

SDL Overview

1.0

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Chapter 1

Installation

1. Clone the repository via `git clone --recurse-submodules <repository URL>`
2. Install the required dependencies:
 - `cmake 3.25.0+`
 - `cpp` compiler with `cpp 23` support
 - `ninja`

1.1 Build & Deployment

1.1.1 Build the project

```
cmake --preset=Release .  
cd build/release  
cmake --build . --config Release
```

For more build configurations see [CMakePresets.json](#)

Also, you can use an automated [build.sh](#) in `scripts` folder changing directory to `..` by default.

1.1.2 Docker build on manjaro

```
docker build -t my-image -f docker/Dockerfile .
```

1.2 Documentation

All you need is to install doxygen and run these commands:

```
doxygen docs/.doxygen  
cd scripts  
sh build_docs.sh
```

It'll open your default app for viewing html files

1.3 Contributing

If you'd like to contribute to this project, feel free to fork the repository and submit a pull request with your changes.↔ Contributions are always welcome, whether it's an improvement to the existing program or a new program in a different language.

1.4 License

This project is licensed under the AGPL-3.0 License — see the `LICENSE` file for details.

1.5 Acknowledgments

Thanks to the developers of CMake and CTest for providing the tools necessary to build and test this program. Also, thanks to the open-source community for providing resources and support for C++ development.

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

testing::Test	
TextureFileTest	9

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

TextureFileTest	9
---	---

Chapter 4

File Index

4.1 File List

Here is a list of all documented files with brief descriptions:

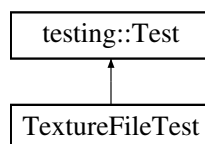
src/ engine.hxx	11
---	----

Chapter 5

Class Documentation

5.1 TextureFileTest Class Reference

Inheritance diagram for TextureFileTest:



Protected Member Functions

- void **SetUp** () override

Static Protected Member Functions

- static void **SetUpTestSuite** ()
- static void **TearDownTestSuite** ()

The documentation for this class was generated from the following file:

- test/ppm_parser.cxx

Chapter 6

File Documentation

6.1 engine.hxx

```
00001 #pragma once
00002
00003 #include "render/colors/color_rgb.hxx"
00004
00005 #include "render/shapes/polygon_2d.hxx"
00006 #include "render/shapes/position_2d.hxx"
00007 #include "render/shapes/triangulated_shape.hxx"
00008
00009 #include "render/shaders/gfx_program.hxx"
00010 #include "render/shaders/test_shader.hxx"
```


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