Omega App Template

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This is a blank app that can be used as a template or guide to writing an app for NumWorks calculators.

Initial Steps

MS Windows

For MS Windows, you will need to install WSL or MSYS2 in order to compile Omega.

WSL

For WSL, you will need to follow the same instructions for whatever Linux distribution you choose to install.

MSYS2

For MYSYS2, you will need to run this:

```
# pacman -S mingw-w64-x86_64-gcc mingw-w64-x86_64-freetype
mingw-w64-x86_64-pkg-config mingw-w64-x86_64-libusb git make python

$ echo "export PATH=/mingw64/bin:$PATH" >> .bashrc
```

macOS

```
# /bin/bash -c "$(curl -fsSL
https://raw.githubusercontent.com/Homebrew/install/HEAD/install.sh)" #install
Homebrew

# brew install numworks/tap/epsilon-sdk #install NumWorks SDK
```

Linux

Fedora

```
# dnf groupinstall -y "Development Tools"
# dnf install -y arm-none-eabi-gcc
```

Debian/Ubuntu

```
# apt-get install build-essential git imagemagick libx11-dev libxext-dev
libfreetype6-dev libpng-dev libjpeg-dev pkg-config
```

Arch Linux

```
# pacman -S git make python
```

Native/Internal App

Getting Started

1. Clone this repo:

```
$ git clone https://github.com/Omega-Numworks/Omega-App-Template.git
```

The template for a native/internal app can be found in `app_native`.

2. Edit the files with a text editor (notepad, notepad++, nano, etc).

Things you should bare in mind:

- Make sure you are consistent with your naming.
- It does not matter what text editor you use.

Here is a brief table of what the files do:

File	Information
app.cpp	The main app file.
app.h	The header for your app file.
base.en.i18n	English translation of your app.
base.de.i18n	German translation of your app.
base.es.i18n	Spanish translation of your app.
base.fr.i18n	French translation of your app.
base.hu.i18n	Hungarian translation of your app.
base.it.i18n	Italian translation of your app.
base.nl.i18n	Dutch translation of your app.
base.pt.i18n	Portuguese translation of your app.

Further information can be found in comments within the files.

3. Add your app to Omega
   1. If you have not already, clone the Omega repo and all its submodules:
   ```
   $ git clone --recursive https://github.com/Omega-Numworks/Omega.git
   ```
   to clone the Omega repo with all its submodules.
   2. Copy your app's folder to `Omega/apps`
   3. In `Omega/build/config.mak`, add the name of your app's folder.
4. Compile your app with Omega/Epsilon

   Model N0110

```
$ make clean
$ make OMEGA_USERNAME="{Your, max 15 characters}" -j4
$ make epsilon_flash
```

You can change the number of processes that run in parallel during the build by changing the value of the `-j` flag.

   Model N0100

```
$ make MODEL=n0100 clean
```

```
$ make MODEL=n0100 OMEGA_USERNAME="{Your, max 15 characters}" -j4
$ make MODEL=n0100 epsilon_flash
```

You can change the number of processes that run in parallel during the build by changing the value of the `-j` flag.

Legal

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