MineGUI Documentation

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1 Intro

One day a lazy dev looked in to the magical world of the GUI apps and in the APIs that made this world work, he found himself lost, as no API had good docs. Then himself started to wrote the magic scrolls himself, hopping that he never will need to learn another GUI.

1.1 Install

- Dependencies

    1. SDL 1.2
    2. SDL-ttf
    3. gnu-make

```
make # you can use DEBUG=1
make install
```

1.2 Compiling Your Programs

How to compile a single file:

```
gcc -lSDL -lSDL_ttf -lminegui example.c -o example
```

2 Usage

2.1 Concepts

How i think my API work.

2.1.1 Root Window

The root window is where all widgets are drawed, and it's struct shall contain all the info about it's widgets.

```
struct minesdl_root *root;
root = minesdl_create_root(256, 256, 16, 0, 0);
...
minesdl_free_root(root);
```

1. Definitions:

    (a) Window Struct
    ```
    struct minesdl_root
    {
        int volatile redraw_flag;

        int fullscreen;
        int mode;

        SDL_Surface *screen;
        SDL_Rect^^I size;

        int number_widget;

        struct minesdl_widget widget;
        struct minesdl_widget_list **widget_list;
    };
    ```

    (b) Initialization
    ```
    struct minesdl_root *
    minesdl_create_root(int v_size, int h_size,
    int mode, int fullscreen, int size);
    ```
    - Arguments:
        - v_size & h_size: the size of the window
        - mode: the mode of video card to be used
        - fullscreen: define if the window is fullscreen
        - size: how many widgets_list are needed

    (c) Memory
    This function shall free the allocated memory, surfaces and fonts of every widget created inside of root.

```
void
minesdl_clean_root(struct minesdl_root *root);
```

2.1.2 Widget List

(WIP)

2.1.3 Widget

(WIP)

2.2 Drawing Window

(WIP)

1. Definitions

    (a) Drawing
        This function shall draw all the widgets inside of root.

        ```
        int
        minesdl_draw_window(struct minesdl_root *root);
        ```