

# **codeconventions of blobby volley 2**

the blobby volley developers

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# 1 Structure of files

Every .cpp .h file has the following format:

```
/*=====
Blobby Volley 2
Copyright (C) 2006 Jonathan Sieber (jonathan_sieber@yahoo.de)
Copyright (C) 2006 Daniel Knobe (daniel-knobe@web.de)

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Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
=====*/

/* header include */

/* includes */

/* implementation */
```

## 1.1 Includes

Includes are to be sorted by library. They should occur in the following order:

- Stdlib
- Boost
- Other 3rd party libraries we use (for Example: lua, tinyxml, raknet, SDL)
- Blobby

## 1.2 Coding Style

This section describes the coding style. If you think something is missing just add it.

### 1.2.1 Common

- Opening curly braces are placed in a new line
- The left indentation should be done by tabs, the rest by spaces
- Do not write more than one statement into one source line

- Use smart pointers when ever possible
- Code should be gcc 4.6 compatible

### 1.2.2 Classes

- Member variables are to be prefixed with m
- Members occur in the following order: public, protected, private
- For big classes, it might be a good idea to group member functions into different categories

## 1.3 Namespaces

TODO

## 2 Things you should not do

Every contribution with this attributes will be rejected.

### 2.1 Pattern

The following patterns are not allowed to use:

- Singleton ([http://en.wikipedia.org/wiki/Singleton\\_pattern](http://en.wikipedia.org/wiki/Singleton_pattern))

## 3 Stuff that must be integrated in this file correctly

TODO: - Write a more detailed code-convention document - Write a latex file instead of a textfile - Detailed desription of every section needed

Following files implement the convention: - RenderManagerSDL.cpp - RenderManagerGL2D.cpp - UserConfig.cpp - TextManager.cpp - SpeedController.cpp - SoundManager.cpp - ScriptedInputSource.cpp - ReplayRecorder.cpp - ReplayPlayer.cpp - RenderManagerGP2X.cpp - RenderManager.cpp - Player.cpp - PhysicWorld.cpp - NetworkMessage.cpp  
 TODO: - all .cpp in subfolder - src folder a - NetworkGame.cpp - ReplayLoader.cpp