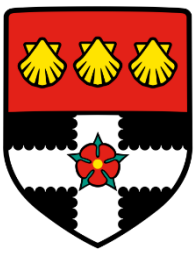

University of Reading

Department of Computer Science

Extending a Platform Game in C/C++: Mineplex Maze

Shavin Croos

Module Code:	CS1PR16
Assignment report title:	Programming Project
Student Number (e.g. 25098635):	27015244
Date (when the work completed):	20/04/2020
Actual hrs spent for the assignment:	30+ Hours
Assignment evaluation (3 key points):	Explained in some sense, Educational and Experimental

Declaration

I, **Shavin Croos**, of the Department of Computer Science, University of Reading, confirm that all the sentences, figures, tables, equations, code snippets, artworks, and illustrations in this report are original and have not been taken from any other person's work, except where the works of others have been explicitly acknowledged, quoted, and referenced. I understand that if failing to do so will be considered a case of plagiarism. Plagiarism is a form of academic misconduct and will be penalised accordingly.

Shavin Croos
April 22th, 2020

Contents

1 Introduction

In this project, I was given a platform game that used the SLD2 library for the graphics. I was asked to extend this C/C++ program with the skeleton code for the game provided. This meant I had to design and develop at least one or more features to the game. Once designed, I would then have to adapt, modify and develop the code for these said features, so that they could be integrated properly into the game. My report will talk about the ideas and development process behind creating and implementing the new features I had added to the game, which in turn improved upon the skeleton code I had been originally issued with to work on the project. My first end goal of this project was to add at least one new feature to the game that will help the game become more interesting for the user to play. Another goal of the project is to improve on the graphics of the map and the main character of the game such that this would help to further improve and complement the new features that are added to the game, and thus make the game more exciting to play.

To help meet these goals, I had decided that the new game feature I would implement first would be the Title Screen, which would appear when the game is initially booted up. As the feature name implies, the feature will display the title of the game as logos along with a relevant background and some text to explain how to play the game in order to make the game enticing for the users. In addition to this, I would add a timer to the game to give the game a real competitive feel for the users and to try and see who would complete the task given in the shortest amount of time. This will allow for the feel of time trials in the game, which would drive the users to set their best attempts at the game. Once the player has completed the game, I would add an end screen, to which user would be congratulated that they had completed the task. In order to achieve most of these features, the game would be coded in C, since SDL2 is mostly coded in C programming language, despite using C++ extensions.

2 Design

The first feature I have implemented into the game is the Title Screen that is first shown when the game is booted up. The title screen shows the name of the game, which matches the name of the game I had come up with, as logos called “Mineplex Maze”. It also features some options given to the user to choose what they wish to do, such as play the game, read the credits, understand the objective of the game or quit the game. The instructions of the controls of the game are listed out in the title screen so that user can get a quick understanding of how to move the character as soon as they first start up the game. I chose to create a background texture with a mixture of stone and ore blocks as an accompaniment to the title screen and title name, to give that adventure and challenging feel to the game.

The second feature I have implemented into the game is the timer, which is shown when the user plays the game. The timer shows the time elapsed in seconds, which is shown along the diamond counter in the header display for the game. By adding the timer to the game, it makes the game more interesting by the fact that the users can find how long they take to collect all the diamonds. This means that users will get the incentive to keep playing the game again and again to try and complete it within the shortest amount of time possible and thus increases the excitement for the game. I also added an end screen to the game after the gameplay to congratulate the user on collecting all the diamonds before exiting the game. The end screen is like the title screen, except it excludes the logo title, the details of the controls and the options to view credits and objectives. It consists the text saying “WELL DONE, YOU COLLECTED ALL THE DIAMONDS! PRESS ESC TO QUIT.” in front of the background texture used in the title screen. The user will get a sense of satisfaction by seeing the end screen and text written and this will make the user want to play the game again.

First the user opens the platform game by opening the program for the game. The title screen of the game will be first displayed to the user. Below the logo, the user will be shown 4 selections to choose from. The first selection is for the user to press the key P on the keyboard to play the game. The details of Sam's movement controls are shown below "PRESS P TO PLAY!". The second and third options give similar results in the fact they give information about the game in question. However, the second selection gives the user the option to see the credits of the game (e.g. who did what for the game etc.), whereas the third selection tells the user what they have to do in order to complete the game. The fourth selection allows the user to quit the game. **Figure ai and aii** shows a screenshot of the game's title screen with the selections and the timer implemented in the game and **Figure b** shows the flow chart how the game works in its entirety.

Figure ai. Title Screen.

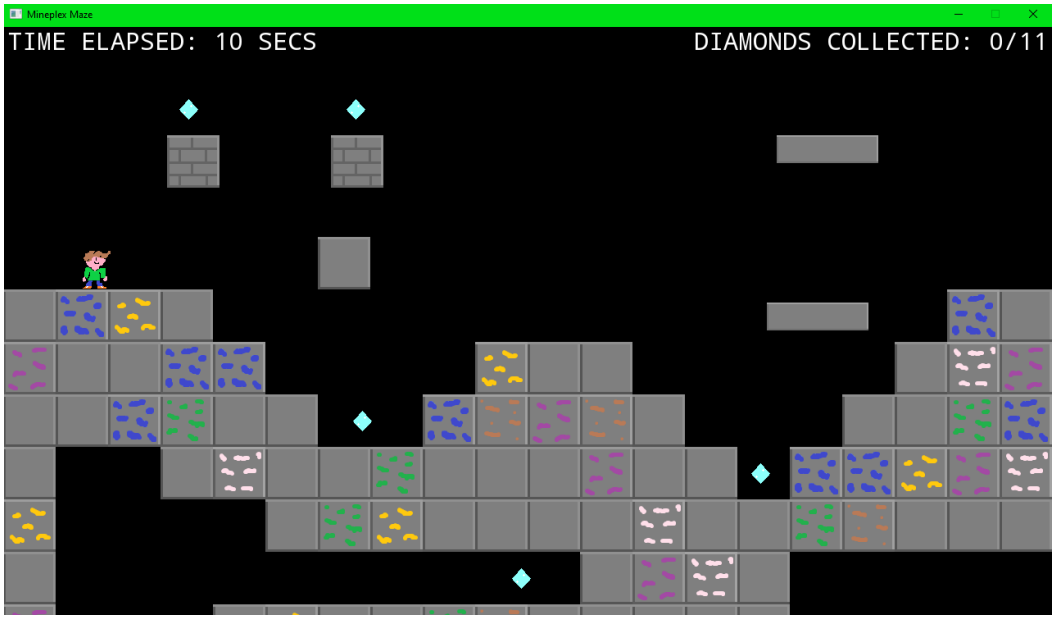

Figure aii. Timer implemented in gameplay.

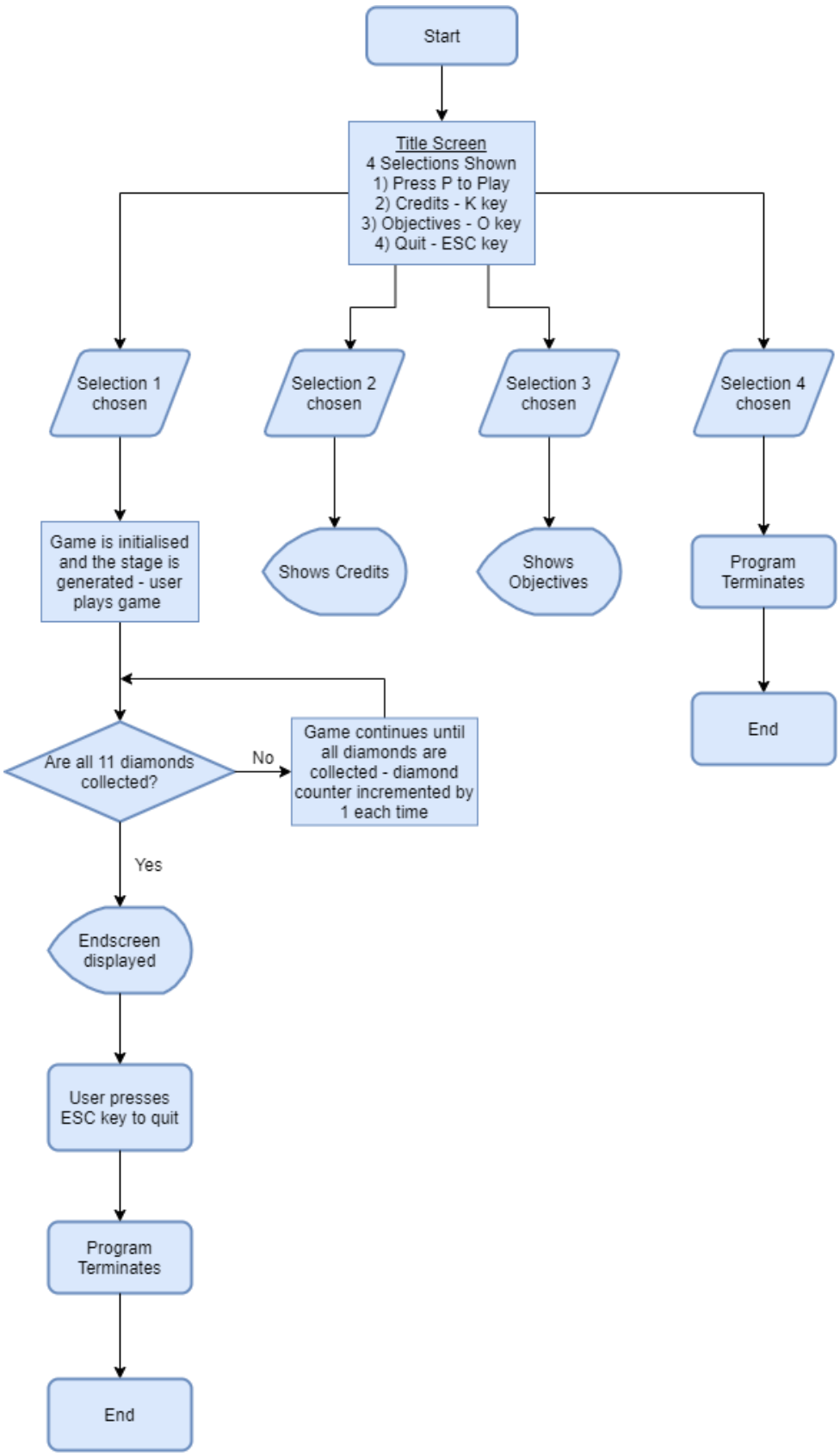

Figure b. Flowchart of the whole game system.

3 Implementation and Development

3.1 Explanation of Title Screen

With the help of the Parallel Realities SDL2 Tutorial website, I followed the Main Menu tutorial steps on to how to build the title screen, which was being implemented for a space shooter game. This allowed me to create the title screen for my game, which the code for it is in a file named title.c. **Figures ci - ciii** shows the entire code for the title screen.

Figure ci tells the computer how the title screen should be revealed on the screen when first initialised. This is done by calling upon logic and draw so that any texture that is inputted into the code can be shown when the code is run. When this is done, we need to create the file path of the image textures so that the program can easily access this when the game is run. This is achieved by calling upon special variables called texture pointers. Although the code for the initialising the title screen is written, the program will not run the code, since the void function has not been called through the main function. Once this is written in main function, which is in main.c, the main menu initialises as normal, but the lacks the attractiveness that is needed for the game to be interesting enough to play on. **Figures cii** and **ciii** explains how the title screen takes on some animation and logos for the game and calls for the background in the title screen via doBackground and drawBackground (see **fig civ**).

In order to create the animation for the title screen, I needed to create an if statement. This if statement determines if the reveal variable (see **fig ci**), which is incremented by 1 each time from 0, is always less than the screen height of the application window. Also, the keyboard inputs for the options are also a series of if statements. When P is pressed, the game is initialised and the user can play the game. If K is pressed, then the credits will be shown and if O is pressed, then the objectives are shown. However, for these things to seen by the user, I also had to use drawText so that the user can see the text and understand what they are reading in these selected options. The logo for the game is revealed in drawLogo function. The logo is animated almost in the same way as the background, only except it is revealed only once as a top to bottom type of reveal. This works by setting the QueryTexture of both the logos to 0 since the r.x and r.y values are placed at 0. Then the reveal variable is called upon again to be set as the height, which will show the logo as a top-to-bottom reveal animation.

At this point, the title screen is near done. The final step is to make the background animation come to life. **Figure civ** initialises, draws and animates the background. The background is revealed from right to left on a continuous loop until the play presses P to play. The actual animation of the background lies in the combination of doBackground and drawBackground working together. The doBackground function contains the --BackgroundX variable, which allows for the background to animated right to left of the application window. The drawBackground function compares the value of x with the screen width. Together, they help to give the desired effect of the background moving from right to left seamlessly.

```
#include "common.h"

static void logic(void);
static void draw(void);
static void drawLogo(void);
static int backgroundX;
static SDL_Texture* background;
static SDL_Texture* mineplexTexture;
static SDL_Texture* mazeTexture;
static int reveal = 0;
static int timeout;
```

```
void initTitle(void)
{
	app.delegate.logic = logic;
	app.delegate.draw = draw;
	memset(app.keyboard, 0, sizeof(int) * MAX_KEYBOARD_KEYS);
	mineplexTexture = loadTexture("gfx/mineplex.png");
	mazeTexture = loadTexture("gfx/maze.png");
}
```

Figure ci. Initialiser for title screen.

```
static void logic(void)
{
	doBackground();
	if (reveal < SCREEN_HEIGHT)
	{
		reveal++;
		background = loadTexture("gfx/mplx.png");
	}

	if (app.keyboard[SDL_SCANCODE_P])
	{
		initStage();
	}

	if (app.keyboard[SDL_SCANCODE_ESCAPE])
	{
		exit(1);
	}

	if (app.keyboard[SDL_SCANCODE_K])
	{
		initCredits();
	}

	if (app.keyboard[SDL_SCANCODE_O])
	{
		initObjective();
	}
}

static void draw(void)
{
	drawBackground();

	drawLogo();

	if (timeout % 40 < 20)
	{
		drawText(SCREEN_WIDTH / 2, 300, 0, 0, 0, TEXT_CENTER, "PRESS P TO
PLAY!");
		drawText(SCREEN_WIDTH / 2, 350, 0, 0, 0, TEXT_CENTER, "CONTROLS:");
		drawText(SCREEN_WIDTH / 2, 390, 0, 0, 0, TEXT_CENTER, "LEFT - LEFT KEY |
RIGHT - RIGHT KEY");
		drawText(SCREEN_WIDTH / 2, 430, 0, 0, 0, TEXT_CENTER, "JUMP - UP KEY");
		drawText(SCREEN_WIDTH / 2, 475, 0, 0, 0, TEXT_CENTER, "RESET FROM START
(ALSO RESETS TIME) - SPACE");
		drawText(SCREEN_WIDTH / 2, 520, 0, 0, 0, TEXT_CENTER, "CREDITS - K");
		drawText(SCREEN_WIDTH / 2, 565, 0, 0, 0, TEXT_CENTER, "OBJECTIVE (TASK
OF THE GAME) - O");
		drawText(SCREEN_WIDTH / 2, 610, 0, 0, 0, TEXT_CENTER, "QUIT - ESCAPE");
	}
}
```

Figure cii. Background initialiser and keyboard inputs for the options in the title screen.

```
static void drawLogo(void)
{
	SDL_Rect r;

	r.x = 0;
	r.y = 0;

	SDL_QueryTexture(mineplexTexture, NULL, NULL, &r.w, &r.h);

	r.h = MIN(reveal, r.h);

	blitRect(mineplexTexture, &r, (SCREEN_WIDTH / 2) - (r.w / 2), 100);

	SDL_QueryTexture(mazeTexture, NULL, NULL, &r.w, &r.h);

	r.h = MIN(reveal, r.h);

	blitRect(mazeTexture, &r, (SCREEN_WIDTH / 2) - (r.w / 2), 160);
}
```

Figure ciii. Draws the logos in the title screen.

```
void initBackground(void)
{
	backgroundX = 0;
}

void doBackground(void)
{
	if (--backgroundX < -SCREEN_WIDTH)
	{
		backgroundX = 0;
	}
}

void drawBackground(void)
{
	SDL_Rect dest;
	int x;

	for (x = backgroundX; x < SCREEN_WIDTH; x += SCREEN_WIDTH)
	{
		dest.x = x;
		dest.y = 0;
		dest.w = SCREEN_WIDTH;
		dest.h = SCREEN_HEIGHT;

		SDL_RenderCopy(app.renderer, background, NULL, &dest);
	}
}
```

Figure civ. Draws and animates background for the title screen.

3.2 Explanation of Timer and Endscreen

Overall, I am happy with the result of the title screen. However, I felt that the gameplay was a bit boring as the user would just collect the diamonds and the game would just terminate when user had completed the task of collecting all 11 diamonds. To slightly improve the game and with the help of SDL wiki, I had managed to add a timer to the game within the drawHud void function of stage.c

(**Figure d**). SDL_GetTicks() simply prints the time onto the header in milliseconds, which I did not want. Therefore to counteract this problem, I divided SDL_GetTicks() by 1000 to get the time displayed in seconds. Then I subtracted the whole time by 2 to counterbalance the jumpstart of the time. I put all this in another drawText function, which is put alongside the diamond counter. I also added an endscreen (**Figure e**) to the game to further make the game a little bit more interesting, rather than just terminate the game when all the diamonds have been collected. It works in a similar fashion to the title screen, except it does not show the logo and you can only press the escape key to exit.

```
static void drawHud(void)
{
	SDL_Rect r;

	r.x = 0;
	r.y = 0;
	r.w = SCREEN_WIDTH;
	r.h = 35;

	SDL_SetRenderDrawBlendMode(app.renderer, SDL_BLENDMODE_BLEND);
	SDL_SetRenderDrawColor(app.renderer, 0, 0, 0, 196);
	SDL_RenderFillRect(app.renderer, &r);
	SDL_SetRenderDrawBlendMode(app.renderer, SDL_BLENDMODE_NONE);

	drawText(SCREEN_WIDTH - 5, 5, 255, 255, 255, TEXT_RIGHT, "DIAMONDS COLLECTED:
%d/%d", stage.pizzaFound, stage.pizzaTotal);
	drawText(SCREEN_WIDTH - 1275, 5, 255, 255, 255, TEXT_LEFT, "TIME ELAPSED: %2d
SECS", ((SDL_GetTicks() / 1000) - 2));
```

Figure d. Code for the timer implemented in drawHud function of stage.c.

```
static void draw(void)
{
	drawBackground();

    drawLogo();

	drawHud();

	drawText(SCREEN_WIDTH / 2, 475, 0, 0, 0, TEXT_CENTER, "WELL DONE, YOU COLLECTED
ALL THE DIAMONDS! PRESS ESC TO QUIT.");
```

Figure e. Sample of endscreen.c showing text congratulating the player. Same as title screen, but with different text.

4 Conclusion

In conclusion, I felt I had enjoyed redesigning the graphics of the actual game, as well as designing the title screen and implementing a timer for the game. What I have learnt from this project is how to implement a basic timer for the game and how to design good graphics and animation for the title screen. To further improve the game, I would add in some enemies and possibly power ups as well in order to make the game a bit more difficult, since gameplay without any of those things would simply make the whole task of collecting the diamonds to easy, as thus make the game more boring to play. I would add extra levels for the game to allow for the chance to increase the difficulty of the game even further and thus make the game even more exciting for users to play. One last thing I would improve on is adding a pause feature to the game so that the users don't feel forced to return to the game quickly if they have to be away from their keyboards (AFK) for some time to attend some other event for a short time.

5 References and Git Commit Trail

https://www.parallelrealities.co.uk/tutorials/shooter/shooter15.php

https://wiki.libsdl.org/SDL_GetTicks?highlight=%28%5CbCategoryTimer%5Cb%29%7C%28CategoryEnum%29%7C%28CategoryStruc%29

Links to my project and code repository:

https://csgitlab.reading.ac.uk/at015244/Programming-Coursework

https://csgitlab.reading.ac.uk/at015244/Programming-Coursework.git

https://csgitlab.reading.ac.uk/at015244/Programming-Coursework/compare/ee97c0ce35604d71d8ef846712e118c3b5eb2f83...master?view=inline

Source	master

...

Target	ee97c0ce35604d71d8ef846712e118c3b5eb2f83

Commits (9)

Updated Code 1 (/at015244/Programming-Coursework/commit/f4ef7eee6d41b66f241f5edd1921c96bc0ea6678) · f4ef7eee
Shavin Croos (/at015244) committed a week ago

Renamed Character from Pete to Sam (/at015244/Programming-Coursework/commit/950b38e9dde19608eb05a7afff9bcafb867fde77) · 950b38e9
Shavin Croos (/at015244) committed a week ago

Removed Pete (/at015244/Programming-Coursework/commit/8a5000b7f19dfa7eca57838aa521e634cb5467bd) · 8a5000b7
Shavin Croos (/at015244) committed a week ago

Added Credits (/at015244/Programming-Coursework/commit/3036b136d04326f1a31a4850686a6ab6ab8f214c) · 3036b136
Shavin Croos (/at015244) committed 3 days ago

Added New Sounds and Music (/at015244/Programming-Coursework/commit/e1c628ab2dd839be8c808dca24599b89ef889e2e) · e1c628ab
Shavin Croos (/at015244) committed 2 days ago

Updated Credits and Added Timer (/at015244/Programming-Coursework/commit/1803f1370035c6fb97812bf132793ba2df373ffb) · 1803f137
Shavin Croos (/at015244) committed a day ago

Updated Menu, Added Objectives and Added Timer (/at015244/Programming-Coursework/commit/d5102aaf95b1e0561ba498b383660d92b9259d93) · d5102aaf
Shavin Croos (/at015244) committed a day ago

Added Endscreen, Changed Game Background Colour and Final Touches and Details to the Game (/at015244/Programming-Coursework/commit/7d1c099153db4c5dab0c50a54b73db8cc72c8369) · 7d1c0991
Shavin Croos (/at015244) committed a day ago

Added Some Comments on the Code (/at015244/Programming-Coursework/commit/6ebb4ab1c654259022e2afca5bca1e53b17a4a79) · 6ebb4ab1
Shavin Croos (/at015244) committed 16 minutes ago

Showing **265 changed files** with **4846 additions** and **53 deletions**

.vs/SpringProject/v16/.suo 0 → 100644

File added

.vs/SpringProject/v16/Browse.VC.db 0 → 100644

File added

.vs/SpringProject/v16/ipch/AutoPCH/1b2ec023958c77c7/IO.ipch 0 → 100644

File added

.vs/SpringProject/v16/ipch/AutoPCH/2bd7072c49d4f52a/SOUND.ipch 0 → 100644

File added

.vs/SpringProject/v16/ipch/AutoPCH/31292fdc552d317d/MAP.ipch 0 → 100644

File added

.vs/SpringProject/v16/ipch/AutoPCH/3f7fef33a41bff3c/TEXT.ipch 0 → 100644

File added

.vs/SpringProject/v16/ipch/AutoPCH/46b56630f712c8c4/MAIN.ipch 0 → 100644

File added

.vs/SpringProject/v16/ipch/AutoPCH/4b4784887f6c9a25/STAGE.ipch 0 → 100644

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.vs/SpringProject/v16/ipch/AutoPCH/50ab9f1468489197/INPUT.ipch 0 → 100644

File added

.vs/SpringProject/v16/ipch/AutoPCH/630760c1c10cfbc2/PLAYER.ipch 0 → 100644

File added

.vs/SpringProject/v16/ipch/AutoPCH/6c32113885a36df/TITLE.ipch 0 → 100644

File added

.vs/SpringProject/v16/ipch/AutoPCH/6e92f0004354ac01/DRAW.ipch 0 → 100644

File added

.vs/SpringProject/v16/ipch/AutoPCH/7891129c635a684c/ENTITIES.ipch 0 → 100644

File added

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File added

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File added

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File added

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File added

.vs/SpringProject/v16/ipch/AutoPCH/a249e9a06c025d89/PIZZA.ipch 0 → 100644

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.vs/SpringProject/v16/ipch/AutoPCH/b036803bbb9c8bf8/CAMERA.ipch 0 → 100644

File added

.vs/SpringProject/v16/ipch/AutoPCH/cfba3e9477f32680/BLOCK.ipch 0 → 100644

File added

.vs/SpringProject/v16/ipch/AutoPCH/d177374a43db92d3/INIT.ipch 0 → 100644

File added

.vs/SpringProject/v16/ipch/AutoPCH/edc8330d215eb94c/ENDSCREEN.ipch 0 → 100644

File added

.vs/SpringProject/v16/ipch/AutoPCH/ef23f53672261c45/TEXTURES.ipch 0 → 100644

File added

.vs/SpringProject/v16/ipch/AutoPCH/fad35a54bfe03376/PLATFORM.ipch 0 → 100644

File added

Programming Coursework Log.md deleted 100644 → 0

```
1 - # Programming Coursework Log
```

```
-
- ### Day 1 - 30/03/20
-
- #### 12:25 am:
-
- Created the GitLab project to start the work on the coursework. The most up-to-date edited code of the game will be stored in this repository for all to view. Added Julien Kunkel and Mohammed Al-Khafajiy to this repository as a developers so that they can view my repository as its being updated.
-
- #### 8:12 pm:
-
- Changed the title of the game to Mineplex Maze and edited this within the game's coding.
-
- ### Day 2 - 31/03/20
-
- #### 11:35 pm:
-
- Found and used this website, https://www.parallelrealities.co.uk/tutorials/ppp/ppp5.php, to help make the additions and changes to the game as necessary. I managed to change the movement controls (keyboard keys) of the character from a,d,i to LEFT, RIGHT and UP. I assigned LEFT to move character left, RIGHT to move character right and UP to make the character jump when it's on the ground.
-
- ### Day 3 - 01/04/20
-
- #### 10:33 pm:
-
- I made a start on the LaTeX report of the project. Day 2 and 3's changes to the code have to uploaded to the project repository.
-
- ### Day 4 - 04/04/20
-
- #### 11:46 pm:
-
- I made changes to the graphics of the game to fit the title of the game I have decided upon. The tile blocks were changed to mineral ores you would find in a cave and I changed the items to collect in the game from pizzas to being diamonds.
-
- ### Day 5 - 06/04/20
-
- #### 12:33 am:
-
- I made changes to the graphics of the characters of the game.
-
- ### Day 6 - 07/04/20
-
- #### 12:13 am:
-
- Attempted to add the timer to the game, but have only managed to write the full screen text saying "TIME TAKEN".
-
- ### Day 7 - 09/04/20
```

```
-
- #### 12:00 am:
-
- Created new .c file named title.c, where I have added code for the title screen of the game. Currently, it does not work yet, but will get it working soon. Will work on the timer soon.
-
- ### Day 8 - 10/04/20
-
- #### 01:17 am:
-
- Sucessfully the title screen for the game. Now to work on timer.
```

SDL2/SDL.h 0 → 100644

```
+ /*
+   Simple DirectMedia Layer
+   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
+
+   This software is provided 'as-is', without any express or implied
+   warranty.  In no event will the authors be held liable for any damages
+   arising from the use of this software.
+
+   Permission is granted to anyone to use this software for any purpose,
+   including commercial applications, and to alter it and redistribute it
+   freely, subject to the following restrictions:
+
+   1. The origin of this software must not be misrepresented; you must not
+      claim that you wrote the original software. If you use this software
+      in a product, an acknowledgment in the product documentation would be
+      appreciated but is not required.
+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
+ /**
+  *  \file SDL.h
+  *
+  *  Main include header for the SDL library
+  */
+
+
+ #ifndef SDL_h_
+ #define SDL_h_
+
+ #include "SDL_main.h"
+ #include "SDL_stdinc.h"
+ #include "SDL_assert.h"
+ #include "SDL_atomic.h"
+ #include "SDL_audio.h"
+ #include "SDL_clipboard.h"
+ #include "SDL_cpuinfo.h"
+ #include "SDL_endian.h"
+ #include "SDL_error.h"
```

```
41 + #include "SDL_events.h"
42 + #include "SDL_filesystem.h"
43 + #include "SDL_gamecontroller.h"
44 + #include "SDL_haptic.h"
45 + #include "SDL_hints.h"
46 + #include "SDL_joystick.h"
47 + #include "SDL_loadso.h"
48 + #include "SDL_log.h"
49 + #include "SDL_messagebox.h"
50 + #include "SDL_mutex.h"
51 + #include "SDL_power.h"
52 + #include "SDL_render.h"
53 + #include "SDL_rwops.h"
54 + #include "SDL_sensor.h"
55 + #include "SDL_shape.h"
56 + #include "SDL_system.h"
57 + #include "SDL_thread.h"
58 + #include "SDL_timer.h"
59 + #include "SDL_version.h"
60 + #include "SDL_video.h"
61 +
62 + #include "begin_code.h"
63 + /* Set up for C function definitions, even when using C++ */
64 + #ifdef __cplusplus
65 + extern "C" {
66 + #endif
67 +
68 + /* As of version 0.5, SDL is loaded dynamically into the application */
69 +
70 + /**
71 +  *  \name SDL_INIT_*
72 +  *
73 +  *  These are the flags which may be passed to SDL_Init().  You should
74 +  *  specify the subsystems which you will be using in your application.
75 +  */
76 + /* @{ */
77 + #define SDL_INIT_TIMER          0x00000001u
78 + #define SDL_INIT_AUDIO          0x00000010u
79 + #define SDL_INIT_VIDEO          0x00000020u  /**< SDL_INIT_VIDEO implies
    SDL_INIT_EVENTS */
80 + #define SDL_INIT_JOYSTICK       0x00000200u  /**< SDL_INIT_JOYSTICK implies
    SDL_INIT_EVENTS */
81 + #define SDL_INIT_HAPTIC         0x00001000u
82 + #define SDL_INIT_GAMECONTROLLER 0x00002000u  /**< SDL_INIT_GAMECONTROLLER implies
    SDL_INIT_JOYSTICK */
83 + #define SDL_INIT_EVENTS         0x00004000u
84 + #define SDL_INIT_SENSOR         0x00008000u
85 + #define SDL_INIT_NOPARACHUTE    0x00100000u  /**< compatibility; this flag is
    ignored. */
86 + #define SDL_INIT_EVERYTHING ( \
87 +                 SDL_INIT_TIMER | SDL_INIT_AUDIO | SDL_INIT_VIDEO | SDL_INIT_EVENTS
    | \
88 +                 SDL_INIT_JOYSTICK | SDL_INIT_HAPTIC | SDL_INIT_GAMECONTROLLER |
    SDL_INIT_SENSOR \
89 +             )
```

```
+ /* @} */
+
+ /**
+  *  This function initializes  the subsystems specified by \c flags
+  */
+ extern DECLSPEC int SDLCALL SDL_Init(Uint32 flags);
+
+ /**
+  *  This function initializes specific SDL subsystems
+  *
+  *  Subsystem initialization is ref-counted, you must call
+  *  SDL_QuitSubSystem() for each SDL_InitSubSystem() to correctly
+  *  shutdown a subsystem manually (or call SDL_Quit() to force shutdown).
+  *  If a subsystem is already loaded then this call will
+  *  increase the ref-count and return.
+  */
+ extern DECLSPEC int SDLCALL SDL_InitSubSystem(Uint32 flags);
+
+ /**
+  *  This function cleans up specific SDL subsystems
+  */
+ extern DECLSPEC void SDLCALL SDL_QuitSubSystem(Uint32 flags);
+
+ /**
+  *  This function returns a mask of the specified subsystems which have
+  *  previously been initialized.
+  *
+  *  If \c flags is 0, it returns a mask of all initialized subsystems.
+  */
+ extern DECLSPEC Uint32 SDLCALL SDL_WasInit(Uint32 flags);
+
+ /**
+  *  This function cleans up all initialized subsystems. You should
+  *  call it upon all exit conditions.
+  */
+ extern DECLSPEC void SDLCALL SDL_Quit(void);
+
+ /* Ends C function definitions when using C++ */
+ #ifdef __cplusplus
+ }
+ #endif
+ #include "close_code.h"
+
+ #endif /* SDL_h_ */
+
+ /* vi: set ts=4 sw=4 expandtab: */
```

▸ **SDL2/SDL_assert.h** 0 → 100644

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▸ **SDL2/SDL_atomic.h** 0 → 100644

This diff is collapsed. Click to expand it.

SDL2/SDL_audio.h 0 → 100644

This diff is collapsed. Click to expand it.

SDL2/SDL_bits.h 0 → 100644

```
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+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
+ /**
+  *  \file SDL_bits.h
+  *
+  *  Functions for fiddling with bits and bitmasks.
+  */
+
+ #ifndef SDL_bits_h_
+ #define SDL_bits_h_
+
+ #include "SDL_stdinc.h"
+
+ #include "begin_code.h"
+ /* Set up for C function definitions, even when using C++ */
+ #ifdef __cplusplus
+ extern "C" {
+ #endif
+
+ /**
+  *  \file SDL_bits.h
+  */
+
+ /**
+  *  Get the index of the most significant bit. Result is undefined when called
+  *  with 0. This operation can also be stated as "count leading zeroes" and
```

```
+  *  "log base 2".
+  *
+  *  \return Index of the most significant bit, or -1 if the value is 0.
+  */
+ #if defined(__WATCOMC__) && defined(__386__)
+ extern _inline int _SDL_clz_watcom (Uint32);
+ #pragma aux _SDL_clz_watcom = \
+     "bsr eax, eax" \
+     "xor eax, 31" \
+     parm [eax] nomemory \
+     value [eax] \
+     modify exact [eax] nomemory;
+ #endif
+
+ SDL_FORCE_INLINE int
+ SDL_MostSignificantBitIndex32(Uint32 x)
+ {
+ #if defined(__GNUC__) && (__GNUC__ >= 4 || (__GNUC__ == 3 && __GNUC_MINOR__ >= 4))
+     /* Count Leading Zeroes builtin in GCC.
+      * http://gcc.gnu.org/onlinedocs/gcc-4.3.4/gcc/Other-Builtins.html
+      */
+     if (x == 0) {
+         return -1;
+     }
+     return 31 - __builtin_clz(x);
+ #elif defined(__WATCOMC__) && defined(__386__)
+     if (x == 0) {
+         return -1;
+     }
+     return 31 - _SDL_clz_watcom(x);
+ #else
+     /* Based off of Bit Twiddling Hacks by Sean Eron Anderson
+      * <seander@cs.stanford.edu>, released in the public domain.
+      * http://graphics.stanford.edu/~seander/bithacks.html#IntegerLog
+      */
+     const Uint32 b[] = {0x2, 0xC, 0xF0, 0xFF00, 0xFFFF0000};
+     const int    S[] = {1, 2, 4, 8, 16};
+
+     int msbIndex = 0;
+     int i;
+
+     if (x == 0) {
+         return -1;
+     }
+
+     for (i = 4; i >= 0; i--)
+     {
+         if (x & b[i])
+         {
+             x >>= S[i];
+             msbIndex |= S[i];
+         }
+     }
+
+     return msbIndex;
```

```
+ #endif
+ }
+
+ SDL_FORCE_INLINE SDL_bool
+ SDL_HasExactlyOneBitSet32(Uint32 x)
+ {
+     if (x && !(x & (x - 1))) {
+         return SDL_TRUE;
+     }
+     return SDL_FALSE;
+ }
+
+ /* Ends C function definitions when using C++ */
+ #ifdef __cplusplus
+ }
+ #endif
+ #include "close_code.h"
+
+ #endif /* SDL_bits_h_ */
+
+ /* vi: set ts=4 sw=4 expandtab: */
```

SDL2/SDL_blendmode.h 0 → 100644

```
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+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
+ /**
+  *  \file SDL_blendmode.h
+  *
+  *  Header file declaring the SDL_BlendMode enumeration
+  */
+
+ #ifndef SDL_blendmode_h_
+ #define SDL_blendmode_h_
+
+ #include "begin_code.h"
```

```
+ /* Set up for C function definitions, even when using C++ */
+ #ifdef __cplusplus
+ extern "C" {
+ #endif
+
+ /**
+  *  \brief The blend mode used in SDL_RenderCopy() and drawing operations.
+  */
+ typedef enum
+ {
+     SDL_BLENDMODE_NONE = 0x00000000,     /**< no blending
+                                              dstRGBA = srcRGBA */
+     SDL_BLENDMODE_BLEND = 0x00000001,    /**< alpha blending
+                                              dstRGB = (srcRGB * srcA) + (dstRGB * (1-srcA))
+                                              dstA = srcA + (dstA * (1-srcA)) */
+     SDL_BLENDMODE_ADD = 0x00000002,      /**< additive blending
+                                              dstRGB = (srcRGB * srcA) + dstRGB
+                                              dstA = dstA */
+     SDL_BLENDMODE_MOD = 0x00000004,      /**< color modulate
+                                              dstRGB = srcRGB * dstRGB
+                                              dstA = dstA */
+     SDL_BLENDMODE_INVALID = 0x7FFFFFFF
+
+     /* Additional custom blend modes can be returned by SDL_ComposeCustomBlendMode() */
+
+ } SDL_BlendMode;
+
+ /**
+  *  \brief The blend operation used when combining source and destination pixel components
+  */
+ typedef enum
+ {
+     SDL_BLENDOPERATION_ADD              = 0x1,  /**< dst + src: supported by all renderers */
+     SDL_BLENDOPERATION_SUBTRACT         = 0x2,  /**< dst - src : supported by D3D9, D3D11, OpenGL, OpenGLES */
+     SDL_BLENDOPERATION_REV_SUBTRACT     = 0x3,  /**< src - dst : supported by D3D9, D3D11, OpenGL, OpenGLES */
+     SDL_BLENDOPERATION_MINIMUM          = 0x4,  /**< min(dst, src) : supported by D3D11 */
+     SDL_BLENDOPERATION_MAXIMUM          = 0x5   /**< max(dst, src) : supported by D3D11 */
+
+ } SDL_BlendOperation;
+
+ /**
+  *  \brief The normalized factor used to multiply pixel components
+  */
+ typedef enum
+ {
+     SDL_BLENDFACTOR_ZERO                = 0x1,  /**< 0, 0, 0, 0 */
+     SDL_BLENDFACTOR_ONE                 = 0x2,  /**< 1, 1, 1, 1 */
```

```
79  +     SDL_BLENDFACTOR_SRC_COLOR           = 0x3,  /**< srcR, srcG, srcB, srcA */
80  +     SDL_BLENDFACTOR_ONE_MINUS_SRC_COLOR = 0x4,  /**< 1-srcR, 1-srcG, 1-srcB, 1-
      srcA */
81  +     SDL_BLENDFACTOR_SRC_ALPHA           = 0x5,  /**< srcA, srcA, srcA, srcA */
82  +     SDL_BLENDFACTOR_ONE_MINUS_SRC_ALPHA = 0x6,  /**< 1-srcA, 1-srcA, 1-srcA, 1-
      srcA */
83  +     SDL_BLENDFACTOR_DST_COLOR           = 0x7,  /**< dstR, dstG, dstB, dstA */
84  +     SDL_BLENDFACTOR_ONE_MINUS_DST_COLOR = 0x8,  /**< 1-dstR, 1-dstG, 1-dstB, 1-
      dstA */
85  +     SDL_BLENDFACTOR_DST_ALPHA           = 0x9,  /**< dstA, dstA, dstA, dstA */
86  +     SDL_BLENDFACTOR_ONE_MINUS_DST_ALPHA = 0xA   /**< 1-dstA, 1-dstA, 1-dstA, 1-
      dstA */
87  +
88  + } SDL_BlendFactor;
89  +
90  + /**
91  +  *  \brief Create a custom blend mode, which may or may not be supported by a
      given renderer
92  +  *
93  +  *  \param srcColorFactor source color factor
94  +  *  \param dstColorFactor destination color factor
95  +  *  \param colorOperation color operation
96  +  *  \param srcAlphaFactor source alpha factor
97  +  *  \param dstAlphaFactor destination alpha factor
98  +  *  \param alphaOperation alpha operation
99  +  *
100 +  *  The result of the blend mode operation will be:
101 +  *      dstRGB = dstRGB * dstColorFactor colorOperation srcRGB * srcColorFactor
102 +  *  and
103 +  *      dstA = dstA * dstAlphaFactor alphaOperation srcA * srcAlphaFactor
104 +  */
105 + extern DECLSPEC SDL_BlendMode SDLCALL SDL_ComposeCustomBlendMode(SDL_BlendFactor
      srcColorFactor,
106 +                                                                 SDL_BlendFactor
      dstColorFactor,
107 +
      SDL_BlendOperation colorOperation,
108 +                                                                 SDL_BlendFactor
      srcAlphaFactor,
109 +                                                                 SDL_BlendFactor
      dstAlphaFactor,
110 +
      SDL_BlendOperation alphaOperation);
111 +
112 + /* Ends C function definitions when using C++ */
113 + #ifdef __cplusplus
114 + }
115 + #endif
116 + #include "close_code.h"
117 +
118 + #endif /* SDL_blendmode_h_ */
119 +
120 + /* vi: set ts=4 sw=4 expandtab: */
```

▾ **SDL2/SDL clipboard.h** 0 → 100644

```
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+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
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+ */
+
+ /**
+  * \file SDL_clipboard.h
+  *
+  * Include file for SDL clipboard handling
+  */
+
+ #ifndef SDL_clipboard_h_
+ #define SDL_clipboard_h_
+
+ #include "SDL_stdinc.h"
+
+ #include "begin_code.h"
+ /* Set up for C function definitions, even when using C++ */
+ #ifdef __cplusplus
+ extern "C" {
+ #endif
+
+ /* Function prototypes */
+
+ /**
+  * \brief Put UTF-8 text into the clipboard
+  *
+  * \sa SDL_GetClipboardText()
+  */
+ extern DECLSPEC int SDLCALL SDL_SetClipboardText(const char *text);
+
+ /**
+  * \brief Get UTF-8 text from the clipboard, which must be freed with SDL_free()
+  *
+  * \sa SDL_SetClipboardText()
+  */
+ extern DECLSPEC char * SDLCALL SDL_GetClipboardText(void);
+
```

```
55 + /**
56 +  * \brief Returns a flag indicating whether the clipboard exists and contains a
   text string that is non-empty
57 +  *
58 +  * \sa SDL_GetClipboardText()
59 +  */
60 + extern DECLSPEC SDL_bool SDLCALL SDL_HasClipboardText(void);
61 +
62 +
63 + /* Ends C function definitions when using C++ */
64 + #ifdef __cplusplus
65 + }
66 + #endif
67 + #include "close_code.h"
68 +
69 + #endif /* SDL_clipboard_h_ */
70 +
71 + /* vi: set ts=4 sw=4 expandtab: */
```

SDL2/SDL_config.h 0 → 100644

```
1  + /*
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17 +   2. Altered source versions must be plainly marked as such, and must not be
18 +      misrepresented as being the original software.
19 +   3. This notice may not be removed or altered from any source distribution.
20 + */
21 +
22 + #ifndef SDL_config_h_
23 + #define SDL_config_h_
24 +
25 + #include "SDL_platform.h"
26 +
27 + /**
28 +  *  \file SDL_config.h
29 +  */
30 +
31 + /* Add any platform that doesn't build using the configure system. */
32 + #if defined(__WIN32__)
33 + #include "SDL_config_windows.h"
34 + #elif defined(__WINRT__)
```

```
35 + #include "SDL_config_winrt.h"
36 + #elif defined(__MACOSX__)
37 + #include "SDL_config_macosx.h"
38 + #elif defined(__IPHONEOS__)
39 + #include "SDL_config_iphoneos.h"
40 + #elif defined(__ANDROID__)
41 + #include "SDL_config_android.h"
42 + #elif defined(__PSP__)
43 + #include "SDL_config_psp.h"
44 + #elif defined(__OS2__)
45 + #include "SDL_config_os2.h"
46 + #else
47 + /* This is a minimal configuration just to get SDL running on new platforms. */
48 + #include "SDL_config_minimal.h"
49 + #endif /* platform config */
50 +
51 + #ifdef USING_GENERATED_CONFIG_H
52 + #error Wrong SDL_config.h, check your include path?
53 + #endif
54 +
55 + #endif /* SDL_config_h_ */
```

▸ **SDL2/SDL_config.h.cmake** 0 → 100644

This diff is collapsed. Click to expand it.

▸ **SDL2/SDL_config.h.in** 0 → 100644

This diff is collapsed. Click to expand it.

▾ **SDL2/SDL_config_android.h** 0 → 100644

```
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17 +   2. Altered source versions must be plainly marked as such, and must not be
18 +      misrepresented as being the original software.
19 +   3. This notice may not be removed or altered from any source distribution.
20 + */
21 +
```

```
+ #ifndef SDL_config_android_h_
+ #define SDL_config_android_h_
+ #define SDL_config_h_
+
+ #include "SDL_platform.h"
+
+ /**
+  *  \file SDL_config_android.h
+  *
+  *  This is a configuration that can be used to build SDL for Android
+  */
+
+ #include <stdarg.h>
+
+ #define HAVE_GCC_ATOMICS    1
+
+ #define STDC_HEADERS    1
+ #define HAVE_ALLOCA_H       1
+ #define HAVE_CTYPE_H    1
+ #define HAVE_INTTYPES_H 1
+ #define HAVE_LIMITS_H   1
+ #define HAVE_MATH_H 1
+ #define HAVE_SIGNAL_H 1
+ #define HAVE_STDINT_H   1
+ #define HAVE_STDIO_H    1
+ #define HAVE_STRING_H   1
+ #define HAVE_SYS_TYPES_H    1
+
+ /* C library functions */
+ #define HAVE_MALLOC 1
+ #define HAVE_CALLOC 1
+ #define HAVE_REALLOC    1
+ #define HAVE_FREE   1
+ #define HAVE_ALLOCA 1
+ #define HAVE_GETENV 1
+ #define HAVE_SETENV 1
+ #define HAVE_PUTENV 1
+ #define HAVE_SETENV 1
+ #define HAVE_UNSETENV   1
+ #define HAVE_QSORT  1
+ #define HAVE_ABS    1
+ #define HAVE_BCOPY  1
+ #define HAVE_MEMSET 1
+ #define HAVE_MEMCPY 1
+ #define HAVE_MEMMOVE    1
+ #define HAVE_MEMCMP 1
+ #define HAVE_STRLEN 1
+ #define HAVE_STRLCPY    1
+ #define HAVE_STRLCAT    1
+ #define HAVE_STRCHR 1
+ #define HAVE_STRRCHR    1
+ #define HAVE_STRSTR 1
+ #define HAVE_STRTOL 1
+ #define HAVE_STRTOUL    1
+ #define HAVE_STRTOLL    1
```

```
77  + #define HAVE_STRTOULL   1
78  + #define HAVE_STRTOD 1
79  + #define HAVE_ATOI   1
80  + #define HAVE_ATOF 1
81  + #define HAVE_STRCMP 1
82  + #define HAVE_STRNCMP    1
83  + #define HAVE_STRCASECMP 1
84  + #define HAVE_STRNCASECMP 1
85  + #define HAVE_VSSCANF 1
86  + #define HAVE_VSNPRINTF  1
87  + #define HAVE_ACOS   1
88  + #define HAVE_ACOSF  1
89  + #define HAVE_ASIN   1
90  + #define HAVE_ASINF  1
91  + #define HAVE_ATAN   1
92  + #define HAVE_ATANF  1
93  + #define HAVE_ATAN2  1
94  + #define HAVE_ATAN2F 1
95  + #define HAVE_CEIL   1
96  + #define HAVE_CEILF  1
97  + #define HAVE_COPYSIGN   1
98  + #define HAVE_COPYSIGNF  1
99  + #define HAVE_COS    1
100 + #define HAVE_COSF   1
101 + #define HAVE_EXP    1
102 + #define HAVE_EXPF   1
103 + #define HAVE_FABS   1
104 + #define HAVE_FABSF  1
105 + #define HAVE_FLOOR  1
106 + #define HAVE_FLOORF 1
107 + #define HAVE_FMOD   1
108 + #define HAVE_FMODF  1
109 + #define HAVE_LOG    1
110 + #define HAVE_LOGF   1
111 + #define HAVE_LOG10  1
112 + #define HAVE_LOG10F 1
113 + #define HAVE_POW    1
114 + #define HAVE_POWF   1
115 + #define HAVE_SCALBN 1
116 + #define HAVE_SCALBNF    1
117 + #define HAVE_SIN    1
118 + #define HAVE_SINF   1
119 + #define HAVE_SQRT   1
120 + #define HAVE_SQRTF  1
121 + #define HAVE_TAN    1
122 + #define HAVE_TANF   1
123 + #define HAVE_SIGACTION 1
124 + #define HAVE_SETJMP 1
125 + #define HAVE_NANOSLEEP  1
126 + #define HAVE_SYSCONF    1
127 + #define HAVE_CLOCK_GETTIME  1
128 +
129 + #define SIZEOF_VOIDP 4
130 +
131 + /* Enable various audio drivers */
```

```
+ #define SDL_AUDIO_DRIVER_ANDROID    1
+ #define SDL_AUDIO_DRIVER_OPENSLES   1
+ #define SDL_AUDIO_DRIVER_DUMMY  1
+
+ /* Enable various input drivers */
+ #define SDL_JOYSTICK_ANDROID    1
+ #define SDL_JOYSTICK_HIDAPI    1
+ #define SDL_HAPTIC_ANDROID    1
+
+ /* Enable sensor driver */
+ #define SDL_SENSOR_ANDROID  1
+
+ /* Enable various shared object loading systems */
+ #define SDL_LOADSO_DLOPEN   1
+
+ /* Enable various threading systems */
+ #define SDL_THREAD_PTHREAD  1
+ #define SDL_THREAD_PTHREAD_RECURSIVE_MUTEX  1
+
+ /* Enable various timer systems */
+ #define SDL_TIMER_UNIX  1
+
+ /* Enable various video drivers */
+ #define SDL_VIDEO_DRIVER_ANDROID 1
+
+ /* Enable OpenGL ES */
+ #define SDL_VIDEO_OPENGL_ES 1
+ #define SDL_VIDEO_OPENGL_ES2 1
+ #define SDL_VIDEO_OPENGL_EGL 1
+ #define SDL_VIDEO_RENDER_OGL_ES 1
+ #define SDL_VIDEO_RENDER_OGL_ES2    1
+
+ /* Enable Vulkan support */
+ /* Android does not support Vulkan in native code using the "armeabi" ABI. */
+ #if defined(__ARM_ARCH) && __ARM_ARCH < 7
+ #define SDL_VIDEO_VULKAN 0
+ #else
+ #define SDL_VIDEO_VULKAN 1
+ #endif
+
+ /* Enable system power support */
+ #define SDL_POWER_ANDROID 1
+
+ /* Enable the filesystem driver */
+ #define SDL_FILESYSTEM_ANDROID   1
+
+ #endif /* SDL_config_android_h_ */
```

SDL2/SDL_config_iphoneos.h 0 → 100644

```
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+*/
+
+#ifndef SDL_config_iphoneos_h_
+#define SDL_config_iphoneos_h_
+#define SDL_config_h_
+
+#include "SDL_platform.h"
+
+#ifdef __LP64__
+#define SIZEOF_VOIDP 8
+#else
+#define SIZEOF_VOIDP 4
+#endif
+
+#define HAVE_GCC_ATOMICS    1
+
+#define STDC_HEADERS    1
+#define HAVE_ALLOCA_H       1
+#define HAVE_CTYPE_H    1
+#define HAVE_INTTYPES_H 1
+#define HAVE_LIMITS_H   1
+#define HAVE_MATH_H 1
+#define HAVE_SIGNAL_H   1
+#define HAVE_STDINT_H   1
+#define HAVE_STDIO_H    1
+#define HAVE_STRING_H   1
+#define HAVE_SYS_TYPES_H    1
+/* The libunwind functions are only available on x86 */
+/* #undef HAVE_LIBUNWIND_H */
+
+/* C library functions */
+#define HAVE_MALLOC 1
+#define HAVE_CALLOC 1
+#define HAVE_REALLOC    1
+#define HAVE_FREE   1
+#define HAVE_ALLOCA 1
+#define HAVE_GETENV 1
+#define HAVE_SETENV 1
+#define HAVE_PUTENV 1
+#define HAVE_SETENV 1
+#define HAVE_UNSETENV   1
```

```
+ #define HAVE_QSORT  1
+ #define HAVE_ABS    1
+ #define HAVE_BCOPY  1
+ #define HAVE_MEMSET 1
+ #define HAVE_MEMCPY 1
+ #define HAVE_MEMMOVE    1
+ #define HAVE_MEMCMP 1
+ #define HAVE_STRLEN 1
+ #define HAVE_STRLCPY    1
+ #define HAVE_STRLCAT    1
+ #define HAVE_STRCHR 1
+ #define HAVE_STRRCHR    1
+ #define HAVE_STRSTR 1
+ #define HAVE_STRTOL 1
+ #define HAVE_STRTOUL    1
+ #define HAVE_STRTOLL    1
+ #define HAVE_STRTOULL   1
+ #define HAVE_STRTOD 1
+ #define HAVE_ATOI   1
+ #define HAVE_ATOF   1
+ #define HAVE_STRCMP 1
+ #define HAVE_STRNCMP    1
+ #define HAVE_STRCASECMP 1
+ #define HAVE_STRNCASECMP 1
+ #define HAVE_VSSCANF 1
+ #define HAVE_VSNPRINTF  1
+ #define HAVE_M_PI   1
+ #define HAVE_ACOS   1
+ #define HAVE_ACOSF  1
+ #define HAVE_ASIN   1
+ #define HAVE_ASINF  1
+ #define HAVE_ATAN   1
+ #define HAVE_ATANF  1
+ #define HAVE_ATAN2  1
+ #define HAVE_ATAN2F 1
+ #define HAVE_CEIL   1
+ #define HAVE_CEILF  1
+ #define HAVE_COPYSIGN   1
+ #define HAVE_COPYSIGNF  1
+ #define HAVE_COS    1
+ #define HAVE_COSF   1
+ #define HAVE_EXP    1
+ #define HAVE_EXPF   1
+ #define HAVE_FABS   1
+ #define HAVE_FABSF  1
+ #define HAVE_FLOOR  1
+ #define HAVE_FLOORF 1
+ #define HAVE_FMOD   1
+ #define HAVE_FMODF  1
+ #define HAVE_LOG    1
+ #define HAVE_LOGF   1
+ #define HAVE_LOG10  1
+ #define HAVE_LOG10F 1
+ #define HAVE_POW    1
+ #define HAVE_POWF   1
```

```
116 + #define HAVE_SCALBN 1
117 + #define HAVE_SCALBNF    1
118 + #define HAVE_SIN    1
119 + #define HAVE_SINF   1
120 + #define HAVE_SQRT   1
121 + #define HAVE_SQRTF  1
122 + #define HAVE_TAN    1
123 + #define HAVE_TANF   1
124 + #define HAVE_SIGACTION  1
125 + #define HAVE_SETJMP 1
126 + #define HAVE_NANOSLEEP  1
127 + #define HAVE_SYSCONF    1
128 + #define HAVE_SYSCTLBYNAME 1
129 +
130 + /* enable iPhone version of Core Audio driver */
131 + #define SDL_AUDIO_DRIVER_COREAUDIO 1
132 + /* Enable the dummy audio driver (src/audio/dummy/\*.c) */
133 + #define SDL_AUDIO_DRIVER_DUMMY  1
134 +
135 + /* Enable the stub haptic driver (src/haptic/dummy/\*.c) */
136 + #define SDL_HAPTIC_DUMMY 1
137 +
138 + /* Enable MFi joystick support */
139 + #define SDL_JOYSTICK_MFI 1
140 + /*#define SDL_JOYSTICK_HIDAPI 1*/
141 +
142 + #ifdef __TVOS__
143 + #define SDL_SENSOR_DUMMY    1
144 + #else
145 + /* Enable the CoreMotion sensor driver */
146 + #define SDL_SENSOR_COREMOTION   1
147 + #endif
148 +
149 + /* Enable Unix style SO loading */
150 + #define SDL_LOADSO_DLOPEN 1
151 +
152 + /* Enable various threading systems */
153 + #define SDL_THREAD_PTHREAD  1
154 + #define SDL_THREAD_PTHREAD_RECURSIVE_MUTEX  1
155 +
156 + /* Enable various timer systems */
157 + #define SDL_TIMER_UNIX  1
158 +
159 + /* Supported video drivers */
160 + #define SDL_VIDEO_DRIVER_UIKIT  1
161 + #define SDL_VIDEO_DRIVER_DUMMY  1
162 +
163 + /* Enable OpenGL ES */
164 + #define SDL_VIDEO_OPENGL_ES2 1
165 + #define SDL_VIDEO_OPENGL_ES 1
166 + #define SDL_VIDEO_RENDER_OGL_ES 1
167 + #define SDL_VIDEO_RENDER_OGL_ES2    1
168 +
169 + /* Metal supported on 64-bit devices running iOS 8.0 and tvOS 9.0 and newer */
```

```
+#if !TARGET_OS_SIMULATOR && !TARGET_CPU_ARM && ((__IPHONE_OS_VERSION_MIN_REQUIRED >= 80000) || (__TV_OS_VERSION_MIN_REQUIRED >= 90000))
+#define SDL_PLATFORM_SUPPORTS_METAL     1
+#else
+#define SDL_PLATFORM_SUPPORTS_METAL     0
+#endif
+
+#if SDL_PLATFORM_SUPPORTS_METAL
+#define SDL_VIDEO_RENDER_METAL  1
+#endif
+
+#if SDL_PLATFORM_SUPPORTS_METAL
+#define SDL_VIDEO_VULKAN 1
+#endif
+
+/* Enable system power support */
+#define SDL_POWER_UIKIT 1
+
+/* enable iPhone keyboard support */
+#define SDL_IPHONE_KEYBOARD 1
+
+/* enable iOS extended launch screen */
+#define SDL_IPHONE_LAUNCHSCREEN 1
+
+/* Set max recognized G-force from accelerometer
+   See src/joystick/uikit/SDL_sysjoystick.m for notes on why this is needed
+ */
+#define SDL_IPHONE_MAX_GFORCE 5.0
+
+/* enable filesystem support */
+#define SDL_FILESYSTEM_COCOA   1
+
+#endif /* SDL_config_iphoneos_h_ */
```

SDL2/SDL_config_macosx.h 0 → 100644

```
+/*
+  Simple DirectMedia Layer
+  Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
+
+  This software is provided 'as-is', without any express or implied
+  warranty.  In no event will the authors be held liable for any damages
+  arising from the use of this software.
+
+  Permission is granted to anyone to use this software for any purpose,
+  including commercial applications, and to alter it and redistribute it
+  freely, subject to the following restrictions:
+
+  1. The origin of this software must not be misrepresented; you must not
+     claim that you wrote the original software. If you use this software
+     in a product, an acknowledgment in the product documentation would be
+     appreciated but is not required.
+  2. Altered source versions must be plainly marked as such, and must not be
+     misrepresented as being the original software.
+  3. This notice may not be removed or altered from any source distribution.
```

```
+ */
+
+ #ifndef SDL_config_macosx_h_
+ #define SDL_config_macosx_h_
+ #define SDL_config_h_
+
+ #include "SDL_platform.h"
+
+ /* This gets us MAC_OS_X_VERSION_MIN_REQUIRED... */
+ #include <AvailabilityMacros.h>
+
+ /* This is a set of defines to configure the SDL features */
+
+ #ifdef __LP64__
+     #define SIZEOF_VOIDP 8
+ #else
+     #define SIZEOF_VOIDP 4
+ #endif
+
+ /* Useful headers */
+ #define STDC_HEADERS    1
+ #define HAVE_ALLOCA_H       1
+ #define HAVE_CTYPE_H    1
+ #define HAVE_FLOAT_H    1
+ #define HAVE_INTTYPES_H 1
+ #define HAVE_LIMITS_H   1
+ #define HAVE_MATH_H 1
+ #define HAVE_SIGNAL_H   1
+ #define HAVE_STDINT_H   1
+ #define HAVE_STDIO_H    1
+ #define HAVE_STRING_H   1
+ #define HAVE_SYS_TYPES_H    1
+ #define HAVE_LIBUNWIND_H    1
+
+ /* C library functions */
+ #define HAVE_MALLOC 1
+ #define HAVE_CALLOC 1
+ #define HAVE_REALLOC    1
+ #define HAVE_FREE   1
+ #define HAVE_ALLOCA 1
+ #define HAVE_GETENV 1
+ #define HAVE_SETENV 1
+ #define HAVE_PUTENV 1
+ #define HAVE_UNSETENV   1
+ #define HAVE_QSORT  1
+ #define HAVE_ABS    1
+ #define HAVE_BCOPY  1
+ #define HAVE_MEMSET 1
+ #define HAVE_MEMCPY 1
+ #define HAVE_MEMMOVE    1
+ #define HAVE_MEMCMP 1
+ #define HAVE_STRLEN 1
+ #define HAVE_STRLCPY    1
+ #define HAVE_STRLCAT    1
+ #define HAVE_STRCHR 1
```

```
+ #define HAVE_STRRCHR    1
+ #define HAVE_STRSTR 1
+ #define HAVE_STRTOL 1
+ #define HAVE_STRTOUL    1
+ #define HAVE_STRTOLL    1
+ #define HAVE_STRTOULL   1
+ #define HAVE_STRTOD 1
+ #define HAVE_ATOI   1
+ #define HAVE_ATOF   1
+ #define HAVE_STRCMP 1
+ #define HAVE_STRNCMP    1
+ #define HAVE_STRCASECMP 1
+ #define HAVE_STRNCASECMP 1
+ #define HAVE_VSSCANF 1
+ #define HAVE_VSNPRINTF  1
+ #define HAVE_M_PI   1
+ #define HAVE_ACOS   1
+ #define HAVE_ACOSF  1
+ #define HAVE_ASIN   1
+ #define HAVE_ASINF  1
+ #define HAVE_ATAN   1
+ #define HAVE_ATANF  1
+ #define HAVE_ATAN2  1
+ #define HAVE_ATAN2F 1
+ #define HAVE_CEIL   1
+ #define HAVE_CEILF  1
+ #define HAVE_COPYSIGN   1
+ #define HAVE_COPYSIGNF  1
+ #define HAVE_COS    1
+ #define HAVE_COSF   1
+ #define HAVE_EXP    1
+ #define HAVE_EXPF   1
+ #define HAVE_FABS   1
+ #define HAVE_FABSF  1
+ #define HAVE_FLOOR  1
+ #define HAVE_FLOORF 1
+ #define HAVE_FMOD   1
+ #define HAVE_FMODF  1
+ #define HAVE_LOG    1
+ #define HAVE_LOGF   1
+ #define HAVE_LOG10  1
+ #define HAVE_LOG10F 1
+ #define HAVE_POW    1
+ #define HAVE_POWF   1
+ #define HAVE_SCALBN 1
+ #define HAVE_SCALBNF    1
+ #define HAVE_SIN    1
+ #define HAVE_SINF   1
+ #define HAVE_SQRT   1
+ #define HAVE_SQRTF  1
+ #define HAVE_TAN    1
+ #define HAVE_TANF   1
+ #define HAVE_SIGACTION  1
+ #define HAVE_SETJMP 1
+ #define HAVE_NANOSLEEP  1
```

```
130 + #define HAVE_SYSCONF    1
131 + #define HAVE_SYSCTLBYNAME 1
132 +
133 + /* Enable various audio drivers */
134 + #define SDL_AUDIO_DRIVER_COREAUDIO  1
135 + #define SDL_AUDIO_DRIVER_DISK   1
136 + #define SDL_AUDIO_DRIVER_DUMMY  1
137 +
138 + /* Enable various input drivers */
139 + #define SDL_JOYSTICK_IOKIT  1
140 + #define SDL_JOYSTICK_HIDAPI  1
141 + #define SDL_HAPTIC_IOKIT    1
142 +
143 + /* Enable the dummy sensor driver */
144 + #define SDL_SENSOR_DUMMY  1
145 +
146 + /* Enable various shared object loading systems */
147 + #define SDL_LOADSO_DLOPEN   1
148 +
149 + /* Enable various threading systems */
150 + #define SDL_THREAD_PTHREAD  1
151 + #define SDL_THREAD_PTHREAD_RECURSIVE_MUTEX  1
152 +
153 + /* Enable various timer systems */
154 + #define SDL_TIMER_UNIX  1
155 +
156 + /* Enable various video drivers */
157 + #define SDL_VIDEO_DRIVER_COCOA  1
158 + #define SDL_VIDEO_DRIVER_DUMMY  1
159 + #undef SDL_VIDEO_DRIVER_X11
160 + #define SDL_VIDEO_DRIVER_X11_DYNAMIC "/usr/X11R6/lib/libX11.6.dylib"
161 + #define SDL_VIDEO_DRIVER_X11_DYNAMIC_XEXT "/usr/X11R6/lib/libXext.6.dylib"
162 + #define SDL_VIDEO_DRIVER_X11_DYNAMIC_XINERAMA "/usr/X11R6/lib/libXinerama.1.dylib"
163 + #define SDL_VIDEO_DRIVER_X11_DYNAMIC_XINPUT2 "/usr/X11R6/lib/libXi.6.dylib"
164 + #define SDL_VIDEO_DRIVER_X11_DYNAMIC_XRANDR "/usr/X11R6/lib/libXrandr.2.dylib"
165 + #define SDL_VIDEO_DRIVER_X11_DYNAMIC_XSS "/usr/X11R6/lib/libXss.1.dylib"
166 + #define SDL_VIDEO_DRIVER_X11_DYNAMIC_XVIDMODE "/usr/X11R6/lib/libXxf86vm.1.dylib"
167 + #define SDL_VIDEO_DRIVER_X11_XDBE 1
168 + #define SDL_VIDEO_DRIVER_X11_XINERAMA 1
169 + #define SDL_VIDEO_DRIVER_X11_XRANDR 1
170 + #define SDL_VIDEO_DRIVER_X11_XSCRNSAVER 1
171 + #define SDL_VIDEO_DRIVER_X11_XSHAPE 1
172 + #define SDL_VIDEO_DRIVER_X11_XVIDMODE 1
173 + #define SDL_VIDEO_DRIVER_X11_HAS_XKBKEYCODETOKEYSYM 1
174 +
175 + #ifdef MAC_OS_X_VERSION_10_8
176 + /*
177 +  * No matter the versions targeted, this is the 10.8 or later SDK, so you have
178 +  *  to use the external Xquartz, which is a more modern Xlib. Previous SDKs
179 +  *  used an older Xlib.
180 +  */
181 + #define SDL_VIDEO_DRIVER_X11_XINPUT2 1
182 + #define SDL_VIDEO_DRIVER_X11_SUPPORTS_GENERIC_EVENTS 1
183 + #define SDL_VIDEO_DRIVER_X11_CONST_PARAM_XEXTADDDISPLAY 1
184 + #endif
```

```
+
+ #ifndef SDL_VIDEO_RENDER_OGL
+ #define SDL_VIDEO_RENDER_OGL    1
+ #endif
+
+ #ifndef SDL_VIDEO_RENDER_OGL_ES2
+ #define SDL_VIDEO_RENDER_OGL_ES2 1
+ #endif
+
+ #ifndef SDL_VIDEO_RENDER_METAL
+ /* Metal only supported on 64-bit architectures with 10.11+ */
+ #if TARGET_CPU_X86_64 && (MAC_OS_X_VERSION_MAX_ALLOWED >= 101100)
+ #define SDL_VIDEO_RENDER_METAL    1
+ #else
+ #define SDL_VIDEO_RENDER_METAL    0
+ #endif
+ #endif
+
+ /* Enable OpenGL support */
+ #ifndef SDL_VIDEO_OPENGL
+ #define SDL_VIDEO_OPENGL    1
+ #endif
+ #ifndef SDL_VIDEO_OPENGL_ES2
+ #define SDL_VIDEO_OPENGL_ES2    1
+ #endif
+ #ifndef SDL_VIDEO_OPENGL_EGL
+ #define SDL_VIDEO_OPENGL_EGL    1
+ #endif
+ #ifndef SDL_VIDEO_OPENGL_CGL
+ #define SDL_VIDEO_OPENGL_CGL    1
+ #endif
+ #ifndef SDL_VIDEO_OPENGL_GLX
+ #define SDL_VIDEO_OPENGL_GLX    1
+ #endif
+
+ /* Enable Vulkan support */
+ /* Metal/Vulkan Portability only supported on 64-bit architectures with 10.11+ */
+ #if TARGET_CPU_X86_64 && (MAC_OS_X_VERSION_MAX_ALLOWED >= 101100)
+ #define SDL_VIDEO_VULKAN 1
+ #else
+ #define SDL_VIDEO_VULKAN 0
+ #endif
+
+ /* Enable system power support */
+ #define SDL_POWER_MACOSX 1
+
+ /* enable filesystem support */
+ #define SDL_FILESYSTEM_COCOA   1
+
+ /* Enable assembly routines */
+ #define SDL_ASSEMBLY_ROUTINES   1
+ #ifdef __ppc__
+ #define SDL_ALTIVEC_BLITTERS    1
+ #endif
+
```

```
240 + #endif /* SDL_config_macosx_h_ */
```

SDL2/SDL_config_minimal.h 0 → 100644

```
1   + /*
2   +   Simple DirectMedia Layer
3   +   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
4   +
5   +   This software is provided 'as-is', without any express or implied
6   +   warranty.  In no event will the authors be held liable for any damages
7   +   arising from the use of this software.
8   +
9   +   Permission is granted to anyone to use this software for any purpose,
10  +   including commercial applications, and to alter it and redistribute it
11  +   freely, subject to the following restrictions:
12  +
13  +   1. The origin of this software must not be misrepresented; you must not
14  +      claim that you wrote the original software. If you use this software
15  +      in a product, an acknowledgment in the product documentation would be
16  +      appreciated but is not required.
17  +   2. Altered source versions must be plainly marked as such, and must not be
18  +      misrepresented as being the original software.
19  +   3. This notice may not be removed or altered from any source distribution.
20  + */
21  +
22  + #ifndef SDL_config_minimal_h_
23  + #define SDL_config_minimal_h_
24  + #define SDL_config_h_
25  +
26  + #include "SDL_platform.h"
27  +
28  + /**
29  +  *  \file SDL_config_minimal.h
30  +  *
31  +  *  This is the minimal configuration that can be used to build SDL.
32  +  */
33  +
34  + #define HAVE_STDARG_H   1
35  + #define HAVE_STDDEF_H   1
36  +
37  + /* Most everything except Visual Studio 2008 and earlier has stdint.h now */
38  + #if defined(_MSC_VER) && (_MSC_VER < 1600)
39  + /* Here are some reasonable defaults */
40  + typedef unsigned int size_t;
41  + typedef signed char int8_t;
42  + typedef unsigned char uint8_t;
43  + typedef signed short int16_t;
44  + typedef unsigned short uint16_t;
45  + typedef signed int int32_t;
46  + typedef unsigned int uint32_t;
47  + typedef signed long long int64_t;
48  + typedef unsigned long long uint64_t;
49  + typedef unsigned long uintptr_t;
50  + #else
51  + #define HAVE_STDINT_H 1
```

```
+#endif /* Visual Studio 2008 */
+
+#ifdef __GNUC__
+#define HAVE_GCC_SYNC_LOCK_TEST_AND_SET 1
+#endif
+
+/* Enable the dummy audio driver (src/audio/dummy/\*.c) */
+#define SDL_AUDIO_DRIVER_DUMMY  1
+
+/* Enable the stub joystick driver (src/joystick/dummy/\*.c) */
+#define SDL_JOYSTICK_DISABLED   1
+
+/* Enable the stub haptic driver (src/haptic/dummy/\*.c) */
+#define SDL_HAPTIC_DISABLED 1
+
+/* Enable the stub sensor driver (src/sensor/dummy/\*.c) */
+#define SDL_SENSOR_DISABLED 1
+
+/* Enable the stub shared object loader (src/loadso/dummy/\*.c) */
+#define SDL_LOADSO_DISABLED 1
+
+/* Enable the stub thread support (src/thread/generic/\*.c) */
+#define SDL_THREADS_DISABLED    1
+
+/* Enable the stub timer support (src/timer/dummy/\*.c) */
+#define SDL_TIMERS_DISABLED 1
+
+/* Enable the dummy video driver (src/video/dummy/\*.c) */
+#define SDL_VIDEO_DRIVER_DUMMY  1
+
+/* Enable the dummy filesystem driver (src/filesystem/dummy/\*.c) */
+#define SDL_FILESYSTEM_DUMMY  1
+
+#endif /* SDL_config_minimal_h_ */
```

SDL2/SDL_config_os2.h 0 → 100644

```
+/*
+  Simple DirectMedia Layer
+  Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
+
+  This software is provided 'as-is', without any express or implied
+  warranty.  In no event will the authors be held liable for any damages
+  arising from the use of this software.
+
+  Permission is granted to anyone to use this software for any purpose,
+  including commercial applications, and to alter it and redistribute it
+  freely, subject to the following restrictions:
+
+  1. The origin of this software must not be misrepresented; you must not
+     claim that you wrote the original software. If you use this software
+     in a product, an acknowledgment in the product documentation would be
+     appreciated but is not required.
+  2. Altered source versions must be plainly marked as such, and must not be
+     misrepresented as being the original software.
```

```
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
+ #ifndef SDL_config_os2_h_
+ #define SDL_config_os2_h_
+ #define SDL_config_h_
+
+ #include "SDL_platform.h"
+
+ #define SDL_AUDIO_DRIVER_DUMMY 1
+ #define SDL_AUDIO_DRIVER_DISK 1
+
+ #define SDL_POWER_DISABLED  1
+ #define SDL_JOYSTICK_DISABLED 1
+ #define SDL_HAPTIC_DISABLED 1
+ /*#undef SDL_JOYSTICK_HIDAPI */
+
+ #define SDL_SENSOR_DUMMY 1
+ #define SDL_VIDEO_DRIVER_DUMMY 1
+
+ /* Enable OpenGL support */
+ /* #undef SDL_VIDEO_OPENGL */
+
+ /* Enable Vulkan support */
+ /* #undef SDL_VIDEO_VULKAN */
+
+ #define SDL_LOADSO_DISABLED 1
+ #define SDL_THREADS_DISABLED 1
+ #define SDL_TIMERS_DISABLED 1
+ #define SDL_FILESYSTEM_DUMMY 1
+
+ /* Enable assembly routines */
+ #define SDL_ASSEMBLY_ROUTINES 1
+
+ /* #undef HAVE_LIBSAMPLERATE_H */
+
+ /* Enable dynamic libsamplerate support */
+ /* #undef SDL_LIBSAMPLERATE_DYNAMIC */
+
+ #define HAVE_LIBC 1
+
+ #define HAVE_SYS_TYPES_H 1
+ #define HAVE_STDIO_H 1
+ #define STDC_HEADERS 1
+ #define HAVE_STDLIB_H 1
+ #define HAVE_STDARG_H 1
+ #define HAVE_STDDEF_H 1
+ #define HAVE_MALLOC_H 1
+ #define HAVE_MEMORY_H 1
+ #define HAVE_STRING_H 1
+ #define HAVE_STRINGS_H 1
+ #define HAVE_WCHAR_H 1
+ #define HAVE_INTTYPES_H 1
+ #define HAVE_STDINT_H 1
+ #define HAVE_LIMITS_H 1
```

```
+ #define HAVE_CTYPE_H 1
+ #define HAVE_MATH_H 1
+ #define HAVE_FLOAT_H 1
+ #define HAVE_SIGNAL_H 1
+
+ #define HAVE_MALLOC 1
+ #define HAVE_CALLOC 1
+ #define HAVE_REALLOC 1
+ #define HAVE_FREE 1
+ #if defined(__WATCOMC__)
+ #define HAVE__FSEEKI64 1
+ #define HAVE__FTELLI64 1
+ #endif
+ #define HAVE_ALLOCA 1
+ #define HAVE_GETENV 1
+ #define HAVE_SETENV 1
+ #define HAVE_PUTENV 1
+ #define HAVE_QSORT 1
+ #define HAVE_ABS 1
+ #define HAVE_BCOPY 1
+ #define HAVE_MEMSET 1
+ #define HAVE_MEMCPY 1
+ #define HAVE_MEMMOVE 1
+ #define HAVE_MEMCMP 1
+ #define HAVE_WCSLEN 1
+ #define HAVE_WCSLCPY 1
+ #define HAVE_WCSLCAT 1
+ #define HAVE_WCSCMP 1
+ #define HAVE_STRLEN 1
+ #define HAVE_STRLCPY 1
+ #define HAVE_STRLCAT 1
+ #define HAVE__STRREV 1
+ #define HAVE__STRUPR 1
+ #define HAVE__STRLWR 1
+ #define HAVE_INDEX 1
+ #define HAVE_RINDEX 1
+ #define HAVE_STRCHR 1
+ #define HAVE_STRRCHR 1
+ #define HAVE_STRSTR 1
+ #define HAVE_ITOA 1
+ #define HAVE__LTOA 1
+ #define HAVE__ULTOA 1
+ #define HAVE_STRTOL 1
+ #define HAVE_STRTOUL 1
+ #define HAVE__I64TOA 1
+ #define HAVE__UI64TOA 1
+ #define HAVE_STRTOLL 1
+ #define HAVE_STRTOULL 1
+ #define HAVE_STRTOD 1
+ #define HAVE_ATOI 1
+ #define HAVE_ATOF 1
+ #define HAVE_STRCMP 1
+ #define HAVE_STRNCMP 1
+ #define HAVE_STRICMP 1
+ #define HAVE_STRCASECMP 1
```

```
+ #define HAVE_STRNCASECMP 1
+ #define HAVE_SSCANF 1
+ #define HAVE_SNPRINTF 1
+ #define HAVE_VSNPRINTF 1
+ #define HAVE_SETJMP 1
+ #define HAVE_ACOS 1
+ /* #undef HAVE_ACOSF */
+ #define HAVE_ASIN 1
+ /* #undef HAVE_ASINF */
+ #define HAVE_ATAN 1
+ #define HAVE_ATAN2 1
+ /* #undef HAVE_ATAN2F */
+ #define HAVE_CEIL 1
+ /* #undef HAVE_CEILF */
+ /* #undef HAVE_COPYSIGN */
+ /* #undef HAVE_COPYSIGNF */
+ #define HAVE_COS 1
+ /* #undef HAVE_COSF */
+ #define HAVE_EXP 1
+ /* #undef HAVE_EXPF */
+ #define HAVE_FABS 1
+ /* #undef HAVE_FABSF */
+ #define HAVE_FLOOR 1
+ /* #undef HAVE_FLOORF */
+ #define HAVE_FMOD 1
+ /* #undef HAVE_FMODF */
+ #define HAVE_LOG 1
+ /* #undef HAVE_LOGF */
+ #define HAVE_LOG10 1
+ /* #undef HAVE_LOG10F */
+ #define HAVE_POW 1
+ /* #undef HAVE_POWF */
+ #define HAVE_SIN 1
+ /* #undef HAVE_SINF */
+ /* #undef HAVE_SCALBN */
+ /* #undef HAVE_SCALBNF */
+ #define HAVE_SQRT 1
+ /* #undef HAVE_SQRTF */
+ #define HAVE_TAN 1
+ /* #undef HAVE_TANF */
+
+ #endif /* SDL_config_os2_h_ */
```

SDL2/SDL_config_pandora.h 0 → 100644

```
+ /*
+   Simple DirectMedia Layer
+   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
+
+   This software is provided 'as-is', without any express or implied
+   warranty.  In no event will the authors be held liable for any damages
+   arising from the use of this software.
+
+   Permission is granted to anyone to use this software for any purpose,
+   including commercial applications, and to alter it and redistribute it
```

```
+   freely, subject to the following restrictions:
+
+   1. The origin of this software must not be misrepresented; you must not
+      claim that you wrote the original software. If you use this software
+      in a product, an acknowledgment in the product documentation would be
+      appreciated but is not required.
+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
+ #ifndef SDL_config_pandora_h_
+ #define SDL_config_pandora_h_
+ #define SDL_config_h_
+
+ /* This is a set of defines to configure the SDL features */
+
+ /* General platform specific identifiers */
+ #include "SDL_platform.h"
+
+ #ifdef __LP64__
+ #define SIZEOF_VOIDP 8
+ #else
+ #define SIZEOF_VOIDP 4
+ #endif
+
+ #define SDL_BYTEORDER 1234
+
+ #define STDC_HEADERS 1
+ #define HAVE_ALLOCA_H 1
+ #define HAVE_CTYPE_H 1
+ #define HAVE_ICONV_H 1
+ #define HAVE_INTTYPES_H 1
+ #define HAVE_LIMITS_H 1
+ #define HAVE_MALLOC_H 1
+ #define HAVE_MATH_H 1
+ #define HAVE_MEMORY_H 1
+ #define HAVE_SIGNAL_H 1
+ #define HAVE_STDARG_H 1
+ #define HAVE_STDINT_H 1
+ #define HAVE_STDIO_H 1
+ #define HAVE_STDLIB_H 1
+ #define HAVE_STRINGS_H 1
+ #define HAVE_STRING_H 1
+ #define HAVE_SYS_TYPES_H 1
+
+ #define HAVE_MALLOC 1
+ #define HAVE_CALLOC 1
+ #define HAVE_REALLOC 1
+ #define HAVE_FREE 1
+ #define HAVE_ALLOCA 1
+ #define HAVE_GETENV 1
+ #define HAVE_SETENV 1
+ #define HAVE_PUTENV 1
+ #define HAVE_UNSETENV 1
```

```
66  + #define HAVE_QSORT 1
67  + #define HAVE_ABS 1
68  + #define HAVE_BCOPY 1
69  + #define HAVE_MEMSET 1
70  + #define HAVE_MEMCPY 1
71  + #define HAVE_MEMMOVE 1
72  + #define HAVE_STRLEN 1
73  + #define HAVE_STRCHR 1
74  + #define HAVE_STRRCHR 1
75  + #define HAVE_STRSTR 1
76  + #define HAVE_STRTOL 1
77  + #define HAVE_STRTOUL 1
78  + #define HAVE_STRTOLL 1
79  + #define HAVE_STRTOULL 1
80  + #define HAVE_ATOI 1
81  + #define HAVE_ATOF 1
82  + #define HAVE_STRCMP 1
83  + #define HAVE_STRNCMP 1
84  + #define HAVE_STRCASECMP 1
85  + #define HAVE_STRNCASECMP 1
86  + #define HAVE_VSSCANF 1
87  + #define HAVE_VSNPRINTF 1
88  + #define HAVE_M_PI 1
89  + #define HAVE_CEIL 1
90  + #define HAVE_COPYSIGN 1
91  + #define HAVE_COS 1
92  + #define HAVE_COSF 1
93  + #define HAVE_EXP 1
94  + #define HAVE_FABS 1
95  + #define HAVE_FLOOR 1
96  + #define HAVE_LOG 1
97  + #define HAVE_LOG10 1
98  + #define HAVE_SCALBN 1
99  + #define HAVE_SIN 1
100 + #define HAVE_SINF 1
101 + #define HAVE_SQRT 1
102 + #define HAVE_SQRTF 1
103 + #define HAVE_TAN 1
104 + #define HAVE_TANF 1
105 + #define HAVE_SIGACTION 1
106 + #define HAVE_SETJMP 1
107 + #define HAVE_NANOSLEEP 1
108 +
109 + #define SDL_AUDIO_DRIVER_DUMMY 1
110 + #define SDL_AUDIO_DRIVER_OSS 1
111 +
112 + #define SDL_INPUT_LINUXEV 1
113 + #define SDL_INPUT_TSLIB 1
114 + #define SDL_JOYSTICK_LINUX 1
115 + #define SDL_HAPTIC_LINUX 1
116 +
117 + #define SDL_SENSOR_DUMMY 1
118 +
119 + #define SDL_LOADSO_DLOPEN 1
120 +
```

```
+ #define SDL_THREAD_PTHREAD 1
+ #define SDL_THREAD_PTHREAD_RECURSIVE_MUTEX_NP 1
+
+ #define SDL_TIMER_UNIX 1
+ #define SDL_FILESYSTEM_UNIX 1
+
+ #define SDL_VIDEO_DRIVER_DUMMY 1
+ #define SDL_VIDEO_DRIVER_X11 1
+ #define SDL_VIDEO_DRIVER_PANDORA 1
+ #define SDL_VIDEO_RENDER_OGL_ES 1
+ #define SDL_VIDEO_OPENGL_ES 1
+
+ #endif /* SDL_config_pandora_h_ */
```

SDL2/SDL_config_psp.h 0 → 100644

```
+ /*
+   Simple DirectMedia Layer
+   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
+
+   This software is provided 'as-is', without any express or implied
+   warranty.  In no event will the authors be held liable for any damages
+   arising from the use of this software.
+
+   Permission is granted to anyone to use this software for any purpose,
+   including commercial applications, and to alter it and redistribute it
+   freely, subject to the following restrictions:
+
+   1. The origin of this software must not be misrepresented; you must not
+      claim that you wrote the original software. If you use this software
+      in a product, an acknowledgment in the product documentation would be
+      appreciated but is not required.
+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
+ #ifndef SDL_config_psp_h_
+ #define SDL_config_psp_h_
+ #define SDL_config_h_
+
+ #include "SDL_platform.h"
+
+
+
+ #ifdef __GNUC__
+ #define HAVE_GCC_SYNC_LOCK_TEST_AND_SET 1
+ #endif
+
+ #define HAVE_GCC_ATOMICS    1
+
+ #define STDC_HEADERS    1
+ #define HAVE_ALLOCA_H       1
+ #define HAVE_CTYPE_H    1
+ #define HAVE_INTTYPES_H 1
```

```
+ #define HAVE_LIMITS_H   1
+ #define HAVE_MATH_H 1
+ #define HAVE_SIGNAL_H   1
+ #define HAVE_STDINT_H   1
+ #define HAVE_STDIO_H    1
+ #define HAVE_STRING_H   1
+ #define HAVE_SYS_TYPES_H    1
+
+ /* C library functions */
+ #define HAVE_MALLOC 1
+ #define HAVE_CALLOC 1
+ #define HAVE_REALLOC    1
+ #define HAVE_FREE   1
+ #define HAVE_ALLOCA 1
+ #define HAVE_GETENV 1
+ #define HAVE_SETENV 1
+ #define HAVE_PUTENV 1
+ #define HAVE_SETENV 1
+ #define HAVE_UNSETENV   1
+ #define HAVE_QSORT  1
+ #define HAVE_ABS    1
+ #define HAVE_BCOPY  1
+ #define HAVE_MEMSET 1
+ #define HAVE_MEMCPY 1
+ #define HAVE_MEMMOVE    1
+ #define HAVE_MEMCMP 1
+ #define HAVE_STRLEN 1
+ #define HAVE_STRLCPY    1
+ #define HAVE_STRLCAT    1
+ #define HAVE_STRCHR 1
+ #define HAVE_STRRCHR    1
+ #define HAVE_STRSTR 1
+ #define HAVE_STRTOL 1
+ #define HAVE_STRTOUL    1
+ #define HAVE_STRTOLL    1
+ #define HAVE_STRTOULL   1
+ #define HAVE_STRTOD 1
+ #define HAVE_ATOI   1
+ #define HAVE_ATOF   1
+ #define HAVE_STRCMP 1
+ #define HAVE_STRNCMP    1
+ #define HAVE_STRCASECMP 1
+ #define HAVE_STRNCASECMP 1
+ #define HAVE_VSSCANF 1
+ #define HAVE_VSNPRINTF  1
+ #define HAVE_M_PI   1
+ #define HAVE_ACOS   1
+ #define HAVE_ACOSF  1
+ #define HAVE_ASIN   1
+ #define HAVE_ASINF  1
+ #define HAVE_ATAN   1
+ #define HAVE_ATANF  1
+ #define HAVE_ATAN2  1
+ #define HAVE_ATAN2F 1
+ #define HAVE_CEIL   1
```

```
95  + #define HAVE_CEILF  1
96  + #define HAVE_COPYSIGN   1
97  + #define HAVE_COPYSIGNF  1
98  + #define HAVE_COS    1
99  + #define HAVE_COSF   1
100 + #define HAVE_EXP    1
101 + #define HAVE_EXPF   1
102 + #define HAVE_FABS   1
103 + #define HAVE_FABSF  1
104 + #define HAVE_FLOOR  1
105 + #define HAVE_FLOORF 1
106 + #define HAVE_FMOD   1
107 + #define HAVE_FMODF  1
108 + #define HAVE_LOG    1
109 + #define HAVE_LOGF   1
110 + #define HAVE_LOG10  1
111 + #define HAVE_LOG10F 1
112 + #define HAVE_POW    1
113 + #define HAVE_POWF   1
114 + #define HAVE_SCALBN 1
115 + #define HAVE_SCALBNF    1
116 + #define HAVE_SIN    1
117 + #define HAVE_SINF   1
118 + #define HAVE_SQRT   1
119 + #define HAVE_SQRTF  1
120 + #define HAVE_TAN    1
121 + #define HAVE_TANF   1
122 + #define HAVE_SETJMP 1
123 + #define HAVE_NANOSLEEP  1
124 + /* #define HAVE_SYSCONF  1 */
125 + /* #define HAVE_SIGACTION    1 */
126 +
127 +
128 + /* PSP isn't that sophisticated */
129 + #define LACKS_SYS_MMAN_H 1
130 +
131 + /* Enable the PSP thread support (src/thread/psp/\*.c) */
132 + #define SDL_THREAD_PSP  1
133 +
134 + /* Enable the PSP timer support (src/timer/psp/\*.c) */
135 + #define SDL_TIMERS_PSP  1
136 +
137 + /* Enable the PSP joystick driver (src/joystick/psp/\*.c) */
138 + #define SDL_JOYSTICK_PSP        1
139 +
140 + /* Enable the dummy sensor driver */
141 + #define SDL_SENSOR_DUMMY  1
142 +
143 + /* Enable the PSP audio driver (src/audio/psp/\*.c) */
144 + #define SDL_AUDIO_DRIVER_PSP    1
145 +
146 + /* PSP video driver */
147 + #define SDL_VIDEO_DRIVER_PSP   1
148 +
149 + /* PSP render driver */
```

```
150 + #define SDL_VIDEO_RENDER_PSP   1
151 +
152 + #define SDL_POWER_PSP          1
153 +
154 + /* !!! FIXME: what does PSP do for filesystem stuff? */
155 + #define SDL_FILESYSTEM_DUMMY   1
156 +
157 + /* PSP doesn't have haptic device (src/haptic/dummy/\*.c) */
158 + #define SDL_HAPTIC_DISABLED    1
159 +
160 + /* PSP can't load shared object (src/loadso/dummy/\*.c) */
161 + #define SDL_LOADSO_DISABLED    1
162 +
163 +
164 + #endif /* SDL_config_psp_h_ */
```

SDL2/SDL_config_windows.h 0 → 100644

```
1  + /*
2  +   Simple DirectMedia Layer
3  +   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
4  +
5  +   This software is provided 'as-is', without any express or implied
6  +   warranty.  In no event will the authors be held liable for any damages
7  +   arising from the use of this software.
8  +
9  +   Permission is granted to anyone to use this software for any purpose,
10 +   including commercial applications, and to alter it and redistribute it
11 +   freely, subject to the following restrictions:
12 +
13 +   1. The origin of this software must not be misrepresented; you must not
14 +      claim that you wrote the original software. If you use this software
15 +      in a product, an acknowledgment in the product documentation would be
16 +      appreciated but is not required.
17 +   2. Altered source versions must be plainly marked as such, and must not be
18 +      misrepresented as being the original software.
19 +   3. This notice may not be removed or altered from any source distribution.
20 + */
21 +
22 + #ifndef SDL_config_windows_h_
23 + #define SDL_config_windows_h_
24 + #define SDL_config_h_
25 +
26 + #include "SDL_platform.h"
27 +
28 + /* This is a set of defines to configure the SDL features */
29 +
30 + #if !defined(_STDINT_H_) && (!defined(HAVE_STDINT_H) || !_HAVE_STDINT_H)
31 + #if defined(__GNUC__) || defined(__DMC__) || defined(__WATCOMC__)
32 + #define HAVE_STDINT_H   1
33 + #elif defined(_MSC_VER)
34 + typedef signed __int8 int8_t;
35 + typedef unsigned __int8 uint8_t;
36 + typedef signed __int16 int16_t;
37 + typedef unsigned __int16 uint16_t;
```

```
+ typedef signed __int32 int32_t;
+ typedef unsigned __int32 uint32_t;
+ typedef signed __int64 int64_t;
+ typedef unsigned __int64 uint64_t;
+ #ifndef _UINTPTR_T_DEFINED
+ #ifdef  _WIN64
+ typedef unsigned __int64 uintptr_t;
+ #else
+ typedef unsigned int uintptr_t;
+ #endif
+ #define _UINTPTR_T_DEFINED
+ #endif
+ /* Older Visual C++ headers don't have the Win64-compatible typedefs... */
+ #if ((_MSC_VER <= 1200) && (!defined(DWORD_PTR)))
+ #define DWORD_PTR DWORD
+ #endif
+ #if ((_MSC_VER <= 1200) && (!defined(LONG_PTR)))
+ #define LONG_PTR LONG
+ #endif
+ #else /* !__GNUC__ && !_MSC_VER */
+ typedef signed char int8_t;
+ typedef unsigned char uint8_t;
+ typedef signed short int16_t;
+ typedef unsigned short uint16_t;
+ typedef signed int int32_t;
+ typedef unsigned int uint32_t;
+ typedef signed long long int64_t;
+ typedef unsigned long long uint64_t;
+ #ifndef _SIZE_T_DEFINED_
+ #define _SIZE_T_DEFINED_
+ typedef unsigned int size_t;
+ #endif
+ typedef unsigned int uintptr_t;
+ #endif /* __GNUC__ || _MSC_VER */
+ #endif /* !_STDINT_H_ && !HAVE_STDINT_H */
+
+ #ifdef _WIN64
+ # define SIZEOF_VOIDP 8
+ #else
+ # define SIZEOF_VOIDP 4
+ #endif
+
+ #define HAVE_DDRAW_H 1
+ #define HAVE_DINPUT_H 1
+ #define HAVE_DSOUND_H 1
+ #define HAVE_DXGI_H 1
+ #define HAVE_XINPUT_H 1
+ #define HAVE_MMDEVICEAPI_H 1
+ #define HAVE_AUDIOCLIENT_H 1
+ #define HAVE_ENDPOINTVOLUME_H 1
+
+ /* This is disabled by default to avoid C runtime dependencies and manifest
+   requirements */
+ #ifdef HAVE_LIBC
+ /* Useful headers */
```

```
92  + #define STDC_HEADERS 1
93  + #define HAVE_CTYPE_H 1
94  + #define HAVE_FLOAT_H 1
95  + #define HAVE_LIMITS_H 1
96  + #define HAVE_MATH_H 1
97  + #define HAVE_SIGNAL_H 1
98  + #define HAVE_STDIO_H 1
99  + #define HAVE_STRING_H 1
100 +
101 + /* C library functions */
102 + #define HAVE_MALLOC 1
103 + #define HAVE_CALLOC 1
104 + #define HAVE_REALLOC 1
105 + #define HAVE_FREE 1
106 + #define HAVE_ALLOCA 1
107 + #define HAVE_QSORT 1
108 + #define HAVE_ABS 1
109 + #define HAVE_MEMSET 1
110 + #define HAVE_MEMCPY 1
111 + #define HAVE_MEMMOVE 1
112 + #define HAVE_MEMCMP 1
113 + #define HAVE_STRLEN 1
114 + #define HAVE__STRREV 1
115 + /* These functions have security warnings, so we won't use them */
116 + /* #undef HAVE__STRUPR */
117 + /* #undef HAVE__STRLWR */
118 + #define HAVE_STRCHR 1
119 + #define HAVE_STRRCHR 1
120 + #define HAVE_STRSTR 1
121 + /* These functions have security warnings, so we won't use them */
122 + /* #undef HAVE__LTOA */
123 + /* #undef HAVE__ULTOA */
124 + #define HAVE_STRTOL 1
125 + #define HAVE_STRTOUL 1
126 + #define HAVE_STRTOD 1
127 + #define HAVE_ATOI 1
128 + #define HAVE_ATOF 1
129 + #define HAVE_STRCMP 1
130 + #define HAVE_STRNCMP 1
131 + #define HAVE__STRICMP 1
132 + #define HAVE__STRNICMP 1
133 + #define HAVE_ACOS   1
134 + #define HAVE_ACOSF  1
135 + #define HAVE_ASIN   1
136 + #define HAVE_ASINF  1
137 + #define HAVE_ATAN   1
138 + #define HAVE_ATANF  1
139 + #define HAVE_ATAN2  1
140 + #define HAVE_ATAN2F 1
141 + #define HAVE_CEILF  1
142 + #define HAVE__COPYSIGN  1
143 + #define HAVE_COS    1
144 + #define HAVE_COSF   1
145 + #define HAVE_EXP    1
146 + #define HAVE_EXPF   1
```

```
147 + #define HAVE_FABS   1
148 + #define HAVE_FABSF  1
149 + #define HAVE_FLOOR  1
150 + #define HAVE_FLOORF 1
151 + #define HAVE_FMOD   1
152 + #define HAVE_FMODF  1
153 + #define HAVE_LOG    1
154 + #define HAVE_LOGF   1
155 + #define HAVE_LOG10  1
156 + #define HAVE_LOG10F 1
157 + #define HAVE_POW    1
158 + #define HAVE_POWF   1
159 + #define HAVE_SIN    1
160 + #define HAVE_SINF   1
161 + #define HAVE_SQRT   1
162 + #define HAVE_SQRTF  1
163 + #define HAVE_TAN    1
164 + #define HAVE_TANF   1
165 + #if defined(_MSC_VER)
166 + /* These functions were added with the VC++ 2013 C runtime library */
167 + #if _MSC_VER >= 1800
168 + #define HAVE_STRTOLL 1
169 + #define HAVE_VSSCANF 1
170 + #define HAVE_SCALBN 1
171 + #define HAVE_SCALBNF    1
172 + #endif
173 + /* This function is available with at least the VC++ 2008 C runtime library */
174 + #if _MSC_VER >= 1400
175 + #define HAVE__FSEEKI64 1
176 + #endif
177 + #endif
178 + #if !defined(_MSC_VER) || defined(_USE_MATH_DEFINES)
179 + #define HAVE_M_PI 1
180 + #endif
181 + #else
182 + #define HAVE_STDARG_H   1
183 + #define HAVE_STDDEF_H   1
184 + #endif
185 +
186 + /* Enable various audio drivers */
187 + #define SDL_AUDIO_DRIVER_WASAPI 1
188 + #define SDL_AUDIO_DRIVER_DSOUND 1
189 + #define SDL_AUDIO_DRIVER_WINMM  1
190 + #define SDL_AUDIO_DRIVER_DISK   1
191 + #define SDL_AUDIO_DRIVER_DUMMY  1
192 +
193 + /* Enable various input drivers */
194 + #define SDL_JOYSTICK_DINPUT 1
195 + #define SDL_JOYSTICK_XINPUT 1
196 + #define SDL_JOYSTICK_HIDAPI 1
197 + #define SDL_HAPTIC_DINPUT   1
198 + #define SDL_HAPTIC_XINPUT   1
199 +
200 + /* Enable the dummy sensor driver */
201 + #define SDL_SENSOR_DUMMY  1
```

```
+
+ /* Enable various shared object loading systems */
+ #define SDL_LOADSO_WINDOWS  1
+
+ /* Enable various threading systems */
+ #define SDL_THREAD_WINDOWS  1
+
+ /* Enable various timer systems */
+ #define SDL_TIMER_WINDOWS   1
+
+ /* Enable various video drivers */
+ #define SDL_VIDEO_DRIVER_DUMMY  1
+ #define SDL_VIDEO_DRIVER_WINDOWS    1
+
+ #ifndef SDL_VIDEO_RENDER_D3D
+ #define SDL_VIDEO_RENDER_D3D    1
+ #endif
+ #ifndef SDL_VIDEO_RENDER_D3D11
+ #define SDL_VIDEO_RENDER_D3D11  0
+ #endif
+
+ /* Enable OpenGL support */
+ #ifndef SDL_VIDEO_OPENGL
+ #define SDL_VIDEO_OPENGL    1
+ #endif
+ #ifndef SDL_VIDEO_OPENGL_WGL
+ #define SDL_VIDEO_OPENGL_WGL    1
+ #endif
+ #ifndef SDL_VIDEO_RENDER_OGL
+ #define SDL_VIDEO_RENDER_OGL    1
+ #endif
+ #ifndef SDL_VIDEO_RENDER_OGL_ES2
+ #define SDL_VIDEO_RENDER_OGL_ES2    1
+ #endif
+ #ifndef SDL_VIDEO_OPENGL_ES2
+ #define SDL_VIDEO_OPENGL_ES2    1
+ #endif
+ #ifndef SDL_VIDEO_OPENGL_EGL
+ #define SDL_VIDEO_OPENGL_EGL    1
+ #endif
+
+ /* Enable Vulkan support */
+ #define SDL_VIDEO_VULKAN 1
+
+ /* Enable system power support */
+ #define SDL_POWER_WINDOWS 1
+
+ /* Enable filesystem support */
+ #define SDL_FILESYSTEM_WINDOWS  1
+
+ /* Enable assembly routines (Win64 doesn't have inline asm) */
+ #ifndef _WIN64
+ #define SDL_ASSEMBLY_ROUTINES   1
+ #endif
+
```

```
257 + #endif /* SDL_config_windows_h_ */
```

SDL2/SDL_config_winrt.h 0 → 100644

```
1   + /*
2   +   Simple DirectMedia Layer
3   +   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
4   +
5   +   This software is provided 'as-is', without any express or implied
6   +   warranty.  In no event will the authors be held liable for any damages
7   +   arising from the use of this software.
8   +
9   +   Permission is granted to anyone to use this software for any purpose,
10  +   including commercial applications, and to alter it and redistribute it
11  +   freely, subject to the following restrictions:
12  +
13  +   1. The origin of this software must not be misrepresented; you must not
14  +      claim that you wrote the original software. If you use this software
15  +      in a product, an acknowledgment in the product documentation would be
16  +      appreciated but is not required.
17  +   2. Altered source versions must be plainly marked as such, and must not be
18  +      misrepresented as being the original software.
19  +   3. This notice may not be removed or altered from any source distribution.
20  + */
21  +
22  + #ifndef SDL_config_winrt_h_
23  + #define SDL_config_winrt_h_
24  + #define SDL_config_h_
25  +
26  + #include "SDL_platform.h"
27  +
28  + /* Make sure the Windows SDK's NTDDI_VERSION macro gets defined.  This is used
29  +    by SDL to determine which version of the Windows SDK is being used.
30  + */
31  + #include <sdkddkver.h>
32  +
33  + /* Define possibly-undefined NTDDI values (used when compiling SDL against
34  +    older versions of the Windows SDK.
35  + */
36  + #ifndef NTDDI_WINBLUE
37  + #define NTDDI_WINBLUE 0x06030000
38  + #endif
39  + #ifndef NTDDI_WIN10
40  + #define NTDDI_WIN10 0x0A000000
41  + #endif
42  +
43  + /* This is a set of defines to configure the SDL features */
44  +
45  + #if !defined(_STDINT_H_) && (!defined(HAVE_STDINT_H) || !_HAVE_STDINT_H)
46  + #if defined(__GNUC__) || defined(__DMC__) || defined(__WATCOMC__)
47  + #define HAVE_STDINT_H   1
48  + #elif defined(_MSC_VER)
49  + typedef signed __int8 int8_t;
50  + typedef unsigned __int8 uint8_t;
51  + typedef signed __int16 int16_t;
```

```
52  + typedef unsigned __int16 uint16_t;
53  + typedef signed __int32 int32_t;
54  + typedef unsigned __int32 uint32_t;
55  + typedef signed __int64 int64_t;
56  + typedef unsigned __int64 uint64_t;
57  + #ifndef _UINTPTR_T_DEFINED
58  + #ifdef  _WIN64
59  + typedef unsigned __int64 uintptr_t;
60  + #else
61  + typedef unsigned int uintptr_t;
62  + #endif
63  + #define _UINTPTR_T_DEFINED
64  + #endif
65  + /* Older Visual C++ headers don't have the Win64-compatible typedefs... */
66  + #if ((_MSC_VER <= 1200) && (!defined(DWORD_PTR)))
67  + #define DWORD_PTR DWORD
68  + #endif
69  + #if ((_MSC_VER <= 1200) && (!defined(LONG_PTR)))
70  + #define LONG_PTR LONG
71  + #endif
72  + #else /* !__GNUC__ && !_MSC_VER */
73  + typedef signed char int8_t;
74  + typedef unsigned char uint8_t;
75  + typedef signed short int16_t;
76  + typedef unsigned short uint16_t;
77  + typedef signed int int32_t;
78  + typedef unsigned int uint32_t;
79  + typedef signed long long int64_t;
80  + typedef unsigned long long uint64_t;
81  + #ifndef _SIZE_T_DEFINED_
82  + #define _SIZE_T_DEFINED_
83  + typedef unsigned int size_t;
84  + #endif
85  + typedef unsigned int uintptr_t;
86  + #endif /* __GNUC__ || _MSC_VER */
87  + #endif /* !_STDINT_H_ && !HAVE_STDINT_H */
88  +
89  + #ifdef _WIN64
90  + # define SIZEOF_VOIDP 8
91  + #else
92  + # define SIZEOF_VOIDP 4
93  + #endif
94  +
95  + /* Useful headers */
96  + #define HAVE_DXGI_H 1
97  + #if WINAPI_FAMILY != WINAPI_FAMILY_PHONE_APP
98  + #define HAVE_XINPUT_H 1
99  + #endif
100 +
101 + #define HAVE_MMDEVICEAPI_H 1
102 + #define HAVE_AUDIOCLIENT_H 1
103 + #define HAVE_ENDPOINTVOLUME_H 1
104 +
105 + #define HAVE_LIBC 1
106 + #define STDC_HEADERS 1
```

```
+ #define HAVE_CTYPE_H 1
+ #define HAVE_FLOAT_H 1
+ #define HAVE_LIMITS_H 1
+ #define HAVE_MATH_H 1
+ #define HAVE_SIGNAL_H 1
+ #define HAVE_STDIO_H 1
+ #define HAVE_STRING_H 1
+
+ /* C library functions */
+ #define HAVE_MALLOC 1
+ #define HAVE_CALLOC 1
+ #define HAVE_REALLOC 1
+ #define HAVE_FREE 1
+ #define HAVE_ALLOCA 1
+ #define HAVE_QSORT 1
+ #define HAVE_ABS 1
+ #define HAVE_MEMSET 1
+ #define HAVE_MEMCPY 1
+ #define HAVE_MEMMOVE 1
+ #define HAVE_MEMCMP 1
+ #define HAVE_STRLEN 1
+ #define HAVE__STRREV 1
+ #define HAVE__STRUPR 1
+ //#define HAVE__STRLWR 1    // TODO, WinRT: consider using _strlwr_s instead
+ #define HAVE_STRCHR 1
+ #define HAVE_STRRCHR 1
+ #define HAVE_STRSTR 1
+ //#define HAVE_ITOA 1   // TODO, WinRT: consider using _itoa_s instead
+ //#define HAVE__LTOA 1  // TODO, WinRT: consider using _ltoa_s instead
+ //#define HAVE__ULTOA 1 // TODO, WinRT: consider using _ultoa_s instead
+ #define HAVE_STRTOL 1
+ #define HAVE_STRTOUL 1
+ //#define HAVE_STRTOLL 1
+ #define HAVE_STRTOD 1
+ #define HAVE_ATOI 1
+ #define HAVE_ATOF 1
+ #define HAVE_STRCMP 1
+ #define HAVE_STRNCMP 1
+ #define HAVE__STRICMP 1
+ #define HAVE__STRNICMP 1
+ #define HAVE_VSNPRINTF 1
+ //#define HAVE_SSCANF 1 // TODO, WinRT: consider using sscanf_s instead
+ #define HAVE_M_PI 1
+ #define HAVE_ACOS   1
+ #define HAVE_ACOSF  1
+ #define HAVE_ASIN   1
+ #define HAVE_ASINF  1
+ #define HAVE_ATAN   1
+ #define HAVE_ATANF  1
+ #define HAVE_ATAN2  1
+ #define HAVE_ATAN2F 1
+ #define HAVE_CEIL   1
+ #define HAVE_CEILF  1
+ #define HAVE__COPYSIGN 1
+ #define HAVE_COS    1
```

```
+ #define HAVE_COSF   1
+ #define HAVE_EXP    1
+ #define HAVE_EXPF   1
+ #define HAVE_FABS   1
+ #define HAVE_FABSF  1
+ #define HAVE_FLOOR  1
+ #define HAVE_FLOORF 1
+ #define HAVE_FMOD   1
+ #define HAVE_FMODF  1
+ #define HAVE_LOG    1
+ #define HAVE_LOGF   1
+ #define HAVE_LOG10  1
+ #define HAVE_LOG10F 1
+ #define HAVE_POW    1
+ #define HAVE_POWF   1
+ #define HAVE__SCALB 1
+ #define HAVE_SIN    1
+ #define HAVE_SINF   1
+ #define HAVE_SQRT   1
+ #define HAVE_SQRTF  1
+ #define HAVE_TAN    1
+ #define HAVE_TANF   1
+ #define HAVE__FSEEKI64 1
+
+ /* Enable various audio drivers */
+ #define SDL_AUDIO_DRIVER_WASAPI 1
+ #define SDL_AUDIO_DRIVER_DISK   1
+ #define SDL_AUDIO_DRIVER_DUMMY  1
+
+ /* Enable various input drivers */
+ #if WINAPI_FAMILY == WINAPI_FAMILY_PHONE_APP
+ #define SDL_JOYSTICK_DISABLED 1
+ #define SDL_HAPTIC_DISABLED 1
+ #else
+ #define SDL_JOYSTICK_XINPUT 1
+ #define SDL_HAPTIC_XINPUT   1
+ #endif
+
+ /* Enable the dummy sensor driver */
+ #define SDL_SENSOR_DUMMY  1
+
+ /* Enable various shared object loading systems */
+ #define SDL_LOADSO_WINDOWS  1
+
+ /* Enable various threading systems */
+ #if (NTDDI_VERSION >= NTDDI_WINBLUE)
+ #define SDL_THREAD_WINDOWS  1
+ #else
+ /* WinRT on Windows 8.0 and Windows Phone 8.0 don't support CreateThread() */
+ #define SDL_THREAD_STDCPP   1
+ #endif
+
+ /* Enable various timer systems */
+ #define SDL_TIMER_WINDOWS   1
+
```

```
217 + /* Enable various video drivers */
218 + #define SDL_VIDEO_DRIVER_WINRT  1
219 + #define SDL_VIDEO_DRIVER_DUMMY  1
220 +
221 + /* Enable OpenGL ES 2.0 (via a modified ANGLE library) */
222 + #define SDL_VIDEO_OPENGL_ES2 1
223 + #define SDL_VIDEO_OPENGL_EGL 1
224 +
225 + /* Enable appropriate renderer(s) */
226 + #define SDL_VIDEO_RENDER_D3D11  1
227 +
228 + #if SDL_VIDEO_OPENGL_ES2
229 + #define SDL_VIDEO_RENDER_OGL_ES2 1
230 + #endif
231 +
232 + /* Enable system power support */
233 + #define SDL_POWER_WINRT 1
234 +
235 + /* Enable assembly routines (Win64 doesn't have inline asm) */
236 + #ifndef _WIN64
237 + #define SDL_ASSEMBLY_ROUTINES   1
238 + #endif
239 +
240 + #endif /* SDL_config_winrt_h_ */
```

SDL2/SDL_config_wiz.h 0 → 100644

```
  1 + /*
  2 +   Simple DirectMedia Layer
  3 +   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
  4 +
  5 +   This software is provided 'as-is', without any express or implied
  6 +   warranty.  In no event will the authors be held liable for any damages
  7 +   arising from the use of this software.
  8 +
  9 +   Permission is granted to anyone to use this software for any purpose,
 10 +   including commercial applications, and to alter it and redistribute it
 11 +   freely, subject to the following restrictions:
 12 +
 13 +   1. The origin of this software must not be misrepresented; you must not
 14 +      claim that you wrote the original software. If you use this software
 15 +      in a product, an acknowledgment in the product documentation would be
 16 +      appreciated but is not required.
 17 +   2. Altered source versions must be plainly marked as such, and must not be
 18 +      misrepresented as being the original software.
 19 +   3. This notice may not be removed or altered from any source distribution.
 20 + */
 21 +
 22 + #ifndef SDL_config_wiz_h_
 23 + #define SDL_config_wiz_h_
 24 + #define SDL_config_h_
 25 +
 26 + /* This is a set of defines to configure the SDL features */
 27 +
 28 + /* General platform specific identifiers */
```

```
+ #include "SDL_platform.h"
+
+ #define SDL_BYTEORDER 1234
+
+ #define STDC_HEADERS 1
+ #define HAVE_ALLOCA_H 1
+ #define HAVE_CTYPE_H 1
+ #define HAVE_ICONV_H 1
+ #define HAVE_INTTYPES_H 1
+ #define HAVE_LIMITS_H 1
+ #define HAVE_MALLOC_H 1
+ #define HAVE_MATH_H 1
+ #define HAVE_MEMORY_H 1
+ #define HAVE_SIGNAL_H 1
+ #define HAVE_STDARG_H 1
+ #define HAVE_STDINT_H 1
+ #define HAVE_STDIO_H 1
+ #define HAVE_STDLIB_H 1
+ #define HAVE_STRINGS_H 1
+ #define HAVE_STRING_H 1
+ #define HAVE_SYS_TYPES_H 1
+
+ #define HAVE_MALLOC 1
+ #define HAVE_CALLOC 1
+ #define HAVE_REALLOC 1
+ #define HAVE_FREE 1
+ #define HAVE_ALLOCA 1
+ #define HAVE_GETENV 1
+ #define HAVE_SETENV 1
+ #define HAVE_PUTENV 1
+ #define HAVE_UNSETENV 1
+ #define HAVE_QSORT 1
+ #define HAVE_ABS 1
+ #define HAVE_BCOPY 1
+ #define HAVE_MEMSET 1
+ #define HAVE_MEMCPY 1
+ #define HAVE_MEMMOVE 1
+ #define HAVE_STRLEN 1
+ #define HAVE_STRCHR 1
+ #define HAVE_STRRCHR 1
+ #define HAVE_STRSTR 1
+ #define HAVE_STRTOL 1
+ #define HAVE_STRTOUL 1
+ #define HAVE_STRTOLL 1
+ #define HAVE_STRTOULL 1
+ #define HAVE_ATOI 1
+ #define HAVE_ATOF 1
+ #define HAVE_STRCMP 1
+ #define HAVE_STRNCMP 1
+ #define HAVE_STRCASECMP 1
+ #define HAVE_STRNCASECMP 1
+ #define HAVE_VSSCANF 1
+ #define HAVE_VSNPRINTF 1
+ #define HAVE_M_PI 1
+ #define HAVE_ACOS   1
```

```
84  + #define HAVE_ACOSF  1
85  + #define HAVE_ASIN   1
86  + #define HAVE_ASINF  1
87  + #define HAVE_ATAN   1
88  + #define HAVE_ATANF  1
89  + #define HAVE_ATAN2  1
90  + #define HAVE_ATAN2F 1
91  + #define HAVE_CEIL   1
92  + #define HAVE_CEILF  1
93  + #define HAVE_COPYSIGN   1
94  + #define HAVE_COPYSIGNF  1
95  + #define HAVE_COS    1
96  + #define HAVE_COSF   1
97  + #define HAVE_EXP    1
98  + #define HAVE_EXPF   1
99  + #define HAVE_FABS   1
100 + #define HAVE_FABSF  1
101 + #define HAVE_FLOOR  1
102 + #define HAVE_FLOORF 1
103 + #define HAVE_FMOD   1
104 + #define HAVE_FMODF  1
105 + #define HAVE_LOG    1
106 + #define HAVE_LOGF   1
107 + #define HAVE_LOG10  1
108 + #define HAVE_LOG10F 1
109 + #define HAVE_POW    1
110 + #define HAVE_POWF   1
111 + #define HAVE_SCALBN 1
112 + #define HAVE_SCALBNF    1
113 + #define HAVE_SIN    1
114 + #define HAVE_SINF   1
115 + #define HAVE_SQRT   1
116 + #define HAVE_SQRTF  1
117 + #define HAVE_TAN    1
118 + #define HAVE_TANF   1
119 + #define HAVE_SIGACTION 1
120 + #define HAVE_SETJMP 1
121 + #define HAVE_NANOSLEEP 1
122 + #define HAVE_POW 1
123 +
124 + #define SDL_AUDIO_DRIVER_DUMMY 1
125 + #define SDL_AUDIO_DRIVER_OSS 1
126 +
127 + #define SDL_INPUT_LINUXEV 1
128 + #define SDL_INPUT_TSLIB 1
129 + #define SDL_JOYSTICK_LINUX 1
130 + #define SDL_HAPTIC_LINUX 1
131 +
132 + #define SDL_SENSOR_DUMMY  1
133 +
134 + #define SDL_LOADSO_DLOPEN 1
135 +
136 + #define SDL_THREAD_PTHREAD 1
137 + #define SDL_THREAD_PTHREAD_RECURSIVE_MUTEX_NP 1
138 +
```

```
+ #define SDL_TIMER_UNIX 1
+
+ #define SDL_VIDEO_DRIVER_DUMMY 1
+ #define SDL_VIDEO_DRIVER_PANDORA 1
+ #define SDL_VIDEO_RENDER_OGL_ES 1
+ #define SDL_VIDEO_OPENGL_ES 1
+
+ #endif /* SDL_config_wiz_h_ */
```

SDL2/SDL_copying.h 0 → 100644

```
+ /*
+   Simple DirectMedia Layer
+   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
+
+   This software is provided 'as-is', without any express or implied
+   warranty.  In no event will the authors be held liable for any damages
+   arising from the use of this software.
+
+   Permission is granted to anyone to use this software for any purpose,
+   including commercial applications, and to alter it and redistribute it
+   freely, subject to the following restrictions:
+
+   1. The origin of this software must not be misrepresented; you must not
+      claim that you wrote the original software. If you use this software
+      in a product, an acknowledgment in the product documentation would be
+      appreciated but is not required.
+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
```

SDL2/SDL_cpuinfo.h 0 → 100644

```
+ /*
+   Simple DirectMedia Layer
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+
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+
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+
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+      appreciated but is not required.
+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
```

```
+ /**
+  *  \file SDL_cpuinfo.h
+  *
+  *  CPU feature detection for SDL.
+  */
+
+ #ifndef SDL_cpuinfo_h_
+ #define SDL_cpuinfo_h_
+
+ #include "SDL_stdinc.h"
+
+ /* Need to do this here because intrin.h has C++ code in it */
+ /* Visual Studio 2005 has a bug where intrin.h conflicts with winnt.h */
+ #if defined(_MSC_VER) && (_MSC_VER >= 1500) && (defined(_M_IX86) ||
  defined(_M_X64))
+ #ifdef __clang__
+ /* Many of the intrinsics SDL uses are not implemented by clang with Visual Studio
  */
+ #undef __MMX__
+ #undef __SSE__
+ #undef __SSE2__
+ #else
+ #include <intrin.h>
+ #ifndef _WIN64
+ #ifndef __MMX__
+ #define __MMX__
+ #endif
+ #ifndef __3dNOW__
+ #define __3dNOW__
+ #endif
+ #endif
+ #ifndef __SSE__
+ #define __SSE__
+ #endif
+ #ifndef __SSE2__
+ #define __SSE2__
+ #endif
+ #endif /* __clang__ */
+ #elif defined(__MINGW64_VERSION_MAJOR)
+ #include <intrin.h>
+ #else
+ /* altivec.h redefining bool causes a number of problems, see bugs 3993 and 4392,
  so you need to explicitly define SDL_ENABLE_ALTIVEC_H to have it included. */
+ #if defined(HAVE_ALTIVEC_H) && defined(__ALTIVEC__) && !defined(__APPLE_ALTIVEC__)
  && defined(SDL_ENABLE_ALTIVEC_H)
+ #include <altivec.h>
+ #endif
+ #if !defined(SDL_DISABLE_ARM_NEON_H)
+ #  if defined(__ARM_NEON)
+ #    include <arm_neon.h>
+ #  elif defined(__WINDOWS__) || defined(__WINRT__)
+ /* Visual Studio doesn't define __ARM_ARCH, but _M_ARM (if set, always 7), and
  _M_ARM64 (if set, always 1). */
+ #    if defined(_M_ARM)
+ #      include <armintr.h>
```

```
+ #      include <arm_neon.h>
+ #      define __ARM_NEON 1 /* Set __ARM_NEON so that it can be used elsewhere, at compile time */
+ #    endif
+ #    if defined (_M_ARM64)
+ #      include <armintr.h>
+ #      include <arm_neon.h>
+ #      define __ARM_NEON 1 /* Set __ARM_NEON so that it can be used elsewhere, at compile time */
+ #    endif
+ #  endif
+ #endif
+ #if defined(__3dNOW__) && !defined(SDL_DISABLE_MM3DNOW_H)
+ #include <mm3dnow.h>
+ #endif
+ #if defined(HAVE_IMMINTRIN_H) && !defined(SDL_DISABLE_IMMINTRIN_H)
+ #include <immintrin.h>
+ #else
+ #if defined(__MMX__) && !defined(SDL_DISABLE_MMINTRIN_H)
+ #include <mmintrin.h>
+ #endif
+ #if defined(__SSE__) && !defined(SDL_DISABLE_XMMINTRIN_H)
+ #include <xmmintrin.h>
+ #endif
+ #if defined(__SSE2__) && !defined(SDL_DISABLE_EMMINTRIN_H)
+ #include <emmintrin.h>
+ #endif
+ #if defined(__SSE3__) && !defined(SDL_DISABLE_PMMINTRIN_H)
+ #include <pmmintrin.h>
+ #endif
+ #endif /* HAVE_IMMINTRIN_H */
+ #endif /* compiler version */
+
+ #include "begin_code.h"
+ /* Set up for C function definitions, even when using C++ */
+ #ifdef __cplusplus
+ extern "C" {
+ #endif
+
+ /* This is a guess for the cacheline size used for padding.
+  * Most x86 processors have a 64 byte cache line.
+  * The 64-bit PowerPC processors have a 128 byte cache line.
+  * We'll use the larger value to be generally safe.
+  */
+ #define SDL_CACHELINE_SIZE  128
+
+ /**
+  *  This function returns the number of CPU cores available.
+  */
+ extern DECLSPEC int SDLCALL SDL_GetCPUCount(void);
+
+ /**
+  *  This function returns the L1 cache line size of the CPU
+  *
+  *  This is useful for determining multi-threaded structure padding
```

```
125 +  *  or SIMD prefetch sizes.
126 +  */
127 + extern DECLSPEC int SDLCALL SDL_GetCPUCacheLineSize(void);
128 +
129 + /**
130 +  *  This function returns true if the CPU has the RDTSC instruction.
131 +  */
132 + extern DECLSPEC SDL_bool SDLCALL SDL_HasRDTSC(void);
133 +
134 + /**
135 +  *  This function returns true if the CPU has AltiVec features.
136 +  */
137 + extern DECLSPEC SDL_bool SDLCALL SDL_HasAltiVec(void);
138 +
139 + /**
140 +  *  This function returns true if the CPU has MMX features.
141 +  */
142 + extern DECLSPEC SDL_bool SDLCALL SDL_HasMMX(void);
143 +
144 + /**
145 +  *  This function returns true if the CPU has 3DNow! features.
146 +  */
147 + extern DECLSPEC SDL_bool SDLCALL SDL_Has3DNow(void);
148 +
149 + /**
150 +  *  This function returns true if the CPU has SSE features.
151 +  */
152 + extern DECLSPEC SDL_bool SDLCALL SDL_HasSSE(void);
153 +
154 + /**
155 +  *  This function returns true if the CPU has SSE2 features.
156 +  */
157 + extern DECLSPEC SDL_bool SDLCALL SDL_HasSSE2(void);
158 +
159 + /**
160 +  *  This function returns true if the CPU has SSE3 features.
161 +  */
162 + extern DECLSPEC SDL_bool SDLCALL SDL_HasSSE3(void);
163 +
164 + /**
165 +  *  This function returns true if the CPU has SSE4.1 features.
166 +  */
167 + extern DECLSPEC SDL_bool SDLCALL SDL_HasSSE41(void);
168 +
169 + /**
170 +  *  This function returns true if the CPU has SSE4.2 features.
171 +  */
172 + extern DECLSPEC SDL_bool SDLCALL SDL_HasSSE42(void);
173 +
174 + /**
175 +  *  This function returns true if the CPU has AVX features.
176 +  */
177 + extern DECLSPEC SDL_bool SDLCALL SDL_HasAVX(void);
178 +
179 + /**
```

```
180 +  *  This function returns true if the CPU has AVX2 features.
181 +  */
182 + extern DECLSPEC SDL_bool SDLCALL SDL_HasAVX2(void);
183 +
184 + /**
185 +  *  This function returns true if the CPU has AVX-512F (foundation) features.
186 +  */
187 + extern DECLSPEC SDL_bool SDLCALL SDL_HasAVX512F(void);
188 +
189 + /**
190 +  *  This function returns true if the CPU has NEON (ARM SIMD) features.
191 +  */
192 + extern DECLSPEC SDL_bool SDLCALL SDL_HasNEON(void);
193 +
194 + /**
195 +  *  This function returns the amount of RAM configured in the system, in MB.
196 +  */
197 + extern DECLSPEC int SDLCALL SDL_GetSystemRAM(void);
198 +
199 + /**
200 +  * \brief Report the alignment this system needs for SIMD allocations.
201 +  *
202 +  * This will return the minimum number of bytes to which a pointer must be
203 +  *  aligned to be compatible with SIMD instructions on the current machine.
204 +  *  For example, if the machine supports SSE only, it will return 16, but if
205 +  *  it supports AVX-512F, it'll return 64 (etc). This only reports values for
206 +  *  instruction sets SDL knows about, so if your SDL build doesn't have
207 +  *  SDL_HasAVX512F(), then it might return 16 for the SSE support it sees and
208 +  *  not 64 for the AVX-512 instructions that exist but SDL doesn't know about.
209 +  *  Plan accordingly.
210 +  */
211 + extern DECLSPEC size_t SDLCALL SDL_SIMDGetAlignment(void);
212 +
213 + /**
214 +  * \brief Allocate memory in a SIMD-friendly way.
215 +  *
216 +  * This will allocate a block of memory that is suitable for use with SIMD
217 +  *  instructions. Specifically, it will be properly aligned and padded for
218 +  *  the system's supported vector instructions.
219 +  *
220 +  * The memory returned will be padded such that it is safe to read or write
221 +  *  an incomplete vector at the end of the memory block. This can be useful
222 +  *  so you don't have to drop back to a scalar fallback at the end of your
223 +  *  SIMD processing loop to deal with the final elements without overflowing
224 +  *  the allocated buffer.
225 +  *
226 +  * You must free this memory with SDL_FreeSIMD(), not free() or SDL_free()
227 +  *  or delete[], etc.
228 +  *
229 +  * Note that SDL will only deal with SIMD instruction sets it is aware of;
230 +  *  for example, SDL 2.0.8 knows that SSE wants 16-byte vectors
231 +  *  (SDL_HasSSE()), and AVX2 wants 32 bytes (SDL_HasAVX2()), but doesn't
232 +  *  know that AVX-512 wants 64. To be clear: if you can't decide to use an
233 +  *  instruction set with an SDL_Has*() function, don't use that instruction
234 +  *  set with memory allocated through here.
```

```
235 +  *
236 +  * SDL_AllocSIMD(0) will return a non-NULL pointer, assuming the system isn't
237 +  *  out of memory.
238 +  *
239 +  *  \param len The length, in bytes, of the block to allocated. The actual
240 +  *             allocated block might be larger due to padding, etc.
241 +  * \return Pointer to newly-allocated block, NULL if out of memory.
242 +  *
243 +  * \sa SDL_SIMDAlignment
244 +  * \sa SDL_SIMDFree
245 +  */
246 + extern DECLSPEC void * SDLCALL SDL_SIMDAlloc(const size_t len);
247 +
248 + /**
249 +  * \brief Deallocate memory obtained from SDL_SIMDAlloc
250 +  *
251 +  * It is not valid to use this function on a pointer from anything but
252 +  *  SDL_SIMDAlloc(). It can't be used on pointers from malloc, realloc,
253 +  *  SDL_malloc, memalign, new[], etc.
254 +  *
255 +  * However, SDL_SIMDFree(NULL) is a legal no-op.
256 +  *
257 +  * \sa SDL_SIMDAlloc
258 +  */
259 + extern DECLSPEC void SDLCALL SDL_SIMDFree(void *ptr);
260 +
261 + /* vi: set ts=4 sw=4 expandtab: */
262 + /* Ends C function definitions when using C++ */
263 + #ifdef __cplusplus
264 + }
265 + #endif
266 + #include "close_code.h"
267 +
268 + #endif /* SDL_cpuinfo_h_ */
269 +
270 + /* vi: set ts=4 sw=4 expandtab: */
```

SDL2/SDL_egl.h 0 → 100644

This diff is collapsed. Click to expand it.

SDL2/SDL_endian.h 0 → 100644

```
1 + /*
2 +   Simple DirectMedia Layer
3 +   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
4 +
5 +   This software is provided 'as-is', without any express or implied
6 +   warranty.  In no event will the authors be held liable for any damages
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8 +
9 +   Permission is granted to anyone to use this software for any purpose,
10 +   including commercial applications, and to alter it and redistribute it
11 +   freely, subject to the following restrictions:
```

```
+
+   1. The origin of this software must not be misrepresented; you must not
+      claim that you wrote the original software. If you use this software
+      in a product, an acknowledgment in the product documentation would be
+      appreciated but is not required.
+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
+ /**
+  *  \file SDL_endian.h
+  *
+  *  Functions for reading and writing endian-specific values
+  */
+
+ #ifndef SDL_endian_h_
+ #define SDL_endian_h_
+
+ #include "SDL_stdinc.h"
+
+ /**
+  *  \name The two types of endianness
+  */
+ /* @{ */
+ #define SDL_LIL_ENDIAN  1234
+ #define SDL_BIG_ENDIAN  4321
+ /* @} */
+
+ #ifndef SDL_BYTEORDER           /* Not defined in SDL_config.h? */
+ #ifdef __linux__
+ #include <endian.h>
+ #define SDL_BYTEORDER  __BYTE_ORDER
+ #else /* __linux__ */
+ #if defined(__hppa__) || \
+     defined(__m68k__) || defined(mc68000) || defined(_M_M68K) || \
+     (defined(__MIPS__) && defined(__MISPEB__)) || \
+     defined(__ppc__) || defined(__POWERPC__) || defined(_M_PPC) || \
+     defined(__sparc__)
+ #define SDL_BYTEORDER   SDL_BIG_ENDIAN
+ #else
+ #define SDL_BYTEORDER   SDL_LIL_ENDIAN
+ #endif
+ #endif /* __linux__ */
+ #endif /* !SDL_BYTEORDER */
+
+
+ #include "begin_code.h"
+ /* Set up for C function definitions, even when using C++ */
+ #ifdef __cplusplus
+ extern "C" {
+ #endif
+
+ /**
+  *  \file SDL_endian.h
```

```
+  */
+ #if defined(__GNUC__) && defined(__i386__) && \
+    !(__GNUC__ == 2 && __GNUC_MINOR__ == 95 /* broken gcc version */)
+ SDL_FORCE_INLINE Uint16
+ SDL_Swap16(Uint16 x)
+ {
+   __asm__("xchgb %b0,%h0": "=q"(x):"0"(x));
+     return x;
+ }
+ #elif defined(__GNUC__) && defined(__x86_64__)
+ SDL_FORCE_INLINE Uint16
+ SDL_Swap16(Uint16 x)
+ {
+   __asm__("xchgb %b0,%h0": "=Q"(x):"0"(x));
+     return x;
+ }
+ #elif defined(__GNUC__) && (defined(__powerpc__) || defined(__ppc__))
+ SDL_FORCE_INLINE Uint16
+ SDL_Swap16(Uint16 x)
+ {
+     int result;
+
+   __asm__("rlwimi %0,%2,8,16,23": "=&r"(result):"0"(x >> 8), "r"(x));
+     return (Uint16)result;
+ }
+ #elif defined(__GNUC__) && (defined(__M68000__) || defined(__M68020__)) &&
  !defined(__mcoldfire__)
+ SDL_FORCE_INLINE Uint16
+ SDL_Swap16(Uint16 x)
+ {
+   __asm__("rorw #8,%0": "=d"(x): "0"(x):"cc");
+     return x;
+ }
+ #elif defined(__WATCOMC__) && defined(__386__)
+ extern _inline Uint16 SDL_Swap16(Uint16);
+ #pragma aux SDL_Swap16 = \
+   "xchg al, ah" \
+   parm   [ax]   \
+   modify [ax];
+ #else
+ SDL_FORCE_INLINE Uint16
+ SDL_Swap16(Uint16 x)
+ {
+     return SDL_static_cast(Uint16, ((x << 8) | (x >> 8)));
+ }
+ #endif
+
+ #if defined(__GNUC__) && defined(__i386__)
+ SDL_FORCE_INLINE Uint32
+ SDL_Swap32(Uint32 x)
+ {
+   __asm__("bswap %0": "=r"(x):"0"(x));
+     return x;
+ }
+ #elif defined(__GNUC__) && defined(__x86_64__)
```

```
+ SDL_FORCE_INLINE Uint32
+ SDL_Swap32(Uint32 x)
+ {
+   __asm__("bswapl %0": "=r"(x):"0"(x));
+     return x;
+ }
+ #elif defined(__GNUC__) && (defined(__powerpc__) || defined(__ppc__))
+ SDL_FORCE_INLINE Uint32
+ SDL_Swap32(Uint32 x)
+ {
+     Uint32 result;
+
+   __asm__("rlwimi %0,%2,24,16,23": "=&r"(result):"0"(x >> 24), "r"(x));
+   __asm__("rlwimi %0,%2,8,8,15": "=&r"(result):"0"(result), "r"(x));
+   __asm__("rlwimi %0,%2,24,0,7": "=&r"(result):"0"(result), "r"(x));
+     return result;
+ }
+ #elif defined(__GNUC__) && (defined(__M68000__) || defined(__M68020__)) &&
  !defined(__mcoldfire__)
+ SDL_FORCE_INLINE Uint32
+ SDL_Swap32(Uint32 x)
+ {
+   __asm__("rorw #8,%0\n\tswap %0\n\trorw #8,%0": "=d"(x): "0"(x):"cc");
+     return x;
+ }
+ #elif defined(__WATCOMC__) && defined(__386__)
+ extern _inline Uint32 SDL_Swap32(Uint32);
+ #ifndef __SW_3 /* 486+ */
+ #pragma aux SDL_Swap32 = \
+   "bswap eax"  \
+   parm   [eax] \
+   modify [eax];
+ #else  /* 386-only */
+ #pragma aux SDL_Swap32 = \
+   "xchg al, ah"  \
+   "ror  eax, 16" \
+   "xchg al, ah"  \
+   parm   [eax]   \
+   modify [eax];
+ #endif
+ #else
+ SDL_FORCE_INLINE Uint32
+ SDL_Swap32(Uint32 x)
+ {
+     return SDL_static_cast(Uint32, ((x << 24) | ((x << 8) & 0x00FF0000) |
+                                     ((x >> 8) & 0x0000FF00) | (x >> 24)));
+ }
+ #endif
+
+ #if defined(__GNUC__) && defined(__i386__)
+ SDL_FORCE_INLINE Uint64
+ SDL_Swap64(Uint64 x)
+ {
+     union
+     {
```

```
175 +         struct
176 +         {
177 +             Uint32 a, b;
178 +         } s;
179 +         Uint64 u;
180 +     } v;
181 +     v.u = x;
182 +   __asm__("bswapl %0 ; bswapl %1 ; xchgl %0,%1": "=r"(v.s.a), "=r"(v.s.b):"0"
    (v.s.a),
183 +             "1"(v.s.
184 +                 b));
185 +     return v.u;
186 + }
187 + #elif defined(__GNUC__) && defined(__x86_64__)
188 + SDL_FORCE_INLINE Uint64
189 + SDL_Swap64(Uint64 x)
190 + {
191 +   __asm__("bswapq %0": "=r"(x):"0"(x));
192 +     return x;
193 + }
194 + #else
195 + SDL_FORCE_INLINE Uint64
196 + SDL_Swap64(Uint64 x)
197 + {
198 +     Uint32 hi, lo;
199 +
200 +     /* Separate into high and low 32-bit values and swap them */
201 +     lo = SDL_static_cast(Uint32, x & 0xFFFFFFFF);
202 +     x >>= 32;
203 +     hi = SDL_static_cast(Uint32, x & 0xFFFFFFFF);
204 +     x = SDL_Swap32(lo);
205 +     x <<= 32;
206 +     x |= SDL_Swap32(hi);
207 +     return (x);
208 + }
209 + #endif
210 +
211 +
212 + SDL_FORCE_INLINE float
213 + SDL_SwapFloat(float x)
214 + {
215 +     union
216 +     {
217 +         float f;
218 +         Uint32 ui32;
219 +     } swapper;
220 +     swapper.f = x;
221 +     swapper.ui32 = SDL_Swap32(swapper.ui32);
222 +     return swapper.f;
223 + }
224 +
225 +
226 + /**
227 +  *  \name Swap to native
228 +  *  Byteswap item from the specified endianness to the native endianness.
```

```
+  */
+ /* @{ */
+ #if SDL_BYTEORDER == SDL_LIL_ENDIAN
+ #define SDL_SwapLE16(X) (X)
+ #define SDL_SwapLE32(X) (X)
+ #define SDL_SwapLE64(X) (X)
+ #define SDL_SwapFloatLE(X)  (X)
+ #define SDL_SwapBE16(X) SDL_Swap16(X)
+ #define SDL_SwapBE32(X) SDL_Swap32(X)
+ #define SDL_SwapBE64(X) SDL_Swap64(X)
+ #define SDL_SwapFloatBE(X)  SDL_SwapFloat(X)
+ #else
+ #define SDL_SwapLE16(X) SDL_Swap16(X)
+ #define SDL_SwapLE32(X) SDL_Swap32(X)
+ #define SDL_SwapLE64(X) SDL_Swap64(X)
+ #define SDL_SwapFloatLE(X)  SDL_SwapFloat(X)
+ #define SDL_SwapBE16(X) (X)
+ #define SDL_SwapBE32(X) (X)
+ #define SDL_SwapBE64(X) (X)
+ #define SDL_SwapFloatBE(X)  (X)
+ #endif
+ /* @} *//* Swap to native */
+
+ /* Ends C function definitions when using C++ */
+ #ifdef __cplusplus
+ }
+ #endif
+ #include "close_code.h"
+
+ #endif /* SDL_endian_h_ */
+
+ /* vi: set ts=4 sw=4 expandtab: */
```

SDL2/SDL_error.h 0 → 100644

```
+ /*
+   Simple DirectMedia Layer
+   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
+
+   This software is provided 'as-is', without any express or implied
+   warranty.  In no event will the authors be held liable for any damages
+   arising from the use of this software.
+
+   Permission is granted to anyone to use this software for any purpose,
+   including commercial applications, and to alter it and redistribute it
+   freely, subject to the following restrictions:
+
+   1. The origin of this software must not be misrepresented; you must not
+      claim that you wrote the original software. If you use this software
+      in a product, an acknowledgment in the product documentation would be
+      appreciated but is not required.
+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
```

```
+
+ /**
+  *  \file SDL_error.h
+  *
+  *  Simple error message routines for SDL.
+  */
+
+ #ifndef SDL_error_h_
+ #define SDL_error_h_
+
+ #include "SDL_stdinc.h"
+
+ #include "begin_code.h"
+ /* Set up for C function definitions, even when using C++ */
+ #ifdef __cplusplus
+ extern "C" {
+ #endif
+
+ /* Public functions */
+ /* SDL_SetError() unconditionally returns -1. */
+ extern DECLSPEC int SDLCALL SDL_SetError(SDL_PRINTF_FORMAT_STRING const char *fmt,
  ...) SDL_PRINTF_VARARG_FUNC(1);
+ extern DECLSPEC const char *SDLCALL SDL_GetError(void);
+ extern DECLSPEC void SDLCALL SDL_ClearError(void);
+
+ /**
+  *  \name Internal error functions
+  *
+  *  \internal
+  *  Private error reporting function - used internally.
+  */
+ /* @{ */
+ #define SDL_OutOfMemory()   SDL_Error(SDL_ENOMEM)
+ #define SDL_Unsupported()   SDL_Error(SDL_UNSUPPORTED)
+ #define SDL_InvalidParamError(param)    SDL_SetError("Parameter '%s' is invalid",
  (param))
+ typedef enum
+ {
+     SDL_ENOMEM,
+     SDL_EFREAD,
+     SDL_EFWRITE,
+     SDL_EFSEEK,
+     SDL_UNSUPPORTED,
+     SDL_LASTERROR
+ } SDL_errorcode;
+ /* SDL_Error() unconditionally returns -1. */
+ extern DECLSPEC int SDLCALL SDL_Error(SDL_errorcode code);
+ /* @} *//* Internal error functions */
+
+ /* Ends C function definitions when using C++ */
+ #ifdef __cplusplus
+ }
+ #endif
+ #include "close_code.h"
+
```

```
+ #endif /* SDL_error_h_ */
+
+ /* vi: set ts=4 sw=4 expandtab: */
```

SDL2/SDL_events.h 0 → 100644

This diff is collapsed. Click to expand it.

SDL2/SDL_filesystem.h 0 → 100644

```
+ /*
+   Simple DirectMedia Layer
+   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
+
+   This software is provided 'as-is', without any express or implied
+   warranty.  In no event will the authors be held liable for any damages
+   arising from the use of this software.
+
+   Permission is granted to anyone to use this software for any purpose,
+   including commercial applications, and to alter it and redistribute it
+   freely, subject to the following restrictions:
+
+   1. The origin of this software must not be misrepresented; you must not
+      claim that you wrote the original software. If you use this software
+      in a product, an acknowledgment in the product documentation would be
+      appreciated but is not required.
+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
+ /**
+  *  \file SDL_filesystem.h
+  *
+  *  \brief Include file for filesystem SDL API functions
+  */
+
+ #ifndef SDL_filesystem_h_
+ #define SDL_filesystem_h_
+
+ #include "SDL_stdinc.h"
+
+ #include "begin_code.h"
+
+ /* Set up for C function definitions, even when using C++ */
+ #ifdef __cplusplus
+ extern "C" {
+ #endif
+
+ /**
+  * \brief Get the path where the application resides.
+  *
+  * Get the "base path". This is the directory where the application was run
+  *  from, which is probably the installation directory, and may or may not
```

```
45 + *  be the process's current working directory.
46 + *
47 + * This returns an absolute path in UTF-8 encoding, and is guaranteed to
48 + *  end with a path separator ('\\' on Windows, '/' most other places).
49 + *
50 + * The pointer returned by this function is owned by you. Please call
51 + *  SDL_free() on the pointer when you are done with it, or it will be a
52 + *  memory leak. This is not necessarily a fast call, though, so you should
53 + *  call this once near startup and save the string if you need it.
54 + *
55 + * Some platforms can't determine the application's path, and on other
56 + *  platforms, this might be meaningless. In such cases, this function will
57 + *  return NULL.
58 + *
59 + *  \return String of base dir in UTF-8 encoding, or NULL on error.
60 + *
61 + * \sa SDL_GetPrefPath
62 + */
63 + extern DECLSPEC char *SDLCALL SDL_GetBasePath(void);
64 +
65 + /**
66 +  * \brief Get the user-and-app-specific path where files can be written.
67 +  *
68 +  * Get the "pref dir". This is meant to be where users can write personal
69 +  *  files (preferences and save games, etc) that are specific to your
70 +  *  application. This directory is unique per user, per application.
71 +  *
72 +  * This function will decide the appropriate location in the native filesystem,
73 +  *  create the directory if necessary, and return a string of the absolute
74 +  *  path to the directory in UTF-8 encoding.
75 +  *
76 +  * On Windows, the string might look like:
77 +  *  "C:\\Users\\bob\\AppData\\Roaming\\My Company\\My Program Name\\"
78 +  *
79 +  * On Linux, the string might look like:
80 +  *  "/home/bob/.local/share/My Program Name/"
81 +  *
82 +  * On Mac OS X, the string might look like:
83 +  *  "/Users/bob/Library/Application Support/My Program Name/"
84 +  *
85 +  * (etc.)
86 +  *
87 +  * You specify the name of your organization (if it's not a real organization,
88 +  *  your name or an Internet domain you own might do) and the name of your
89 +  *  application. These should be untranslated proper names.
90 +  *
91 +  * Both the org and app strings may become part of a directory name, so
92 +  *  please follow these rules:
93 +  *
94 +  *    - Try to use the same org string (including case-sensitivity) for
95 +  *      all your applications that use this function.
96 +  *    - Always use a unique app string for each one, and make sure it never
97 +  *      changes for an app once you've decided on it.
98 +  *    - Unicode characters are legal, as long as it's UTF-8 encoded, but...
99 +  *    - ...only use letters, numbers, and spaces. Avoid punctuation like
```

```
+ *      "Game Name 2: Bad Guy's Revenge!" ... "Game Name 2" is sufficient.
+ *
+ * This returns an absolute path in UTF-8 encoding, and is guaranteed to
+ *  end with a path separator ('\\' on Windows, '/' most other places).
+ *
+ * The pointer returned by this function is owned by you. Please call
+ *  SDL_free() on the pointer when you are done with it, or it will be a
+ *  memory leak. This is not necessarily a fast call, though, so you should
+ *  call this once near startup and save the string if you need it.
+ *
+ * You should assume the path returned by this function is the only safe
+ *  place to write files (and that SDL_GetBasePath(), while it might be
+ *  writable, or even the parent of the returned path, aren't where you
+ *  should be writing things).
+ *
+ * Some platforms can't determine the pref path, and on other
+ *  platforms, this might be meaningless. In such cases, this function will
+ *  return NULL.
+ *
+ *   \param org The name of your organization.
+ *   \param app The name of your application.
+ *  \return UTF-8 string of user dir in platform-dependent notation. NULL
+ *          if there's a problem (creating directory failed, etc).
+ *
+ * \sa SDL_GetBasePath
+ */
+extern DECLSPEC char *SDLCALL SDL_GetPrefPath(const char *org, const char *app);
+
+/* Ends C function definitions when using C++ */
+#ifdef __cplusplus
+}
+#endif
+#include "close_code.h"
+
+#endif /* SDL_filesystem_h_ */
+
+/* vi: set ts=4 sw=4 expandtab: */
```

▸ **SDL2/SDL_gamecontroller.h** 0 → 100644

This diff is collapsed. Click to expand it.

▾ **SDL2/SDL_gesture.h** 0 → 100644

```
+/*
+  Simple DirectMedia Layer
+  Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
+
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+  warranty.  In no event will the authors be held liable for any damages
+  arising from the use of this software.
+
+  Permission is granted to anyone to use this software for any purpose,
+  including commercial applications, and to alter it and redistribute it
```

```
+   freely, subject to the following restrictions:
+
+   1. The origin of this software must not be misrepresented; you must not
+      claim that you wrote the original software. If you use this software
+      in a product, an acknowledgment in the product documentation would be
+      appreciated but is not required.
+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
+ /**
+  *  \file SDL_gesture.h
+  *
+  *  Include file for SDL gesture event handling.
+  */
+
+ #ifndef SDL_gesture_h_
+ #define SDL_gesture_h_
+
+ #include "SDL_stdinc.h"
+ #include "SDL_error.h"
+ #include "SDL_video.h"
+
+ #include "SDL_touch.h"
+
+
+ #include "begin_code.h"
+ /* Set up for C function definitions, even when using C++ */
+ #ifdef __cplusplus
+ extern "C" {
+ #endif
+
+ typedef Sint64 SDL_GestureID;
+
+ /* Function prototypes */
+
+ /**
+  *  \brief Begin Recording a gesture on the specified touch, or all touches (-1)
+  *
+  *
+  */
+ extern DECLSPEC int SDLCALL SDL_RecordGesture(SDL_TouchID touchId);
+
+
+ /**
+  *  \brief Save all currently loaded Dollar Gesture templates
+  *
+  *
+  */
+ extern DECLSPEC int SDLCALL SDL_SaveAllDollarTemplates(SDL_RWops *dst);
+
+ /**
+  *  \brief Save a currently loaded Dollar Gesture template
+  *
```

```
66 +  *
67 +  */
68 + extern DECLSPEC int SDLCALL SDL_SaveDollarTemplate(SDL_GestureID
   gestureId,SDL_RWops *dst);
69 +
70 +
71 + /**
72 +  *  \brief Load Dollar Gesture templates from a file
73 +  *
74 +  *
75 +  */
76 + extern DECLSPEC int SDLCALL SDL_LoadDollarTemplates(SDL_TouchID touchId, SDL_RWops
   *src);
77 +
78 +
79 + /* Ends C function definitions when using C++ */
80 + #ifdef __cplusplus
81 + }
82 + #endif
83 + #include "close_code.h"
84 +
85 + #endif /* SDL_gesture_h_ */
86 +
87 + /* vi: set ts=4 sw=4 expandtab: */
```

SDL2/SDL_haptic.h 0 → 100644

This diff is collapsed. Click to expand it.

SDL2/SDL_hints.h 0 → 100644

This diff is collapsed. Click to expand it.

SDL2/SDL_image.h 0 → 100644

```
1  + /*
2  +   SDL_image:  An example image loading library for use with SDL
3  +   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
4  +
5  +   This software is provided 'as-is', without any express or implied
6  +   warranty.  In no event will the authors be held liable for any damages
7  +   arising from the use of this software.
8  +
9  +   Permission is granted to anyone to use this software for any purpose,
10 +   including commercial applications, and to alter it and redistribute it
11 +   freely, subject to the following restrictions:
12 +
13 +   1. The origin of this software must not be misrepresented; you must not
14 +      claim that you wrote the original software. If you use this software
15 +      in a product, an acknowledgment in the product documentation would be
16 +      appreciated but is not required.
17 +   2. Altered source versions must be plainly marked as such, and must not be
18 +      misrepresented as being the original software.
```

```
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
+ /* A simple library to load images of various formats as SDL surfaces */
+
+ #ifndef SDL_IMAGE_H_
+ #define SDL_IMAGE_H_
+
+ #include "SDL.h"
+ #include "SDL_version.h"
+ #include "begin_code.h"
+
+ /* Set up for C function definitions, even when using C++ */
+ #ifdef __cplusplus
+ extern "C" {
+ #endif
+
+ /* Printable format: "%d.%d.%d", MAJOR, MINOR, PATCHLEVEL
+ */
+ #define SDL_IMAGE_MAJOR_VERSION 2
+ #define SDL_IMAGE_MINOR_VERSION 0
+ #define SDL_IMAGE_PATCHLEVEL    5
+
+ /* This macro can be used to fill a version structure with the compile-time
+  * version of the SDL_image library.
+  */
+ #define SDL_IMAGE_VERSION(X)                        \
+ {                                                   \
+     (X)->major = SDL_IMAGE_MAJOR_VERSION;           \
+     (X)->minor = SDL_IMAGE_MINOR_VERSION;           \
+     (X)->patch = SDL_IMAGE_PATCHLEVEL;              \
+ }
+
+ /**
+  *  This is the version number macro for the current SDL_image version.
+  */
+ #define SDL_IMAGE_COMPILEDVERSION \
+     SDL_VERSIONNUM(SDL_IMAGE_MAJOR_VERSION, SDL_IMAGE_MINOR_VERSION,
  SDL_IMAGE_PATCHLEVEL)
+
+ /**
+  *  This macro will evaluate to true if compiled with SDL_image at least X.Y.Z.
+  */
+ #define SDL_IMAGE_VERSION_ATLEAST(X, Y, Z) \
+     (SDL_IMAGE_COMPILEDVERSION >= SDL_VERSIONNUM(X, Y, Z))
+
+ /* This function gets the version of the dynamically linked SDL_image library.
+    it should NOT be used to fill a version structure, instead you should
+    use the SDL_IMAGE_VERSION() macro.
+  */
+ extern DECLSPEC const SDL_version * SDLCALL IMG_Linked_Version(void);
+
+ typedef enum
+ {
+     IMG_INIT_JPG = 0x00000001,
```

```
+     IMG_INIT_PNG = 0x00000002,
+     IMG_INIT_TIF = 0x00000004,
+     IMG_INIT_WEBP = 0x00000008
+ } IMG_InitFlags;
+
+ /* Loads dynamic libraries and prepares them for use.  Flags should be
+    one or more flags from IMG_InitFlags OR'd together.
+    It returns the flags successfully initialized, or 0 on failure.
+  */
+ extern DECLSPEC int SDLCALL IMG_Init(int flags);
+
+ /* Unloads libraries loaded with IMG_Init */
+ extern DECLSPEC void SDLCALL IMG_Quit(void);
+
+ /* Load an image from an SDL data source.
+    The 'type' may be one of: "BMP", "GIF", "PNG", etc.
+
+    If the image format supports a transparent pixel, SDL will set the
+    colorkey for the surface.  You can enable RLE acceleration on the
+    surface afterwards by calling:
+     SDL_SetColorKey(image, SDL_RLEACCEL, image->format->colorkey);
+  */
+ extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadTyped_RW(SDL_RWops *src, int
  freesrc, const char *type);
+ /* Convenience functions */
+ extern DECLSPEC SDL_Surface * SDLCALL IMG_Load(const char *file);
+ extern DECLSPEC SDL_Surface * SDLCALL IMG_Load_RW(SDL_RWops *src, int freesrc);
+
+ #if SDL_VERSION_ATLEAST(2,0,0)
+ /* Load an image directly into a render texture.
+  */
+ extern DECLSPEC SDL_Texture * SDLCALL IMG_LoadTexture(SDL_Renderer *renderer,
  const char *file);
+ extern DECLSPEC SDL_Texture * SDLCALL IMG_LoadTexture_RW(SDL_Renderer *renderer,
  SDL_RWops *src, int freesrc);
+ extern DECLSPEC SDL_Texture * SDLCALL IMG_LoadTextureTyped_RW(SDL_Renderer
  *renderer, SDL_RWops *src, int freesrc, const char *type);
+ #endif /* SDL 2.0 */
+
+ /* Functions to detect a file type, given a seekable source */
+ extern DECLSPEC int SDLCALL IMG_isICO(SDL_RWops *src);
+ extern DECLSPEC int SDLCALL IMG_isCUR(SDL_RWops *src);
+ extern DECLSPEC int SDLCALL IMG_isBMP(SDL_RWops *src);
+ extern DECLSPEC int SDLCALL IMG_isGIF(SDL_RWops *src);
+ extern DECLSPEC int SDLCALL IMG_isJPG(SDL_RWops *src);
+ extern DECLSPEC int SDLCALL IMG_isLBM(SDL_RWops *src);
+ extern DECLSPEC int SDLCALL IMG_isPCX(SDL_RWops *src);
+ extern DECLSPEC int SDLCALL IMG_isPNG(SDL_RWops *src);
+ extern DECLSPEC int SDLCALL IMG_isPNM(SDL_RWops *src);
+ extern DECLSPEC int SDLCALL IMG_isSVG(SDL_RWops *src);
+ extern DECLSPEC int SDLCALL IMG_isTIF(SDL_RWops *src);
+ extern DECLSPEC int SDLCALL IMG_isXCF(SDL_RWops *src);
+ extern DECLSPEC int SDLCALL IMG_isXPM(SDL_RWops *src);
+ extern DECLSPEC int SDLCALL IMG_isXV(SDL_RWops *src);
+ extern DECLSPEC int SDLCALL IMG_isWEBP(SDL_RWops *src);
```

```
124 +
125 + /* Individual loading functions */
126 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadICO_RW(SDL_RWops *src);
127 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadCUR_RW(SDL_RWops *src);
128 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadBMP_RW(SDL_RWops *src);
129 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadGIF_RW(SDL_RWops *src);
130 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadJPG_RW(SDL_RWops *src);
131 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadLBM_RW(SDL_RWops *src);
132 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadPCX_RW(SDL_RWops *src);
133 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadPNG_RW(SDL_RWops *src);
134 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadPNM_RW(SDL_RWops *src);
135 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadSVG_RW(SDL_RWops *src);
136 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadTGA_RW(SDL_RWops *src);
137 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadTIF_RW(SDL_RWops *src);
138 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadXCF_RW(SDL_RWops *src);
139 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadXPM_RW(SDL_RWops *src);
140 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadXV_RW(SDL_RWops *src);
141 + extern DECLSPEC SDL_Surface * SDLCALL IMG_LoadWEBP_RW(SDL_RWops *src);
142 +
143 + extern DECLSPEC SDL_Surface * SDLCALL IMG_ReadXPMFromArray(char **xpm);
144 +
145 + /* Individual saving functions */
146 + extern DECLSPEC int SDLCALL IMG_SavePNG(SDL_Surface *surface, const char *file);
147 + extern DECLSPEC int SDLCALL IMG_SavePNG_RW(SDL_Surface *surface, SDL_RWops *dst,
      int freedst);
148 + extern DECLSPEC int SDLCALL IMG_SaveJPG(SDL_Surface *surface, const char *file,
      int quality);
149 + extern DECLSPEC int SDLCALL IMG_SaveJPG_RW(SDL_Surface *surface, SDL_RWops *dst,
      int freedst, int quality);
150 +
151 + /* We'll use SDL for reporting errors */
152 + #define IMG_SetError    SDL_SetError
153 + #define IMG_GetError    SDL_GetError
154 +
155 + /* Ends C function definitions when using C++ */
156 + #ifdef __cplusplus
157 + }
158 + #endif
159 + #include "close_code.h"
160 +
161 + #endif /* SDL_IMAGE_H_ */
```

▸ **SDL2/SDL_joystick.h** 0 → 100644

This diff is collapsed. Click to expand it.

▾ **SDL2/SDL_keyboard.h** 0 → 100644

```
1 + /*
2 +   Simple DirectMedia Layer
3 +   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
4 +
5 +   This software is provided 'as-is', without any express or implied
6 +   warranty.  In no event will the authors be held liable for any damages
```

```
 7 +   arising from the use of this software.
 8 +
 9 +   Permission is granted to anyone to use this software for any purpose,
10 +   including commercial applications, and to alter it and redistribute it
11 +   freely, subject to the following restrictions:
12 +
13 +   1. The origin of this software must not be misrepresented; you must not
14 +      claim that you wrote the original software. If you use this software
15 +      in a product, an acknowledgment in the product documentation would be
16 +      appreciated but is not required.
17 +   2. Altered source versions must be plainly marked as such, and must not be
18 +      misrepresented as being the original software.
19 +   3. This notice may not be removed or altered from any source distribution.
20 + */
21 +
22 + /**
23 +  *  \file SDL_keyboard.h
24 +  *
25 +  *  Include file for SDL keyboard event handling
26 +  */
27 +
28 + #ifndef SDL_keyboard_h_
29 + #define SDL_keyboard_h_
30 +
31 + #include "SDL_stdinc.h"
32 + #include "SDL_error.h"
33 + #include "SDL_keycode.h"
34 + #include "SDL_video.h"
35 +
36 + #include "begin_code.h"
37 + /* Set up for C function definitions, even when using C++ */
38 + #ifdef __cplusplus
39 + extern "C" {
40 + #endif
41 +
42 + /**
43 +  *  \brief The SDL keysym structure, used in key events.
44 +  *
45 +  *  \note  If you are looking for translated character input, see the
     ::SDL_TEXTINPUT event.
46 +  */
47 + typedef struct SDL_Keysym
48 + {
49 +     SDL_Scancode scancode;      /**< SDL physical key code - see ::SDL_Scancode
     for details */
50 +     SDL_Keycode sym;            /**< SDL virtual key code - see ::SDL_Keycode for
     details */
51 +     Uint16 mod;                 /**< current key modifiers */
52 +     Uint32 unused;
53 + } SDL_Keysym;
54 +
55 + /* Function prototypes */
56 +
57 + /**
58 +  *  \brief Get the window which currently has keyboard focus.
```

```
59  +  */
60  + extern DECLSPEC SDL_Window * SDLCALL SDL_GetKeyboardFocus(void);
61  +
62  + /**
63  +  *  \brief Get a snapshot of the current state of the keyboard.
64  +  *
65  +  *  \param numkeys if non-NULL, receives the length of the returned array.
66  +  *
67  +  *  \return An array of key states. Indexes into this array are obtained by using
      ::SDL_Scancode values.
68  +  *
69  +  *  \b Example:
70  +  *  \code
71  +  *  const Uint8 *state = SDL_GetKeyboardState(NULL);
72  +  *  if ( state[SDL_SCANCODE_RETURN] )   {
73  +  *      printf("<RETURN> is pressed.\n");
74  +  *  }
75  +  *  \endcode
76  +  */
77  + extern DECLSPEC const Uint8 *SDLCALL SDL_GetKeyboardState(int *numkeys);
78  +
79  + /**
80  +  *  \brief Get the current key modifier state for the keyboard.
81  +  */
82  + extern DECLSPEC SDL_Keymod SDLCALL SDL_GetModState(void);
83  +
84  + /**
85  +  *  \brief Set the current key modifier state for the keyboard.
86  +  *
87  +  *  \note This does not change the keyboard state, only the key modifier flags.
88  +  */
89  + extern DECLSPEC void SDLCALL SDL_SetModState(SDL_Keymod modstate);
90  +
91  + /**
92  +  *  \brief Get the key code corresponding to the given scancode according
93  +  *         to the current keyboard layout.
94  +  *
95  +  *  See ::SDL_Keycode for details.
96  +  *
97  +  *  \sa SDL_GetKeyName()
98  +  */
99  + extern DECLSPEC SDL_Keycode SDLCALL SDL_GetKeyFromScancode(SDL_Scancode scancode);
100 +
101 + /**
102 +  *  \brief Get the scancode corresponding to the given key code according to the
103 +  *         current keyboard layout.
104 +  *
105 +  *  See ::SDL_Scancode for details.
106 +  *
107 +  *  \sa SDL_GetScancodeName()
108 +  */
109 + extern DECLSPEC SDL_Scancode SDLCALL SDL_GetScancodeFromKey(SDL_Keycode key);
110 +
111 + /**
112 +  *  \brief Get a human-readable name for a scancode.
```

```
+ *
+ *  \return A pointer to the name for the scancode.
+ *          If the scancode doesn't have a name, this function returns
+ *          an empty string ("").
+ *
+ *  \sa SDL_Scancode
+ */
+extern DECLSPEC const char *SDLCALL SDL_GetScancodeName(SDL_Scancode scancode);
+
+/**
+ *  \brief Get a scancode from a human-readable name
+ *
+ *  \return scancode, or SDL_SCANCODE_UNKNOWN if the name wasn't recognized
+ *
+ *  \sa SDL_Scancode
+ */
+extern DECLSPEC SDL_Scancode SDLCALL SDL_GetScancodeFromName(const char *name);
+
+/**
+ *  \brief Get a human-readable name for a key.
+ *
+ *  \return A pointer to a UTF-8 string that stays valid at least until the next
+ *          call to this function. If you need it around any longer, you must
+ *          copy it.  If the key doesn't have a name, this function returns an
+ *          empty string ("").
+ *
+ *  \sa SDL_Keycode
+ */
+extern DECLSPEC const char *SDLCALL SDL_GetKeyName(SDL_Keycode key);
+
+/**
+ *  \brief Get a key code from a human-readable name
+ *
+ *  \return key code, or SDLK_UNKNOWN if the name wasn't recognized
+ *
+ *  \sa SDL_Keycode
+ */
+extern DECLSPEC SDL_Keycode SDLCALL SDL_GetKeyFromName(const char *name);
+
+/**
+ *  \brief Start accepting Unicode text input events.
+ *         This function will show the on-screen keyboard if supported.
+ *
+ *  \sa SDL_StopTextInput()
+ *  \sa SDL_SetTextInputRect()
+ *  \sa SDL_HasScreenKeyboardSupport()
+ */
+extern DECLSPEC void SDLCALL SDL_StartTextInput(void);
+
+/**
+ *  \brief Return whether or not Unicode text input events are enabled.
+ *
+ *  \sa SDL_StartTextInput()
+ *  \sa SDL_StopTextInput()
+ */
```

```
168 + extern DECLSPEC SDL_bool SDLCALL SDL_IsTextInputActive(void);
169 +
170 + /**
171 +  *  \brief Stop receiving any text input events.
172 +  *         This function will hide the on-screen keyboard if supported.
173 +  *
174 +  *  \sa SDL_StartTextInput()
175 +  *  \sa SDL_HasScreenKeyboardSupport()
176 +  */
177 + extern DECLSPEC void SDLCALL SDL_StopTextInput(void);
178 +
179 + /**
180 +  *  \brief Set the rectangle used to type Unicode text inputs.
181 +  *         This is used as a hint for IME and on-screen keyboard placement.
182 +  *
183 +  *  \sa SDL_StartTextInput()
184 +  */
185 + extern DECLSPEC void SDLCALL SDL_SetTextInputRect(SDL_Rect *rect);
186 +
187 + /**
188 +  *  \brief Returns whether the platform has some screen keyboard support.
189 +  *
190 +  *  \return SDL_TRUE if some keyboard support is available else SDL_FALSE.
191 +  *
192 +  *  \note Not all screen keyboard functions are supported on all platforms.
193 +  *
194 +  *  \sa SDL_IsScreenKeyboardShown()
195 +  */
196 + extern DECLSPEC SDL_bool SDLCALL SDL_HasScreenKeyboardSupport(void);
197 +
198 + /**
199 +  *  \brief Returns whether the screen keyboard is shown for given window.
200 +  *
201 +  *  \param window The window for which screen keyboard should be queried.
202 +  *
203 +  *  \return SDL_TRUE if screen keyboard is shown else SDL_FALSE.
204 +  *
205 +  *  \sa SDL_HasScreenKeyboardSupport()
206 +  */
207 + extern DECLSPEC SDL_bool SDLCALL SDL_IsScreenKeyboardShown(SDL_Window *window);
208 +
209 + /* Ends C function definitions when using C++ */
210 + #ifdef __cplusplus
211 + }
212 + #endif
213 + #include "close_code.h"
214 +
215 + #endif /* SDL_keyboard_h_ */
216 +
217 + /* vi: set ts=4 sw=4 expandtab: */
```

▸ **SDL2/SDL_keycode.h** 0 → 100644

This diff is collapsed. Click to expand it.

SDL2/SDL_loadso.h 0 → 100644

```
+ /*
+   Simple DirectMedia Layer
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+
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+   warranty.  In no event will the authors be held liable for any damages
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+
+   1. The origin of this software must not be misrepresented; you must not
+      claim that you wrote the original software. If you use this software
+      in a product, an acknowledgment in the product documentation would be
+      appreciated but is not required.
+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
+ /**
+  *  \file SDL_loadso.h
+  *
+  *  System dependent library loading routines
+  *
+  *  Some things to keep in mind:
+  *  \li These functions only work on C function names.  Other languages may
+  *      have name mangling and intrinsic language support that varies from
+  *      compiler to compiler.
+  *  \li Make sure you declare your function pointers with the same calling
+  *      convention as the actual library function.  Your code will crash
+  *      mysteriously if you do not do this.
+  *  \li Avoid namespace collisions.  If you load a symbol from the library,
+  *      it is not defined whether or not it goes into the global symbol
+  *      namespace for the application.  If it does and it conflicts with
+  *      symbols in your code or other shared libraries, you will not get
+  *      the results you expect. :)
+  */
+
+ #ifndef SDL_loadso_h_
+ #define SDL_loadso_h_
+
+ #include "SDL_stdinc.h"
+ #include "SDL_error.h"
+
+ #include "begin_code.h"
+ /* Set up for C function definitions, even when using C++ */
+ #ifdef __cplusplus
+ extern "C" {
+ #endif
+
+ /**
```

```
+  *  This function dynamically loads a shared object and returns a pointer
+  *  to the object handle (or NULL if there was an error).
+  *  The 'sofile' parameter is a system dependent name of the object file.
+  */
+ extern DECLSPEC void *SDLCALL SDL_LoadObject(const char *sofile);
+
+ /**
+  *  Given an object handle, this function looks up the address of the
+  *  named function in the shared object and returns it.  This address
+  *  is no longer valid after calling SDL_UnloadObject().
+  */
+ extern DECLSPEC void *SDLCALL SDL_LoadFunction(void *handle,
+                                                const char *name);
+
+ /**
+  *  Unload a shared object from memory.
+  */
+ extern DECLSPEC void SDLCALL SDL_UnloadObject(void *handle);
+
+ /* Ends C function definitions when using C++ */
+ #ifdef __cplusplus
+ }
+ #endif
+ #include "close_code.h"
+
+ #endif /* SDL_loadso_h_ */
+
+ /* vi: set ts=4 sw=4 expandtab: */
```

SDL2/SDL_log.h 0 → 100644

```
+ /*
+   Simple DirectMedia Layer
+   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
+
+   This software is provided 'as-is', without any express or implied
+   warranty.  In no event will the authors be held liable for any damages
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+   Permission is granted to anyone to use this software for any purpose,
+   including commercial applications, and to alter it and redistribute it
+   freely, subject to the following restrictions:
+
+   1. The origin of this software must not be misrepresented; you must not
+      claim that you wrote the original software. If you use this software
+      in a product, an acknowledgment in the product documentation would be
+      appreciated but is not required.
+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
+ /**
+  *  \file SDL_log.h
+  *
```

```
+  *  Simple log messages with categories and priorities.
+  *
+  *  By default logs are quiet, but if you're debugging SDL you might want:
+  *
+  *      SDL_LogSetAllPriority(SDL_LOG_PRIORITY_WARN);
+  *
+  *  Here's where the messages go on different platforms:
+  *      Windows: debug output stream
+  *      Android: log output
+  *      Others: standard error output (stderr)
+  */
+
+ #ifndef SDL_log_h_
+ #define SDL_log_h_
+
+ #include "SDL_stdinc.h"
+
+ #include "begin_code.h"
+ /* Set up for C function definitions, even when using C++ */
+ #ifdef __cplusplus
+ extern "C" {
+ #endif
+
+
+ /**
+  *  \brief The maximum size of a log message
+  *
+  *  Messages longer than the maximum size will be truncated
+  */
+ #define SDL_MAX_LOG_MESSAGE 4096
+
+ /**
+  *  \brief The predefined log categories
+  *
+  *  By default the application category is enabled at the INFO level,
+  *  the assert category is enabled at the WARN level, test is enabled
+  *  at the VERBOSE level and all other categories are enabled at the
+  *  CRITICAL level.
+  */
+ enum
+ {
+     SDL_LOG_CATEGORY_APPLICATION,
+     SDL_LOG_CATEGORY_ERROR,
+     SDL_LOG_CATEGORY_ASSERT,
+     SDL_LOG_CATEGORY_SYSTEM,
+     SDL_LOG_CATEGORY_AUDIO,
+     SDL_LOG_CATEGORY_VIDEO,
+     SDL_LOG_CATEGORY_RENDER,
+     SDL_LOG_CATEGORY_INPUT,
+     SDL_LOG_CATEGORY_TEST,
+
+     /* Reserved for future SDL library use */
+     SDL_LOG_CATEGORY_RESERVED1,
+     SDL_LOG_CATEGORY_RESERVED2,
+     SDL_LOG_CATEGORY_RESERVED3,
```

```
80  +     SDL_LOG_CATEGORY_RESERVED4,
81  +     SDL_LOG_CATEGORY_RESERVED5,
82  +     SDL_LOG_CATEGORY_RESERVED6,
83  +     SDL_LOG_CATEGORY_RESERVED7,
84  +     SDL_LOG_CATEGORY_RESERVED8,
85  +     SDL_LOG_CATEGORY_RESERVED9,
86  +     SDL_LOG_CATEGORY_RESERVED10,
87  +
88  +     /* Beyond this point is reserved for application use, e.g.
89  +        enum {
90  +            MYAPP_CATEGORY_AWESOME1 = SDL_LOG_CATEGORY_CUSTOM,
91  +            MYAPP_CATEGORY_AWESOME2,
92  +            MYAPP_CATEGORY_AWESOME3,
93  +            ...
94  +        };
95  +      */
96  +     SDL_LOG_CATEGORY_CUSTOM
97  + };
98  +
99  + /**
100 +  *  \brief The predefined log priorities
101 +  */
102 + typedef enum
103 + {
104 +     SDL_LOG_PRIORITY_VERBOSE = 1,
105 +     SDL_LOG_PRIORITY_DEBUG,
106 +     SDL_LOG_PRIORITY_INFO,
107 +     SDL_LOG_PRIORITY_WARN,
108 +     SDL_LOG_PRIORITY_ERROR,
109 +     SDL_LOG_PRIORITY_CRITICAL,
110 +     SDL_NUM_LOG_PRIORITIES
111 + } SDL_LogPriority;
112 +
113 +
114 + /**
115 +  *  \brief Set the priority of all log categories
116 +  */
117 + extern DECLSPEC void SDLCALL SDL_LogSetAllPriority(SDL_LogPriority priority);
118 +
119 + /**
120 +  *  \brief Set the priority of a particular log category
121 +  */
122 + extern DECLSPEC void SDLCALL SDL_LogSetPriority(int category,
123 +                                                 SDL_LogPriority priority);
124 +
125 + /**
126 +  *  \brief Get the priority of a particular log category
127 +  */
128 + extern DECLSPEC SDL_LogPriority SDLCALL SDL_LogGetPriority(int category);
129 +
130 + /**
131 +  *  \brief Reset all priorities to default.
132 +  *
133 +  *  \note This is called in SDL_Quit().
134 +  */
```

```
135 + extern DECLSPEC void SDLCALL SDL_LogResetPriorities(void);
136 +
137 + /**
138 +  *  \brief Log a message with SDL_LOG_CATEGORY_APPLICATION and
    SDL_LOG_PRIORITY_INFO
139 +  */
140 + extern DECLSPEC void SDLCALL SDL_Log(SDL_PRINTF_FORMAT_STRING const char *fmt,
    ...) SDL_PRINTF_VARARG_FUNC(1);
141 +
142 + /**
143 +  *  \brief Log a message with SDL_LOG_PRIORITY_VERBOSE
144 +  */
145 + extern DECLSPEC void SDLCALL SDL_LogVerbose(int category, SDL_PRINTF_FORMAT_STRING
    const char *fmt, ...) SDL_PRINTF_VARARG_FUNC(2);
146 +
147 + /**
148 +  *  \brief Log a message with SDL_LOG_PRIORITY_DEBUG
149 +  */
150 + extern DECLSPEC void SDLCALL SDL_LogDebug(int category, SDL_PRINTF_FORMAT_STRING
    const char *fmt, ...) SDL_PRINTF_VARARG_FUNC(2);
151 +
152 + /**
153 +  *  \brief Log a message with SDL_LOG_PRIORITY_INFO
154 +  */
155 + extern DECLSPEC void SDLCALL SDL_LogInfo(int category, SDL_PRINTF_FORMAT_STRING
    const char *fmt, ...) SDL_PRINTF_VARARG_FUNC(2);
156 +
157 + /**
158 +  *  \brief Log a message with SDL_LOG_PRIORITY_WARN
159 +  */
160 + extern DECLSPEC void SDLCALL SDL_LogWarn(int category, SDL_PRINTF_FORMAT_STRING
    const char *fmt, ...) SDL_PRINTF_VARARG_FUNC(2);
161 +
162 + /**
163 +  *  \brief Log a message with SDL_LOG_PRIORITY_ERROR
164 +  */
165 + extern DECLSPEC void SDLCALL SDL_LogError(int category, SDL_PRINTF_FORMAT_STRING
    const char *fmt, ...) SDL_PRINTF_VARARG_FUNC(2);
166 +
167 + /**
168 +  *  \brief Log a message with SDL_LOG_PRIORITY_CRITICAL
169 +  */
170 + extern DECLSPEC void SDLCALL SDL_LogCritical(int category,
    SDL_PRINTF_FORMAT_STRING const char *fmt, ...) SDL_PRINTF_VARARG_FUNC(2);
171 +
172 + /**
173 +  *  \brief Log a message with the specified category and priority.
174 +  */
175 + extern DECLSPEC void SDLCALL SDL_LogMessage(int category,
176 +                                             SDL_LogPriority priority,
177 +                                             SDL_PRINTF_FORMAT_STRING const char
    *fmt, ...) SDL_PRINTF_VARARG_FUNC(3);
178 +
179 + /**
180 +  *  \brief Log a message with the specified category and priority.
```

```
+  */
+ extern DECLSPEC void SDLCALL SDL_LogMessageV(int category,
+                                               SDL_LogPriority priority,
+                                               const char *fmt, va_list ap);
+
+ /**
+  *  \brief The prototype for the log output function
+  */
+ typedef void (SDLCALL *SDL_LogOutputFunction)(void *userdata, int category,
  SDL_LogPriority priority, const char *message);
+
+ /**
+  *  \brief Get the current log output function.
+  */
+ extern DECLSPEC void SDLCALL SDL_LogGetOutputFunction(SDL_LogOutputFunction
  *callback, void **userdata);
+
+ /**
+  *  \brief This function allows you to replace the default log output
+  *         function with one of your own.
+  */
+ extern DECLSPEC void SDLCALL SDL_LogSetOutputFunction(SDL_LogOutputFunction
  callback, void *userdata);
+
+
+ /* Ends C function definitions when using C++ */
+ #ifdef __cplusplus
+ }
+ #endif
+ #include "close_code.h"
+
+ #endif /* SDL_log_h_ */
+
+ /* vi: set ts=4 sw=4 expandtab: */
```

SDL2/SDL_main.h 0 → 100644

```
+ /*
+   Simple DirectMedia Layer
+   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
+
+   This software is provided 'as-is', without any express or implied
+   warranty.  In no event will the authors be held liable for any damages
+   arising from the use of this software.
+
+   Permission is granted to anyone to use this software for any purpose,
+   including commercial applications, and to alter it and redistribute it
+   freely, subject to the following restrictions:
+
+   1. The origin of this software must not be misrepresented; you must not
+      claim that you wrote the original software. If you use this software
+      in a product, an acknowledgment in the product documentation would be
+      appreciated but is not required.
+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
```

```
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
+ #ifndef SDL_main_h_
+ #define SDL_main_h_
+
+ #include "SDL_stdinc.h"
+
+ /**
+  *  \file SDL_main.h
+  *
+  *  Redefine main() on some platforms so that it is called by SDL.
+  */
+
+ #ifndef SDL_MAIN_HANDLED
+ #if defined(__WIN32__)
+ /* On Windows SDL provides WinMain(), which parses the command line and passes
+    the arguments to your main function.
+
+    If you provide your own WinMain(), you may define SDL_MAIN_HANDLED
+  */
+ #define SDL_MAIN_AVAILABLE
+
+ #elif defined(__WINRT__)
+ /* On WinRT, SDL provides a main function that initializes CoreApplication,
+    creating an instance of IFrameworkView in the process.
+
+    Please note that #include'ing SDL_main.h is not enough to get a main()
+    function working.  In non-XAML apps, the file,
+    src/main/winrt/SDL_WinRT_main_NonXAML.cpp, or a copy of it, must be compiled
+    into the app itself.  In XAML apps, the function, SDL_WinRTRunApp must be
+    called, with a pointer to the Direct3D-hosted XAML control passed in.
+ */
+ #define SDL_MAIN_NEEDED
+
+ #elif defined(__IPHONEOS__)
+ /* On iOS SDL provides a main function that creates an application delegate
+    and starts the iOS application run loop.
+
+    If you link with SDL dynamically on iOS, the main function can't be in a
+    shared library, so you need to link with libSDLmain.a, which includes a
+    stub main function that calls into the shared library to start execution.
+
+    See src/video/uikit/SDL_uikitappdelegate.m for more details.
+  */
+ #define SDL_MAIN_NEEDED
+
+ #elif defined(__ANDROID__)
+ /* On Android SDL provides a Java class in SDLActivity.java that is the
+    main activity entry point.
+
+    See docs/README-android.md for more details on extending that class.
+  */
+ #define SDL_MAIN_NEEDED
+
```

```
+ /* We need to export SDL_main so it can be launched from Java */
+ #define SDLMAIN_DECLSPEC    DECLSPEC
+
+ #elif defined(__NACL__)
+ /* On NACL we use ppapi_simple to set up the application helper code,
+    then wait for the first PSE_INSTANCE_DIDCHANGEVIEW event before
+    starting the user main function.
+    All user code is run in a separate thread by ppapi_simple, thus
+    allowing for blocking io to take place via nacl_io
+ */
+ #define SDL_MAIN_NEEDED
+
+ #endif
+ #endif /* SDL_MAIN_HANDLED */
+
+ #ifndef SDLMAIN_DECLSPEC
+ #define SDLMAIN_DECLSPEC
+ #endif
+
+ /**
+  *  \file SDL_main.h
+  *
+  *  The application's main() function must be called with C linkage,
+  *  and should be declared like this:
+  *  \code
+  *  #ifdef __cplusplus
+  *  extern "C"
+  *  #endif
+  *  int main(int argc, char *argv[])
+  *  {
+  *  }
+  *  \endcode
+  */
+
+ #if defined(SDL_MAIN_NEEDED) || defined(SDL_MAIN_AVAILABLE)
+ #define main    SDL_main
+ #endif
+
+ #include "begin_code.h"
+ #ifdef __cplusplus
+ extern "C" {
+ #endif
+
+ /**
+  *  The prototype for the application's main() function
+  */
+ typedef int (*SDL_main_func)(int argc, char *argv[]);
+ extern SDLMAIN_DECLSPEC int SDL_main(int argc, char *argv[]);
+
+
+ /**
+  *  This is called by the real SDL main function to let the rest of the
+  *  library know that initialization was done properly.
+  *
+  *  Calling this yourself without knowing what you're doing can cause
```

```
129 +  *  crashes and hard to diagnose problems with your application.
130 +  */
131 + extern DECLSPEC void SDLCALL SDL_SetMainReady(void);
132 +
133 + #ifdef __WIN32__
134 +
135 + /**
136 +  *  This can be called to set the application class at startup
137 +  */
138 + extern DECLSPEC int SDLCALL SDL_RegisterApp(char *name, Uint32 style, void
      *hInst);
139 + extern DECLSPEC void SDLCALL SDL_UnregisterApp(void);
140 +
141 + #endif /* __WIN32__ */
142 +
143 +
144 + #ifdef __WINRT__
145 +
146 + /**
147 +  *  \brief Initializes and launches an SDL/WinRT application.
148 +  *
149 +  *  \param mainFunction The SDL app's C-style main().
150 +  *  \param reserved Reserved for future use; should be NULL
151 +  *  \return 0 on success, -1 on failure.  On failure, use SDL_GetError to retrieve
      more
152 +  *      information on the failure.
153 +  */
154 + extern DECLSPEC int SDLCALL SDL_WinRTRunApp(SDL_main_func mainFunction, void *
      reserved);
155 +
156 + #endif /* __WINRT__ */
157 +
158 + #if defined(__IPHONEOS__)
159 +
160 + /**
161 +  *  \brief Initializes and launches an SDL application.
162 +  *
163 +  *  \param argc The argc parameter from the application's main() function
164 +  *  \param argv The argv parameter from the application's main() function
165 +  *  \param mainFunction The SDL app's C-style main().
166 +  *  \return the return value from mainFunction
167 +  */
168 + extern DECLSPEC int SDLCALL SDL_UIKitRunApp(int argc, char *argv[], SDL_main_func
      mainFunction);
169 +
170 + #endif /* __IPHONEOS__ */
171 +
172 +
173 + #ifdef __cplusplus
174 + }
175 + #endif
176 + #include "close_code.h"
177 +
178 + #endif /* SDL_main_h_ */
179 +
```

```
180 + /* vi: set ts=4 sw=4 expandtab: */
```

SDL2/SDL_messagebox.h 0 → 100644

```
1  + /*
2  +   Simple DirectMedia Layer
3  +   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
4  +
5  +   This software is provided 'as-is', without any express or implied
6  +   warranty.  In no event will the authors be held liable for any damages
7  +   arising from the use of this software.
8  +
9  +   Permission is granted to anyone to use this software for any purpose,
10 +   including commercial applications, and to alter it and redistribute it
11 +   freely, subject to the following restrictions:
12 +
13 +   1. The origin of this software must not be misrepresented; you must not
14 +      claim that you wrote the original software. If you use this software
15 +      in a product, an acknowledgment in the product documentation would be
16 +      appreciated but is not required.
17 +   2. Altered source versions must be plainly marked as such, and must not be
18 +      misrepresented as being the original software.
19 +   3. This notice may not be removed or altered from any source distribution.
20 + */
21 +
22 + #ifndef SDL_messagebox_h_
23 + #define SDL_messagebox_h_
24 +
25 + #include "SDL_stdinc.h"
26 + #include "SDL_video.h"      /* For SDL_Window */
27 +
28 + #include "begin_code.h"
29 + /* Set up for C function definitions, even when using C++ */
30 + #ifdef __cplusplus
31 + extern "C" {
32 + #endif
33 +
34 + /**
35 +  * \brief SDL_MessageBox flags. If supported will display warning icon, etc.
36 +  */
37 + typedef enum
38 + {
39 +     SDL_MESSAGEBOX_ERROR        = 0x00000010,   /**< error dialog */
40 +     SDL_MESSAGEBOX_WARNING      = 0x00000020,   /**< warning dialog */
41 +     SDL_MESSAGEBOX_INFORMATION  = 0x00000040    /**< informational dialog */
42 + } SDL_MessageBoxFlags;
43 +
44 + /**
45 +  * \brief Flags for SDL_MessageBoxButtonData.
46 +  */
47 + typedef enum
48 + {
49 +     SDL_MESSAGEBOX_BUTTON_RETURNKEY_DEFAULT = 0x00000001,  /**< Marks the default
    button when return is hit */
```

```
50  +     SDL_MESSAGEBOX_BUTTON_ESCAPEKEY_DEFAULT = 0x00000002   /**< Marks the default
    button when escape is hit */
51  + } SDL_MessageBoxButtonFlags;
52  +
53  + /**
54  +  *  \brief Individual button data.
55  +  */
56  + typedef struct
57  + {
58  +     Uint32 flags;       /**< ::SDL_MessageBoxButtonFlags */
59  +     int buttonid;       /**< User defined button id (value returned via
    SDL_ShowMessageBox) */
60  +     const char * text;  /**< The UTF-8 button text */
61  + } SDL_MessageBoxButtonData;
62  +
63  + /**
64  +  * \brief RGB value used in a message box color scheme
65  +  */
66  + typedef struct
67  + {
68  +     Uint8 r, g, b;
69  + } SDL_MessageBoxColor;
70  +
71  + typedef enum
72  + {
73  +     SDL_MESSAGEBOX_COLOR_BACKGROUND,
74  +     SDL_MESSAGEBOX_COLOR_TEXT,
75  +     SDL_MESSAGEBOX_COLOR_BUTTON_BORDER,
76  +     SDL_MESSAGEBOX_COLOR_BUTTON_BACKGROUND,
77  +     SDL_MESSAGEBOX_COLOR_BUTTON_SELECTED,
78  +     SDL_MESSAGEBOX_COLOR_MAX
79  + } SDL_MessageBoxColorType;
80  +
81  + /**
82  +  * \brief A set of colors to use for message box dialogs
83  +  */
84  + typedef struct
85  + {
86  +     SDL_MessageBoxColor colors[SDL_MESSAGEBOX_COLOR_MAX];
87  + } SDL_MessageBoxColorScheme;
88  +
89  + /**
90  +  *  \brief MessageBox structure containing title, text, window, etc.
91  +  */
92  + typedef struct
93  + {
94  +     Uint32 flags;                       /**< ::SDL_MessageBoxFlags */
95  +     SDL_Window *window;                 /**< Parent window, can be NULL */
96  +     const char *title;                  /**< UTF-8 title */
97  +     const char *message;                /**< UTF-8 message text */
98  +
99  +     int numbuttons;
100 +     const SDL_MessageBoxButtonData *buttons;
101 +
```

```
102 +     const SDL_MessageBoxColorScheme *colorScheme;   /**<
    ::SDL_MessageBoxColorScheme, can be NULL to use system settings */
103 + } SDL_MessageBoxData;
104 +
105 + /**
106 +  *  \brief Create a modal message box.
107 +  *
108 +  *  \param messageboxdata The SDL_MessageBoxData structure with title, text, etc.
109 +  *  \param buttonid The pointer to which user id of hit button should be copied.
110 +  *
111 +  *  \return -1 on error, otherwise 0 and buttonid contains user id of button
112 +  *          hit or -1 if dialog was closed.
113 +  *
114 +  *  \note This function should be called on the thread that created the parent
115 +  *        window, or on the main thread if the messagebox has no parent.  It will
116 +  *        block execution of that thread until the user clicks a button or
117 +  *        closes the messagebox.
118 +  */
119 + extern DECLSPEC int SDLCALL SDL_ShowMessageBox(const SDL_MessageBoxData
    *messageboxdata, int *buttonid);
120 +
121 + /**
122 +  *  \brief Create a simple modal message box
123 +  *
124 +  *  \param flags    ::SDL_MessageBoxFlags
125 +  *  \param title    UTF-8 title text
126 +  *  \param message  UTF-8 message text
127 +  *  \param window   The parent window, or NULL for no parent
128 +  *
129 +  *  \return 0 on success, -1 on error
130 +  *
131 +  *  \sa SDL_ShowMessageBox
132 +  */
133 + extern DECLSPEC int SDLCALL SDL_ShowSimpleMessageBox(Uint32 flags, const char
    *title, const char *message, SDL_Window *window);
134 +
135 +
136 + /* Ends C function definitions when using C++ */
137 + #ifdef __cplusplus
138 + }
139 + #endif
140 + #include "close_code.h"
141 +
142 + #endif /* SDL_messagebox_h_ */
143 +
144 + /* vi: set ts=4 sw=4 expandtab: */
```

▸ **SDL2/SDL_mixer.h** 0 → 100644

This diff is collapsed. Click to expand it.

▸ **SDL2/SDL_mouse.h** 0 → 100644

This diff is collapsed. Click to expand it.

SDL2/SDL_mutex.h 0 → 100644

```
+ /*
+   Simple DirectMedia Layer
+   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
+
+   This software is provided 'as-is', without any express or implied
+   warranty.  In no event will the authors be held liable for any damages
+   arising from the use of this software.
+
+   Permission is granted to anyone to use this software for any purpose,
+   including commercial applications, and to alter it and redistribute it
+   freely, subject to the following restrictions:
+
+   1. The origin of this software must not be misrepresented; you must not
+      claim that you wrote the original software. If you use this software
+      in a product, an acknowledgment in the product documentation would be
+      appreciated but is not required.
+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
+ #ifndef SDL_mutex_h_
+ #define SDL_mutex_h_
+
+ /**
+  *  \file SDL_mutex.h
+  *
+  *  Functions to provide thread synchronization primitives.
+  */
+
+ #include "SDL_stdinc.h"
+ #include "SDL_error.h"
+
+ #include "begin_code.h"
+ /* Set up for C function definitions, even when using C++ */
+ #ifdef __cplusplus
+ extern "C" {
+ #endif
+
+ /**
+  *  Synchronization functions which can time out return this value
+  *  if they time out.
+  */
+ #define SDL_MUTEX_TIMEDOUT  1
+
+ /**
+  *  This is the timeout value which corresponds to never time out.
+  */
+ #define SDL_MUTEX_MAXWAIT   (~(Uint32)0)
+
```

```
51  +
52  + /**
53  +  *  \name Mutex functions
54  +  */
55  + /* @{ */
56  +
57  + /* The SDL mutex structure, defined in SDL_sysmutex.c */
58  + struct SDL_mutex;
59  + typedef struct SDL_mutex SDL_mutex;
60  +
61  + /**
62  +  *  Create a mutex, initialized unlocked.
63  +  */
64  + extern DECLSPEC SDL_mutex *SDLCALL SDL_CreateMutex(void);
65  +
66  + /**
67  +  *  Lock the mutex.
68  +  *
69  +  *  \return 0, or -1 on error.
70  +  */
71  + #define SDL_mutexP(m)   SDL_LockMutex(m)
72  + extern DECLSPEC int SDLCALL SDL_LockMutex(SDL_mutex * mutex);
73  +
74  + /**
75  +  *  Try to lock the mutex
76  +  *
77  +  *  \return 0, SDL_MUTEX_TIMEDOUT, or -1 on error
78  +  */
79  + extern DECLSPEC int SDLCALL SDL_TryLockMutex(SDL_mutex * mutex);
80  +
81  + /**
82  +  *  Unlock the mutex.
83  +  *
84  +  *  \return 0, or -1 on error.
85  +  *
86  +  *  \warning It is an error to unlock a mutex that has not been locked by
87  +  *           the current thread, and doing so results in undefined behavior.
88  +  */
89  + #define SDL_mutexV(m)   SDL_UnlockMutex(m)
90  + extern DECLSPEC int SDLCALL SDL_UnlockMutex(SDL_mutex * mutex);
91  +
92  + /**
93  +  *  Destroy a mutex.
94  +  */
95  + extern DECLSPEC void SDLCALL SDL_DestroyMutex(SDL_mutex * mutex);
96  +
97  + /* @} *//* Mutex functions */
98  +
99  +
100 + /**
101 +  *  \name Semaphore functions
102 +  */
103 + /* @{ */
104 +
105 + /* The SDL semaphore structure, defined in SDL_syssem.c */
```

```
106 + struct SDL_semaphore;
107 + typedef struct SDL_semaphore SDL_sem;
108 +
109 + /**
110 +  *  Create a semaphore, initialized with value, returns NULL on failure.
111 +  */
112 + extern DECLSPEC SDL_sem *SDLCALL SDL_CreateSemaphore(Uint32 initial_value);
113 +
114 + /**
115 +  *  Destroy a semaphore.
116 +  */
117 + extern DECLSPEC void SDLCALL SDL_DestroySemaphore(SDL_sem * sem);
118 +
119 + /**
120 +  *  This function suspends the calling thread until the semaphore pointed
121 +  *  to by \c sem has a positive count. It then atomically decreases the
122 +  *  semaphore count.
123 +  */
124 + extern DECLSPEC int SDLCALL SDL_SemWait(SDL_sem * sem);
125 +
126 + /**
127 +  *  Non-blocking variant of SDL_SemWait().
128 +  *
129 +  *  \return 0 if the wait succeeds, ::SDL_MUTEX_TIMEDOUT if the wait would
130 +  *          block, and -1 on error.
131 +  */
132 + extern DECLSPEC int SDLCALL SDL_SemTryWait(SDL_sem * sem);
133 +
134 + /**
135 +  *  Variant of SDL_SemWait() with a timeout in milliseconds.
136 +  *
137 +  *  \return 0 if the wait succeeds, ::SDL_MUTEX_TIMEDOUT if the wait does not
138 +  *          succeed in the allotted time, and -1 on error.
139 +  *
140 +  *  \warning On some platforms this function is implemented by looping with a
141 +  *           delay of 1 ms, and so should be avoided if possible.
142 +  */
143 + extern DECLSPEC int SDLCALL SDL_SemWaitTimeout(SDL_sem * sem, Uint32 ms);
144 +
145 + /**
146 +  *  Atomically increases the semaphore's count (not blocking).
147 +  *
148 +  *  \return 0, or -1 on error.
149 +  */
150 + extern DECLSPEC int SDLCALL SDL_SemPost(SDL_sem * sem);
151 +
152 + /**
153 +  *  Returns the current count of the semaphore.
154 +  */
155 + extern DECLSPEC Uint32 SDLCALL SDL_SemValue(SDL_sem * sem);
156 +
157 + /* @} *//* Semaphore functions */
158 +
159 +
160 + /**
```

```
161 +  *  \name Condition variable functions
162 +  */
163 + /* @{ */
164 +
165 + /* The SDL condition variable structure, defined in SDL_syscond.c */
166 + struct SDL_cond;
167 + typedef struct SDL_cond SDL_cond;
168 +
169 + /**
170 +  *  Create a condition variable.
171 +  *
172 +  *  Typical use of condition variables:
173 +  *
174 +  *  Thread A:
175 +  *    SDL_LockMutex(lock);
176 +  *    while ( ! condition ) {
177 +  *        SDL_CondWait(cond, lock);
178 +  *    }
179 +  *    SDL_UnlockMutex(lock);
180 +  *
181 +  *  Thread B:
182 +  *    SDL_LockMutex(lock);
183 +  *    ...
184 +  *    condition = true;
185 +  *    ...
186 +  *    SDL_CondSignal(cond);
187 +  *    SDL_UnlockMutex(lock);
188 +  *
189 +  *  There is some discussion whether to signal the condition variable
190 +  *  with the mutex locked or not.  There is some potential performance
191 +  *  benefit to unlocking first on some platforms, but there are some
192 +  *  potential race conditions depending on how your code is structured.
193 +  *
194 +  *  In general it's safer to signal the condition variable while the
195 +  *  mutex is locked.
196 +  */
197 + extern DECLSPEC SDL_cond *SDLCALL SDL_CreateCond(void);
198 +
199 + /**
200 +  *  Destroy a condition variable.
201 +  */
202 + extern DECLSPEC void SDLCALL SDL_DestroyCond(SDL_cond * cond);
203 +
204 + /**
205 +  *  Restart one of the threads that are waiting on the condition variable.
206 +  *
207 +  *  \return 0 or -1 on error.
208 +  */
209 + extern DECLSPEC int SDLCALL SDL_CondSignal(SDL_cond * cond);
210 +
211 + /**
212 +  *  Restart all threads that are waiting on the condition variable.
213 +  *
214 +  *  \return 0 or -1 on error.
215 +  */
```

```
+ extern DECLSPEC int SDLCALL SDL_CondBroadcast(SDL_cond * cond);
+
+ /**
+  *  Wait on the condition variable, unlocking the provided mutex.
+  *
+  *  \warning The mutex must be locked before entering this function!
+  *
+  *  The mutex is re-locked once the condition variable is signaled.
+  *
+  *  \return 0 when it is signaled, or -1 on error.
+  */
+ extern DECLSPEC int SDLCALL SDL_CondWait(SDL_cond * cond, SDL_mutex * mutex);
+
+ /**
+  *  Waits for at most \c ms milliseconds, and returns 0 if the condition
+  *  variable is signaled, ::SDL_MUTEX_TIMEDOUT if the condition is not
+  *  signaled in the allotted time, and -1 on error.
+  *
+  *  \warning On some platforms this function is implemented by looping with a
+  *           delay of 1 ms, and so should be avoided if possible.
+  */
+ extern DECLSPEC int SDLCALL SDL_CondWaitTimeout(SDL_cond * cond,
+                                                 SDL_mutex * mutex, Uint32 ms);
+
+ /* @} *//* Condition variable functions */
+
+
+ /* Ends C function definitions when using C++ */
+ #ifdef __cplusplus
+ }
+ #endif
+ #include "close_code.h"
+
+ #endif /* SDL_mutex_h_ */
+
+ /* vi: set ts=4 sw=4 expandtab: */
```

SDL2/SDL_name.h 0 → 100644

```
+ /*
+   Simple DirectMedia Layer
+   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
+
+   This software is provided 'as-is', without any express or implied
+   warranty.  In no event will the authors be held liable for any damages
+   arising from the use of this software.
+
+   Permission is granted to anyone to use this software for any purpose,
+   including commercial applications, and to alter it and redistribute it
+   freely, subject to the following restrictions:
+
+   1. The origin of this software must not be misrepresented; you must not
+      claim that you wrote the original software. If you use this software
+      in a product, an acknowledgment in the product documentation would be
+      appreciated but is not required.
```

```
+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
+
+ #ifndef SDLname_h_
+ #define SDLname_h_
+
+ #if defined(__STDC__) || defined(__cplusplus)
+ #define NeedFunctionPrototypes 1
+ #endif
+
+ #define SDL_NAME(X) SDL_##X
+
+ #endif /* SDLname_h_ */
+
+ /* vi: set ts=4 sw=4 expandtab: */
```

SDL2/SDL_opengl.h 0 → 100644

This diff is collapsed. Click to expand it.

SDL2/SDL_opengl_glext.h 0 → 100644

This source diff could not be displayed because it is too large. You can view the blob (/at015244/Programming-Coursework/blob/6ebb4ab1c654259022e2afca5bca1e53b17a4a79/SDL2/SDL_opengl_glext.h) instead.

SDL2/SDL_opengles.h 0 → 100644

```
+ /*
+   Simple DirectMedia Layer
+   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
+
+   This software is provided 'as-is', without any express or implied
+   warranty.  In no event will the authors be held liable for any damages
+   arising from the use of this software.
+
+   Permission is granted to anyone to use this software for any purpose,
+   including commercial applications, and to alter it and redistribute it
+   freely, subject to the following restrictions:
+
+   1. The origin of this software must not be misrepresented; you must not
+      claim that you wrote the original software. If you use this software
+      in a product, an acknowledgment in the product documentation would be
+      appreciated but is not required.
+   2. Altered source versions must be plainly marked as such, and must not be
+      misrepresented as being the original software.
+   3. This notice may not be removed or altered from any source distribution.
+ */
```

```
21 +
22 + /**
23 +  *  \file SDL_opengles.h
24 +  *
25 +  *  This is a simple file to encapsulate the OpenGL ES 1.X API headers.
26 +  */
27 + #include "SDL_config.h"
28 +
29 + #ifdef __IPHONEOS__
30 + #include <OpenGLES/ES1/gl.h>
31 + #include <OpenGLES/ES1/glext.h>
32 + #else
33 + #include <GLES/gl.h>
34 + #include <GLES/glext.h>
35 + #endif
36 +
37 + #ifndef APIENTRY
38 + #define APIENTRY
39 + #endif
```

SDL2/SDL_opengles2.h 0 → 100644

```
1  + /*
2  +   Simple DirectMedia Layer
3  +   Copyright (C) 1997-2019 Sam Lantinga <slouken@libsdl.org>
4  +
5  +   This software is provided 'as-is', without any express or implied
6  +   warranty.  In no event will the authors be held liable for any damages
7  +   arising from the use of this software.
8  +
9  +   Permission is granted to anyone to use this software for any purpose,
10 +   including commercial applications, and to alter it and redistribute it
11 +   freely, subject to the following restrictions:
12 +
13 +   1. The origin of this software must not be misrepresented; you must not
14 +      claim that you wrote the original software. If you use this software
15 +      in a product, an acknowledgment in the product documentation would be
16 +      appreciated but is not required.
17 +   2. Altered source versions must be plainly marked as such, and must not be
18 +      misrepresented as being the original software.
19 +   3. This notice may not be removed or altered from any source distribution.
20 + */
21 +
22 + /**
23 +  *  \file SDL_opengles2.h
24 +  *
25 +  *  This is a simple file to encapsulate the OpenGL ES 2.0 API headers.
26 +  */
27 + #include "SDL_config.h"
28 +
29 + #ifndef _MSC_VER
30 +
31 + #ifdef __IPHONEOS__
32 + #include <OpenGLES/ES2/gl.h>
33 + #include <OpenGLES/ES2/glext.h>
```

```
+ #else
+ #include <GLES2/gl2platform.h>
+ #include <GLES2/gl2.h>
+ #include <GLES2/gl2ext.h>
+ #endif
+
+ #else /* _MSC_VER */
+
+ /* OpenGL ES2 headers for Visual Studio */
+ #include "SDL_opengles2_khrplatform.h"
+ #include "SDL_opengles2_gl2platform.h"
+ #include "SDL_opengles2_gl2.h"
+ #include "SDL_opengles2_gl2ext.h"
+
+ #endif /* _MSC_VER */
+
+ #ifndef APIENTRY
+ #define APIENTRY GL_APIENTRY
+ #endif
```

SDL2/SDL_opengles2_gl2.h 0 → 100644

This diff is collapsed. Click to expand it.

SDL2/SDL_opengles2_gl2ext.h 0 → 100644

This diff is collapsed. Click to expand it.

SDL2/SDL_opengles2_gl2platform.h 0 → 100644

```
+ #ifndef __gl2platform_h_
+ #define __gl2platform_h_
+
+ /* $Revision: 10602 $ on $Date:: 2010-03-04 22:35:34 -0800 #$ */
+
+ /*
+  * This document is licensed under the SGI Free Software B License Version
+  * 2.0. For details, see http://oss.sgi.com/projects/FreeB/ .
+  */
+
+ /* Platform-specific types and definitions for OpenGL ES 2.X  gl2.h
+  *
+  * Adopters may modify khrplatform.h and this file to suit their platform.
+  * You are encouraged to submit all modifications to the Khronos group so that
+  * they can be included in future versions of this file.  Please submit changes
+  * by sending them to the public Khronos Bugzilla (http://khronos.org/bugzilla)
+  * by filing a bug against product "OpenGL-ES" component "Registry".
+  */
+
+ /*#include <KHR/khrplatform.h>*/
+
+ #ifndef GL_APICALL
+ #define GL_APICALL  KHRONOS_APICALL
```

```
24 + #endif
25 +
26 + #ifndef GL_APIENTRY
27 + #define GL_APIENTRY KHRONOS_APIENTRY
28 + #endif
29 +
30 + #endif /* __gl2platform_h_ */
```

SDL2/SDL_opengles2_khrplatform.h 0 → 100644

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objective.c 0 → 100644

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resource.h 0 → 100644

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sound/122255__jivatma07__level-complete.wav 0 → 100644

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sound/171644__leszek-szary__scale-g6.wav 0 → 100644

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