Dream Engine Documentation

This documentation contains details of all the functions present in Dream Engine. Along with that, it has sample code for the engine for anyone to practice.

It is highly recommended to use a Linux as an enviroment for programming and the engine requires SDL 2.0 for it to compile.

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Introduction

Dream Engine is a pet project made by me as a graduation project and a tool for future projects.

As I was developing this engine, I learned so much stuff in C++ which I never would’ve learned if I didn’t take up this task.

This was a really good exercise of my programming skills, and it forced me to exceed my limits.

# **Initiating SDL and other window functions**

# **LoadWindow((char\*) <**Your title here>, <width>, <height>**);**

# This function creates a window with a given title, width and height;

# //Creating a window

# LoadWindow((char\*) “Demo”, 800, 600);

# **DrawScreen();**

# This function clears the screen for a new render.

# //Draw Screen

# DrawScreen();

# **Render(**<fps>**);**

# This function renders the present contents in the renderer in an intended frame rate.

# //Rendering function

# Render(30);