

SDL2 references for eForth Windows

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Autor

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SDL2

CreateWindow **z**str x y w h fl -- win

Create a window with the specified position, dimensions, and flags.

```
\ define size and position for SDL window
800 constant SCREEN_WIDTH
400 constant SCREEN_HEIGHT
200 constant X0_SCREEN_POSITION
50 constant Y0_SCREEN_POSITION

z" My first window with SDL2"
X0_SCREEN_POSITION Y0_SCREEN_POSITION
SCREEN_WIDTH SCREEN_HEIGHT
SDL_WINDOW_SHOWN CreateWindow
value WIN0
```

GetError -- n

Retrieve a message about the last error that occurred on the current thread.

Init n -- n

Initialize the SDL library.

n must be one of

SDL_INIT_TIMER \ timer subsystem

SDL_INIT_AUDIO \ audio subsystem

SDL_INIT_VIDEO \ video subsystem; automatically initializes the events subsystem

SDL_INIT_JOYSTICK \ joystick subsystem; automatically initializes the events subsystem

SDL_INIT_HAPTIC \ haptic (force feedback) subsystem

SDL_INIT_GAMECONTROLLER \ controller subsystem; automatically initializes the joystick subsystem

SDL_INIT_EVENTS \ events subsystem

SDL_INIT_SENSOR

Returns 0 on success or a negative error code on failure. Call **GetError** for more information.

```
\ Initialize SDL with error management
```

```
: SDL.init ( n -- )
  Init
  if
    ." SDL could not initialize! SDL_Error: " getError .
  then
  ;
SDL_INIT_VIDEO SDL.init
```

SDL_INIT_VIDEO -- n

Constant. Tells the SDL that you want to initialize the video subsystem.

```
SDL_INIT_VIDEO SDL.Init
```

Contents

Autor.....	1
SDL2.....	2
CreateWindow zstr x y w h fl -- win.....	2
GetError -- n.....	2
Init n -- n.....	2
SDL_INIT_VIDEO -- n.....	3