Serenity Project

Day 2:

When compiling the code use /DSERENITY\_MAX\_WINDOWS=N where N is the number of windows that your application is expecting.

Set N to 1 can give large performance boost when running Optimized builds.

Otherwise we cycle through a for loop N times. It shouldn’t be that bad but just in case provided the option.

Changed SerenityPollEvents to SerenityUpdate

Added a stub render function in case the user doesn’t provide its own. Just clear the screen to black.

Corrected the ApplicationShouldClose function, returns the right thing now

Added global return codes.

Handles the WM\_SIZE message

Added memory allocation function SerenityMemoryAllocate and SerenityMemoryFree.

Slot filled is now part of the SerenityWindow struct

Added a custom allocator

Where the platform memory is divided into part and is all preallocated, no mallocs or free necessary.

|Headers (SerenityStruct windows[]) | Fixed Size Sound Buffers | Fixed Size Video Buffers |

We have pointers into these for the buffers.