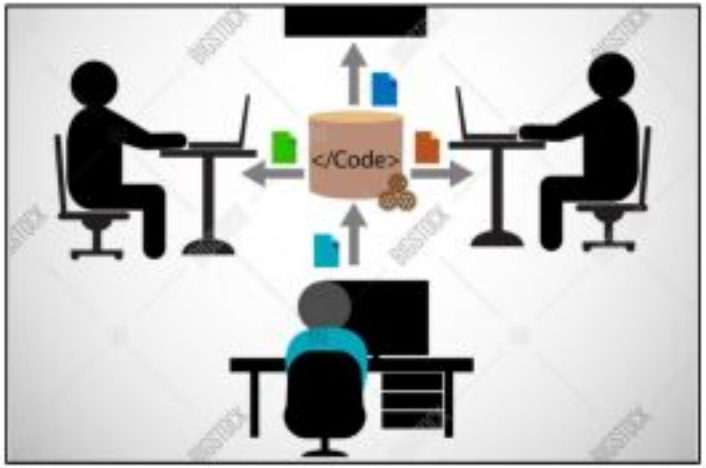
CRIMSON ZOMBIE



1. Create a project called 'Level Editor'

2. Add a file called 'Source.cpp'

3. Add a file called 'App.h'

4. Add a file called 'App.cpp'


ADD A 'SOURCE.CPP' FILE ...
AND SET THE PROJECT PROPERTIES!

```
// main function, place in 'Source.cpp'

#include "App.h"

int main()
{
  App game("Level Editor", 800, 600, 32);

  if(!game.Init())
  {
    printf("Game could not be started!");
    return 1;
  }
  else {
    game.Run();
  }
  return 0;
}
```

```
// App class definition, place in 'App.h'

#ifndef APP_H
#define APP_H

#include "SFML/Graphics.hpp"

class App
{
  private:
    sf::Event          event;
    sf::View           view;
    sf::RenderWindow   window;

    // other date members here


// continued on next page
```

```
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  public:
    App(const char* title,   int screenWidth,
        int screenHeight, int screenBpp);

    ~App();

    bool Init();
    void HandleEvents()
    void Draw();
    void Update();
    void Run();
};

#endif


// end of App class definition
```

```
// App method definitions, place in 'App.cpp'

#include "App.h"

// constructor
App::App(const char* title, int screenWidth,
         int screenBpp)
{
  window.create(
    sf::VideoMode(screenWidth,
                  screenHeight,
                  screenBpp),
                  title);

  window.setFrameLimit(0);
  View = window.getDefaultView();
}
```

```
// App method definitions, place in 'App.cpp'

// destructor
App::~App()
{
  // release memory
}


bool App::Init()
{
  // initialise App data members

  return true;
}
```

```
// App method definitions, place in 'App.cpp'


void App::Update()
{
  // update
}


void App::Draw()
{
  window.clear();
  window.setView(view);
  // draw
  window.display();
}
```

```
// App method definitions, place in 'App.cpp'

void App::HandleEvents()
{
  if(event.type == sf::Event::Closed)
    window.close();

  // other keyboard, mouse events
}
```

```
// App method definitions, place in 'App.cpp'



void App::Run()
{
  while(window.isOpen()) {
    while(window.pollEvent(event)) {
      HandleEvents();
    }
    Update();
    Draw();
  }
}


// end of App method definitions
```

1. task description

2. task description

3. task description

4. task description

5. task description

6. task description