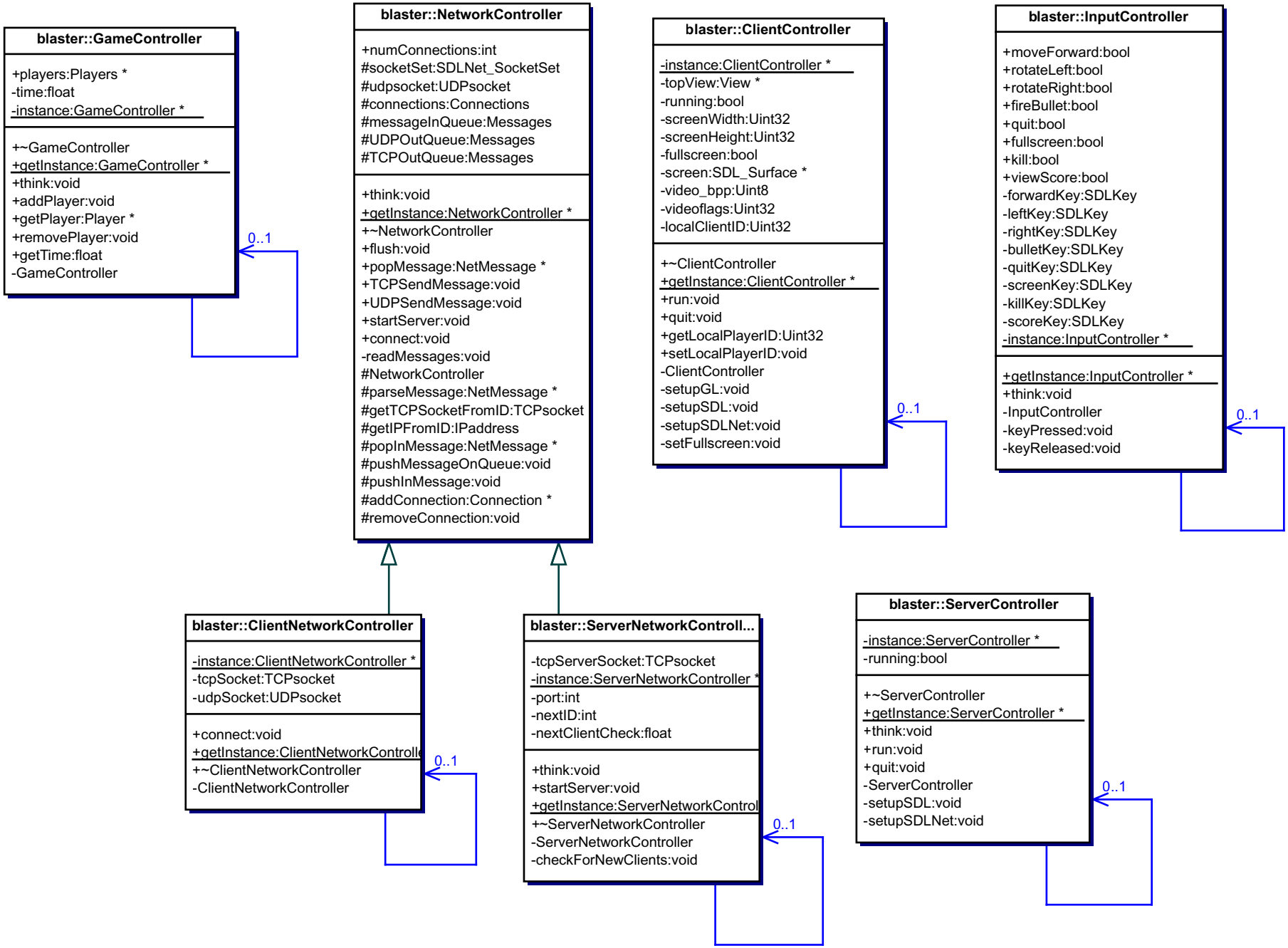
blaster::GameController
+players:Players *
-time:float
-instance:GameController *
+~GameController
+getInstance:GameController *
+think:void
+addPlayer:void
+getPlayer:Player *
+removePlayer:void
+getTime:float
-GameController
0..1
blaster::NetworkController
+numConnections:int
#socketSet:SDLNet_SocketSet
#udpsocket:UDPsocket
#connections:Connections
#messageInQueue:Messages
#UDPOutQueue:Messages
#TCPOutQueue:Messages
+think:void
+getInstance:NetworkController *
+~NetworkController
+flush:void
+popMessage:NetMessage *
+TCPSendMessage:void
+UDPSendMessage:void
+startServer:void
+connect:void
-readMessages:void
#NetworkController
#parseMessage:NetMessage *
#getTCPSocketFromID:TCPsocket
#getIPFromID:IPaddress
#popInMessage:NetMessage *
#pushMessageOnQueue:void
#pushInMessage:void
#addConnection:Connection *
#removeConnection:void
blaster::ClientController
-instance:ClientController *
-topView:View *
-running:bool
-screenWidth:Uint32
-screenHeight:Uint32
-fullscreen:bool
-screen:SDL_Surface *
-video_bpp:Uint8
-videoflags:Uint32
-localClientID:Uint32
+~ClientController
+getInstance:ClientController *
+run:void
+quit:void
+getLocalPlayerID:Uint32
+setLocalPlayerID:void
-ClientController
-setupGL:void
-setupSDL:void
-setupSDLNet:void
-setFullscreen:void
0..1
blaster::InputController
+moveForward:bool
+rotateLeft:bool
+rotateRight:bool
+fireBullet:bool
+quit:bool
+fullscreen:bool
+kill:bool
+viewScore:bool
-forwardKey:SDLKey
-leftKey:SDLKey
-rightKey:SDLKey
-bulletKey:SDLKey
-quitKey:SDLKey
-screenKey:SDLKey
-killKey:SDLKey
-scoreKey:SDLKey
-instance:InputController *
+getInstance:InputController *
+think:void
-InputController
-keyPressed:void
-keyReleased:void
0..1
blaster::ClientNetworkController
-instance:ClientNetworkController *
-tcpSocket:TCPsocket
-udpSocket:UDPsocket
+connect:void
+getInstance:ClientNetworkControll
+~ClientNetworkController
-ClientNetworkController
0..1
blaster::ServerNetworkControll...
-tcpServerSocket:TCPsocket
-instance:ServerNetworkController *
-port:int
-nextID:int
-nextClientCheck:float
+think:void
+startServer:void
+getInstance:ServerNetworkControl
+~ServerNetworkController
-ServerNetworkController
-checkForNewClients:void
0..1
blaster::ServerController
-instance:ServerController *
-running:bool
+~ServerController
+getInstance:ServerController *
+think:void
+run:void
+quit:void
-ServerController
-setupSDL:void
-setupSDLNet:void
0..1