

Arcade Documentation

Struct arcd::render:

The arcd::render struct is the struct we use to transfert data between games librairies and graphics librairies. Games librairies fill it with the data that need to be display and the Graphics librairies read it to display the content.

1. Graphics librairies:

Mandatories functions:

```
extern "C" std::string menu_display(std::vector<std::string> gameList); //Create a display a game selection menu
```

```
extern "C" void init(); // Initialise your graphis objects, as windows etc...
```

```
extern "C" int display_game(arcd::render *rd); // Display the game by rendering all infos in rd and returning the keys inputs from user
```

```
extern "C" void destroy(arcd::render *rd); //Free ressources before closing the librairie
```

With those functions you will be able to display your games or games that already exist.

2. Games librairies:

Mandatories functions:

```
extern "C" arcd::render *init() // Initialise arcd::render with needed value as map, player, etc...
```

```
extern "C" arcd::render *update(uint key) // Updates arcd::render, key is the last user input
```

```
extern "C" void destroy() // destroy games ressources
```

