Protobyte API

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***API Key:***

* ***Headers***
* **/Directories/**
* *Code*
* Menu Options
* Variables
* <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 <fileName>*
      1. Creates .cpp and .h files in **/Protobyte\_version\_name/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. Select srcProtobyte folder under Protobyte\_Project
      2. Hover over Add menu option
      3. Select Existing Item
      4. Navigate to new project folders created by wizard
      5. Select and add new project folders
3. Running new project
   1. Open ProtoMain.cpp
   2. At top of document
      1. #include “<fileName>.h”
   3. In main()
      1. If there is not already a ProtoPlasm object running
         1. ijg::ProtoPlasm name(windowWidth, windowHeight, “appName”, new <fileName>());
      2. If there IS a ProtoPlasm object running
         1. Change window width and height as needed
         2. Change app name
         3. Change current app object to <fileName> object

***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);