User manual: hx-gameplay

# Installation

To install hx-gameplay, use the standard “install” haxelib command:

haxelib install hx-gameplay

Immediately after installing, run the post-installation script:

Haxelib run hx-gameplay install

To use hx-gameplay you also need another Haxe library called hxcpp. However, always use the latest hxcpp version directly from the repository. To do so, first install hxcpp with haxelib:

Haxelib install hxcpp

Then download the hxcpp repository with SVN or GIT:

svn checkout <http://hxcpp.googlecode.com/svn/trunk/> hxcpp

git clone git://github.com/haxe-mirrors/hxcpp.git hxcpp

Then tell haxelib to use the downloaded repository instead of the default installation:

haxelib dev hxcpp absolute\_path\_to\_the\_hxcpp\_repository

This concludes the installation of hx-gameplay. The requirements for each of the supported target platforms are given in a later section.

# Usage

There are currently 2 methods to use hx-gameplay: through a FlashDevelop project or through the command line. Templates for more IDEs are currently in production. Please note that there is no difference at all between FlashDevelop and command line projects. They are fully interchangeable. In fact, every command line project can also be opened in FlashDevelop. This allows you to easily work across different desktop platforms.

## FlashDevelop

To use hx-gameplay with FlashDevelop, install the FlashDevelop template by doing:

haxelib run hx-gameplay install-flashdevelop-template

Now when you start FlashDevelop, you’ll see the hx-gameplay template and you can use it to create projects. You can compile and test your application easily. Per default, every project includes the windows-x86 platform and FlashDevelop is configured to execute it. If you need a different platform, first go to the project’s directory on the command line and enter:

Haxelib run hx-gameplay add-platform your\_platform

Then open the project properties in FlashDevelop, in the “Test Project” section click “Edit…” and change the line:

exec "platforms\windows-x86\build && platforms\windows-x86\bin\game"

to:

exec "platforms\your\_platform\build && platforms\your\_platform\bin\game"

Command line

You can use hx-gameplay from the command line on supported desktop platforms. The instructions here apply everywhere. To create a new hx-gameplay project from the command line execute:

haxelib run hx-gameplay create-project my-project-name

This creates a new directory for the project. Enter this directory. To compile the project enter:

haxe Build.hxml

Per default, every project comes with a suitable platform for the OS you are on. On Windows you’ll get a windows-x86 platform, on Linux it will be linux-x86. To compile for that platform do:

platforms\windows-x86\build.bat

platforms/linux-x86/build.sh

and to run the application:

run-windows-x86.bat

./run-linux-x86.sh