Introduction

Introduction

`TODO`

Graphics

Graphics

Provides graphics operations, such as for drawing pixels and images on the screen.

Configuration

GFX_SET_RGB

`output (u8,u8,u8) GFX_SET_RGB;`

GFX_SET_FONT

`output (_char&&,u16) GFX_SET_FONT;`

GFX_SET_CURSOR

`output (u8,u8) GFX_SET_CURSOR;`

GFX_SET_GRID

`output bool GFX_SET_GRID;`

Drawing

GFX_DRAW_PIXEL

`output (u16,u16) GFX_DRAW_PIXEL;`

GFX_DRAW_RECT

`output (u16,u16,u16,u16) GFX_DRAW_RECT;`

GFX_DRAW_BMP

```
output (_char&&,u16,u16) GFX_DRAW_BMP;
```

GFX_DRAW_TEXT

```
output _char&& GFX_DRAW_TEXT;
```

GFX_DRAW_TEXTLN

```
output _char&& GFX_DRAW_TEXTLN;
```

Other

GFX_SCREENSHOT

```
output _char&& GFX_SCREENSHOT;
```

GFX_CLEAR

```
output void GFX_CLEAR;
```

Input Devices

Input Devices

Provides input handling, such as for keyboard and mouse.

Keyboard

KEY_PRESS

```
input (bool,u16) KEY_PRESS;
TODO: key codes
```

Mouse

MOUSE_CLICK

```
input (bool,int,u16,u16) MOUSE_CLICK;
```

MOUSE_MOVE

```
input (u16,u16) MOUSE_MOVE;
```

Frame Management

Frame Management

Manages the game frames, such as for updating animation and redrawing the screen.

Configuration

FRAMES_SET

```
output bool FRAMES_SET;
```

FRAMES_SET_CLEAR_RGB

```
output (u8,u8,u8)        FRAMES_SET_CLEAR_RGB;
```

Update

FRAMES_UPDATE

```
input int FRAMES_UPDATE;
```

Redraw

FRAMES_REDRAW

```
input void FRAMES_REDRAW;
```

Window Management

Window Management

Manages the game window.

Configuration

WINDOW_SET_SIZE

output (u16,u16,u16,u16) WINDOW_SET_SIZE;

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```