Pagoog Engine – The Definitive Guide

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# 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 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.



# Logging

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## How do I log to the console?

You can use PG\_[LEVEL] to log anything to the console. The levels available are:

* TRACE: Log debug information
* INFO: Log events and general information
* WARN: Log issues that aren’t sure to break the application, but may impact it
* ERROR: Log errors that will cause the application to malfunction but not crash
* CRITICAL: Log errors that are critical to the operation of the application

You can also use the standard formatting methods used by sprintf to format messages. For example:

