Pagoog Engine – The Definitive Guide

Contents

Library Overviews
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PagoogCommon

PagoogCommon contains general, utility code shared between all projects.

PagoogCore

PagoogCore contains the fundamentals needed to create an application.

PagoogDebug

PagoogDebug contains tools for debugging an application.

PagoogLog

PagoogLog contains everything needed to perform console logging.

PagoogRender

PagoogRender contains everything needed to render to the screen.

Creating and Running an Application

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Where's my **main** function?

Everything required to create and run an application can be found in **PagoogCore**.

To create an application, first include **Main.h** in a source file somewhere in your project.

Main.h contains the **main** function.

You will also need to implement **CreateApplication** to return a new instance of a derived **Application** class.

The **main** function will then create, initialise and run the **DerivedApplication** for you behind the scenes.

Note: Main.h should only be included once.

```cpp
#include "PagoogPCH.h"

#include "PagoogCore/Source/Main.h"

namespace Pagoog
{
    class PagoogApplication : public Core::Application
    {
    public:
        PagoogApplication()
            : Application::Application("Pagoog")
        {
        }

        void Init() override
        {
        }
    };

    Unique<Core::Application> Core::CreateApplication()
    {
        return MakeUnique<PagoogApplication>();
    }
}
```