

Xml66 Developer Guide 0.1.0

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Xml66 Logo

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1 Introduction

The *Xml66* library reworks some of the fundamental code from the *Ardour* DAW project ([?]).

Xml66 contains the following subdirectories of `src` and `include`, each of which holds modules in a namespace of the same name:

- `utfcpp`. Contains header files to support sanitizing UTF-8 data.
- `xml`. Provides C/C++ code reworked from the *Ardour* project.

In the sections that follow, the basics are described. At some point we will make the effort to add some *Dia* diagrams to make the relationships more clear.

1.1 Naming Conventions

Xml66 uses some conventions for naming things in this document.

- `$prefix`. The base location for installation of the application and its ancillary data files on *UNIX/Linux/BSD*:
 - `/usr/`
 - `/usr/local/`
- `$winprefix`. The base location for installation of the application and its ancillary data files on *Windows*.
 - `C:/Program Files/`
 - `C:/Program Files (x86)/`
- `$home`. The location of the user's configuration files. Not to be confused with `$HOME`, this is the standard location for configuration files. On a UNIX-style system, it would be `$HOME/.config/appname`. The files would be put into a `po` subdirectory here.
- `$winhome`. This location is different for *Windows*: `C:/Users/user/AppData/Local/PACKAGE`.

1.2 Future Work

- Hammer on this code in *Windows*.

2 Summary

Contact: If you have ideas about *Xml66* or a bug report, please email us (at <mailto:ahlstromcj@gmail.com>).

3 References

The *Xml66* references list.

References

- [1] Chris Ahlstrom. *A reboot of the Seq24 project as "Seq66"*. <https://github.com/ahlstromcj/seq66/>. 2015-2024.