

How to add a library in our Arcade project ?

To be able to add a graphic library to our project, you must:

- That it is added in the `./lib` file. It must be in "library.so" form and should have been compiled with Glibc.3.4.28.
- Its entry point must be named "entryPointGraphic" if it is a graphics library or "entryPointGame" if it is a game library.
- You must follow the IGraphic and IGame models to create the classes (see doc /html/annotated.html)
- Then drop it in `./lib` .
- ensure the creativity and stability of your lib