Type:

G = Game object

M = Music

S = Sound

B = Boutton

T = Text

= Comment

Each argument is not required to be used there are default values but for some argument is very recommendable. In addition, the argument has no order

Game Object:

Path = "path": Retrieves the path of the texture in relation to the executable

Type = nbr: Set the game object to this id which is useful for later retrieve it

Rect = (x, y, width, height): Set the sprite rect

Pos (x, y): Takes the sprite is the place at the coordinate attention it does it with respect to the middle of the rect of the sprite

Prio = nbr: Knowing which layer will be displayed on the game object. 1 being the highest layer. Knowing the buttons and the game object uses the same system

Disp = nbr: If Disp is equal to 0 it is not show or otherwise it is show

Boutton:

Pos (x, y): Takes the Boutton is the place at the coordinate attention it does it with respect to the middle of the button without the outline

Size = (width, height): Set the size of the button

ID = nbr: Set the button to this id which is useful for later retrieve it

Color = (r, b, g, a): Set the color of the button

Color_Out = (r, b, g, a): Set the color of the button's outline

Size_Out = nbr: Set the size of the outline

Prio = nbr: Knowing which layer will be displayed on the game object. 1 being the highest layer. Knowing the buttons and the game object uses the same system

Status = nbr: 1 = activate, 2 = deactivate, 3 = invisible, 4 = invisible + desactivate

GO = nbr: Game object id that is bind to him

Fc_hoex = function_name: Need to put a name in the file fc_for_button.h in the table fc_name and then in the table function place the function pointer in the same place as in the table fc_name and then set the button automatically when we are going to remove the mouse on him on it will launch the set fnction in the table

Fc_ho = function_name: Need to put a name in the file fc_for_button.h in the table fc_name and then in the table function place the function pointer in the same place as in the table fc_name and then set the button automatically when we go the mouse on him on it will launch the set fnction in the table

Fc_cl = function_name: Need to put a name in the file fc_for_button.h in the table fc_name and then in the table function place the function pointer in the same place as in the table fc_name and then set the button automatically when we click above it will launch the set fnction in the table

Sound:

Path = "path": Recover the sound's path from the executable

Vol = nbr: Set the volume of the sound

Loop = nbr: If loop = 0 the sound will not loop or if loop = 1 the sound will loop

ID = nbr: Set the sound to this id which is useful for later retrieve it

Music:

Path = "path": Retrieves the path of music in relation to the executable

Vol = nbr: Set the volume of the music

Loop = nbr: If loop = 0 the music will not loop or if loop = 1 the music will loop

ID = nbr: Set the music to this id which is useful for later retrieve it

Text:

Pos (x, y): Take the text is the place at the coordinates

ID = nbr: Set the Text to this id which is useful for later retrieving it

Disp = nbr: If Disp is equal to 0 it is not show or otherwise it is show

Sizechar = nbr: Set the size of the characters

Str = "str": Set the text to the str