

Super GP Library v0.0.2

-Instruction

Declaration:

v0.0.2 is the third version of SGL. There're still many bugs in it. If users find any of them, try to contact the author with the information in shown in the console. To be friendly to newcomers, the library is coded in C. The C++ library will come out soon.

1. Initialize

In Sample->Initialize->empty.c

The statement "**extern _win *Window;**" is needed.

The **sgSetup()** function is to set some values. 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();`

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 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 and OR_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 putSring 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.

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 button'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->Interrupt->int.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.Tool

In Sample->Tool->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->Tool->full.c

The function **fullScreen()** is to change the window size to the whole screen.

The function **hideMouse()** is to hide the default mouse icon of Windows.

The function **showMouse()** is to show the default mouse icon of Windows.

In Sample->Tool->page.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.