



DOCUMENTATION

Arcade

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1 How to play

Keys :

- F1 - Previous game
- F2 - Next game
- F3 - Previous graphical lib
- F4 - Next graphical lib
- R - Reload game
- ESCAPE - Back to menu
- SUPPR - Exit
- ENTER - Action

2 Add a game

- Create a directory in games/ directory with your game name
- Compile your game to create a .so file in games/ directory
- You must create an entry point with the following signature :
arc::IGame *gameEntryPoint();

3 Add a graphical library

- Create a directory in lib/ directory with your graphical library name
- Compile your graphical library to create a .so file in lib/ directory
- You must create an entry point with the following signature :
arc::IGraphic *graphicalEntryPoint();