with GhostDoc Community Edition
EntityModel::g_dwNumMaterials Field

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public DWORD g_dwNumMaterials

VB

Public g_dwNumMaterials As DWORD

c++

public:
DWORD g_dwNumMaterials
See Also

EntityModel Class

Created with GhostDoc Community Edition
KB01_Engine
EntityModel::g_pMesh Field

Namespace: 
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public LPD3DXMESH g_pMesh

Public g_pMesh As LPD3DXMESH

public:
LPD3DXMESH g_pMesh
See Also

EntityModel Class

Created with GhostDoc Community Edition
KB01_Engine
EntityModel::g_pMeshMaterials Field

Namespace: 
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public D3DMATERIAL9* g_pMeshMaterials

Visual Basic does not support APIs that consume or return unsafe typ

public:
D3DMATERIAL9* g_pMeshMaterials
See Also

EntityModel Class

Created with GhostDoc Community Edition
EntityModel::g_pMeshTextures Field

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Visual Basic does not support APIs that consume or return unsafe types.

**C#**

```csharp
public LPDIRECT3DTEXTURE9* g_pMeshTextures
```

**VB**

```vbnet
Public g_pMeshTextures As LPDIRECT3DTEXTURE9
```

**C++**

```cpp
public:
LPDIRECT3DTEXTURE9* g_pMeshTextures
```
See Also

EntityModel Class

Created with GhostDoc Community Edition
KB01_Engine
EntityModel Methods

The EntityModel type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EntityModel</td>
<td>Initializes a new instance of the [EntityModel] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~EntityModel</td>
<td>Finalizes an instance of the [EntityModel] class.</td>
</tr>
<tr>
<td>ChangeRotation</td>
<td>Changes the rotation.</td>
</tr>
<tr>
<td>GetRotation</td>
<td>Gets the rotation.</td>
</tr>
<tr>
<td>InitGeometry</td>
<td></td>
</tr>
<tr>
<td>InitTiger</td>
<td>Initializes the tiger.</td>
</tr>
<tr>
<td>Notify</td>
<td>Notifies the specified state.</td>
</tr>
<tr>
<td>SetRotation</td>
<td>Sets the rotation.</td>
</tr>
<tr>
<td>SetStreamsource</td>
<td>Sets the streamsource.</td>
</tr>
<tr>
<td>SetupMatrices</td>
<td>Setsups the matrices.</td>
</tr>
</tbody>
</table>
See Also

EntityModel methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
EntityModel..::.~EntityModel Method

Finalizes an instance of the [EntityModel] class.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++

public void ~EntityModel()

Public Sub ~EntityModel

public:
void ~EntityModel()
See Also

EntityModel Class

Created with GhostDoc Community Edition
KB01_Engine
EntityModel..::..ChangeRotation Method

Changes the rotation.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

```csharp
public void ChangeRotation(
    Renderer* _renderer,
    int _rotation
)
```

VB

```vbnet
Public Sub ChangeRotation (_
    _renderer As Renderer*, _
    _rotation As Int _
)
```

C++

```cpp
public:
void ChangeRotation(
    Renderer* _renderer,
    int _rotation
)
```

Parameters

_renderer
Type: `global::::Renderer`
The _renderer.

_rotation
Type: `int`
The _rotation.
See Also

EntityModel Class

Created with GhostDoc Community Edition
KB01_Engine
EntityModel..::.GetRotation Method

Gets the rotation.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
Syntax

C#
VB
C++

public int GetRotation()

Public Function GetRotation As int

public:
int GetRotation()

Return Value
See Also

EntityModel Class

Created with GhostDoc Community Edition
KB01_Engine
EntityModel..::..InitGeometry

Namespace: 
Assembly: KB01_Engine (in KB01_Engine.dll)
## Syntax

### C#

```csharp
public HRESULT InitGeometry(
    Renderer* _renderer
)
```

### VB

```vb
Public Function InitGeometry (_
    _renderer As Renderer* _
) As HRESULT
```

### C++

```cpp
public:
HRESULT InitGeometry(
    Renderer* _renderer
)
```

## Parameters

`_renderer`
- Type: `global...Renderer*`
See Also

EntityModel Class

Created with GhostDoc Community Edition
KB01_Engine
EntityModel:::..InitTiger Method

Initializes the tiger.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public HRESULT InitTiger(
    Renderer* _renderer
)

Public Function InitTiger ( _
    _renderer As Renderer* _
) As HRESULT

public:
HRESULT InitTiger(
    Renderer* _renderer
)

Parameters

_renderer
    Type: global...::Renderer*
    The _renderer.

Return Value
See Also

EntityModel Class

Created with GhostDoc Community Edition
KB01_Engine
EntityModel...::..Notify Method

Notifies the specified state.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
**Syntax**

- **C#**
- **VB**
- **C++**

```csharp
public void Notify(
    byte[] state
)
```

```vbnet
Public Sub Notify (  _
    state As byte() _
)
```

```cpp
public:
void Notify(
    array<byte>^ state
)
```

**Parameters**

- **state**
  - Type: array<byte>[]
  - The state.
See Also

*EntityModel Class*

*Created with GhostDoc Community Edition*
KB01_Engine
EntityModel..::..SetRotation Method

Sets the rotation.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void SetRotation(
    int _rotation
)

Public Sub SetRotation (_
    _rotation As int _
)

public:
void SetRotation(
    int _rotation
)

Parameters

_rotation
    Type: int
    The _rotation.
See Also

EntityModel Class

Created with GhostDoc Community Edition
KB01_Engine
EntityModel::SetStreamsource

Sets the streamsource.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
Syntax

C#

public void SetStreamsource(
    Renderer* _renderer
)

VB

Public Sub SetStreamsource (_
    _renderer As Renderer* _
)

C++

public:
void SetStreamsource(
    Renderer* _renderer
)

Parameters

_renderer
Type: global::Renderer*
The _renderer.
See Also

EntityModel Class

Created with GhostDoc Community Edition
EntityModel..::..SetupMatrices Method

Setups the matrices.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void SetupMatrices(
    Renderer* _renderer
)

Public Sub SetupMatrices (_
    _renderer As Renderer* _
)

public:
void SetupMatrices(
    Renderer* _renderer
)

Parameters

_renderer
    Type: global::Renderer*
    The _renderer.
See Also

EntityModel Class

Created with GhostDoc Community Edition
KB01_Engine
Heightmap Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

```csharp
public class Heightmap
Public Class Heightmap
public ref class Heightmap
```
See Also

Heightmap Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Heightmap Members

The Heightmap type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heightmap</td>
<td>Initializes a new instance of the [Heightmap] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Heightmap</td>
<td>Finalizes an instance of the <code>[Heightmap]</code> class.</td>
</tr>
</tbody>
</table>
See Also

Heightmap members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Heightmap Constructor

Initializes a new instance of the [Heightmap] class.

**Namespace:**
**Assembly:** KB01_Engine (in KB01_Engine.dll)
### Syntax

**C#**

```csharp
public Heightmap()
```

**VB**

```vbnet
Public Sub New
```

**C++**

```cpp
public:
Heightmap()
```
See Also

Heightmap Class

Created with GhostDoc Community Edition
Heightmap Methods

The Heightmap type exposes the following members.
# Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🚀 Heightmap</td>
<td>Initializes a new instance of the [Heightmap] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Heightmap</td>
<td>Finalizes an instance of the [Heightmap] class.</td>
</tr>
</tbody>
</table>
See Also

Heightmap methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Heightmap:::~Heightmap Method

Finalizes an instance of the [Heightmap] class.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void ~Heightmap()
Public Sub ~Heightmap

public:
void ~Heightmap()
See Also

Heightmap Class

Created with GhostDoc Community Edition
KB01_Engine
Image Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
Public class Image

VB
Public Class Image

C++
public ref class Image
See Also

Image Members
global Namespace

Created with GhostDoc Community Edition
Image Members

The Image type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Image</td>
<td>Initializes a new instance of the [Image] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>📷 ~Image</td>
<td>Finalizes an instance of the [Image] class.</td>
</tr>
</tbody>
</table>
See Also

Image members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Image Constructor

Initializes a new instance of the [Image] class.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
Public Sub New

VB

C++

public Image()

Public Sub New

public:
Image()
See Also

Image Class

Created with GhostDoc Community Edition
KB01_Engine
Image Methods

The Image type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Image</td>
<td>Initializes a new instance of the [Image] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>~Image</code></td>
<td>Finalizes an instance of the [Image] class.</td>
</tr>
</tbody>
</table>
See Also

Image methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Image::..~Image Method

Finalizes an instance of the [Image] class.

**Namespace:**
**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#

Public Sub ~Image()

VB

Public Sub ~Image

C++

public: void ~Image()
See Also

Image Class

Created with GhostDoc Community Edition
KB01_Engine
InputListener Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++

public abstract class InputListener
Public MustInherit Class InputListener
public ref class InputListener abstract
See Also

InputListener Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
InputListener Members

The InputListener type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Notify</td>
<td>Notifies the specified state.</td>
</tr>
</tbody>
</table>
See Also

InputListener members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
InputListener Methods

The InputListener type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Notify</td>
<td>Notifies the specified state.</td>
</tr>
</tbody>
</table>
See Also

InputListener methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
InputListener..::..Notify Method

Notifies the specified state.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void Notify(
    byte[] state
)

Public Sub Notify (_
    state As byte() _
)

public:
void Notify(
    array<byte>^ state
)

Parameters

state
    Type: array<byte>[][]
    The state.
See Also

InputListener Class

Created with GhostDoc Community Edition
KB01_Engine
InputManager Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public class InputManager
Public Class InputManager
public ref class InputManager
See Also

InputManager Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
InputManager Members

The InputManager type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>InputManager</td>
<td>Initializes a new instance of the [InputManager] class.</td>
</tr>
</tbody>
</table>
Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~InputManager</td>
<td>Finalizes an instance of the [InputManager] class.</td>
</tr>
<tr>
<td>AddListener</td>
<td>Adds the listener.</td>
</tr>
<tr>
<td>CreateDevice</td>
<td>Creates the device.</td>
</tr>
<tr>
<td>DeleteAllDevices</td>
<td>Deletes all devices.</td>
</tr>
<tr>
<td>DeleteAllListeners</td>
<td>Deletes all listeners.</td>
</tr>
<tr>
<td>GetDevices</td>
<td>Gets the devices.</td>
</tr>
<tr>
<td>GetMouse</td>
<td>Gets the mouse.</td>
</tr>
<tr>
<td>NotifyListeners</td>
<td>Notifies the listeners.</td>
</tr>
<tr>
<td>Update</td>
<td>Updates this instance.</td>
</tr>
</tbody>
</table>
See Also

InputManager members
global Namespace

Created with GhostDoc Community Edition
InputManager Constructor

Initializes a new instance of the [InputManager] class.

Namespace: 
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public InputManager(
    HWND _hwnd
)

Public Sub New (_
    _hwnd As HWND _
)

public:
InputManager(
    HWND _hwnd
)

Parameters

(hwnd
    Type: HWND
    The _HWND.
See Also

InputManager Class

Created with GhostDoc Community Edition
KB01_Engine
InputManager Methods

The InputManager type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>InputManager</td>
<td>Initializes a new instance of the [InputManager] class.</td>
</tr>
</tbody>
</table>
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>~InputManager</code></td>
<td>Finalizes an instance of the [InputManager] class.</td>
</tr>
<tr>
<td><code>AddListener</code></td>
<td>Adds the listener.</td>
</tr>
<tr>
<td><code>CreateDevice</code></td>
<td>Creates the device.</td>
</tr>
<tr>
<td><code>DeleteAllDevices</code></td>
<td>Deletes all devices.</td>
</tr>
<tr>
<td><code>DeleteAllListeners</code></td>
<td>Deletes all listeners.</td>
</tr>
<tr>
<td><code>GetDevices</code></td>
<td>Gets the devices.</td>
</tr>
<tr>
<td><code>GetMouse</code></td>
<td>Gets the mouse.</td>
</tr>
<tr>
<td><code>NotifyListeners</code></td>
<td>.Notify the listeners.</td>
</tr>
<tr>
<td><code>Update</code></td>
<td>Updates this instance.</td>
</tr>
</tbody>
</table>

See Also

InputManager methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
InputManager::~InputManager

Finalizes an instance of the [InputManager] class.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void ~InputManager()

Public Sub ~InputManager

public:
void ~InputManager()}
See Also

InputManager Class

Created with GhostDoc Community Edition
KB01_Engine
InputManager...::..AddListener Method

Adds the listener.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public HRESULT AddListener(
    InputListener* listenerPtr
)

VB

Public Function AddListener (_
    listenerPtr As InputListener*_
) As HRESULT

C++

public: HRESULT AddListener(
    InputListener* listenerPtr
)

Parameters

listenerPtr
    Type: global::InputListener*
    The listener PTR.

Return Value
See Also

InputManager Class

Created with GhostDoc Community Edition
KB01_Engine
InputManager::CreateDevice Method

Creates the device.

Namespace: 
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void CreateDevice(
    HWND _hwnd
)

Public Sub CreateDevice (_
    _hwnd As HWND _
)

public:
void CreateDevice(
    HWND _hwnd
)

Parameters

(hwnd
    Type: HWND
    The _HWND.

}
See Also

InputManager Class

Created with GhostDoc Community Edition
KB01_Engine
InputManager::DeleteAllDevices Method

Deletes all devices.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
**Syntax**

**C#**
```csharp
public void DeleteAllDevices()

Public Sub DeleteAllDevices
```

**VB**
```vbnet
Public Sub DeleteAllDevices
```

**C++**
```c++
public:
void DeleteAllDevices()
```
See Also

InputManager Class

Created with GhostDoc Community Edition
InputManager::DeleteAllListeners Method

Deletes all listeners.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
 VB
 C++

public void DeleteAllListeners()

Public Sub DeleteAllListeners

public:
void DeleteAllListeners()
See Also

- `InputManager Class`
- `Created with GhostDoc Community Edition`
InputManager..::..GetDevices Method

Gets the devices.

Namespace:
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

**C#**

```csharp
public [T:std.vector<Device]* GetDevices()
```

**VB**

```vbnet
Public Function GetDevices As [T:std.vector<Device]*
```

**C++**

```cpp
public:
[T:std.vector<Device]* GetDevices()
```

**Return Value**
See Also

InputManager Class

Created with GhostDoc Community Edition
InputManager...:::GetMouse Method

Gets the mouse.

**Namespace:**
**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public Mouse* GetMouse()

Public Function GetMouse As Mouse*

public:
Mouse* GetMouse()

Return Value
See Also

InputManager Class

Created with GhostDoc Community Edition
KB01_Engine
InputManager::...::..NotifyListeners Method

Notifies the listeners.

Namespace:
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
Public Sub NotifyListeners( 
    state As byte() 
)

VB
Public Sub NotifyListeners ( _
    state As byte() _
)

C++
public:
void NotifyListeners( 
    array<byte>^ state
)

Parameters

state
    Type: array<byte>[]
    The state.
See Also

InputManager Class

Created with GhostDoc Community Edition
KB01_Engine
InputManager:::..Update Method

Updates this instance.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

**C#**

```csharp
public void Update()
```

**VB**

```vbnet
Public Sub Update
```

**C++**

```cpp
public:
void Update()
```
See Also

InputManager Class

Created with GhostDoc Community Edition
KB01_Engine
Kernel Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++

public class Kernel : InputListener  
Public Class Kernel _  
    Inherits InputListener  

public ref class Kernel : public InputListener
Inheritance Hierarchy

```
global::__InputListener
global::...Kernel
```
See Also

Kernel Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Kernel Members

The Kernel type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kernel</td>
<td>Initializes a new instance of the [Kernel] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Kernel</td>
<td>Finalizes an instance of the [Kernel] class.</td>
</tr>
<tr>
<td>Init</td>
<td>initializes this instance.</td>
</tr>
<tr>
<td>LoadLevel</td>
<td>Loads the level.</td>
</tr>
<tr>
<td>Notify</td>
<td>Notifies the specified state.</td>
</tr>
<tr>
<td>Run</td>
<td>Runs this instance.</td>
</tr>
<tr>
<td>Step</td>
<td>Steps this instance.</td>
</tr>
</tbody>
</table>
See Also

Kernel members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Kernel Constructor

Initializes a new instance of the [Kernel] class.

**Namespace:**

**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public Kernel()

Public Sub New

public:
Kernel()
See Also

Kernel Class

Created with GhostDoc Community Edition
KB01_Engine
Kernel Methods

The Kernel type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="Kernel" alt="Kernel" /></td>
<td>Initializes a new instance of the [Kernel] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>~Kernel</code></td>
<td>Finalizes an instance of the [Kernel] class.</td>
</tr>
<tr>
<td><code>Init</code></td>
<td>Initializes this instance.</td>
</tr>
<tr>
<td><code>LoadLevel</code></td>
<td>Loads the level.</td>
</tr>
<tr>
<td><code>Notify</code></td>
<td>Notifies the specified state.</td>
</tr>
<tr>
<td><code>Run</code></td>
<td>Runs this instance.</td>
</tr>
<tr>
<td><code>Step</code></td>
<td>Steps this instance.</td>
</tr>
</tbody>
</table>
See Also

Kernel methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Kernel..::..~Kernel Method

Finalizes an instance of the [Kernel] class.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void ~Kernel()

Public Sub ~Kernel

public:
void ~Kernel()
See Also

Kernel Class

Created with GhostDoc Community Edition
KB01_Engine
Kernel...::..Init Method

Initializes this instance.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++

public void Init()

Public Sub Init

public:
void Init()
See Also

Kernel Class

Created with GhostDoc Community Edition
KB01_Engine
Kernel::LoadLevel Method

Loads the level.

Namespace: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public void LoadLevel(
    string _level
)

VB

Public Sub LoadLevel ( _
    _level As string _
)

C++

public:
void LoadLevel(
    string _level
)

Parameters

_level
    Type: string
    The _level.
See Also

Kernel Class

Created with GhostDoc Community Edition
KB01_Engine
Kernel:::..Notify Method

Notifies the specified state.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#  

```csharp
public void Notify(
    byte[] state
)
```

VB  

```vbnet
Public Sub Notify(_
    state As byte() _
)
```

C++  

```cpp
public:
void Notify(
    array<byte>^ state
)
```

**Parameters**

state

Type: array<byte>[][]

The state.
See Also

Kernel Class

Created with GhostDoc Community Edition
KB01_Engine
Kernel..::..Run Method

Runs this instance.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
## Syntax

**C#**

```csharp
public bool Run()
```

**VB**

```vbnet
Public Function Run As bool
```

**C++**

```cpp
public:
bool Run()
```

### Return Value
See Also

*Kernel Class*

*Created with GhostDoc Community Edition*
KB01_Engine
Kernel::Step Method

Steps this instance.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
## Syntax

### C#

```csharp
public void Step()
```

### VB

```vbnet
Public Sub Step
```

### C++

```cpp
public:
void Step()
```
See Also

Kernel Class

Created with GhostDoc Community Edition
KB01_Engine
Keyboard Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public class Keyboard : Device

Public Class Keyboard _
    Inherits Device

public ref class Keyboard : public Device
Inheritance Hierarchy

global::<::Device
global::<::Keyboard
See Also

Keyboard Members
global Namespace

Created with GhostDoc Community Edition
Keyboard Members

The `Keyboard` type exposes the following members.
# Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Keyboard()</code></td>
<td>Initializes a new instance of the [Keyboard] class.</td>
</tr>
<tr>
<td><code>Keyboard(HWND)</code></td>
<td>Initializes a new instance of the [Keyboard] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>~Keyboard</code></td>
<td>Finalizes an instance of the [Keyboard] class.</td>
</tr>
<tr>
<td><code>AcquireDevice</code></td>
<td>Acquires the device.</td>
</tr>
<tr>
<td><code>DeviceState</code></td>
<td>Devices the state.</td>
</tr>
<tr>
<td><code>InitDevice</code></td>
<td>Initializes the device.</td>
</tr>
<tr>
<td><code>PollDevice</code></td>
<td>Polls the device.</td>
</tr>
<tr>
<td><code>ReleaseDevice</code></td>
<td>Releases the device.</td>
</tr>
</tbody>
</table>
See Also

Keyboard members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Keyboard Methods

The Keyboard type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Keyboard()</td>
<td>Initializes a new instance of the [Keyboard] class.</td>
</tr>
<tr>
<td>Keyboard(HWND)</td>
<td>Initializes a new instance of the [Keyboard] class.</td>
</tr>
</tbody>
</table>
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Keyboard</td>
<td>Finalizes an instance of the [Keyboard] class.</td>
</tr>
<tr>
<td>AcquireDevice</td>
<td>Acquires the device.</td>
</tr>
<tr>
<td>DeviceState</td>
<td>Devices the state.</td>
</tr>
<tr>
<td>InitDevice</td>
<td>Initializes the device.</td>
</tr>
<tr>
<td>PollDevice</td>
<td>Polls the device.</td>
</tr>
<tr>
<td>ReleaseDevice</td>
<td>Releases the device.</td>
</tr>
</tbody>
</table>
See Also

Keyboard methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Keyboard..::..~Keyboard Method

Finalizes an instance of the [Keyboard] class.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

**C#**

```csharp
public void ~Keyboard()
```

**VB**

```vbnet
Public Sub ~Keyboard
```

**C++**

```cpp
public:
void ~Keyboard()
```
See Also

Keyboard Class

Created with GhostDoc Community Edition
Keyboard..::..AcquireDevice Method

Acquires the device.

Namespace:
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public bool AcquireDevice()

Public Function AcquireDevice As bool

public:
bool AcquireDevice()

Return Value
See Also

Keyboard Class

Created with GhostDoc Community Edition
KB01_Engine
Keyboard..::..DeviceState Method

Devices the state.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
Syntax

C#
VB
C++

public byte* DeviceState()

Public Function DeviceState As byte*

public:
byte* DeviceState()

Return Value
See Also

Keyboard Class

Created with GhostDoc Community Edition
KB01_Engine
Keyboard..::..InitDevice Method

Initializes the device.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public bool InitDevice()
Public Function InitDevice As bool

public:
bool InitDevice()

Return Value
See Also

Keyboard Class

Created with GhostDoc Community Edition
KB01_Engine
Keyboard...PollDevice Method

Polls the device.

**Namespace:**
**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public HRESULT PollDevice()

Public Function PollDevice As HRESULT

public:
HRESULT PollDevice()

Return Value
See Also

Keyboard Class

Created with GhostDoc Community Edition
Keyboard..::..ReleaseDevice Method

Releases the device.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public void ReleaseDevice()

Public Sub ReleaseDevice

public:
void ReleaseDevice()
See Also

Keyboard Class

Created with GhostDoc Community Edition
KB01_Engine
Log Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
Public class Log
Public Class Log
public ref class Log
See Also

Log Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Log Members

The Log type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>CloseLogFile</code></td>
<td>Closes the log file.</td>
</tr>
<tr>
<td><code>Instance</code></td>
<td>Instances this instance.</td>
</tr>
<tr>
<td><code>LogMessage</code></td>
<td>Logs the message.</td>
</tr>
<tr>
<td><code>OpenLogFile</code></td>
<td>Opens the log file.</td>
</tr>
</tbody>
</table>
See Also

Log members
global Namespace

Created with GhostDoc Community Edition
Log Methods

The Log type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CloseLogFile</td>
<td>Closes the log file.</td>
</tr>
<tr>
<td>Instance</td>
<td>Instances this instance.</td>
</tr>
<tr>
<td>LogMessage</td>
<td>Logs the message.</td>
</tr>
<tr>
<td>OpenLogFile</td>
<td>Opens the log file.</td>
</tr>
</tbody>
</table>
See Also

Log methods
global Namespace

Created with GhostDoc Community Edition
Log...CloseLogFile Method

Closes the log file.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void CloseLogFile()

Public Sub CloseLogFile

public:
void CloseLogFile()
See Also

Log Class

Created with GhostDoc Community Edition
KB01_Engine
Log::.::.Instance Method

Instances this instance.

Namespace: 
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

**C#**

```csharp
public static Log* Instance()
```

**VB**

```vbnet
Public Shared Function Instance As Log*
```

**C++**

```cpp
public:
static Log* Instance()
```

**Return Value**
See Also

Log Class

Created with GhostDoc Community Edition
KB01_Engine
LogMessage Method

Logs the message.

Namespace:
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public void LogMessage(
    string message,
    Log::MessageType kind
)

Public Sub LogMessage ( _
    message As string, _
    kind As Log::MessageType _
)

public:
void LogMessage(
    string message,
    Log::MessageType kind
)

Parameters

message
    Type: string
    The message.

kind
    Type: global::Log::MessageType
    The kind.
See Also

Log Class

Created with GhostDoc Community Edition
KB01_Engine
Log::OpenLogFile Method

Opens the log file.

**Namespace:**

**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
```csharp
public void OpenLogFile(
    string _file
)
```

VB  
```vbnet
Public Sub OpenLogFile (_
    _file As string _
)
```

C++  
```cpp
public:
void OpenLogFile(
    string _file
)
```

Parameters

_file  
Type: string  
The _file.
See Also

Log Class

Created with GhostDoc Community Edition
KB01_Engine
Material Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
Public Class Material

VB
Public Class Material

C++
public ref class Material
See Also

Material Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Material Members

The Material type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Material</code></td>
<td>Initializes a new instance of the [Material] class.</td>
</tr>
</tbody>
</table>
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🌸 ~Material</td>
<td>Finalizes an instance of the [Material] class.</td>
</tr>
</tbody>
</table>
See Also

Material members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Material Constructor

Initializes a new instance of the [Material] class.

Namespace:
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

c

C#
VB
C++

public Material()

Public Sub New

public:
Material()
See Also

Material Class

Created with GhostDoc Community Edition
KB01_Engine
Material Methods

The Material type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🌿 Material</td>
<td>Initializes a new instance of the [Material] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🍀~Material</td>
<td>Finalizes an instance of the [Material] class.</td>
</tr>
</tbody>
</table>
See Also

Material methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Material..::..~Material Method

Finalizes an instance of the [Material] class.

**Namespace:**
**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void ~Material()

Public Sub ~Material

public:
void ~Material()
See Also

Material Class

Created with GhostDoc Community Edition
KB01_Engine
Mouse Class

Namespace: global
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public class Mouse : Device

VB

Public Class Mouse
    Inherits Device

public ref class Mouse : public Device
Inheritance Hierarchy

global:::Device
global:::Mouse
See Also

Mouse Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Mouse Members

The Mouse type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mouse</td>
<td>Initializes a new instance of the [Mouse] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Mouse</td>
<td>Finalizes an instance of the [Mouse] class.</td>
</tr>
<tr>
<td>AcquireDevice</td>
<td>Acquires the device.</td>
</tr>
<tr>
<td>DeviceState</td>
<td>Devices the state.</td>
</tr>
<tr>
<td>InitDevice</td>
<td>Initializes the device.</td>
</tr>
<tr>
<td>MouseKeyDown</td>
<td>Mouses the key down.</td>
</tr>
<tr>
<td>PollDevice</td>
<td>Polls the device.</td>
</tr>
<tr>
<td>ReleaseDevice</td>
<td>Releases the device.</td>
</tr>
</tbody>
</table>
See Also

Mouse members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Mouse Constructor

Initializes a new instance of the [Mouse] class.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

```csharp
public Mouse(
    HWND _hwnd
)
```

VB

```vbnet
Public Sub New (_
    _hwnd As HWND _
)
```

C++

```c++
public: 
Mouse(
    HWND _hwnd
)
```

**Parameters**

.hwnd

- Type: HWND
- The _HWND.
See Also

Mouse Class

Created with GhostDoc Community Edition
Mouse Methods

The Mouse type exposes the following members.
# Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mouse</td>
<td>Initializes a new instance of the [Mouse] class.</td>
</tr>
</tbody>
</table>
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Mouse</td>
<td>Finalizes an instance of the [Mouse] class.</td>
</tr>
<tr>
<td>AcquireDevice</td>
<td>Acquires the device.</td>
</tr>
<tr>
<td>DeviceState</td>
<td>Devices the state.</td>
</tr>
<tr>
<td>InitDevice</td>
<td>Initializes the device.</td>
</tr>
<tr>
<td>MouseKeyDown</td>
<td>Mouses the key down.</td>
</tr>
<tr>
<td>PollDevice</td>
<td>Polls the device.</td>
</tr>
<tr>
<td>ReleaseDevice</td>
<td>Releases the device.</td>
</tr>
</tbody>
</table>
See Also

Mouse methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Mouse..::..~Mouse Method

Finalizes an instance of the [Mouse] class.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void ~Mouse()
Public Sub ~Mouse

public:
void ~Mouse()
See Also

Mouse Class

Created with GhostDoc Community Edition
KB01_Engine
Mouse:::AcquireDevice Method

Acquires the device.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
Syntax

C#
VB
C++

public bool AcquireDevice()

Public Function AcquireDevice As bool

public:
bool AcquireDevice()

Return Value
See Also

Mouse Class

Created with GhostDoc Community Edition
KB01_Engine
Mouse::..DeviceState Method

Devices the state.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public DIMOUSESTATE DeviceState()
Public Function DeviceState As DIMOUSESTATE

public:
DIMOUSESTATE DeviceState()

Return Value
See Also

Mouse Class

Created with GhostDoc Community Edition
KB01_Engine
Mouse..::..InitDevice Method

Initializes the device.

**Namespace:**

**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

class ICIF_3D_RENDERER_INTERFACE
{
    public:
    STDMETHOD(InitDevice)
    STDMETHOD(ReleaseDevice)
    STDMETHOD(GetDeviceCaps)

    STDMETHOD(GetDeviceCaps)
    STDMETHOD(InitDevice)
    STDMETHOD(ReleaseDevice)
    STDMETHOD(GetDeviceCaps)
}

InitDevice()

C#,

InitDevice()

Public Function InitDevice As bool

InitDevice()

Public Function InitDevice As bool

public: bool InitDevice()

Return Value
See Also

Mouse Class

Created with GhostDoc Community Edition
Mouse..::..MouseKeyDown Method

Mouses the key down.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
public int MouseKeyDown(  
    char ucKey
)

VB  
Public Function MouseKeyDown ( _  
    ucKey As char _
) As int

C++  
public:  
int MouseKeyDown(  
    char ucKey
)

Parameters

ucKey  
Type: char  
The uc key.

Return Value
See Also

Mouse Class

Created with GhostDoc Community Edition
KB01_Engine
Mouse..::..PollDevice Method

Polls the device.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
Syntax

C#
VB
C++

public HRESULT PollDevice()

Public Function PollDevice As HRESULT

public:
HRESULT PollDevice()

Return Value
See Also

Mouse Class

Created with GhostDoc Community Edition
KB01_Engine
Mouse..::..ReleaseDevice Method

Releases the device.

Namespace:
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public void ReleaseDevice()

Public Sub ReleaseDevice

public:
void ReleaseDevice()
See Also

Mouse Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public abstract class Renderer

Public MustInherit Class Renderer

public ref class Renderer abstract
See Also

Renderer Members
global Namespace

Created with GhostDoc Community Edition
Renderer Members

The Render type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Renderer</td>
<td>Cleanups this instance.</td>
</tr>
<tr>
<td>Cleanup</td>
<td>Cleans the buffer.</td>
</tr>
<tr>
<td>ClearBuffer</td>
<td>Clears the buffer.</td>
</tr>
<tr>
<td>DrawPrimitive</td>
<td>Draws the primitive.</td>
</tr>
<tr>
<td>DrawSubset</td>
<td>Draws the subset.</td>
</tr>
<tr>
<td>GetBackBuffer</td>
<td>Gets the back buffer.</td>
</tr>
<tr>
<td>GetBackBufferWidth</td>
<td>Gets the width of the back buffer.</td>
</tr>
<tr>
<td>GetBackBufferSize</td>
<td>Gets the height of the back buffer.</td>
</tr>
<tr>
<td>GetDevice</td>
<td>Gets the device.</td>
</tr>
<tr>
<td>GetHWND</td>
<td>Gets the HWND.</td>
</tr>
<tr>
<td>GetVertexBuffer</td>
<td>Gets the vertex buffer.</td>
</tr>
<tr>
<td>InitDevice</td>
<td>Initializes the device.</td>
</tr>
<tr>
<td>InitVertexBuffer</td>
<td>Initializes the vertex buffer.</td>
</tr>
<tr>
<td>LoadMeshFromFile</td>
<td>Load the mesh from the specified file in the parent folder.</td>
</tr>
<tr>
<td>Present</td>
<td>Used to present the backbuffer to the frontbuffer for the device.</td>
</tr>
<tr>
<td>SetMaterial</td>
<td>Sets the material.</td>
</tr>
<tr>
<td>SetStreamSource</td>
<td>Sets the stream source.</td>
</tr>
<tr>
<td>SetTexture</td>
<td>Sets the texture.</td>
</tr>
<tr>
<td>SetViewport</td>
<td>Sets the view port.</td>
</tr>
</tbody>
</table>
See Also

Renderer members
global Namespace

Created with GhostDoc Community Edition
Renderer Methods

The Renderer type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Renderer</td>
<td></td>
</tr>
<tr>
<td>Cleanup</td>
<td>Cleans up this instance.</td>
</tr>
<tr>
<td>ClearBuffer</td>
<td>Clears the buffer.</td>
</tr>
<tr>
<td>DrawPrimitive</td>
<td>Draws the primitive.</td>
</tr>
<tr>
<td>DrawSubset</td>
<td>Draws the subset.</td>
</tr>
<tr>
<td>GetBackBuffer</td>
<td>Gets the back buffer.</td>
</tr>
<tr>
<td>GetBackBufferWidth</td>
<td>Gets the width of the back buffer.</td>
</tr>
<tr>
<td>GetBackBufferHeight</td>
<td>Gets the height of the back buffer.</td>
</tr>
<tr>
<td>GetDevice</td>
<td>Gets the device.</td>
</tr>
<tr>
<td>GetHWND</td>
<td>Gets the HWND.</td>
</tr>
<tr>
<td>GetVertexBuffer</td>
<td>Gets the vertex buffer.</td>
</tr>
<tr>
<td>InitDevice</td>
<td>Initializes the device.</td>
</tr>
<tr>
<td>InitVertexBuffer</td>
<td>Initializes the vertex buffer.</td>
</tr>
<tr>
<td>LoadMeshFromFile</td>
<td>Load the mesh from the specified file in the parent folder.</td>
</tr>
<tr>
<td>Present</td>
<td>Used to present the backbuffer to the frontbuffer for the device.</td>
</tr>
<tr>
<td>SetMaterial</td>
<td>Sets the material.</td>
</tr>
<tr>
<td>SetStreamSource</td>
<td>Sets the stream source.</td>
</tr>
<tr>
<td>SetTexture</td>
<td>Sets the texture.</td>
</tr>
<tr>
<td>SetViewPort</td>
<td>Sets the view port.</td>
</tr>
</tbody>
</table>
See Also

**Renderer methods**
**global Namespace**

*Created with GhostDoc Community Edition*
KB01_Engine
Renderer..::..~Renderer Method

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void ~Renderer()

Public Sub ~Renderer

public:
void ~Renderer()
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer...Cleanup Method

Cleanups this instance.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void Cleanup()

Public Sub Cleanup

public:
void Cleanup()
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer: ClearBuffer Method

Clears the buffer.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

```csharp
public void ClearBuffer(
    int R,
    int G,
    int B
)
```

VB

```vbnet
Public Sub ClearBuffer ( _
    R As int, _
    G As int, _
    B As int _
)
```

C++

```cpp
public:
void ClearBuffer(
    int R,
    int G,
    int B
)
```

Parameters

R
Type: int
The r.

G
Type: int
The g.

B
Type: int
The b.
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer...:::DrawPrimitive Method

Draws the primitive.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void DrawPrimitive()

Public Sub DrawPrimitive

public:
void DrawPrimitive()
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer:::DrawSubset Method

Draws the subset.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
Syntax

C#
Public Sub DrawSubset

c++
public: void DrawSubset()
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer...:...GetBackBuffer Method

Gets the back buffer.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void* GetBackBuffer()

Public Function GetBackBuffer As void*

public:
void* GetBackBuffer()

Return Value
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer::GetBackBufferWidth

Method

Gets the width of the back buffer.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++

public float GetBackBufferWidth()

Public Function GetBackBufferWidth As float

public:
float GetBackBufferWidth()

Return Value
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer...GetBackBufferHeight Method

Gets the height of the back buffer.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
Syntax

C#
VB
C++

public float GetBackBufferHeight()

Public Function GetBackBufferHeight As float

public:
float GetBackBufferHeight()

Return Value
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer...::GetDevice Method

Gets the device.

Namespace:  
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
Public Function GetDevice As void*

VB
public void* GetDevice()

C++
public:
void* GetDevice()

Return Value
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer...:::GetHWND Method

Gets the HWND.

**Namespace:**  
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public HWND GetHWND()

Public Function GetHWND As HWND

public:
HWND GetHWND()

Return Value
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer...:::GetVertexBuffer Method

Gets the vertex buffer.

**Namespace:**
**Assembly:**  KB01_Product (in KB01_Product.dll)
Syntax

C#
VB
C++

public void* GetVertexBuffer()

Public Function GetVertexBuffer As void*

public:
void* GetVertexBuffer()

Return Value
See Also

Renderer Class

Created with GhostDoc Community Edition
Renderer:::InitDevice Method

Initializes the device.

**Namespace:**  
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

```csharp
public HRESULT InitDevice(
    HWND _hWnd
)
```

```vbnet
Public Function InitDevice ( _
    _hWnd As HWND _
) As HRESULT
```

```cpp
public:
HRESULT InitDevice( 
    HWND _hWnd
)
```

**Parameters**

:_hWnd_
Type: HWND
The _hWnd_.

**Return Value**
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer...:::InitVertexBuffer Method

Initializes the vertex buffer.

Namespace: 
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public HRESULT InitVertexBuffer()

Public Function InitVertexBuffer As HRESULT

public:
HRESULT InitVertexBuffer()

Return Value
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer..::..LoadMeshFromFile

Method

Load the mesh from the specified file in the parent folder.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public void LoadMeshFromFile(
    LPCTSTR _fileName
)

VB

Public Sub LoadMeshFromFile (_
    _fileName As LPCTSTR _
)

C++

public:
void LoadMeshFromFile(
    LPCTSTR _fileName
)

Parameters

_fileName
    Type: LPCTSTR
    Name of the _file.
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer...:..Present Method

Used to present the backbuffer to the frontbuffer for the device.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
Syntax

C#

Public Sub Present

VB

Public Sub Present

C++

public: void Present()
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer:::SetMaterial Method

Sets the material.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public HRESULT SetMaterial()

Public Function SetMaterial As HRESULT

public:
HRESULT SetMaterial()

Return Value
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer::SetStreamSource Method

Sets the stream source.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
Syntax

C#
VB
C++

public void SetStreamSource()

Public Sub SetStreamSource

public:
void SetStreamSource()
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer...:..:SetTexture Method

Sets the texture.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

**C#**

```csharp
public void SetTexture()
```

**VB**

```vbnet
Public Sub SetTexture
```

**C++**

```cpp
public:
void SetTexture()
```
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
Renderer...:::SetViewport Method

Sets the view port.

**Namespace:** KB01_Engine
**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#
public void SetViewPort(
    void* _viewPort
)

VB
Public Sub SetViewPort (_
    _viewPort As void* _
)

C++
public:
void SetViewPort(
    void* _viewPort
)

Parameters

_viewPort
    Type: void*
    The _view port.
See Also

Renderer Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

Public Class RendererDx
    Inherits Renderer

VB

Public Class RendererDx
    Inherits Renderer

C++

public class RendererDx : Renderer

Public Class RendererDx
    Inherits Renderer

public ref class RendererDx : public Renderer
Inheritance Hierarchy

global::<..Renderer
  global:....RendererDx
See Also

RendererDx Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
RendererDx Members

The RendererDx type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="RendererDx" /></td>
<td>Initializes a new instance of the RendererDx class.</td>
</tr>
</tbody>
</table>
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~RendererDx</td>
<td>Finalizes an instance of the [RendererDx] class.</td>
</tr>
<tr>
<td>Cleanup</td>
<td>Cleans up this instance.</td>
</tr>
<tr>
<td>ClearBuffer</td>
<td>Cleans the buffer.</td>
</tr>
<tr>
<td>DrawPrimitive</td>
<td>Draws the primitive.</td>
</tr>
<tr>
<td>DrawSubset</td>
<td>Draws the subset.</td>
</tr>
<tr>
<td>GetBackBuffer</td>
<td>Gets the back buffer.</td>
</tr>
<tr>
<td>GetBackBufferWidth</td>
<td>Gets the width of the back buffer.</td>
</tr>
<tr>
<td>GetBackBufferHeight</td>
<td>Gets the height of the back buffer.</td>
</tr>
<tr>
<td>GetDevice</td>
<td>Gets the device.</td>
</tr>
<tr>
<td>GetHWND</td>
<td>Gets the HWND.</td>
</tr>
<tr>
<td>GetVertexBuffer</td>
<td>Gets the vertex buffer.</td>
</tr>
<tr>
<td>InitDevice</td>
<td>Initializes the device.</td>
</tr>
<tr>
<td>InitVertexBuffer</td>
<td>Initializes the vertex buffer.</td>
</tr>
<tr>
<td>LoadMeshFromFile</td>
<td>Load the mesh from the specified file in the parent folder.</td>
</tr>
<tr>
<td>Present</td>
<td>Used to present the backbuffer to the frontbuffer for the device.</td>
</tr>
<tr>
<td>SetMaterial</td>
<td>Sets the material.</td>
</tr>
<tr>
<td>SetStreamSource</td>
<td>Sets the stream source.</td>
</tr>
<tr>
<td>SetTexture</td>
<td>Sets the texture.</td>
</tr>
<tr>
<td>SetViewPort</td>
<td>Sets the view port.</td>
</tr>
</tbody>
</table>
See Also

RendererDx members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
RendererDx Constructor

Initializes a new instance of the [RendererDx] class.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public RendererDx()

Public Sub New

public:
RendererDx()
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx Methods

The RendererDx type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="#" alt="RendererDx" /></td>
<td>Initializes a new instance of the [RendererDx] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~RendererDx</td>
<td>Finalizes an instance of the [RendererDx] class.</td>
</tr>
<tr>
<td>Cleanup</td>
<td>Cleanups this instance.</td>
</tr>
<tr>
<td>ClearBuffer</td>
<td>Clears the buffer.</td>
</tr>
<tr>
<td>DrawPrimitive</td>
<td>Draws the primitive.</td>
</tr>
<tr>
<td>DrawSubset</td>
<td>Draws the subset.</td>
</tr>
<tr>
<td>GetBackBuffer</td>
<td>Gets the back buffer.</td>
</tr>
<tr>
<td>GetBackBufferWidth</td>
<td>Gets the width of the back buffer.</td>
</tr>
<tr>
<td>GetBackBufferHeight</td>
<td>Gets the height of the back buffer.</td>
</tr>
<tr>
<td>GetDevice</td>
<td>Gets the device.</td>
</tr>
<tr>
<td>GetHWND</td>
<td>Gets the HWND.</td>
</tr>
<tr>
<td>GetVertexBuffer</td>
<td>Gets the vertex buffer.</td>
</tr>
<tr>
<td>InitDevice</td>
<td>Initializes the device.</td>
</tr>
<tr>
<td>InitVertexBuffer</td>
<td>Initializes the vertex buffer.</td>
</tr>
<tr>
<td>LoadMeshFromFile</td>
<td>Load the mesh from the specified file in the parent folder.</td>
</tr>
<tr>
<td>Present</td>
<td>Used to present the backbuffer to the frontbuffer for the device.</td>
</tr>
<tr>
<td>SetMaterial</td>
<td>Sets the material.</td>
</tr>
<tr>
<td>SetStreamSource</td>
<td>Sets the stream source.</td>
</tr>
<tr>
<td>SetTexture</td>
<td>Sets the texture.</td>
</tr>
<tr>
<td>SetViewPort</td>
<td>Sets the view port.</td>
</tr>
</tbody>
</table>
See Also

RendererDx methods
global Namespace

Created with GhostDoc Community Edition
RendererDx:::~RendererDx Method

Finalizes an instance of the [RendererDx] class.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void ~RendererDx()

Public Sub ~RendererDx

public:
void ~RendererDx()
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
**RendererDx::...Cleanup Method**

Cleanups this instance.

**Namespace:**
**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public void Cleanup()

Public Sub Cleanup

public:
void Cleanup()
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx..::..ClearBuffer Method

Clears the buffer.

**Namespace:**
**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++

public void ClearBuffer(
    int R,
    int G,
    int B
)

Public Sub ClearBuffer ( _
    R As int, _
    G As int, _
    B As int _
)

public:
void ClearBuffer(
    int R,
    int G,
    int B
)

Parameters

R
Type: int
The r.

G
Type: int
The g.

B
Type: int
The b.
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx..::..DrawPrimitive Method

Draws the primitive.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
Public void DrawPrimitive()

VB  
Public Sub DrawPrimitive

c++  
public:
void DrawPrimitive()
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx...::..DrawSubset Method

Draws the subset.

Namespace: 
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

**C#**

public void DrawSubset()

**VB**

Public Sub DrawSubset

**C++**

public:
void DrawSubset()
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx::GetBackBuffer Method

Gets the back buffer.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
Syntax

C#
VB
C++

public void* GetBackBuffer()

Public Function GetBackBuffer As void*

public:
void* GetBackBuffer()

Return Value
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx...GetBackBufferWidth Method

Gets the width of the back buffer.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
Syntax

C#  
VB  
C++

public float GetBackBufferWidth()

Public Function GetBackBufferWidth As float

public:
float GetBackBufferWidth()

Return Value
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx..::..GetBackBufferHeight Method

Gets the height of the back buffer.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
**Syntax**

**C#**

```csharp
public float GetBackBufferHeight()
```

**VB**

```vbnet
Public Function GetBackBufferHeight As float
```

**C++**

```cpp
public:
float GetBackBufferHeight()
```

**Return Value**
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx..::..GetDevice Method

Gets the device.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
**Syntax**

**C#**

`public void* GetDevice()`

**VB**

`Public Function GetDevice As void*`

**C++**

`public:
void* GetDevice()`

**Return Value**
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx...GetHWND Method

Gets the HWND.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll (in KB01_Engine.dll)
Syntax

C#
VB
C++

public HWND GetHWND()

Public Function GetHWND As HWND

public:
HWND GetHWND()

Return Value
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx..::..GetVertexBuffer Method

Gets the vertex buffer.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void* GetVertexBuffer()

Public Function GetVertexBuffer As void*

public:
void* GetVertexBuffer()

Return Value
See Also

RendererDx Class

Created with GhostDoc Community Edition
RendererDx...::..InitDevice Method

Initializes the device.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
## Syntax

**C#**

```csharp
public HRESULT InitDevice(
    HWND _hWnd
)
```

**VB**

```vbnet
Public Function InitDevice (_
    _hWnd As HWND _
) As HRESULT
```

**C++**

```c++
public: HRESULT InitDevice(
    HWND _hWnd
)
```

### Parameters

_hWnd
Type: HWND
The _hWnd.

### Return Value
See Also

RendererDx Class

Created with GhostDoc Community Edition
RendererDx:::..InitVertexBuffer Method

Initializes the vertex buffer.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++  

public HRESULT InitVertexBuffer()

Public Function InitVertexBuffer As HRESULT

public:
HRESULT InitVertexBuffer()

Return Value
See Also

RendererDx Class

Created with GhostDoc Community Edition
RendererDx...LoadMeshFromFile Method

Load the mesh from the specified file in the parent folder.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
## Syntax

### C#
```csharp
public void LoadMeshFromFile(
    LPCTSTR _fileName
)
```

### VB
```vbnet
Public Sub LoadMeshFromFile (_
    _fileName As LPCTSTR _
)
```

### C++
```cpp
public:
void LoadMeshFromFile(
    LPCTSTR _fileName
)
```

### Parameters

_fileName  
Type: LPCTSTR  
Name of the _file.
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx...Present Method

Used to present the backbuffer to the frontbuffer for the device.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
Public void Present()

VB
Public Sub Present

C++
public:
void Present()
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx..::..SetMaterial Method

Sets the material.

**Namespace:**
**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#

Public Function SetMaterial() As HRESULT

C++

public HRESULT SetMaterial()

Return Value
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx..::..SetStreamSource Method

Sets the stream source.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
Public Sub SetStreamSource

VB  
Public Sub SetStreamSource

C++  
public: 
void SetStreamSource()
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx::SetTexture Method

Sets the texture.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void SetTexture()

Public Sub SetTexture

public:
void SetTexture()
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
RendererDx::SetViewport Method

Sets the view port.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
Syntax

C#

Public Sub SetViewPort (_
    _ViewPort As Void*)

VB

Public Sub SetViewPort (_
    _ViewPort As Void*)

C++

public: void SetViewPort(_
    void* _viewPort)

Parameters

_viewPort
    Type: void*
    The _view port.
See Also

RendererDx Class

Created with GhostDoc Community Edition
KB01_Engine
Resource Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
Public class Resource
Public Class Resource

VB

C++
public ref class Resource
See Also

Resource Members
global Namespace

Created with GhostDoc Community Edition
Resource Members

The Resource type exposes the following members.
### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🌼Resource</td>
<td>Initializes a new instance of the [Resource] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Resource</td>
<td>Finalizes an instance of the [Resource] class.</td>
</tr>
<tr>
<td>Cleanup</td>
<td>Cleanups this instance.</td>
</tr>
<tr>
<td>GetFileName</td>
<td>Gets the name of the file.</td>
</tr>
</tbody>
</table>
See Also

Resource members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Resource Constructor

Initializes a new instance of the [Resource] class.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public Resource(
    string fileName
)

Public Sub New ( _
    fileName As string _
)

public:
Resource(
    string fileName
)

Parameters

fileName
    Type: string
See Also

Resource Class

Created with GhostDoc Community Edition
KB01_Engine
Resource Methods

The Resource type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Resource</td>
<td>Initializes a new instance of the [Resource] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>~Resource</code></td>
<td>Finalizes an instance of the [Resource] class.</td>
</tr>
<tr>
<td><code>Cleanup</code></td>
<td>Cleanups this instance.</td>
</tr>
<tr>
<td><code>GetFileName</code></td>
<td>Gets the name of the file.</td>
</tr>
</tbody>
</table>
See Also

Resource methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Resource..::..~Resource Method

Finalizes an instance of the [Resource] class.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void ~Resource()
Public Sub ~Resource

public:
void ~Resource()
See Also

Resource Class

Created with GhostDoc Community Edition
KB01_Engine
Resource..::..Cleanup Method

Cleanups this instance.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public void Cleanup()

Public Sub Cleanup

public:
void Cleanup()
See Also

Resource Class

Created with GhostDoc Community Edition
KB01_Engine
Resource..::..GetFileName Method

Gets the name of the file.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++

public string GetFileName()

Public Function GetFileName As string

public:
string GetFileName()

Return Value
See Also
KB01_Engine
ResourceManager Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public class ResourceManager
Public Class ResourceManager
public ref class ResourceManager
See Also

ResourceManager Members
global Namespace

Created with GhostDoc Community Edition
ResourceManager Members

The **ResourceManager** type exposes the following members.
### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ResourceManager</td>
<td>Initializes a new instance of the [ResourceManager] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~ResourceManager</td>
<td>Finalizes an instance of the [ResourceManager] class.</td>
</tr>
<tr>
<td>DeleteAllResources</td>
<td>Deletes all resources.</td>
</tr>
<tr>
<td>LoadResource</td>
<td>Loads the resource.</td>
</tr>
</tbody>
</table>
See Also

ResourceManager members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
ResourceManager Constructor

Initializes a new instance of the [ResourceManager] class.

**Namespace:**

**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public ResourceManager()

Public Sub New

public:
ResourceManager()
See Also

ResourceManager Class

Created with GhostDoc Community Edition
KB01_Engine
ResourceManager Methods

The ResourceManager type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>₹ResourceManager</td>
<td>Initializes a new instance of the [ResourceManager] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~ResourceManager</td>
<td>Finalizes an instance of the [ResourceManager] class.</td>
</tr>
<tr>
<td>DeleteAllResources</td>
<td>Deletes all resources.</td>
</tr>
<tr>
<td>LoadResource</td>
<td>Loads the resource.</td>
</tr>
</tbody>
</table>
See Also

ResourceManager methods
global Namespace

Created with GhostDoc Community Edition
ResourceManager...~ResourceManager Method

Finalizes an instance of the [ResourceManager] class.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public void ~ResourceManager()

VB

Public Sub ~ResourceManager

C++

public:
void ~ResourceManager()
See Also

ResourceManager Class

Created with GhostDoc Community Edition
KB01_Engine
ResourceManager::DeleteAllResources Method

Deletes all resources.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
## Syntax

### C#

```csharp
public void DeleteAllResources()
```

### VB

```vbnet
Public Sub DeleteAllResources
```

### C++

```cpp
public:
void DeleteAllResources()
```
See Also

ResourceManager Class

Created with GhostDoc Community Edition
KB01_Engine
ResourceManager::LoadResource Method

Loads the resource.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
**Syntax**

**C#**

```csharp
public int LoadResource(
    string _fileName
)
```

**VB**

```vbnet
Public Function LoadResource (_
    _fileName As string _
) As int
```

**C++**

```cpp
public:
int LoadResource(  
    string _fileName  
)
```

**Parameters**

_fileName
Type: string
Name of the _file.

**Return Value**
See Also

ResourceManager Class

Created with GhostDoc Community Edition
KB01_Engine
ResourceManagerFacade Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
Public class ResourceManagerFacade

VB  
Public Class ResourceManagerFacade

C++  
public ref class ResourceManagerFacade
See Also

ResourceManagerFacade Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
ResourceManagerFacade Members

The ResourceManagerFacade type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ResourceManagerFacade</td>
<td>Initializes a new instance of the [ResourceManagerFacade] class.</td>
</tr>
</tbody>
</table>
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~ResourceManagerFacade</td>
<td>Finalizes an instance of the [ResourceManagerFacade] class.</td>
</tr>
</tbody>
</table>
See Also

ResourceManagerFacade members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
ResourceManagerFacade Constructor

Initializes a new instance of the [ResourceManagerFacade] class.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public ResourceManagerFacade()

Public Sub New

public:
ResourceManagerFacade()
See Also

ResourceManagerFacade Class

Created with GhostDoc Community Edition
KB01_Engine
ResourceManagerFacade Methods

The ResourceManagerFacade type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ResourceManagerFacade</code></td>
<td>Initializes a new instance of the [ResourceManagerFacade] class.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>-------------------------------------------------------</td>
</tr>
<tr>
<td><code>~ResourceManagerFacade</code></td>
<td>Finalizes an instance of the [ResourceManagerFacade] class.</td>
</tr>
</tbody>
</table>
See Also

ResourceManagerFacade methods
global Namespace

Created with GhostDoc Community Edition
ResourceManagerFacade::::~ResourceManagerFacade

Finalizes an instance of the [ResourceManagerFacade] class.

**Namespace:**
**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

\begin{verbatim}
C#

```csharp
public void ~ResourceManagerFacade()
```

VB

```vbnet
Public Sub ~ResourceManagerFacade
```

C++

```cpp
public:
void ~ResourceManagerFacade()
```
See Also

ResourceManagerFacade Class

Created with GhostDoc Community Edition
KB01_Engine
ResourceModel Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
Public class ResourceModel

VB
Public Class ResourceModel

C++
public ref class ResourceModel
See Also

ResourceModel Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
**ResourceModel Members**

The [ResourceModel](#) type exposes the following members.
# Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🍀~ResourceModel</td>
<td>Finalizes an instance of the [ResourceModel] class.</td>
</tr>
</tbody>
</table>
See Also

ResourceModel members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
ResourceModel Constructor

Initializes a new instance of the [ResourceModel] class.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public ResourceModel()

Public Sub New

public:
ResourceModel()
See Also

ResourceModel Class

Created with GhostDoc Community Edition
KB01_Engine
ResourceModel Methods

The ResourceModel type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>~ResourceModel</code></td>
<td>Finalizes an instance of the <code>ResourceModel</code> class.</td>
</tr>
</tbody>
</table>
See Also

ResourceModel methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
ResourceModel..::.~ResourceModel
Method

Finalizes an instance of the [ResourceModel] class.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
Public Sub ~ResourceModel()

VB  
Public Sub ~ResourceModel

C++  
public:  
void ~ResourceModel()
See Also

ResourceModel Class

Created with GhostDoc Community Edition
KB01_Engine
Scene Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++

public class Scene
Public Class Scene
public ref class Scene
See Also

Scene Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Scene Members

The Scene type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🌻 Scene</td>
<td>Initializes a new instance of the [Scene] class.</td>
</tr>
</tbody>
</table>
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Scene</td>
<td>Finalizes an instance of the [Scene] class.</td>
</tr>
<tr>
<td>ChangeRotation</td>
<td>Changes the rotation.</td>
</tr>
<tr>
<td>CreateEntityModel</td>
<td>Creates the entity model.</td>
</tr>
<tr>
<td>CreateViewPort</td>
<td>Creates the view port based on the amount of scenes that will be split on the window.</td>
</tr>
<tr>
<td>DeleteViewPort</td>
<td>Deletes the view port.</td>
</tr>
<tr>
<td>GetEntityModels</td>
<td>Gets the entity models.</td>
</tr>
<tr>
<td>GetLevelIndex</td>
<td>Gets the index of the level.</td>
</tr>
<tr>
<td>Render</td>
<td>Renders the specified _renderer.</td>
</tr>
<tr>
<td>SetupGeometry</td>
<td>Sets up the geometry.</td>
</tr>
<tr>
<td>SetupMatrices</td>
<td>Sets up the matrices.</td>
</tr>
</tbody>
</table>
See Also

Scene members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Scene Constructor

Initializes a new instance of the [Scene] class.

Namespace:
Assembly:  KB01_Engine (in KB01_Engine.dll)
## Syntax

**C#**

```csharp
public Scene(
    int _levelIndex
)
```

**VB**

```vbnet
Public Sub New (_
    _levelIndex As int _
)
```

**C++**

```cpp
public:
Scene(
    int _levelIndex
)
```

### Parameters

_levelIndex  
Type: int  
Index of the _level.
See Also

Scene Class

Created with GhostDoc Community Edition
KB01_Engine
Scene Methods

The `Scene` type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scene</td>
<td>Initializes a new instance of the [Scene] class.</td>
</tr>
</tbody>
</table>
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Scene</td>
<td>Finalizes an instance of the [Scene] class.</td>
</tr>
<tr>
<td>ChangeRotation</td>
<td>Changes the rotation.</td>
</tr>
<tr>
<td>CreateEntityModel</td>
<td>Creates the entity model.</td>
</tr>
<tr>
<td>CreateViewPort</td>
<td>Creates the view port based on the amount of scenes that will be splitted on the window.</td>
</tr>
<tr>
<td>DeleteViewPort</td>
<td>Deletes the view port.</td>
</tr>
<tr>
<td>GetEntityModels</td>
<td>Gets the entity models.</td>
</tr>
<tr>
<td>GetLevelIndex</td>
<td>Gets the index of the level.</td>
</tr>
<tr>
<td>Render</td>
<td>Renders the specified _renderer.</td>
</tr>
<tr>
<td>SetupGeometry</td>
<td>Sets up the geometry.</td>
</tr>
<tr>
<td>SetupMatrices</td>
<td>Sets up the matrices.</td>
</tr>
</tbody>
</table>
See Also

Scene methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Scene...::..~Scene Method

Finalizes an instance of the [Scene] class.

**Namespace:**

**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void ~Scene()

Public Sub ~Scene

public:
void ~Scene()
See Also

Scene Class

Created with GhostDoc Community Edition
Scene:::..ChangeRotation Method

Changes the rotation.

**Namespace:**  
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

```csharp
public void ChangeRotation(
    Renderer* _renderer,
    int _rotation
)
```

VB

```vbnet
Public Sub ChangeRotation (_
    _renderer As Renderer*, _
    _rotation As Int64 _
)
```

C++

```cpp
public:
void ChangeRotation(
    Renderer* _renderer,
    int _rotation
)
```

Parameters

_renderer
    Type: `global::Renderer`
    The _renderer.

_rotation
    Type: int
    The _rotation.
See Also

Scene Class

Created with GhostDoc Community Edition
KB01_Engine
Scene::CreateEntityModel Method

Creates the entity model.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
Syntax

C#
VB
C++

public void CreateEntityModel()

Public Sub CreateEntityModel

public:
void CreateEntityModel()
See Also

Scene Class

Created with GhostDoc Community Edition
Scene:::CreateViewport Method

Creates the view port based on the amount of scenes that will be splitted on the window.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

```csharp
public void CreateViewPort(
    RECT _rect
)
```

VB

```vbnet
Public Sub CreateViewPort (_
    _rect As RECT _
)
```

C++

```cpp
public: 
void CreateViewPort(
    RECT _rect
)
```

**Parameters**

_rect
Type: RECT
The _rect.
See Also

Scene Class

Created with GhostDoc Community Edition
Scene..::..DeleteViewPort Method

Deletes the view port.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

public void DeleteViewPort()

Public Sub DeleteViewPort

public:
void DeleteViewPort()
See Also

Scene Class

Created with GhostDoc Community Edition
KB01_Engine
Scene::GetEntityModels Method

Gets the entity models.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
## Syntax

**C#**

```csharp
public [T:std.vector<EntityModel] GetEntityModels()
```

**VB**

```vbnet
Public Function GetEntityModels As [T:std.vector<EntityModel] *
```

**C++**

```cpp
public:
[T:std.vector<EntityModel]* GetEntityModels()
```

**Return Value**
See Also

Scene Class

Created with GhostDoc Community Edition
KB01_Engine
Scene:::..GetLevelIndex Method

Gets the index of the level.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public int GetLevelIndex()
Public Function GetLevelIndex As int
public:
int GetLevelIndex()

Return Value
See Also

Scene Class

Created with GhostDoc Community Edition
KB01_Engine
Scene..::..Render Method

Renders the specified _renderer.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

void Render(
    Renderer* _renderer,
    HWND _hWnd
)

VB

Public Sub Render (_
    _renderer As Renderer*, _
    _hWnd As HWND _
)

C++

public:
void Render(
    Renderer* _renderer,
    HWND _hWnd
)

Parameters

_renderer
   Type: global::Renderer*
   The _renderer.

_hWnd
   Type: HWND
   The _hWnd.
See Also

Scene Class

Created with GhostDoc Community Edition
Scene:::..SetupGeometry Method

Setups the geometry.

Namespace: 
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public HRESULT SetupGeometry(
    Renderer* _renderer
)

Public Function SetupGeometry ( _
    _renderer As Renderer* _
) As HRESULT

public:
HRESULT SetupGeometry(
    Renderer* _renderer
)

Parameters

_renderer
    Type: global::Renderer*
The _renderer.

Return Value
See Also

Scene Class

Created with GhostDoc Community Edition
KB01_Engine
Scene::..SetupMatrices Method

Setups the matrices.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

```csharp
public void SetupMatrices(
    Renderer* _renderer
)
```

VB

```vbnet
Public Sub SetupMatrices(_
    _renderer As Renderer* _
)
```

C++

```cpp
public:
void SetupMatrices(
    Renderer* _renderer
)
```

Parameters

_renderer
Type: `global...;...Renderer`*
The _renderer.
See Also

Scene Class

Created with GhostDoc Community Edition
KB01_Engine
SceneManager Class

Namespace: global
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
Public class SceneManager

VB
Public Class SceneManager

C++
public class SceneManager
See Also

SceneManager Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
**SceneManager Members**

The *SceneManager* type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SceneManager</td>
<td>Initializes a new instance of the [SceneManager] class.</td>
</tr>
</tbody>
</table>
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~SceneManager</td>
<td>Finalizes an instance of the [SceneManager] class.</td>
</tr>
<tr>
<td>AddListener</td>
<td>Adds the listener.</td>
</tr>
<tr>
<td>Cleanup</td>
<td>Cleanups this instance.</td>
</tr>
<tr>
<td>CreateScene</td>
<td>Creates the scene.</td>
</tr>
<tr>
<td>DeleteAllScenes</td>
<td>Deletes all scenes.</td>
</tr>
<tr>
<td>DeleteScenesByLevelIndex</td>
<td>Deletes the index of the scenes by level.</td>
</tr>
<tr>
<td>DrawScene</td>
<td>Draws the scene.</td>
</tr>
<tr>
<td>GetRotation</td>
<td>Gets the rotation.</td>
</tr>
<tr>
<td>GetScenesByLevelIndex</td>
<td>Gets the index of the scenes by level.</td>
</tr>
<tr>
<td>SetRotation</td>
<td>Sets the rotation.</td>
</tr>
<tr>
<td>SplitScenes</td>
<td>Splits the scenes.</td>
</tr>
</tbody>
</table>
See Also

SceneManager members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
SceneManager Constructor

Initializes a new instance of the [SceneManager] class.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

**C#**

```csharp
public SceneManager()
```

**VB**

```vbnet
Public Sub New
```

**C++**

```cpp
public:
SceneManager()
```
See Also

SceneManager Class

Created with GhostDoc Community Edition
KB01_Engine
SceneManager Methods

The SceneManager type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SceneManager</td>
<td>Initializes a new instance of the [SceneManager] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~SceneManager</td>
<td>Finalizes an instance of the [SceneManager] class.</td>
</tr>
<tr>
<td>AddListener</td>
<td>Adds the listener.</td>
</tr>
<tr>
<td>Cleanup</td>
<td>Cleanups this instance.</td>
</tr>
<tr>
<td>CreateScene</td>
<td>Creates the scene.</td>
</tr>
<tr>
<td>DeleteAllScenes</td>
<td>Deletes all scenes.</td>
</tr>
<tr>
<td>DeleteScenesByLevelIndex</td>
<td>Deletes the index of the scenes by level.</td>
</tr>
<tr>
<td>DrawScene</td>
<td>Draws the scene.</td>
</tr>
<tr>
<td>GetRotation</td>
<td>Gets the rotation.</td>
</tr>
<tr>
<td>GetScenesByLevelIndex</td>
<td>Gets the index of the scenes by level.</td>
</tr>
<tr>
<td>SetRotation</td>
<td>Sets the rotation.</td>
</tr>
<tr>
<td>SplitScenes</td>
<td>Splits the scenes.</td>
</tr>
</tbody>
</table>
See Also

SceneManager methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
SceneManager::~SceneManager Method

Finalizes an instance of the [SceneManager] class.

Namespace: 
Assembly: KB01_Engine (in KB01_Engine.dll)
**Syntax**

**C#**

```csharp
public void ~SceneManager()
```

**VB**

```vbnet
Public Sub ~SceneManager
```

**C++**

```cpp
public:
void ~SceneManager()
```
See Also

SceneManager Class

Created with GhostDoc Community Edition
SceneManager::AddListener Method

Adds the listener.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
### Syntax

**C#**

```csharp
public void AddListener(
    InputManager* _inputManager
)
```

**VB**

```vbnet
Public Sub AddListener (_
    _inputManager As InputManager* _
)
```

**C++**

```cpp
public:
void AddListener(
    InputManager* _inputManager
)
```

### Parameters

_)inputManager
  Type: `global::InputManager`*
  The _input manager.
See Also

SceneManager Class

Created with GhostDoc Community Edition
KB01_Engine
SceneManager...:::Cleanup Method

Cleanups this instance.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
public void Cleanup()

VB  
Public Sub Cleanup

C++  
public:
void Cleanup()
See Also

SceneManager Class

Created with GhostDoc Community Edition
KB01_Engine
SceneManager::CreateScene Method

Creates the scene.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
public void CreateScene(
    int _levelIndex
)

VB
Public Sub CreateScene (_
    _levelIndex As int _
)

C++
public:
void CreateScene(
    int _levelIndex
)

Parameters

_levelIndex
    Type: int
    Index of the _level.
See Also

SceneManager Class

Created with GhostDoc Community Edition
KB01_Engine
SceneManager:::DeleteAllScenes Method

Deletes all scenes.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
**Syntax**

C#  
VB  
C++

```csharp
public void DeleteAllScenes()
```

```vbnet
Public Sub DeleteAllScenes
```

```cpp
public:
void DeleteAllScenes()
```
See Also

SceneManager Class

Created with GhostDoc Community Edition
KB01_Engine
SceneManager...::..DeleteScenesByLevel Method

Deletes the index of the scenes by level.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void DeleteScenesByLevelIndex(
    int _levelIndex
)

Public Sub DeleteScenesByLevelIndex (_
    _levelIndex As int _
)

public:
void DeleteScenesByLevelIndex(
    int _levelIndex
)

Parameters

_levelIndex
    Type: int
    Index of the _level.
See Also

SceneManager Class

Created with GhostDoc Community Edition
KB01_Engine
SceneManager..::..DrawScene Method

Draws the scene.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
Public Sub DrawScene

VB
Public Sub DrawScene

C++
public: void DrawScene()
See Also

SceneManager Class

Created with GhostDoc Community Edition
KB01_Engine
SceneManager::GetRotation Method

Gets the rotation.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public int GetRotation()

Public Function GetRotation As int

public:
int GetRotation()

Return Value
See Also

SceneManager Class

Created with GhostDoc Community Edition
KB01_Engine
SceneManager...:::GetScenesByLevel1 Method

Gets the index of the scenes by level.

Namespace:
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public [T:std.vector<Scene]* GetScenesByLevelIndex(
        int _levelIndex
    )

VB

Public Function GetScenesByLevelIndex ( _
        _levelIndex As int _
    ) As [T:std.vector<Scene]*

C++

public: [T:std.vector<Scene>* GetScenesByLevelIndex(
        int _levelIndex
    )

Parameters

_levelIndex
    Type: int
    Index of the _level.

Return Value
See Also

SceneManager Class

Created with GhostDoc Community Edition
KB01_Engine
SceneManager::SetRotation Method

Sets the rotation.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public void SetRotation(
    int _rotation
)

VB

Public Sub SetRotation (_
    _rotation As int _
)

C++

public:
void SetRotation(
    int _rotation
)

Parameters

_rotation
    Type: int
    The _rotation.
See Also

SceneManager Class

Created with GhostDoc Community Edition
KB01_Engine
SceneManager..::..SplitScenes Method

Splits the scenes.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

```csharp
public void SplitScenes(
    [T:std.vector<Scene]*/ _splitScenes,
    RECT _rectangleBackBuffer
)
```

VB

```vbnet
Public Sub SplitScenes (_
    _splitScenes As [T:std.vector<Scene]*, _
    _rectangleBackBuffer As RECT _
)
```

C++

```cpp
public:
void SplitScenes(
    [T:std.vector<Scene]*/ _splitScenes,
    RECT _rectangleBackBuffer
)
```

Parameters

_splitScenes
Type: [T:std.vector<Scene]*
The _split scenes.

_rectangleBackBuffer
Type: RECT
The _rectangle back buffer.
See Also

SceneManager Class

Created with GhostDoc Community Edition
SceneManagerFacade Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public class SceneManagerFacade
Public Class SceneManagerFacade
public ref class SceneManagerFacade
See Also

SceneManagerFacade Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
SceneManagerFacade Members

The `SceneManagerFacade` type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SceneManagerFacade</td>
<td>Initializes a new instance of the [SceneManagerFacade] class.</td>
</tr>
</tbody>
</table>
Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~SceneManagerFacade</td>
<td>Finalizes an instance of the [SceneManagerFacade]</td>
</tr>
<tr>
<td></td>
<td>class.</td>
</tr>
</tbody>
</table>
See Also

SceneManagerFacade members
global Namespace

Created with GhostDoc Community Edition
SceneManagerFacade Constructor

Initializes a new instance of the [SceneManagerFacade] class.

**Namespace:**
**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public SceneManagerFacade()
Public Sub New

public:
SceneManagerFacade()
See Also

SceneManagerFacade Class

Created with GhostDoc Community Edition
SceneManagerFacade Methods

The SceneManagerFacade type exposes the following members.
# Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SceneManagerFacade</td>
<td>Initializes a new instance of the [SceneManagerFacade] class.</td>
</tr>
</tbody>
</table>
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~SceneManagerFacade</td>
<td>Finalizes an instance of the [SceneManagerFacade] class.</td>
</tr>
</tbody>
</table>
See Also

SceneManagerFacade methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
SceneManagerFacade::~SceneManagerFacade

Finalizes an instance of the [SceneManagerFacade] class.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void ~SceneManagerFacade()

Public Sub ~SceneManagerFacade

class:
void ~SceneManagerFacade()
See Also

SceneManagerFacade Class

Created with GhostDoc Community Edition
KB01_Engine
Skybox Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public class Skybox
Public Class Skybox
public ref class Skybox
See Also

Skybox Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Skybox Members

The Skybox type exposes the following members.
### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="Skybox" alt="Skybox" /></td>
<td>Initializes a new instance of the [Skybox] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Skybox</td>
<td>Finalizes an instance of the [Skybox] class.</td>
</tr>
</tbody>
</table>
See Also

Skybox members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Skybox Constructor

Initializes a new instance of the [Skybox] class.

Namespace: 
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public Skybox()

Public Sub New

public:
Skybox()
See Also

Skybox Class

Created with GhostDoc Community Edition
Skybox Methods

The Skybox type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skybox</td>
<td>Initializes a new instance of the [Skybox] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Skybox</td>
<td>Finalizes an instance of the [Skybox] class.</td>
</tr>
</tbody>
</table>
See Also

Skybox methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Skybox...::...~Skybox Method

Finalizes an instance of the [Skybox] class.

**Namespace:**
**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void ~Skybox()

Public Sub ~Skybox

public:
void ~Skybox()
See Also

Skybox Class

Created with GhostDoc Community Edition
Terrain Class

Namespace: global
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public class Terrain
Public Class Terrain
public ref class Terrain
See Also

Terrain Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Terrain Members

The Terrain type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🍃 <em>Terrain</em></td>
<td>Initializes a new instance of the [Terrain] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Terrain</td>
<td>Finalizes an instance of the [Terrain] class.</td>
</tr>
<tr>
<td>Initialize</td>
<td>Initializes this instance.</td>
</tr>
</tbody>
</table>
See Also

Terrain members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Terrain Constructor

Initializes a new instance of the [Terrain] class.

**Namespace:**  
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

c#  
vb  
c++

public Terrain()

Public Sub New

public: Terrain()
See Also

Terrain Class

Created with GhostDoc Community Edition
KB01_Engine
Terrain Methods

The Terrain type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Terrain</td>
<td>Initializes a new instance of the [Terrain] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>~Terrain</code></td>
<td>Finalizes an instance of the [Terrain] class.</td>
</tr>
<tr>
<td><code>Initialize</code></td>
<td>Initializes this instance.</td>
</tr>
</tbody>
</table>
See Also

Terrain methods
global Namespace

Created with GhostDoc Community Edition
Terrain::~Terrain Method

Finalizes an instance of the [Terrain] class.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public void ~Terrain()

VB

Public Sub ~Terrain

C++

public:

void ~Terrain()
See Also

Terrain Class

Created with GhostDoc Community Edition
Terrain..::..Initialize Method

Initializes this instance.

**Namespace:**
**Assembly:** KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void Initialize()

Public Sub Initialize

public:
void Initialize()
See Also

Terrain Class

Created with GhostDoc Community Edition
KB01_Engine
Texture Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public class Texture
Public Class Texture
public ref class Texture
See Also

Texture Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Texture Members

The Texture type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Texture</td>
<td></td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Texture</td>
<td>Finalizes an instance of the [Texture] class.</td>
</tr>
<tr>
<td>GetHeight</td>
<td>Gets the height.</td>
</tr>
<tr>
<td>GetWidth</td>
<td>Gets the width.</td>
</tr>
<tr>
<td>InitGeometry</td>
<td></td>
</tr>
<tr>
<td>SetupMatrices</td>
<td></td>
</tr>
</tbody>
</table>
See Also

Texture members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Texture Constructor

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
Public Sub New

VB
Public Sub New

C++
public: Texture()

Public Sub New

Texture()
See Also

Texture Class

Created with GhostDoc Community Edition
KB01_Engine
Texture Methods

The `Texture` type exposes the following members.
**Constructors**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Texture</td>
<td></td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Texture</td>
<td>Finalizes an instance of the [Texture] class.</td>
</tr>
<tr>
<td>GetHeight</td>
<td>Gets the height.</td>
</tr>
<tr>
<td>GetWidth</td>
<td>Gets the width.</td>
</tr>
<tr>
<td>InitGeometry</td>
<td></td>
</tr>
<tr>
<td>SetupMatrices</td>
<td></td>
</tr>
</tbody>
</table>
See Also

Texture methods
global Namespace

Created with GhostDoc Community Edition
Texture::~Texture Method

Finalizes an instance of the [Texture] class.

**Namespace:**

**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void ~Texture()

Public Sub ~Texture

public:
void ~Texture()
See Also

Texture Class

Created with GhostDoc Community Edition
Texture...:GetHeight Method

Gets the height.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public float GetHeight()
Public Function GetHeight As float

public:
float GetHeight()

Return Value
See Also

Texture Class

Created with GhostDoc Community Edition
KB01_Engine
Texture...:::GetWidth Method

Gets the width.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
Public Function GetWidth As float

VB
Public Function GetWidth As float

C++
public: float GetWidth()

Return Value
See Also

Texture Class

Created with GhostDoc Community Edition
Texture::..InitGeometry Method

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public HRESULT InitGeometry()

VB

Public Function InitGeometry As HRESULT

C++

public:
HRESULT InitGeometry()
See Also

Texture Class

Created with GhostDoc Community Edition
KB01_Engine
Texture...:....SetupMatrices Method

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public void SetupMatrices()

Public Sub SetupMatrices

public:

void SetupMatrices()
See Also

Texture Class

Created with GhostDoc Community Edition
KB01_Engine
Window Class

Namespace: global
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public class Window

Public Class Window

public ref class Window
See Also

Window Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Window Members

The Window type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Window</td>
<td>Initializes a new instance of the [Window] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Window</td>
<td>Finalizes an instance of the [Window] class.</td>
</tr>
<tr>
<td>AddScene</td>
<td>Adds the scene.</td>
</tr>
<tr>
<td>CheckMessages</td>
<td>Checks the messages.</td>
</tr>
<tr>
<td>GetHandler</td>
<td>Gets the handler.</td>
</tr>
<tr>
<td>GetRectangleBackBuffer</td>
<td>Gets the rectangle back buffer.</td>
</tr>
</tbody>
</table>
See Also

Window members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Window Constructor

Initializes a new instance of the [Window] class.

Namespace: KB01_Engine
Assembly:  KB01_Engine (in KB01_Engine.dll)
**Syntax**

C#

```csharp
public Window(
    RECT _rectangle,
    string _title,
    WNDCLASSEX _windowClassEx
)
```

VB

```vbnet
Public Sub New (_
    _rectangle As RECT, _
    _title As string, _
    _windowClassEx As WNDCLASSEX _
)
```

C++

```cpp
public:
  Window(
    RECT _rectangle,
    string _title,
    WNDCLASSEX _windowClassEx
  )
```

**Parameters**

_rectangle
  Type: RECT
  The _rectangle.

_title
  Type: string
  The _title.

_windowClassEx
  Type: WNDCLASSEX
  The _window class ex.
See Also

Window Class

Created with GhostDoc Community Edition
KB01_Engine
Window Methods

The `Window` type exposes the following members.
### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🍃 <code>Window</code></td>
<td>Initializes a new instance of the <code>[Window]</code> class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~Window</td>
<td>Finalizes an instance of the [Window] class.</td>
</tr>
<tr>
<td>AddScene</td>
<td>Adds the scene.</td>
</tr>
<tr>
<td>CheckMessages</td>
<td>Checks the messages.</td>
</tr>
<tr>
<td>GetHandler</td>
<td>Gets the handler.</td>
</tr>
<tr>
<td>GetRectangleBackBuffer</td>
<td>Gets the rectangle back buffer.</td>
</tr>
</tbody>
</table>
See Also

Window methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
Window..::.~Window Method

Finalizes an instance of the [Window] class.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void ~Window()

Public Sub ~Window

public:
void ~Window()
See Also

Window Class

Created with GhostDoc Community Edition
KB01_Engine
Window...:::AddScene Method

Adds the scene.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
public void AddScene(  
    Scene* scene  
)

VB  
Public Sub AddScene (  
    scene As Scene*  
)

C++  
public:  
void AddScene(  
    Scene* scene  
)

Parameters

scene  
Type: global::..::Scene*  
The scene.
See Also

Window Class

Created with GhostDoc Community Edition
KB01_Engine
Window...:::CheckMessages Method

Checks the messages.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++

```csharp
public void CheckMessages()
```

```vbnet
Public Sub CheckMessages
```

```cpp
public:
void CheckMessages()
```
See Also

Window Class

Created with GhostDoc Community Edition
Window:::..GetHandler Method

Gets the handler.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
Syntax

C#
VB
C++

public HWND GetHandler()

Public Function GetHandler As HWND

public:
HWND GetHandler()

Return Value
See Also

Window Class

Created with GhostDoc Community Edition
KB01_Engine
Window:::.GetRectangleBackBuffer Method

Gets the rectangle back buffer.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public RECT GetRectangleBackBuffer()

Public Function GetRectangleBackBuffer As RECT

public:
RECT GetRectangleBackBuffer()

Return Value
See Also

Window Class

Created with GhostDoc Community Edition
KB01_Engine
WindowManager Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public class WindowManager
Public Class WindowManager
public ref class WindowManager
See Also

WindowManager Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
WindowManager Members

The WindowManager type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WindowManager</td>
<td>Initializes a new instance of the [WindowManager] class.</td>
</tr>
</tbody>
</table>
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~WindowManager</td>
<td>Finalizes an instance of the [WindowManager] class.</td>
</tr>
<tr>
<td>AddScenesToWindow</td>
<td>Adds the scenes to window.</td>
</tr>
<tr>
<td>CreateNewWindow</td>
<td>Creates the new window.</td>
</tr>
<tr>
<td>DeleteAllWindows</td>
<td>Deletes all windows.</td>
</tr>
<tr>
<td>DeleteWindow</td>
<td>Deletes the window.</td>
</tr>
<tr>
<td>GetActiveWindow</td>
<td>Gets the active window.</td>
</tr>
<tr>
<td>SplitScene</td>
<td></td>
</tr>
<tr>
<td>UpdateWindows</td>
<td>Updates the windows.</td>
</tr>
</tbody>
</table>
See Also

- WindowManager members
- global Namespace

Created with GhostDoc Community Edition
KB01_Engine
WindowManager Constructor

Initializes a new instance of the [WindowManager] class.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public WindowManager()
Public Sub New

public:
WindowManager()
See Also

WindowManager Class

Created with GhostDoc Community Edition
KB01_Engine
WindowManager Methods

The WindowManager type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>WindowManager</em></td>
<td>Initializes a new instance of the [WindowManager] class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~WindowManager</td>
<td>Finalizes an instance of the [WindowManager] class.</td>
</tr>
<tr>
<td>AddScenesToWindow</td>
<td>Adds the scenes to window.</td>
</tr>
<tr>
<td>CreateNewWindow</td>
<td>Creates the new window.</td>
</tr>
<tr>
<td>DeleteAllWindows</td>
<td>Deletes all windows.</td>
</tr>
<tr>
<td>DeleteWindow</td>
<td>Deletes the window.</td>
</tr>
<tr>
<td>GetActiveWindow</td>
<td>Gets the active window.</td>
</tr>
<tr>
<td>SplitScene</td>
<td></td>
</tr>
<tr>
<td>UpdateWindows</td>
<td>Updates the windows.</td>
</tr>
</tbody>
</table>
See Also

WindowManager methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
WindowManager..::..~WindowManager Method

Finalizes an instance of the [WindowManager] class.

Namespace: KB01_Engine (in KB01_Engine.dll)
Syntax

c#  
vb  
c++

public void ~WindowManager()

Public Sub ~WindowManager

public:
void ~WindowManager()
See Also

**WindowManager Class**

*Created with GhostDoc Community Edition*
KB01_Engine
WindowManager::AddScenesToWindow Method

Adds the scenes to window.

Namespace: 
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++

```csharp
public void AddScenesToWindow(
    [T:std.vector<Scene]* _scenes,
    Window* _window
)
```

```vb
Public Sub AddScenesToWindow (_
    _scenes As [T:std.vector<Scene]*, _
    _window As Window* _
)
```

```cpp
public:
void AddScenesToWindow(
    [T:std.vector<Scene]* _scenes,
    Window* _window
)
```

**Parameters**

_scenes  
Type: [T:std.vector<Scene]*
The _scenes.

_window  
Type: global:::Window*  
The _window.
See Also

WindowManager Class

Created with GhostDoc Community Edition
WindowManager::CreateNewWindow Method

Creates the new window.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

```csharp
public void CreateNewWindow(
    RECT _rect,
    string _title
)
```

VB

```vb
Public Sub CreateNewWindow ( _
    _rect As RECT, _
    _title As string _
)
```

C++

```cpp
public:
void CreateNewWindow(
    RECT _rect,
    string _title
)
```

Parameters

_rect
  Type: RECT

_title
  Type: string
  The _title.
See Also

WindowManager Class

Created with GhostDoc Community Edition
KB01_Engine
WindowManager..::.DeleteAllWindows Method

Deletes all windows.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
public void DeleteAllWindows()  

VB  
Public Sub DeleteAllWindows  

C++  
public:  
void DeleteAllWindows()
See Also

WindowManager Class

Created with GhostDoc Community Edition
KB01_Engine
WindowManager..::..DeleteWindow Method

Deletes the window.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public void DeleteWindow(
    HWND _hWnd
)

VB

Public Sub DeleteWindow (_
    _hWnd As HWND _
)

C++

public:
void DeleteWindow(
    HWND _hWnd
)

Parameters

_hWnd
Type: HWND
The _h WND.
See Also

WindowManager Class

Created with GhostDoc Community Edition
KB01_Engine
WindowManager::GetActiveWindow Method

Gets the active window.

Namespace: KB01_Engine
Assembly: KB01_Engine.dll
Syntax

C#
VB
C++

public Window* GetActiveWindow()

Public Function GetActiveWindow As Window*

public:
Window* GetActiveWindow()

Return Value
See Also

WindowManager Class

Created with GhostDoc Community Edition
KB01_Engine
WindowManager:::..SplitScene Method

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public void SplitScene(
    [T:std.vector<Scene]* splitScenes,
    Window window
)

Public Sub SplitScene ( _
    splitScenes As [T:std.vector<Scene]*, _
    window As Window _
)

public:
void SplitScene(
    [T:std.vector<Scene]* splitScenes,
    Window window
)

Parameters

splitScenes
  Type: [T:std.vector<Scene]*

window
  Type: global::...Window
See Also

WindowManager Class

Created with GhostDoc Community Edition
KB01_Engine
WindowManager::UpdateWindows Method

Updates the windows.

Namespace:  
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++

public void UpdateWindows()

Public Sub UpdateWindows

public:
void UpdateWindows()
See Also

- WindowManager Class

Created with GhostDoc Community Edition
KB01_Engine
WindowManagerFacade Class

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public class WindowManagerFacade
Public Class WindowManagerFacade
public ref class WindowManagerFacade
See Also

WindowManagerFacade Members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
WindowManagerFacade Members

The **WindowManagerFacade** type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>WindowManagerFacade</code></td>
<td>Initializes a new instance of the [WindowManagerFacade] class.</td>
</tr>
</tbody>
</table>
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~WindowManagerFacade</td>
<td>Finalizes an instance of the [WindowManagerFacade] class.</td>
</tr>
<tr>
<td>CreateNewWindow</td>
<td>Creates the new window.</td>
</tr>
<tr>
<td>UpdateWindows</td>
<td>Updates the windows.</td>
</tr>
</tbody>
</table>
See Also

WindowManagerFacade members
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
WindowManagerFacade Constructor

Initializes a new instance of the [WindowManagerFacade] class.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public WindowManagerFacade()
Public Sub New

public:
WindowManagerFacade()
See Also

WindowManagerFacade Class

Created with GhostDoc Community Edition
KB01_Engine
WindowManagerFacade Methods

The WindowManagerFacade type exposes the following members.
### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WindowManagerFacade</td>
<td>Initializes a new instance of the WindowManagerFacade class.</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>~WindowManagerFacade</td>
<td>Finalizes an instance of the [WindowManagerFacade] class.</td>
</tr>
<tr>
<td>CreateNewWindow</td>
<td>Creates the new window.</td>
</tr>
<tr>
<td>UpdateWindows</td>
<td>Updates the windows.</td>
</tr>
</tbody>
</table>
See Also

WindowManagerFacade methods
global Namespace

Created with GhostDoc Community Edition
KB01_Engine
WindowManagerFacade..::.~Window Method

Finalizes an instance of the [WindowManagerFacade] class.

Namespace: KB01_Engine
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public void ~WindowManagerFacade()

VB

Public Sub ~WindowManagerFacade

C++

public:
    void ~WindowManagerFacade()
See Also

WindowManagerFacade Class

Created with GhostDoc Community Edition
WindowManagerFacade...::..CreateNewMethod

Creates the new window.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

```csharp
public void CreateNewWindow(
    string _name,
    int _top,
    int _left,
    int _bottom,
    int _right,
    int _amountOfScenes,
    int _levelIndex
)
```

```vbnet
Public Sub CreateNewWindow ( _
    _name As string, _
    _top As int, _
    _left As int, _
    _bottom As int, _
    _right As int, _
    _amountOfScenes As int, _
    _levelIndex As int _
)
```

```cpp
public:
void CreateNewWindow(
    string _name,
    int _top,
    int _left,
    int _bottom,
    int _right,
    int _amountOfScenes,
    int _levelIndex
)
```

**Parameters**

_name
Type: string
The _name.
_top
    Type: int
    The _top.

_left
    Type: int
    The _left.

_bottom
    Type: int
    The _bottom.

_right
    Type: int
    The _right.

_amountOfScenes
    Type: int
    The _amount of scenes.

_levelIndex
    Type: int
    Index of the _level.
See Also

WindowManagerFacade Class

Created with GhostDoc Community Edition
KB01_Engine
WindowManagerFacade::UpdateW Method

Updates the windows.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
Public void UpdateWindows()

VB  
Public Sub UpdateWindows

C++  
public:
void UpdateWindows()
See Also

WindowManagerFacade Class

Created with GhostDoc Community Edition
KB01_Engine
Json Namespace
## Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="OurCharReader" /></td>
<td><img src="image" alt="OurCharReader" /></td>
</tr>
<tr>
<td><img src="image" alt="OurFeatures" /></td>
<td><img src="image" alt="OurFeatures" /></td>
</tr>
<tr>
<td><img src="image" alt="OurReader" /></td>
<td><img src="image" alt="OurReader" /></td>
</tr>
</tbody>
</table>
## Structures

<table>
<thead>
<tr>
<th>Structure</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>BuiltStyledStreamWriter</code></td>
<td></td>
</tr>
<tr>
<td><code>CommentStyle</code></td>
<td></td>
</tr>
<tr>
<td><code>OurReader::StructuredError</code></td>
<td></td>
</tr>
</tbody>
</table>
## Enumerations

<table>
<thead>
<tr>
<th>Enumeration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>__unnamed_enum_023a_1</td>
<td></td>
</tr>
</tbody>
</table>

*Created with GhostDoc Community Edition*
KB01_Engine
__unnamed_enum_023a_1
Enumeration

Namespace: Json
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public enum __unnamed_enum_023a_1
Public Enumeration __unnamed_enum_023a_1
public enum class __unnamed_enum_023a_1
## Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>uintToStringBufferSize</td>
<td></td>
</tr>
</tbody>
</table>
See Also

Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
BuiltStyledStreamWriter Structure

Namespace:  Json
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public struct BuiltStyledStreamWriter
Public Structure BuiltStyledStreamWriter
public value class BuiltStyledStreamWriter
See Also

**BuiltStyledStreamWriter Members**
**Json Namespace**

**Created with GhostDoc Community Edition**
KB01_Engine
BuiltStyledStreamWriter Members

The BuiltStyledStreamWriter type exposes the following members.
# Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BuiltStyledStreamWriter</td>
<td></td>
</tr>
</tbody>
</table>
**Methods**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>write</td>
<td></td>
</tr>
</tbody>
</table>
See Also

BuiltStyledStreamWriter members
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
BuiltStyledStreamWriter Constructor

Namespace: Json
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public
BuiltStyledStreamWriter(
    ref [T:std.string const] indentation,
    [CommentStyle:::Enum] cs,
    ref [T:std.string const] colonSymbol,
    ref [T:std.string const] nullSymbol,
    ref [T:std.string const] endingLineFeedSymbol,
    bool useSpecialFloats,
    [T:unsigned int] precision
)

Public Sub New (_
    ByRef indentation As [T:std.string const], _
    cs As [CommentStyle:::Enum], _
    ByRef colonSymbol As [T:std.string const], _
    ByRef nullSymbol As [T:std.string const], _
    ByRef endingLineFeedSymbol As [T:std.string const], _
    useSpecialFloats As bool, _
    precision As [T:unsigned int] _
)

public:
BuiltStyledStreamWriter(
    [T:std.string const]% indentation,
    [CommentStyle:::Enum] cs,
    [T:std.string const]% colonSymbol,
    [T:std.string const]% nullSymbol,
    [T:std.string const]% endingLineFeedSymbol,
    bool useSpecialFloats,
    [T:unsigned int] precision
)

Parameters

indentation
    Type: [T:std.string const]
cs
Type: Json:::CommentStyle:::Enum

colonSymbol
Type: [T:std.string const]
nullSymbol
Type: [T:std.string const]

endingLineFeedSymbol
Type: [T:std.string const]

useSpecialFloats
Type: bool

precision
Type: [T:unsigned int]
See Also

BuiltStyledStreamWriter Structure
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
BuiltStyledStreamWriter Methods

The BuiltStyledStreamWriter type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🍁 <code>BuiltStyledStreamWriter</code></td>
<td></td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>write</td>
<td></td>
</tr>
</tbody>
</table>
See Also

**BuiltStyledStreamWriter methods**

**Json Namespace**

**Created with GhostDoc Community Edition**
KB01_Engine
BuiltStyledStreamWriter..::..write Method

Namespace: Json
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

```csharp
public int write(
    ref [T:Json.Value const] root,
    ostream* sout
)
```

```vbnet
Public Function write ( _
    ByRef root As [T:Json.Value const], _
    sout As ostream* _
) As int
```

```cpp
public:
    int write(
        [T:Json.Value const]% root,
        ostream* sout
    )
```

**Parameters**

**root**

Type: [T:Json.Value const]


**sout**

Type: ostream*
See Also

BuiltStyledStreamWriter Structure
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
CommentStyle Structure

Namespace:  Json
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
Public Structure CommentStyle

VB
Public Structure CommentStyle

C++
public struct CommentStyle

public value class CommentStyle
See Also

[AllMembers.T:Json.CommentStyle] Members
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurCharReader Class

Namespace:  Json
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
Public Class OurCharReader

VB
Public Class OurCharReader

C++
public class OurCharReader

public ref class OurCharReader
See Also

OurCharReader Members
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurCharReader Members

The OurCharReader type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="OurCharReader" /></td>
<td><a href="#">OurCharReader</a></td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>parse</td>
<td></td>
</tr>
</tbody>
</table>
See Also

- **OurCharReader members**
- **Json Namespace**

*Created with GhostDoc Community Edition*
KB01_Engine
OurCharReader Constructor

Namespace:  Json
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

public OurCharReader(
    bool collectComments,
    ref [T:Json.OurFeatures const] features
)

VB

Public Sub New ( _
    collectComments As bool, _
    ByRef features As [T:Json.OurFeatures const] _
)

C++

public:
OurCharReader(
    bool collectComments,
    [T:Json.OurFeatures const]% features
)

Parameters

collectComments
   Type: bool

features
   Type: [T:Json.OurFeatures const]
See Also

OurCharReader Class
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurCharReader Methods

The OurCharReader type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OurCharReader</td>
<td></td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>parse</td>
<td></td>
</tr>
</tbody>
</table>
See Also

OurCharReader methods
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurCharReader...::..parse Method

Namespace: Json
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public bool parse(
    [T:char const]* beginDoc,
    [T:char const]* endDoc,
    Value* root,
    string* errs
)

Public Function parse (_
    beginDoc As [T:char const]*, _
    endDoc As [T:char const]*, _
    root As Value*, _
    errs As string* _
) As bool

class

public:
bool parse(
    [T:char const]* beginDoc,
    [T:char const]* endDoc,
    Value* root,
    string* errs
)

Parameters

beginDoc
    Type: [T:char const]*

doc
    Type: [T:char const]*

root
    Type: Value*

errs
    Type: string*
See Also

OurCharReader Class
Json Namespace

Created with GhostDoc Community Edition
OurFeatures Class

Namespace: Json
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public class OurFeatures
Public Class OurFeatures
public ref class OurFeatures
See Also

OurFeatures Members
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurFeatures Members

The OurFeatures type exposes the following members.
Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>$s$</td>
<td>all</td>
</tr>
</tbody>
</table>
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>allowComments_</td>
<td></td>
</tr>
<tr>
<td>allowDroppedNullPlaceholders_</td>
<td></td>
</tr>
<tr>
<td>allowNumericKeys_</td>
<td></td>
</tr>
<tr>
<td>allowSingleQuotes_</td>
<td></td>
</tr>
<tr>
<td>allowSpecialFloats_</td>
<td></td>
</tr>
<tr>
<td>failIfExtra_</td>
<td></td>
</tr>
<tr>
<td>rejectDupKeys_</td>
<td></td>
</tr>
<tr>
<td>stackLimit_</td>
<td></td>
</tr>
<tr>
<td>strictRoot_</td>
<td></td>
</tr>
</tbody>
</table>
See Also

OurFeatures members
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurFeatures Fields

The OurFeatures type exposes the following members.
# Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>allowComments</td>
<td></td>
</tr>
<tr>
<td>allowDroppedNullPlaceholders</td>
<td></td>
</tr>
<tr>
<td>allowNumericKeys</td>
<td></td>
</tr>
<tr>
<td>allowSingleQuotes</td>
<td></td>
</tr>
<tr>
<td>allowSpecialFloats</td>
<td></td>
</tr>
<tr>
<td>failIfExtra</td>
<td></td>
</tr>
<tr>
<td>rejectDupKeys</td>
<td></td>
</tr>
<tr>
<td>stackLimit</td>
<td></td>
</tr>
<tr>
<td>strictRoot</td>
<td></td>
</tr>
</tbody>
</table>
See Also

OurFeatures fields
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurFeatures..::..allowComments_ Field

Namespace: Json
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public bool allowComments_
Public allowComments_ As bool

public:
bool allowComments_

See Also

OurFeatures Class
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurFeatures:::allowDroppedNullPlaceholder
Field

Namespace: Json
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public bool allowDroppedNullPlaceholders_

Public allowDroppedNullPlaceholders_ As bool

public:
bool allowDroppedNullPlaceholders_
See Also

OurFeatures Class
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurFeatures:::allowNumericKeys_ Field

Namespace: Json
Assembly: KB01.Engine (in KB01.Engine.dll)
Syntax

C#

VB

C++

public bool allowNumericKeys_

Public allowNumericKeys_ As bool

public:
bool allowNumericKeys_
See Also

OurFeatures Class
Json Namespace

Created with GhostDoc Community Edition
OurFeatures..::..allowSingleQuotes_ Field

Namespace:  Json
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public bool allowSingleQuotes_

Public allowSingleQuotes_ As bool

public:
bool allowSingleQuotes_
See Also

OurFeatures Class
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurFeatures..::..allowSpecialFloats_ Field

Namespace:  Json
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public bool allowSpecialFloats_

Public allowSpecialFloats_ As bool

public:
bool allowSpecialFloats_
See Also

OurFeatures Class
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurFeatures..::..failIfExtra_Field

Namespace: Json
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

class
public bool failIfExtra_

Public failIfExtra_ As bool

class
public:
bool failIfExtra_
See Also

OurFeatures Class
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurFeatures..::..rejectDupKeys_
Field

Namespace: Json
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
public bool rejectDupKeys_

VB  
Public rejectDupKeys_ As bool

C++  
public:
bool rejectDupKeys_
See Also

OurFeatures Class
Json Namespace

Created with GhostDoc Community Edition
OurFeatures::..stackLimit_ Field

Namespace:  Json
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public int stackLimit_
Public stackLimit_ As int

public:
int stackLimit_
See Also

OurFeatures Class
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurFeatures..::..strictRoot_ Field

Namespace: Json
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public bool strictRoot_

Public strictRoot_ As bool

public:
bool strictRoot_
See Also

OurFeatures Class
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
**OurFeatures Methods**

The **OurFeatures** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>all</td>
<td></td>
</tr>
</tbody>
</table>
See Also

OurFeatures methods
Json Namespace

Created with GhostDoc Community Edition
OurFeatures:::..all Method

Namespace:  Json
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++

public static OurFeatures all()

Public Shared Function all As OurFeatures

public:
static OurFeatures all()
See Also

OurFeatures Class
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurReader Class

Namespace: Json
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
Public Class OurReader

VB

C++

public class OurReader

public ref class OurReader
See Also

OurReader Members
Json Namespace

Created with GhostDoc Community Edition
OurReader Members

The OurReader type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OurReader(OurFeatures const%)</td>
<td></td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>getFormattedErrorMessages</td>
<td></td>
</tr>
<tr>
<td>getStructuredErrors</td>
<td></td>
</tr>
<tr>
<td>good</td>
<td></td>
</tr>
<tr>
<td>parse</td>
<td></td>
</tr>
<tr>
<td>pushError(const Value%, string%)</td>
<td></td>
</tr>
<tr>
<td>pushError(const Value%, string%, const Value%)</td>
<td></td>
</tr>
</tbody>
</table>
See Also

OurReader members
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurReader Constructor
(OurFeatures const%)
Syntax

C#

VB

C++

```csharp
public OurReader(
    ref [T:Json.OurFeatures const] features
)
```

```vbnet
Public Sub New ( _
    ByVal features As [T:Json.OurFeatures const] _
)
```

```c++
public:
OurReader(
    [T:Json.OurFeatures const]% features
)
```

**Parameters**

features

Type: [T:Json.OurFeatures const]

See Also

OurReader Class
[Overload:Json::OurReader::OurReader] Overload
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurReader Methods

The OurReader type exposes the following members.
### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OurReader(OurFeatures const%)</code></td>
<td></td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>getFormattedErrorMessages</code></td>
<td></td>
</tr>
<tr>
<td><code>getStructuredErrors</code></td>
<td></td>
</tr>
<tr>
<td><code>good</code></td>
<td></td>
</tr>
<tr>
<td><code>parse</code></td>
<td></td>
</tr>
<tr>
<td><code>pushError(const Value%, string%)</code></td>
<td></td>
</tr>
<tr>
<td><code>pushError(const Value%, string%, const Value%)</code></td>
<td></td>
</tr>
</tbody>
</table>
See Also

OurReader methods
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurReader..:::...(getFormattedErrorMe
Method

Namespace: Json
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public string getFormattedErrorMessages()

Public Function getFormattedErrorMessages As string

public:
string getFormattedErrorMessages()
See Also

OurReader Class
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurReader::getStructuredErrors Method

Namespace:  Json
Assembly:  KB01_Engine (in KB01_Engine.dll)
public [T:std.vector<_Ty, _Alloc>] getStructuredErrors()

Public Function getStructuredErrors As [T:std.vector<_Ty, _Alloc>]

public:
[T:std.vector<_Ty, _Alloc>] getStructuredErrors()
See Also

OurReader Class
Json Namespace

Created with GhostDoc Community Edition
OurReader..::..good Method

Namespace:  Json
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public bool good()

Public Function good As bool

public:
bool good()
See Also

OurReader Class
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurReader..:::parse Method

Namespace:  Json
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#

VB

C++

public bool parse(
    [T:const char]* beginDoc,
    [T:const char]* endDoc,
    ref Value root,
    bool collectComments
)

Public Function parse ( _
    beginDoc As [T:const char]*, _
    endDoc As [T:const char]*, _
    ByRef root As Value, _
    collectComments As bool _
) As bool

public:
bool parse(
    [T:const char]* beginDoc,
    [T:const char]* endDoc,
    Value% root,
    bool collectComments
)

Parameters

beginDoc
    Type: [T:const char][System.Runtime.CompilerServices.IsConst]*

doc
    Type: [T:const char][System.Runtime.CompilerServices.IsConst]*

root
    Type:

collectComments
    Type: bool
See Also

OurReader Class
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurReader..::..StructuredError Structure

Namespace:  Json
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++

public struct StructuredError
Public Structure StructuredError
public value class StructuredError
See Also

OurReader,:::,StructuredError Members
Json Namespace

Created with GhostDoc Community Edition
OurReader..::..StructuredError Members

The OurReader..::..StructuredError type exposes the following members.
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>message</td>
<td></td>
</tr>
<tr>
<td>offset_limit</td>
<td></td>
</tr>
<tr>
<td>offset_start</td>
<td></td>
</tr>
</tbody>
</table>
See Also

OurReader,......StructuredError members
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurReader...StructuredError
Fields

The OurReader...StructuredError type exposes the following members.
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>message</td>
<td></td>
</tr>
<tr>
<td>offset_limit</td>
<td></td>
</tr>
<tr>
<td>offset_start</td>
<td></td>
</tr>
</tbody>
</table>
See Also

OurReader,......StructuredError fields
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
StructuredError...:...message Field

Namespace: Json
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++

public string message

Public message As string

public:
string message
See Also

OurReader, StructuredError Structure, Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
StructuredError...:...offset_limit Field

Namespace:  Json
Assembly:  KB01_Engine (in KB01_Engine.dll)
Syntax

**C#**

```csharp
public size_t offset_limit
```

**VB**

```vbnet
Public offset_limit As size_t
```

**C++**

```cpp
public:
size_t offset_limit
```
See Also

OurReader, StructuredError Structure, Json Namespace

Created with GhostDoc Community Edition
StructuredError...: offset_start Field

Namespace: Json
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#
VB
C++

public size_t offset_start

Public offset_start As size_t

public:
size_t offset_start
See Also

OurReader,:::,StructuredError Structure
Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
Keyboard Constructor

Initializes a new instance of the [Keyboard] class.

Namespace:
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#  public Keyboard()

VB     Public Sub New

C++    public:
       Keyboard()
See Also

Keyboard Class
Keyboard Overload

Created with GhostDoc Community Edition
KB01_Engine
Keyboard Constructor (HWND)

Initializes a new instance of the [Keyboard] class.

**Namespace:**
**Assembly:**  KB01_Engine (in KB01_Engine.dll)
Syntax

C#
public Keyboard(
    HWND hwnd
)

VB
Public Sub New (_
    hwnd As HWND _
)

C++
public:
    Keyboard(
        HWND hwnd
    )

Parameters

hwnd
    Type: HWND
See Also

Keyboard Class
Keyboard Overload

Created with GhostDoc Community Edition
KB01_Engine
Log:::..MessageType Enumeration

Namespace:  global
Assembly:  KB01_Engine (in KB01_Engine.dll)
**Syntax**

**C#**

```csharp
public enum MessageType

Public Enumeration MessageType
```

**VB**

```vbnet
public enum MessageType

Public Enumeration MessageType
```

**C++**

```cpp
public enum MessageType

public enum class MessageType
```
# Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MESSAGE_ERROR</td>
<td></td>
</tr>
<tr>
<td>MESSAGE_WARNING</td>
<td></td>
</tr>
<tr>
<td>MESSAGE_INFO</td>
<td></td>
</tr>
</tbody>
</table>
See Also

global Namespace

Created with GhostDoc Community Edition
CommentStyle...::..Enum
Enumeration

Namespace: Json
Assembly: KB01_Engine (in KB01_Engine.dll)
Syntax

C#  
VB  
C++

public enum Enum
Public Enumeration Enum
public enum class Enum
Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>Badly formed XML comment.</td>
</tr>
<tr>
<td>Most</td>
<td>Badly formed XML comment.</td>
</tr>
<tr>
<td>All</td>
<td>Badly formed XML comment.</td>
</tr>
</tbody>
</table>
See Also

Json Namespace

Created with GhostDoc Community Edition
KB01_Engine
OurReader::pushError Method (const Value%, string%)
**Syntax**

C#  
```csharp
public bool pushError(
    ref [T:const Value] value,
    ref [T:const std.string] message
)
```

VB  
```vbnet
Public Function pushError (_, _
    ByRef value As [T:const Value], _,
    ByRef message As [T:const std.string] _) As bool
```

C++
```cpp
public: 
bool pushError( 
    [T:const Value]% value,
    [T:const std.string]% message
)
```

**Parameters**

**value**

**message**
See Also

**OurReader Class**

[Overload:Json::OurReader.pushError] Overload

**Json Namespace**

*Created with GhostDoc Community Edition*
KB01_Engine
OurReader::pushError Method (const Value%, string%, const Value%)
Syntax

C#  
VB  
C++

public bool pushError(
    ref [T:const Value] value,
    ref [T:const std.string] message,
    ref [T:const Value] extra
)

Public Function pushError ( _
    ByRef value As [T:const Value], _
    ByRef message As [T:const std.string], _
    ByRef extra As [T:const Value] _
) As bool

public:
bool pushError(
    [T:const Value]% value,
    [T:const std.string]% message,
    [T:const Value]% extra
)

Parameters

value  
Type: [T:const Value][System.Runtime.CompilerServices.IsConst]

message  
Type: [T:const std.string][System.Runtime.CompilerServices.IsConst]

extra  
Type: [T:const Value][System.Runtime.CompilerServices.IsConst]
See Also

OurReader Class
[Overload:Json::OurReader.pushError] Overload
Json Namespace

Created with GhostDoc Community Edition