PGGL

PSL1GHT GRAPHICAL GAME LIBRARY

Documentation

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Documentation Updated
November 18 2010

Remember to update your library at

https://github.com/NZHawk/PSL1GHT-Graphical-Game-Lib

Context of Documentation

Section 1
*page 1 – basic set up of PGGL

Section 2
*page 1 – basic functions of PGGL
*page 2 – basic menu function

Section 1 – Page 1

What is PGGL ?

Well PGGL is a psl1ght graphical game library for making the creation of
homebrew games more easy for the developers

How hard is PGGL to use in my code ?

PGGL is the most simple system to use as of yet it make the creation as easy as
1,2,3 yes 1,2,3 all it really take is a include then a initialization and after that all
the documented functions you will find below

Is PGGL legal ?

Yes PGGL is legal and open source for anyone to use

Section 2 – Page 1

first thing we need to do to get PGGL running.

Add code below to your includes on your main.c file

#include "pggl.h"

so now we got the header file included what we need to do next is initialization of PGGL in are the main function for main.c

```
s32 main(s32 argc, const char* argv[])
{
        PadInfo padinfo;
        PadData paddata;
        int i;

        atexit(unload_modules);

        if(SysLoadModule(SYSMODULE_FS)!=0) return 0; else module_flag |=1;

        if(SysLoadModule(SYSMODULE_PNGDEC)!=0) return 0; else module_flag |=2;

        init_pggl(); // this is where you initialization of PGGL happens

        init_screen();
        While(1) {
                waitFlip();
                drawFrame(buffer[currentBuffer], frame++);
                flip(currentBuffer); // Flip buffer onto screen
                currentBuffer = !currentBuffer;
        }

        return 0;
}
```

Section 3 – Page 1

Functions of PSL1GHT GRAPHICAL GAME LIBRARY

draw function

void draw(char input[], int posx, int posy);

this drawing function outputs letters and numbers to a position on the screen you chose with a white background right now until we get png blending in to PGGL

example code

```
draw("sample string 1234567890",0,0);
```

drawInt function

void drawInt(int number, int posx, int posy);

this drawing function output a integer value you pass to it with the x and y locations given and displays number on screen with a white background until we get png blending in PGGL

example code

```
Int valuetobegiven = 456789;

drawInt(valurtobegiven,0,0);
```

Section 3 – Page 2

drawButton function

void drawButton(PngDatas buttonDown, PngDatas buttonUp, int state, int posx, int poy);

drawButton function can be used to set up a very simple menu with controller functions to change the integer value for each state that needs to be changed when pressed up and down

example code

```
This sample code below creates a very simple menu for use with
homebrew games

switch(menuSelection)
{
        case(0):
                drawButton(btnDown1, btnUp1, 1, x, y);
                drawButton(btnDown2, btnUp2, 0, x, y);
                drawButton(btnDown3, btnUp3, 0, x, y);
                break;
        case(1):
                drawButton(btnDown1, btnUp1, 0, x, y);
                drawButton(btnDown2, btnUp2, 1, x, y);
                drawButton(btnDown3, btnUp3, 0, x, y);
                break;
        case(2):
                drawButton(btnDown1, btnUp1, 0, x, y);
                drawButton(btnDown2, btnUp2, 0, x, y);
                drawButton(btnDown3, btnUp3, 1, x, y);
                break;
}
```