# Top Level Directories

## documentation

All documentation goes in here. There is a subdirectory, “private” which is not built into the system.zip archive (hence not copied to actual applications)

## libraries

This contains python support scripts and libraries which are used to pre-build the application – create bitmap fonts, graphics, and animations and so on.

## media

This folder contains all the media objects used in the application, including but not limited to;

* Truetype fonts used to make PNG fonts
* PNG files used to create icons and display screens.
* MP3 files and WAV files used for sounds and music streams
* PNG Graphics files used for animations etc
* TXT files used for configuration and language changes.

There are five subdirectories under media : sounds, graphics, text, fonts, system and universal. The system.zip does not include all of these, and the media directory contents itself, *except* the “universal” subdirectory which is copied verbatim. The system subdirectory contains default screens and icons – these are .png files prefixed with icon, launch or default in any size you like. It is advisable to provide 2 or 3 different sizes of screen especially of icons as these vary a great deal in size.

## source

Everything below this is compiled in except the contents of the ‘exclude’ directory. A ‘media’ directory contains all associated text files, graphics files, sounds and anything else.

## temp

The temporary directory is used to hold things that are under construction as part of the resource build

## buildsystem.bat

A file which builds the transferrable system.zip file so that it can be updated without changing other code.

## changes.txt

This file documents major changes and additions to the system once system is deemed releasable.

## config.txt

Useful things that might be changed – applications display name, display author, display contact details, monetization IDs and similar.

## resourcebuild.py

This python 3.4 script should rebuild all resources, configuration files and config.lua and build.settings, and display icons and copy them into the appropriate places in the source directory space (normally source\media). Its sole dependency is the Pillow library.

## README.md

Shuts github up

# Inside the source directory (build takes place here)

## exclude

Anything in this directory is not included in the final build – test code or whatever.

## media

This contains all media – bitmap fonts, mp3 music and sound, graphics files. It does not include the icon files as these are kept elsewhere.

## system

System is the improved version of executive. All classes are in their own space, so system.core is in system/core.lua for example. Can be combined but must be in their entirety, so game/enemies.lua could contain multiple enemy classes under game.enemies but there can be no other game.enemies.xxx classes (not possible because there’s a file there). Sergey’s strict.lua is moved into system/core.lua so it is automatically included.

## main.lua

The main program.

## information.lua

This file is automatically generated by the resourcebuild script and contains things like Admob IDs and similar.

## config.lua

## build.settings

These are automatically generated and used by Corona.

[www.codewritten.com](http://www.codewritten.com) as a base.

[paul@codewritten.com](mailto:paul@codewritten.com) initially redirected to own website

codewritten.blogspot.com is the development blog

@codewritten is twitter.

Codewritten page on facebook.

Codewritten dailymotion page.

Codewritten bitlinks

codewritten repository on bitbucket

Corona Basic code only, compiles under starter e.g. free.

All ‘external code’ done via Python and Pillow or similar.

* includes title screens, icons, graphics and sound.
* Pre-compile building also done by Python.