Instructions to implement the DLL

Team Name: Faulty Complex

Locations:

.dll: root\IGDD2012\Team Projects\Faulty Complex\Trunk\HUD\HUD DLL\HudUsingXml\bin\x86\Debug

.xml: root\IGDD2012\Team Projects\Faulty Complex\Trunk\HUD\HUD DLL\HudUsingXml\Settings.xml

Installing the dll and creating xml document:

- Before using the dll, please have a look at the xml file. The file describes the structure of the items which the dll is capable of implementing.

- For any of your games just create a Settings.xml file in the same location where the main files of the game are. This file should be based on the original format of the xml file anyways can have different fields for attributes.

- The dll implements three things, Image and Text and Sound. There is no need to use every node in the xml file. You can write references in xml for anything but it should follow the structure

- For Example:
  <Image nameID=" reference" texture="location" posX= " " posY=" " width=" " height=" "/>
  <Text nameID="reference" text="text" posX=" " posY=" "/>
  <Sound nameID="reference" text="effect"/>

- After creating the xml file, you have to give reference to the dll file by right clicking on Add References->Add Reference->Browse
- When the reference is added use the dll file by declaring the use statement at the top of you class where you want to use the dll.
  Syntax: using HUD (because our namespace is HUD not the name of dll file)
- Here the score is dynamic so you should point you score variable in your current game to (HUD)obj.score1 and (HUD)obj.score2 so that the dll can know when your score is updating and it will draw.

- Also if you want to pause the time use (HUD)obj.pauseTime=true it will pause the time.

- For Sound, just follow the xml format and declare as many sounds you want, for playing sound you need to call (HUD)obj.PlaySound(int index) where index is the xml list number of sound.

- In order to implement the feature which scales the images with the change in resolution, we gave an option to choose another text file called Settings2.xml where you can specify different sizes and locations based on the resolution you are changing. To let know the resolution change to the dll just make (HUD)obj.resolution =1 or 2.

- Now the HUD has two files HudUsingXml and HUDObject . We don't need the second one. Just create an object for the HudUsingXml and in your draw method just call (HudUsingXml)obj.Draw(gameTime) before all others. It will draw the required things for you.

- In your initiaize() write

  ```
  obj = new HUD.HudUsingXml(Game.GraphicsDevice);
  obj.Initialize();
  ```

- In your LoadContent()

  ```
  obj.LoadContent(Game.Content);
  ```