SIMPLE X11 WINDOW API

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https://github.com/CristianoSimao/Simple-X11-Window-API

Functions:

- **Sx11Init()**   Configure the initial steps to create windows.

```
void Sx11Init()
```

- **Sx11CreateWindow()**   Create a basic window.

```
int Sx11CreateWindow(int sizeX,
                      int sizeY,
                      char windowtitle[],
                      unsigned long int backgorundColor)
```

```
This function return 0 if all is OK.
sizeX is the width of window.
sixeY is the height of the window.
windowtitle is the string displayed in the window title bar.
backgroundColor is the background color of the window in hex format.
```

- **Sx11SetFullScreen()**   Make the window fullscreen.

```
void Sx11SetFullScreen()
```

- **Sx11SetScreenResolution()**   Change the resolution of the screen monitor to other modes.

```
int Sx11SetScreenResolution(char resolution[])
```

```
This function return 0 if all is OK.
resolution is the string specifying the new resolution to the screen.You
```
need inform the resolution in pixels and add a "x" between width and height.
Examples: "800x600", "640x480","1280x720","1920x1080"
        If the hardware not support the resolution the function will print a
error message in the console, and the function reurn the value 1.

- **Sx11DrawString()**   Print text to the window.

```
void Sx11DrawString(int x, int y,unsigned long int sx11Color, char sx11text[])
```

```
x is the horizontal coordinate.
y is the vertical coordinate.
sx11Color is the color of the text in hex format.
sx11text is the string to be printed
```

- **Sx11DrawLine()**   Draw a line in the window.

```
void Sx11DrawLine(int x, int y, int fx, int fy, unsigned long int sx11Color)
```

x is the initial horizontal coordinate.
y is the initial vertical coordinate.
fx is the final horizontal coordinate.
fy is the final vertical coordinate.
sx11Color is the color of the text in hex format.

- **Sx11DrawPixel()**   Draw a pixel in the window.

```
void Sx11DrawPixel(int x, int y, unsigned long int sx11Color)
```

x is the horizontal coordinate.
y is the vertical coordinate.
sx11Color is the color of the text in hex format.

- **Sx11GetEvents()**   Capture keyboard and mouse events.

```
int Sx11GetEvents()
```

You need call this function every frame to capture mouse and keyboard events. Also this function receive the messages from Window Manager when the user click in the "X" button to close the window and also the Alt+F4 close event.

To do … keyboard and mouse events…

- **Sx11End()**   Close the window and delete all resources.

```
void Sx11End()
```

Close the conection to X Window System and return the monitor resolution to the original value if changed.