



# C·Wayv Manual

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## Todo list

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# Chapter 1

## Introduction

### 1.1 What is C·Wayv?

C·Wayv consists of a high-level programming language, inspired of Action Script & Haxe like language, usually symbolized with a "Wave arrow" (C~) as title or simply with a tilde (C~)

Based on C++, acting like an overlay, it's possible to mix C~/C++. You can also interact with GLSL and Javascript, in a single file, variables from different languages are inter-accessible.

C~ is strongly typed to have robust code and best performances. Main goal is to easily have a single code-base which compiles to multiple targets.

It use the powerful **Cwc** intelligent compiler, which achieve outstanding performances using highly optimized C++ compiler in backend.

Also this provide the ability to generate any platform output binary since a multitude of backend toolchain can be selected.

Currently, there is the available **toolchains** :

Toolchain	From	Target
<b>LibRT</b>	Windows	Windows, Linux
libRT(Debian)	Linux	Linux, Windows

Haxe abstracts away many target differences, but sometimes it is important to interact with a target directly, which is the subject of ?? (??).

### 1.2 Getting Started

The following program in C~ prints "Hello World" after being compiled and run:

```
1 class Main {
2     public function Main():Void {
3         Debug.fTrace("Hello World");
4     }
5 }
```

This can be easily tested by saving the above code to a file named `Main.cw` and invoking the Cwc Compiler

### 1.2.1 Required tools

Compilation process is greatly simplified, Cwc is the unique tool you need to build your code.

Grab the last version of [Cwc compiler](#)

Unzip archive, and run Cwc

### 1.2.2 First use of Cwc

First Cwc ask for:

- Demos: Feel free to learn from example.

See download section

- Setting the Cwc path to your environnement. This is usefull when you need to access to Cwc from anywhere in Command-line