

# 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 (string,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 (string,u16,u16) GFX\_DRAW\_BMP;

### **GFX\_DRAW\_TEXT**

output string GFX\_DRAW\_TEXT;

### **GFX\_DRAW\_TEXTLN**

output string GFX\_DRAW\_TEXTLN;

### **Other**

### **GFX\_SCREENSHOT**

output string 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;

TODD: 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\_TITLE

```
output string WINDOW_SET_TITLE;
```

### WINDOW\_SET\_SIZE

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

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