

# Super GP Library v0.2.1

## -Instruction

### Declaration:

v0.2.1 is the eighth version of SGL. After working for weeks, there are much less bugs in it. This time the library can be used in both debug and release mode. And it can be used in both C and C++. However, if users find any other bugs in it, try to contact the author with the information shown in the console.

Instruction videos can be acquired from

<https://v.douyu.com/author/PDAPmLyG87xN> and  
<http://space.bilibili.com/33137499/#!/index>

### 1. Initialize

In Sample->Initialize->empty.c

The **sgSetup()** function is to initialize the system and malloc some pointers. It will run only once in the beginning of the program. Remember not to draw anything in this function, or it will cause a crash.

The **sgLoop()** function is the main loop. It will run

infinitely which means `while(1)sgLoop();`

The **`initWindow(int width, int height, char *title)`** function is to initialize the window with its width, height and title.

In Sample->Initialize->colorful.c

Use **`setColor(int r, int g, int b)`** to set one RGB color. Then use **`clearScreen()`** to fill the whole screen with the color set before.

## 2. Draw

In Sample->Draw->pixel.c

The function **`putPixel(int x, int y)`** is to draw a point on the screen. The coordinate (0, 0) is the top-left point. And the coordinate(Screen->buffer->sizeX, Screen->buffer->sizeY) is the bottom-right point.

The function **`getPixel(int x, int y)`** is to get the color of the point (x, y). The return type RGB is defined in screen.h

In Sample->Draw->figure.c

The function **`putQuad(int x1, int y1, int x2, int y2, int mode)`** is to draw a rectangle with top-left point (x1,

y1) and bottom-right point (x2, y2).

The function **putCircle(int x, int y, int r, int mode)** is to draw a circle with centre (x, y) and radius r.

The function **putEllipse(int xc, int yc, int a, int b, int mode)** is to draw an oval with centre (xc, yc) and semiaxis a on direction x, b on direction y.

The parameter mode in both function can be set as **SOLID\_FILL** or **EMPTY\_FILL**. **SOLID\_FILL** means to fill the whole figure with the set color while **EMPTY\_FILL** means just draw the outline.

The function **putLine(int x1, int y1, int x2, int y2)** is to draw a line between (x1, y1) and (x2, y2).

The function **floodFill(int x, int y, RGB c)** is to fill the area connected to (x, y) it will stop at the points with color c.

In Sample->Draw->bmp.c

The function **loadBmp(int x, int y, char \*filename)** is to load a bmp file named "filename" with its top-left at (x, y).

The function **getImage(int left, int top, int right, int bottom, bitMap \*bitmap)** is to copy an area of the screen. The points information is saved in bitmap. So it

need to be declared and malloced by the users.

Remember left must be no greater than right and as well as top and bottom.

The function **putImage(int left, int top, bitMap \*bitmap, int op)** is to paste the points saved in bitmap. The parameter op can be set as COPY\_PUT, AND\_PUT, OR\_PUT, XOR\_PUT and NOT\_PUT. To learn more about it, please read Sample->Advance->mouse.c.

In Sample->Draw->text.c

The function **putString(char \*str, int x, int y)** is to put down a string with visible asciis.

The function **putChar(char ch, int x, int y)** is similar to putString function.

The function **putNumber(int n, int x, int y, char lr)** is to put down a number string. If lr is 'l', then (x, y) is the left-up point of this string. Else if lr is 'r', then (x, y) is the right-up point of this string.

For the font is downloaded from baidu, the characters are not graceful. Several versions later, the font will be updated and will be more beautiful. At that time, Chinese characters may be enabled.

### 3. Bios

In Sample->Bios->key.c

The function **initKey()** need to be added in the **sgSetup()** if other key functions will be used.

The function **bioskey(int cmd)** is the main key function. If cmd is 1, the return value is whether the key buffer is empty. Else if cmd is 0, the return value is the earliest key information. If the highest digit of the information is 1, it's a key-down signal. If the highest digit of the information is 0, it's a key-up signal. That is, when one key is pressed, a down-key will be send to the key buffer, and then a up-key will be send to the key buffer. The low 8 digit are the ascii of each key. Remember never use biosKey(0) separately, it must appear in if(biosKey(1)){} branch.

The function **clearKeyBuffer()** is used to clear the key buffer.

In Sample->Bios->mouse.c

The function **initMouse()** is similar to **initKey()**.

The function **mousePos()** returns the current mouse position.

The function **mouseStatus(int b)** is used to get each botton's status. Parameter b can be set to

SG\_LEFT\_BUTTON or SG\_RIGHT\_BUTTON or SG\_MIDDLE\_BUTTON. The return value is either SG\_DOWN or SG\_UP.

The function **biosMouse(int cmd)** is similar to biosKey(int cmd). But its return value is vectThree. The first two int is the coordinate of the click, and the third int is which button is clicked. The same requests as biosKey() function.

The function **clearMouseBuffer()** is similar to clearKeyBuffer().

#### 4. Time

In Sample->Time->time.c

The function **delay(int t)** is to wait for a while. Parameter t is the microseconds that will be waited.

The function **delayBegin()** and **delayEnd(int t)** are used in pairs. The former set the start time and the latter set the end time. When the program run into delayEnd, if the time gap between delayBegin and delayEnd is less than t, the program will wait. Or else, don't wait.

The function **random(int n)** returns a number between 0 and n-1 randomly.

## 5. Interrupt

In Sample->Advance->vect.c

This part is to emulate DOS interrupts.

The function **getVect(int intrn)** returns the current interrupt function of intrn. In DOS, intr8 represent clock interrupt and intr9 represent keyboard interrupt. If intrn is 8, it returns the current clock interrupt function. And if intrn is 9, it returns the current keyboard interrupt function.

The function **setVect(int intrn, vect v)** is used to set a new interrupt function to intrn.

The function **dosInt(int intrn, int \*ret)** is used to get the current key ascii when in keyboard interrupt function.

The function **setFreq(int f)** is used to set the frequency of clock interrupt. That is, every second the clock interrupt function will run f times.

## 6. Tools

In Sample->Advance->sound.c

The function **loadWave(char \*filename, int mode)** is

used to play a wave file. Parameter mode need to be set as `SG_LOOP`.

In Sample->Advance ->mouse.c

The function **hideMouse()** is to hide the default mouse icon of Windows. In the latest version, this function needs to be added in `sgLoop()`.

The function **showMouse()** is to show the default mouse icon of Windows. In the latest version, this function needs to be added in `sgLoop()`.

In Sample->Advance->full.c

The function **fullScreen()** is to change the window size to the whole screen. This function needs to appear in `sgSetup` function, or there will be no effects.

The function **setMouse(int x, int y)** is to set the mouse position. Remember that this coordinate (x, y) is based on the left-up point of the whole screen, not the top window.

In Sample->Advance ->buffer.c

The function **setActivePage(int page)** is to set the active page. Parameter page can be either 0 or 1. Then all drawings will operate on this page.



The function **setVisualPage(int page)** is to set the VisualPage. Parameter page can be either 0 or 1. Then this page will be shown on the screen.