

GameFx Docs

.ICWORKS

GameFx Docs

Welcome!

Summary

Getting Start!

 IOMachine

 Assetor

Docs

 Namespaces

 Common

 Texture

 TransformRaw

 Transform : TransformRaw

 GAME

 Canvas

 InputMap

 IOMachine

Welcome!

What's GameFx

 A Low Thing

Updates

 Version 1.4.0 As the latest debug version

 Version 1.3.3 As the latest release version

Logs

 Effects and MultiCore Rendering is [developing](#)

Summary

 A Link Lib with Managed DirectX11 and Physics for C# beginners

Getting Start!

IOMachine

sg

Assetor

trdg

Docs

Namespaces

Common

Texture

A abstract class which defines the common interface of Texture

TransformRaw

A matrix defines the transform of the screen or a GameObject's location

Transform : TransformRaw

Translate X Y Theta Scalex Scaley To matrix

```
new  
doticworks.GameFx.COMMON.Transform(iom.InputMap.MouseX,iom.InputMap.MouseY,  
the,1,1) //new a Transform
```

GAME

Canvas

The class has not been used in the fx
but you can use it to output some temp images

InputMap

A class defines the input processing logic

You can regist a

Action

for a keyevent(Such as "Keydown" in key "Space")

demo

```
iom.InputMap.KeyPress(Keys.F2, ()=>{iom.DebugMode=!iom.DebugMode;});  
iom.InputMap.MousePress(MouseButtons.Left, ()=>{I2.Active=!I2.Active;});  
iom.InputMap.MousePress(MouseButtons.Right, ()=>  
{iom.FullScreen=!iom.FullScreen; });
```

IOMachine

A Class

