COMP-345

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Chapter 1

File Index

1.1 File List

Here is a list of all files with brief descriptions:

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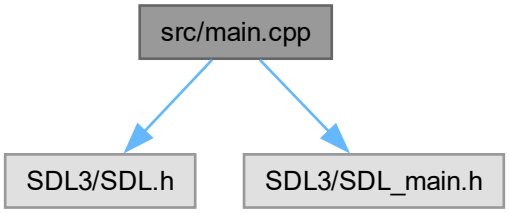
Chapter 2

File Documentation

2.1 src/main.cpp File Reference

```
#include <SDL3/SDL.h>
#include <SDL3/SDL_main.h>
```

Include dependency graph for main.cpp:



Macros

- #define SDL_MAIN_USE_CALLBACKS 1 /* use the callbacks instead of main() */

Functions

- SDL_AppResult SDL_AppInit (void **appstate, int argc, char *argv[])
- SDL_AppResult SDL_AppEvent (void *appstate, SDL_Event *event)
- SDL_AppResult SDL_AppIterate (void *appstate)
- void SDL_AppQuit (void *appstate, SDL_AppResult result)

Variables

- static SDL_Window * window = NULL
- static SDL_Renderer * renderer = NULL

2.1.1 Macro Definition Documentation

2.1.1.1 SDL_MAIN_USE_CALLBACKS

```
#define SDL_MAIN_USE_CALLBACKS 1 /* use the callbacks instead of main() */
```

2.1.2 Function Documentation

2.1.2.1 SDL_AppEvent()

```
SDL_AppResult SDL_AppEvent (
            void * appstate,
            SDL_Event * event)
```

2.1.2.2 SDL_AppInit()

```
SDL_AppResult SDL_AppInit (
            void ** appstate,
            int argc,
            char * argv[])
```

2.1.2.3 SDL_AppIterate()

```
SDL_AppResult SDL_AppIterate (
            void * appstate)
```

2.1.2.4 SDL_AppQuit()

```
void SDL_AppQuit (
            void * appstate,
            SDL_AppResult result)
```

2.1.3 Variable Documentation

2.1.3.1 renderer

```
SDL_Renderer* renderer = NULL  [static]
```

2.1.3.2 window

```
SDL_Window* window = NULL  [static]
```

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