

ADD VISION TO YOUR PI

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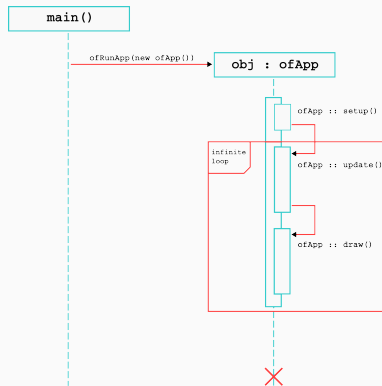


EmbeddedLance



- Program execution starts from `main()`
- Control is passed to main application by instantiating `ofApp` using `ofRunApp(new ofApp())`

FLOW OF AN OF APP





- `ofApp::setup()`
 - Program execution transfers from the main file directly into this function
 - It only runs once at the start
 - You can perform any initialization/configuration for your app in this function
- `ofApp::update()`
 - Control passes from the `ofApp::setup()` to this function for first time
 - Program loops through this function continuously
 - Any configuration that needs to be done regularly can be added here
- `ofApp::draw()`
 - Control passes from `ofApp::update()` to this function for each cycle
 - This function is used to draw graphics to the screen



ofSetupOpenGL

- Used to specify the aspect and mode of the program window
- Can only be called from `main()`
- e.g `ofSetupOpenGL(&window, 800, 600, OF_WINDOW)`

ofBackground

- Used to change the background color of the window
- e.g `ofBackground(0, 0, 0)` to set color to black

ofSetFullscreen, ofSetFrameRate



ofSetColor

- `ofSetColor(int r, int g, int b)`
- if followed by `ofFill()` it will set the color of the shape
- for only outlines it should be followed by `ofNoFill()`

ofLine

- `ofLine(float x1, float y1, float x2, float y2)`
- Draws a line between points: (x1,y1),(x2,y2)



ofCircle

- `ofCircle(float x, float y, float radius)`
- Draw a circle at x, y with radius r

ofRectangle

- `ofRectangle(float px, float py, float w, float h)` initializes a rectangle based on location and size
- A very comprehensive class with functions such as `getArea()`, `getAspectRatio()`, `alignTo()`, `getBottomLeft()`, `getCenter()`, `inside()` etc

YOU NOW HAVE A CLEAR IDEA ABOUT THE MAIN FUNCTIONS FOR
OPENFRAMEWORKS :)