Protobyte API

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***API Key:***

* ***Headers***
* **/Directories/and/Paths.ext**
* *Code*
* Menu Options

***Variables:***

* Project Title
  + The title of your project
* projectName
  + Name of your project. Will be used to name main project .cpp and .h files

***Beginning a New Project:***

1. Creating Project Files
   1. Open terminal window
   2. Navigate to **project\_wizard** directory of Protobyte
      1. Current Absolute Path
         1. **/Dropbox/ira\_dev/Protobyte\_0.1.0\_quark/Protobyte/project\_wizard/**
   3. Execute command *./wizard projectName*
      1. Creates .cpp and .h files in **/Protobyte\_0.1.0\_quark /Protobyte/src**
2. Adding Project Files to Protobyte Environment
   1. Open Visual Studios
   2. Open project file
      1. Current Absolute Path
         1. **/Dropbox/ira\_dev/Protobyte\_0.1.0\_quark/protobyte\_dev\_WIN/Zhlong\_dev\_WIN/Shlonh\_dev\_WIN.vcxproj**
   3. Add new project files to Visual Studios Project
      1. Right click **srcProtobyte** folder under **Protobyte\_Project**
      2. Hover over Add menu option
      3. Select Existing Item
      4. Navigate to **src** directory
         1. Current Absolute Path
            1. **/Dropbox/ira\_dev/Protobyte\_0.1.0\_quark/Protobyte/src/**
      5. Select and Add projectName.h and projectName.cpp
3. Running new project
   1. Open ProtoMain.cpp
   2. At top of document
      1. *#include “projectName.h”*
   3. In main()
      1. ijg::ProtoPlasm name(windowWidth, windowHeight, “Project Title”, new projectName());

***General Information about Visual Environment:***

* Origin (0, 0) is at the center of the window
* Default background color is black
* Default stoke color is black
* Default fill color is white
* RGB is on a 0-1 scale
* Greyscale
  + 0 = black
  + 1 = white

***Two Dimensional Primitives:***

Rectangle

rect(float radius1, float radius2);

* rect(width, height)
* Draws a rectangle centered at origin with width of *width* and height of *height*

rect(const Vec2 &pt0, const Vec2 &pt1);

rect(float x, float y, float w, float h);