

AXL Lib

All X Lib, AXL, is a really simple and minimalist 2D graphics library based on X. It will help you make a great, powerful, and fluid games/animations, or create your 3D game engine.

Basic Syntax

If you already used Xlib, you probably saw that there are so many things to do for only make appear a window. That's because X rest on a client-server process and all this stuff may afraid beginners.

That's why the window struct comes in with the create window function.

In 1 line and some parameters, a window appears on your screen!Wonderful.....

```
window* createWindow(unsigned int x, unsigned int y, unsigned int border_width, unsigned int width, unsigned int height);
```

The function returns a pointer on a window struct type variable. You only need to fill with height, widths, and positions of window. All these parameters are not set (the window can be manually resized and moved for example).