win32\_platform.cpp

[Main page](../../Main.docx)

# Description

The code starts here with several includes and definitions. All the Windows related stuff and input is managed here.

# Includes

* Windows.h
* utils.cpp
* platform\_common.cpp
* renderer.cpp
* game.cpp

# Variables

The only variable is running. If it is set to false, the game will stop and the window will close.



RenderState is the buffer where all the pixels are saved.

# Functions



Is called on different events caused by windows. On message *WM\_CLOSE* or *WM\_DESTROY* the game closes. On *WM\_SIZE* the buffer is reallocated.



This is the main function. It isn’t very important to know inside out, since everything related to the game is happening inside [game.cpp](../Game/game.docx). Here input is managed, delta time measured, and the game window title is set.