

Cpp_Arcade technical documentation

How to implement new graphics libraries ?

To implement new graphics libs in our Arcade project you need to implement the functions of the [IGraphiclib](#) interface

in a class allowing to use an external lib with our tools classes (see section tools) and interface methods.

IGraphiclib methods implementation

Method name	Utilisation
getName	Get the name of the library
isOpen	Check if the lib window is open
closeRenderer	Close the window of the lib
openRenderer	Open the window of the lib
clearWindow	Clears the screen of the lib window
refreshWindow	Displays the buffered frame to the lib window
drawPixelBox	Draws a PixelBox on the buffer of the lib window
drawText	Draws a textBox on the buffer of the lib window
pollEvents	Fetch all the events from the user and saves them
getLastEvent	Unstack the first event of the saved event list and return it
clearEvents	Clear th events stack
getScreenSize	Get the X and Y max of the window
getMaxY	get the Y max of the window
getMaxX	get the X max of the windows

(for more informations consult the [interface](#))

How to implement new game libraries ?

To implement new game libs in our Arcade project you need to implement the function of the [IGamelib](#) interface in a class.

IGameLib methods implementation

Method name	Utilisation
getName	Get the name of the library
init	Initializes the game resources
stop	Clean the game resources and stop the game
update	Allow to the game to calculate periodic event before the rendering (return false when the game is end)
refresh	Allow the game to draw all PixelBox and textBox (clearing and refreshing th lib is required in this method)

Method name	Utilisation
getScore	get the current score of the game

(for more informations consult the [interface](#))

You are not alone! here are some tools!

Color

This class allow you to bind the colors of each lib in an universal color binding used by every part of the Arcade project.

Keys

This class allow you to bind the keys of each lib in an universal key binding used by every part of the Arcade project.

PixelBox

This class allow you to bind the keys of each lib in an universal key binding used by every part of the Arcade project.

Textbox

This class allow you to bind the keys of each lib in an universal key binding used by every part of the Arcade project.

Vect

This class allow you to bind the keys of each lib in an universal key binding used by every part of the Arcade project.