Main Core Interface

**To access main core public methods and data:**

1. In Visual Studio, add the “MainInterface.h” file to your list of header files on the right side of the screen.
2. Alongside your other includes, put “MainInterface.h”.
3. You can now access the Main Core’s methods and data through stuff like “MainCore::Run()”.

**MainInterface.h**

Public Data

const float gravity --- Is set to -9.81 for now, acceleration in meters per second.

const float friction --- I know friction doesn’t quite work this way, but is set to -0.1.

const float drag --- Similar for air drag, set to -0.05.

MainInterface::worldObjects[100] --- An array of WorldObjects in the game world

Public Methods

MainInterface(void) --- Default constructor

~MainInterface(void) --- Default deconstructor

void Run(void) --- Starts the game and game loop in motion.

static void OutputToConsole(string) --- Takes the input string, and outputs it to the console.

**WorldObject.h**

Public Data

float x --- Horizontal position

float y --- Vertical position

float z --- Depth

Public Methods

WorldObject(void) --- Initializes position to the origin at (0,0,0).

~WorldObject(void) --- Default destructor.