

Physics FS

Assets ZIP Management with PhysFS

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What is PhysFS?

01 Compressed Files

Optimization

02 Portable

Easy to install on any project

03 Secure

No file access is permitted outside the specified dirs

04 Flexible

Archives can be used transparently as directory structures



CMake

CMake is an extensible, open-source system that manages the build process in an operating system and in a compiler-independent manner.



It's done

A free, open-source system that
process in an operating system
independent manner.

Implementation

Game

File Home Share View

Pin to Quick access Cut Copy Paste Move to Copy path Paste shortcut New item New folder New Open Properties Select all Select none Invert selection

Clipboard Organise New Open Select

← → ↑ ↻ Desktop > ZIPManagement_PhysFS > exercises > PhysFS_Handout > Game

Search Game

Name Date modified Type Size

Assets	2020-03-26 10:19 AM	WinRAR ZIP archive	3,139 KB
config	2020-03-01 4:00 PM	XML Document	6 KB
EasyHook32.dll	2020-03-01 4:00 PM	Application exten...	168 KB
entityInfo	2020-03-01 4:00 PM	XML Document	11 KB
libFLAC-8.dll	2020-03-01 4:00 PM	Application exten...	359 KB
libfreetype-6.dll	2020-03-01 4:00 PM	Application exten...	490 KB
libjpeg-9.dll	2020-03-01 4:00 PM	Application exten...	218 KB
libmikmod-2.dll	2020-03-01 4:00 PM	Application exten...	279 KB
libmodplug-1.dll	2020-03-01 4:00 PM	Application exten...	393 KB
libogg-0.dll	2020-03-01 4:00 PM	Application exten...	46 KB
libpng16-16.dll	2020-03-01 4:00 PM	Application exten...	196 KB
libtiff-5.dll	2020-03-01 4:00 PM	Application exten...	426 KB
libvorbis-0.dll	2020-03-01 4:00 PM	Application exten...	192 KB
libvorbisfile-3.dll	2020-03-01 4:00 PM	Application exten...	62 KB
libwebp-4.dll	2020-03-01 4:00 PM	Application exten...	266 KB
physfs.dll	2020-03-21 7:47 PM	Application exten...	76 KB
ProfilerCore32.dll	2020-03-01 4:00 PM	Application exten...	90 KB
save_game	2020-03-01 4:00 PM	XML Document	2 KB
SDL2.dll	2020-03-01 4:00 PM	Application exten...	984 KB
SDL2_image.dll	2020-03-01 4:00 PM	Application exten...	105 KB
SDL2_mixer.dll	2020-03-01 4:00 PM	Application exten...	180 KB
SDL2_ttf.dll	2020-03-01 4:00 PM	Application exten...	51 KB
smpeg2.dll	2020-03-01 4:00 PM	Application exten...	295 KB
zlib1.dll	2020-03-01 4:00 PM	Application exten...	121 KB

24 items

Assets.zip (evaluation copy)

File Commands Tools Favorites Options Help

Add Extract To Test View Delete Find Wizard Info VirusScan Comment SFX

Name Size Packed Type Modified CRC32

audio			File folder	2020-03-26 10...
textures			File folder	2020-03-22 5:1...
data.xml	138	100	XML Document	2020-03-26 10... 7BDE59TE

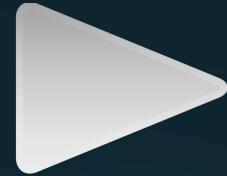
Total 2 folders and 138 bytes in 1 file

Open the Handout



TODO 0:

It only consists of opening a link with
DOCUMENTATION that will help you the rest of
TODO's



START TODO I:

You must initialize and de-initialize the PhysFS API.
The first step of any new API.

TODO 2:

Mount the desired ZIP with PhysFS.
Like the one found in the constructor, but not at
default (".")

TODO 3:

You want to return the number of bytes it has read from the file that we passed to this function.

Look for `readBytes` on the page you opened at the beginning.

The buffer is likely to cause confusion in this step, you have a good clue in the code.

TODO 4:

Uncomment all of this and resolve how to load the document from the memory with the link below.

Don't panic, it seems like a lot but you just have to focus on the "result" and check if the function you just programmed it's working.



TODO 5:

Check what is SDL_RWops
You only need to return ret equal to some function.



TODO 6:

You don't need to do anything there.
Just watch how the files will load from now on.

Solution

- Geralt of Rivia ✓
- Random music ✓
- SFX pressing "1" ✓



That's all!

Thank you!