

CyberDay Studios

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**TEngine Development Documentation**

*(Revision 20240910)*

*CONFIDENTIAL*

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***CHAPTER 0:***

***PREFACE***

- If you are reading this documentation, so congratulations, you are in development team and working directly on TEngine, the free 2D/3D game engine’s project used the power of OpenGL by Khronos Group, formerly developed by Silicon Graphics, Inc. OpenGL is a cross-language, cross-platform application programming interface (API) for rendering 2D and 3D vector graphics. They are easy-to use, cross-platform, that mean you can run your OpenGL application on any computer or compatible devices. All of graphic manufacturers supported OpenGL, so OpenGL is the best choice for graphic tasks, gaming, game development and entertainment purposes while still achieving high performance and resonable price, and ensuring consistency when running on many different platforms. The computer, desktop, server or even mobile phone are supported for OpenGL, that’s mean if you have OpenGL, you can run on any devices. Based on these benefits provided by OpenGL, we choose OpenGL, as backend and the heart of the TEngine project.

- The focus of this document is not go to into the features or advertise them because the **End-user manual** will do that. This document is focus in techniques and will be for the programmers who are working directly on this project. This document will documents all the functions, variables and comments. This document will divide into categories for the reader to find and read more easily.

- Finally, I would like to thank you for your dedication to this project. Let’s make this project a reality together!