



# Morning Sky Gui Setup

gui library for SFML, C++

## 1. Installation

To add Morning Sky Gui library to your project just create a folder in your project root directory, copy all source files there and link them to your project. I recommend this way of adding this library for your project because it gives you more control over the gui. If you want the gui run from the get-go you should create in the gui folder a „Fonts” folder and put there the „Arial.ttf” font.

---

## 2. Setup

The overall program structure should look like this.

```
1  #include <SFML/Graphics.hpp>
2  #include "GUI/MorningSkyGUI.h" //Include GUI
3
4  int main()
5  {
6      sf::RenderWindow MainWindow(sf::VideoMode(1280, 720), "Your Project");
7
8      ms::Init(MainWindow); //Initialize gui library
9
10     bool ButtonBool = false;
11     ms::Button button(sf::Vector2f(640, 360), sf::Vector2f(100, 50), &ButtonBool); //Create your gui component
12     //...
13
14     while(MainWindow.isOpen())
15     {
16         sf::Event event;
17         ms::setEventSource(event); //Send event to the gui
18
19         while (MainWindow.pollEvent(event))
20         {
21             if (event.type == sf::Event::Closed)
22                 MainWindow.close();
23
24             ms::checkGlobalEvents(); //Check global events in gui core
25             button.checkEvents(); //Check events in components
26             //...
27         }
28
29         ms::update(); //Update gui core
30         button.update(); //Update components
31         //...
32
33         MainWindow.clear();
34         MainWindow.draw(button); //Draw components
35         //...
36         MainWindow.display();
37     }
38     return 0;
39 }
```

Firstly include the gui, initialize it than create your gui components, check events that have a global reach, check component events, update gui core, update components and draw the components.

---