YAGL

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Chapter 1

Yet Another Game Library

This the main API documentation for YAGL - Yet Another Game Library

Chapter 2

Module Index

2.1 Modules

Here is a list of all modules:

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Chapter 3

Module Documentation

3.1 System basics

Basic system operations.

Functions

- int YAGL_API System_Init (eDEBUG debug_mode)

  Initiate the engine.
- void YAGL_API System_DebugOut (const char *data, int err_lvl)

  Output data to the debug output.
- void YAGL_API System_SetDebugCallback (YAGLDebugProc debug_proc)

  Set a function to be called when debug info is outputed.
- void YAGL_API System_Terminate ()

  Free all ressources and terminate the engine.
- int YAGL_API System_GetVideoModesCount ()

  Return the number of supported video modes.
- void YAGL_API System_GetVideoMode (int mode, int *width, int *height, int *red_bits, int *green_bits, int *blue_bits)

  Get a supported video mode.
- void YAGL_API System_GetDesktopMode (int *width, int *height, int *red_bits, int *green_bits, int *blue_bits)

  Get current desktop video mode.
- void YAGL_API System_GetStats (int *num_textures, int *num_texture_maps, int *num_quads, int *num_sprites, int *num_sprite_sets, int *num_animations, int *num_particle_emitters, int *num_shaders, int *num_bmp_fonts, int *num_bmp_texts)

  Get some stats about the runing engine.
- void YAGL_API System_GetVersion (eVERSION flag, int *major, int *minor, int *revision)

  Get various version numbers.

3.1.1 Detailed Description

Basic system operations.

3.1.2 Function Documentation

3.1.2.1 int YAGL_API System_Init (eDEBUG *debug_mode*)

Initiate the engine.

Must be called before any other YAGL function.

Parameters

debug_mode[in]	See eDEBUG

Returns

1 on succes, 0 otherwise

3.1.2.2 void YAGL_API System_DebugOut (const char * *data*, int *err_lvl*)

Output data to the debug output.

Parameters

data[in]	NULL-terminated string to output
err_lvl[in]	0 No error, 1 Error, 2 Fatal error (program will exit)

3.1.2.3 void YAGL_API System_SetDebugCallback (YAGLDebugProc *debug_proc*)

Set a function to be called when debug info is outputed.

Parameters

debug_proc[in]	See YAGLDebugProc

3.1.2.4 int YAGL_API System_GetVideoModesCount ( )

Return the number of supported video modes.

Returns

Number of supported video modes

3.1.2.5 void YAGL_API System_GetVideoMode (int *mode*, int * *width*, int * *height*, int * *red_bits*, int * *green_bits*, int * *blue_bits*)

Get a supported video mode.

Parameters

mode[in]	Video mode to get ([1, System_GetVideoModesCount()])
width[out]	
height[out]	
red_bits[out]	
green_bits[out]	
blue_bits[out]	

3.1.2.6 void YAGL_API System_GetDesktopMode (int * *width*, int * *height*, int * *red_bits*, int * *green_bits*, int * *blue_bits*)

Get current desktop video mode.

Parameters

width[out]	
height[out]	
red_bits[out]	
green_bits[out]	
blue_bits[out]	

3.1.2.7 void YAGL_API System_GetStats (int * *num_textures*, int * *num_texture_maps*, int * *num_quads*, int * *num_sprites*, int * *num_sprite_sets*, int * *num_animations*, int * *num_particle_emitters*, int * *num_shaders*, int * *num_bmp_fonts*, int * *num_bmp_texts*)

Get some stats about the runing engine.

Parameters

num_textures[out]	
num_texture_maps[out]	
num_quads[out]	
num_sprites[out]	
num_sprite_sets[out]	
num_animations[out]	
num_particle_emitters[out]	
num_shaders[out]	
num_bmp_fonts[out]	
num_bmp_texts[out]	

3.1.2.8 void YAGL_API System_GetVersion (eVERSION *flag*, int * *major*, int * *minor*, int * *revision*)

Get various version numbers.

Parameters

flag[in]	See eVERSION
major[out]	Major version number
minor[out]	Minor version number
revision[out]	Revision number

3.2 Window

Window handling.

Functions

- int YAGL_API Window_Create (const int width, const int height, const int red_bits, const int green_bits, const int blue_bits, const int fullscreen, const char title[], int resizable, const int multisample)

  Create a render context, window or fullscreen.
- int YAGL_API Window_CreateEx (int video_mode_id, const char title[], int multisample)

  Open fullscreen render window according to a video mode.
- void YAGL_API Window_Close ()

  Close window.
- int YAGL_API Window_IsOpened ()

  Check if a rendering window is opened.
- void YAGL_API Window_Center ()

  Center the rendering window on the desktop.
- void YAGL_API Window_SetPos (const int x, const int y)

  Set the position of the upper-left corner of the rendering window.
- void YAGL_API Window_SetSize (const int w, const int h)

  Set window size, or fullscreen display resolution.
- void YAGL_API Window_GetSize (int *w, int *h)

  Get window size, or fullscreen display resolution.
- void YAGL_API Window_SetTitle (const char title[])

  Set window title.
- void YAGL_API Window_SetVisible (const int flag)
- int YAGL_API Window_IsVisible ()
- int YAGL_API Window_IsActive ()
- int YAGL_API Window_IsAccelerated ()
- void YAGL_API Window_Capture (const char filepath[], eCAPTURE_TYPE type, int x, int y, int w, int h)

  Take a screenshot of the rendering window (or a part of it) to a file.
- void YAGL_API Window_SetCursor (const int status)

  Display/hide the mouse cursor.
- void YAGL_API Window_SetCloseCallback (YAGLWinCloseProc proc)
- void YAGL_API Window_SetSizeCallback (YAGLWinSizeProc proc)
- void YAGL_API Window_SetRefreshCallback (YAGLWinRefreshProc proc)

3.2.1 Detailed Description

Window handling.

3.2.2 Function Documentation

3.2.2.1 int YAGL_API Window_Create (const int *width*, const int *height*, const int *red_bits*, const int *green_bits*, const int *blue_bits*, const int *fullscreen*, const char *title[]*, int *resizable*, const int *multisample*)

Create a render context, window or fullscreen.

Parameters

width[in]	
height[in]	
red_bits[in]	
green_bits[in]	
blue_bits[in]	
fullscreen[in]	
title[in]	
resizable[in]	
multisample[in]	

Returns

1 on succes, 0 otherwise

3.2.2.2 int YAGL_API Window_CreateEx (int *video_mode_id,* const char *title[],* int *multisample*)

Open fullscreen render window according to a video mode.

Parameters

video_mode_id[in]	Video mode ID
title[in]	Window title
multisample[in]	Multisample

Returns

1 on succes, 0 otherwise

3.2.2.3 void YAGL_API Window_Close ( )

Close window.

3.2.2.4 int YAGL_API Window_IsOpened ( )

Check if a rendering window is opened.

Returns

1 if it's opened, 0 otherwise

3.2.2.5 void YAGL_API Window_Center ( )

Center the rendering window on the desktop.

No effect on fullscreen window

3.2.2.6 void YAGL_API Window_SetPos (const int *x,* const int *y*)

Set the position of the upper-left corner of the rendering window.

(0,0) is the upper-left corner of the desktop

Parameters

x[in]	X-position
y[in]	Y-position

3.2.2.7 void YAGL_API Window_SetSize (const int *w*, const int *h*)

Set window size, or fullscreen display resolution.

Parameters

w[in]	Width
h[in]	Height

3.2.2.8 void YAGL_API Window_GetSize (int * *w*, int * *h*)

Get window size, or fullscreen display resolution.

Parameters

w[out]	Width
h[out]	Height

3.2.2.9 void YAGL_API Window_SetTitle (const char *title[]*)

Set window title.

Parameters

title[in]	NULL-terminated string

3.2.2.10 void YAGL_API Window_SetVisible (const int *flag*)

Parameters

\return	

3.2.2.11 int YAGL_API Window_IsVisible ( )

Parameters

\param	

Returns

3.2.2.12 int YAGL_API Window_IsActive ( )

Parameters

\param	

Returns

3.2.2.13 int YAGL_API Window_IsAccelerated ( )

Parameters

\param	

Returns

3.2.2.14 void YAGL_API Window_Capture (const char *filepath[]*, eCAPTURE_TYPE *type*, int *x*, int *y*, int *w*, int *h*)

Take a screenshot of the rendering window (or a part of it) to a file.

Parameters

filepath[in]	NULL-terminated string representing a filepath
type[in]	Capture file format (see eCAPTURE_TYPE)
x[in]	
y[in]	
w[in]	
h[in]	

3.2.2.15 void YAGL_API Window_SetCursor (const int *status*)

Display/hide the mouse cursor.

Parameters

\return	

3.2.2.16 void YAGL_API Window_SetCloseCallback (YAGLWinCloseProc *proc*)

Parameters

\return	

3.2.2.17 void YAGL_API Window_SetSizeCallback (YAGLWinSizeProc *proc*)

Parameters

\return	

3.2.2.18 void YAGL_API Window_SetRefreshCallback (YAGLWinRefreshProc *proc*)

Parameters

\return	

3.3 Rendering

3.3.1 Detailed Description

3.4 View

3.4.1 Detailed Description

3.5 Events

3.5.1 Detailed Description

3.6 Misc

3.6.1 Detailed Description

3.7 Textures

3.7.1 Detailed Description

3.8 Texture map

3.8.1 Detailed Description

3.9 Textured Quad

Modules

- Textured Quad accessors

  Functions for accessing Textured Quads data.

3.9.1 Detailed Description

3.10 Sprite

Modules

- Sprite accessors

  Functions for accessing Sprite data.

3.10.1 Detailed Description

3.11 Sprite set

3.11.1 Detailed Description

3.12 Animations

Animations handling.

Functions

- Animation *YAGL_API Animation_Create (unsigned int frames_count)

  Create an Animation object.
- int YAGL_API Animation_IsAnimation (Animation *anim)

  Check if the pointer is an Animation object.
- int YAGL_API Animation_AddFrameEx (Animation *anim, float duration, Texture *tex, int rect_x, int rect_y, int rect_w, int rect_h, YAGL_Color color, eBLEND_MODE blend_mode, int change_size, float size_x, float size_y)

  Add a frame to an Animation object.
- int YAGL_API Animation_AddFrame (Animation *anim, float duration)

  Add an empty frame.
- void YAGL_API Animation_FrameSetBlank (Animation *anim, unsigned int frame_id)

  Set a Frame as blank.
- int YAGL_API Animation_FrameCount (Animation *anim)

  Get frames count.
- int YAGL_API Animation_FrameMax (Animation *anim)

  Get max frames.
- void YAGL_API Animation_Empty (Animation *anim)

  Delete all animation's frames.
- int YAGL_API Animation_Destroy (Animation *anim)

  Destroy animation.
- void YAGL_API Animation_FrameSetDuration (Animation *anim, unsigned int frame_id, float duration)

  Set the duration of a frame.
- void YAGL_API Animation_FrameSetTexture (Animation *anim, unsigned int frame_id, Texture *tex, int rect_x, int rect_y, int rect_w, int rect_h)

  Set the texture and texture rectangle of a frame.
- void YAGL_API Animation_FrameSetColor (Animation *anim, unsigned int frame_id, unsigned char red, unsigned char green, unsigned char blue, unsigned char alpha)

  Set frame color.
- void YAGL_API Animation_FrameSetColorEx (Animation *anim, unsigned int frame_id, YAGL_Color color)

  Set frame color.
- void YAGL_API Animation_FrameSetBlendMode (Animation *anim, unsigned int frame_id, eBLEND_MODE blend_mode)

  Set frame blend mode.
- void YAGL_API Animation_FrameSetSize (Animation *anim, unsigned int frame_id, int change_size, float size_x, float size_y)
- float YAGL_API Animation_FrameGetDuration (Animation *anim, unsigned int frame_id)
- Texture *YAGL_API Animation_FrameGetTexture (Animation *anim, unsigned int frame_id, int *rect_x, int *rect_y, int *rect_w, int *rect_h)
- void YAGL_API Animation_FrameGetColor (Animation *anim, unsigned int frame_id, unsigned char *red, unsigned char *green, unsigned char *blue, unsigned char *alpha)
- YAGL_Color YAGL_API Animation_FrameGetColorEx (Animation *anim, unsigned int frame_id)
- int YAGL_API Animation_FrameGetBlendMode (Animation *anim, unsigned int frame_id)
- int YAGL_API Animation_FrameGetSize (Animation *anim, unsigned int frame_id, float *size_x, float *size_y)

3.12.1 Detailed Description

Animations handling. Animation consists of multiple frames, each one with parameters like: duration, texture, texture rectangle, color...

An Animation is to be assigned to a Sprite, and then played.

3.12.2 Function Documentation

3.12.2.1 Animation* YAGL_API Animation_Create (unsigned int *frames_count*)

Create an Animation object.

Parameters

frames_count[in]	Maximum frames

Returns

Animation pointer

3.12.2.2 int YAGL_API Animation_IsAnimation (Animation * *anim*)

Check if the pointer is an Animation object.

Parameters

anim[in]	Any pointer

Returns

1 if it's an Animation, 0 otherwise

3.12.2.3 int YAGL_API Animation_AddFrameEx (Animation * *anim,* float *duration,* Texture * *tex,* int *rect_x,* int *rect_y,* int *rect_w,* int *rect_h,* YAGL_Color *color,* eBLEND_MODE *blend_mode,* int *change_size,* float *size_x,* float *size_y*)

Add a frame to an Animation object.

Parameters

anim[in]	Animation object
duration[in]	Frame duration (in seconds)
tex[in]	Texture object
rect_x[in]	Texture rectangle upper-left corner x-coord
rect_y[in]	Texture rectangle upper-left corner y-coord
rect_w[in]	Texture rectangle width
rect_h[in]	Texture rectangle height
color[in]	Frame color
change_size[in]	Tell if the frame should change the size of the Sprite
size_x[in]	New size (width)
size_y[in]	New size (height)

Returns

New frame id, or -1 if error (anim isn't an Animation, anim is full)

3.12.2.4 int YAGL_API Animation_AddFrame (Animation * *anim,* float *duration*)

Add an empty frame.

Parameters

anim[in]	Animation object
duration[in]	Frame duration (in seconds)

Returns

New frame id, or -1 if error (anim isn't an Animation, anim is full)

3.12.2.5 void YAGL_API Animation_FrameSetBlank (Animation * *anim,* unsigned int *frame_id*)

Set a Frame as blank.

Parameters

anim[in]	Animation object
frame_id[in]	Frame ID to set blank

3.12.2.6 int YAGL_API Animation_FrameCount (Animation * *anim*)

Get frames count.

Parameters

anim[in]	Animation object

Returns

Frames count, or -1 if error (anim isn't an Animation)

3.12.2.7 int YAGL_API Animation_FrameMax (Animation * *anim*)

Get max frames.

Parameters

anim[in]	Animation object

Returns

Max frames count, or -1 if error (anim isn't an Animation)

3.12.2.8 void YAGL_API Animation_Empty (Animation * *anim*)

Delete all animation's frames.

Parameters

anim[in]	Animation object

3.12.2.9 int YAGL_API Animation_Destroy (Animation * *anim*)

Destroy animation.

Parameters

anim[in]	Animation object

Returns

1, or 0 on error

3.12.2.10 void YAGL_API Animation_FrameSetDuration (Animation * *anim,* unsigned int *frame_id,* float *duration*)

Set the duration of a frame.

Parameters

anim[in]	Animation object
frame_id[in]	Frame ID
duration[in]	New duration (in seconds)

3.12.2.11 void YAGL_API Animation_FrameSetTexture (Animation * *anim,* unsigned int *frame_id,* Texture * *tex,* int *rect_x,* int *rect_y,* int *rect_w,* int *rect_h*)

Set the texture and texture rectangle of a frame.

Parameters

anim[in]	Animation object
frame_id[in]	Frame ID
tex[in]	Texture object
rect_x,rect_y[in]	Upper-left corner of the texture rectangle
rect_w,rect_h[in]	Size (width and height) of the texture rectangle

3.12.2.12 void YAGL_API Animation_FrameSetColor (Animation * *anim,* unsigned int *frame_id,* unsigned char *red,* unsigned char *green,* unsigned char *blue,* unsigned char *alpha*)

Set frame color.

Parameters

anim[in]	Animation object
frame_id[in]	Frame ID
red,green,blue,alpha[in]	New color (RGBA)

3.12.2.13 void YAGL_API Animation_FrameSetColorEx (Animation * *anim,* unsigned int *frame_id,* YAGL_Color *color*)

Set frame color.

Parameters

anim[in]	Animation object
frame_id[in]	Frame ID
color[in]	Color (0xRRGGBBAA)

3.12.2.14 void YAGL_API Animation_FrameSetBlendMode (Animation * *anim,* unsigned int *frame_id,* eBLEND_MODE *blend_mode*)

Set frame blend mode.

Parameters

anim[in]	Animation object
frame_id[in]	Frame ID
blend_mode[in]	See eBLEND_MODE

3.12.2.15 void YAGL_API Animation_FrameSetSize (Animation * *anim,* unsigned int *frame_id,* int *change_size,* float *size_x,* float *size_y*)

Parameters

anim[in]	Animation object
frame_id[in]	Frame ID
change_size[in]	
size_x,size_y[in]	

3.12.2.16 float YAGL_API Animation_FrameGetDuration (Animation * *anim,* unsigned int *frame_id*)

Parameters

\param	

Returns

3.12.2.17 Texture* YAGL_API Animation_FrameGetTexture (Animation * *anim,* unsigned int *frame_id,* int * *rect_x,* int * *rect_y,* int * *rect_w,* int * *rect_h*)

Parameters

\param	

Returns

3.12.2.18 void YAGL_API Animation_FrameGetColor (Animation * *anim*, unsigned int *frame_id*, unsigned char * *red*, unsigned char * *green*, unsigned char * *blue*, unsigned char * *alpha*)

Parameters

\param	

Returns

3.12.2.19 YAGL_Color YAGL_API Animation_FrameGetColorEx (Animation * *anim*, unsigned int *frame_id*)

Parameters

\param	

Returns

3.12.2.20 int YAGL_API Animation_FrameGetBlendMode (Animation * *anim*, unsigned int *frame_id*)

Parameters

\param	

Returns

3.12.2.21 int YAGL_API Animation_FrameGetSize (Animation * *anim*, unsigned int *frame_id*, float * *size_x*, float * *size_y*)

Parameters

\param	

Returns

3.13 Collisions

3.13.1 Detailed Description

3.14 Particles effects

Modules

- Particle emitter accessors

  Functions for accessing Particle emitters data.

3.14.1 Detailed Description

3.15 Shaders

3.15.1 Detailed Description

3.16 Primitives drawing

3.16.1 Detailed Description

3.17 Geometry

3.17.1 Detailed Description

3.18 Bitmap fonts

3.18.1 Detailed Description

3.19 Bitmap text

Modules

- Bitmap text accessors

  Functions for accessing Bitmap text data.

3.19.1 Detailed Description

3.20 Constants & Enumerations

Modules

- Keyboard & Mouse
- Colors
- OpenGL Texture Parameters
- Enumerations

3.20.1 Detailed Description

3.21 Enumerations

Enumerations

- enum eDEBUG { DEBUG_OFF = 0, DEBUG_ON_STD, DEBUG_ON_FILE }

  Select debug informations output mode.
- enum eVERSION { VERSION_YAGL = 0, VERSION_GLFW, VERSION_OGL }

  Passed to System_GetVersion()
- enum eCAPTURE_TYPE { CAPTURE_TGA = 0, CAPTURE_BMP, CAPTURE_DDS }

  Passed to Window_Capture()
- enum eMOUSE_POS_MODE { MOUSE_POS_WIN_RELATIVE = 0, MOUSE_POS_WORLD_RELATIVE }

  Passed to Events_SetMousePosMode()
- enum eTEXTURE_CHANNELS

  Specify how a texture is loaded (see Texture_Create(), Texture_CreateFromMem(), Texture_Load(), Texture_LoadFromMem())
- enum eBLEND_MODE {
  BLEND_NO_CHANGE = -1, BLEND_BLACK = 0, BLEND_SOLID, BLEND_TRANS,
  BLEND_ALPHA, BLEND_BLENDED, BLEND_GLOW }

  Select blending/bliting mode.
- enum eCENTER {
  CENTER_CENTER = 0, CENTER_ULEFT, CENTER_URIGHT, CENTER_BLEFT,
  CENTER_BRIGHT, CENTER_CLEFT, CENTER_CRIGHT, CENTER_CUP,
  CENTER_CBOTTOM }

  Set the center of a Quad/Sprite.
- enum eSHAPE { SHAPE_NONE = 0, SHAPE_POINT, SHAPE_CIRCLE, SHAPE_RECT }

  Passed to Sprite_SetShape()
- enum eALIGN { ALIGN_LEFT, ALIGN_CENTER, ALIGN_RIGHT }

  Used to set text alignement for BmpFont_Print(), BmpFont_PrintLines() and BmpText_SetAlign()
- enum eSHADER_TYPE { SHADER_VERTEX, SHADER_FRAGMENT }

  Passed to Shader_AddSource()

3.21.1 Detailed Description

3.21.2 Enumeration Type Documentation

3.21.2.1 enum eDEBUG

Select debug informations output mode.

Passed to System_Init()

Enumerator

DEBUG_OFF No debug output

DEBUG_ON_STD Output to standard output (stdout)

DEBUG_ON_FILE Output to a file

3.21.2.2 enum eVERSION

Passed to System_GetVersion()

Enumerator

VERSION_YAGL Engine version

VERSION_GLFW GLFW version

VERSION_OGL OpenGL version

3.21.2.3 enum eCAPTURE_TYPE

Passed to Window_Capture()

Enumerator

CAPTURE_TGA Screen capture in TGA format

CAPTURE_BMP Screen capture in BMP format

CAPTURE_DDS Screen capture in DDS format

3.21.2.4 enum eMOUSE_POS_MODE

Passed to Events_SetMousePosMode()

This function determines how the mouse position is returned by Event_MouseGetPos(), and how it is passed to YAGLMousePosProc

MOUSE_POS_WORLD_RELATIVE is the default

Enumerator

MOUSE_POS_WIN_RELATIVE Relative to the client area of the window

MOUSE_POS_WORLD_RELATIVE Relative to the displayed world (takes care of view modifications)

3.21.2.5 enum eBLEND_MODE

Select blending/bliting mode.

Enumerator

BLEND_NO_CHANGE No change

BLEND_BLACK Black color blit

BLEND_SOLID Solid blit

BLEND_TRANS Transparent blit

BLEND_ALPHA Alpha Transparent blit

BLEND_BLENDED Alpha blended blit

BLEND_GLOW Additive blended blit

3.21.2.6 enum eCENTER

Set the center of a Quad/Sprite.

Enumerator

CENTER_CENTER Centered

CENTER_ULEFT Upper-left corner

CENTER_URIGHT Upper-right corner

CENTER_BLEFT Bottom-left corner

CENTER_BRIGHT Bottom-right corner

CENTER_CLEFT Center left

CENTER_CRIGHT Center right

CENTER_CUP Center up

CENTER_CBOTTOM Center bottom

3.21.2.7 enum eSHAPE

Passed to Sprite_SetShape()

Enumerator

SHAPE_NONE No shape, no collision

SHAPE_POINT A point

SHAPE_CIRCLE A circle

SHAPE_RECT A rectangle (AABB)

3.21.2.8 enum eALIGN

Used to set text alignement for BmpFont_Print(), BmpFont_PrintLines() and BmpText_SetAlign()

Enumerator

ALIGN_LEFT Left aligned (default)

ALIGN_CENTER Centered

ALIGN_RIGHT Right aligned

3.21.2.9 enum eSHADER_TYPE

Passed to Shader_AddSource()

Enumerator

SHADER_VERTEX Vertex shader

SHADER_FRAGMENT Fragment/Pixel shader

3.22 Keyboard & Mouse

Macros

- #define YAGL_KEY_UNKNOWN -1
- #define YAGL_KEY_SPACE 32
- #define YAGL_KEY_SPECIAL 256
- #define YAGL_KEY_ESC (YAGL_KEY_SPECIAL+1)
- #define YAGL_KEY_F1 (YAGL_KEY_SPECIAL+2)
- #define YAGL_KEY_F2 (YAGL_KEY_SPECIAL+3)
- #define YAGL_KEY_F3 (YAGL_KEY_SPECIAL+4)
- #define YAGL_KEY_F4 (YAGL_KEY_SPECIAL+5)
- #define YAGL_KEY_F5 (YAGL_KEY_SPECIAL+6)
- #define YAGL_KEY_F6 (YAGL_KEY_SPECIAL+7)
- #define YAGL_KEY_F7 (YAGL_KEY_SPECIAL+8)
- #define YAGL_KEY_F8 (YAGL_KEY_SPECIAL+9)
- #define YAGL_KEY_F9 (YAGL_KEY_SPECIAL+10)
- #define YAGL_KEY_F10 (YAGL_KEY_SPECIAL+11)
- #define YAGL_KEY_F11 (YAGL_KEY_SPECIAL+12)
- #define YAGL_KEY_F12 (YAGL_KEY_SPECIAL+13)
- #define YAGL_KEY_F13 (YAGL_KEY_SPECIAL+14)
- #define YAGL_KEY_F14 (YAGL_KEY_SPECIAL+15)
- #define YAGL_KEY_F15 (YAGL_KEY_SPECIAL+16)
- #define YAGL_KEY_F16 (YAGL_KEY_SPECIAL+17)
- #define YAGL_KEY_F17 (YAGL_KEY_SPECIAL+18)
- #define YAGL_KEY_F18 (YAGL_KEY_SPECIAL+19)
- #define YAGL_KEY_F19 (YAGL_KEY_SPECIAL+20)
- #define YAGL_KEY_F20 (YAGL_KEY_SPECIAL+21)
- #define YAGL_KEY_F21 (YAGL_KEY_SPECIAL+22)
- #define YAGL_KEY_F22 (YAGL_KEY_SPECIAL+23)
- #define YAGL_KEY_F23 (YAGL_KEY_SPECIAL+24)
- #define YAGL_KEY_F24 (YAGL_KEY_SPECIAL+25)
- #define YAGL_KEY_F25 (YAGL_KEY_SPECIAL+26)
- #define YAGL_KEY_UP (YAGL_KEY_SPECIAL+27)
- #define YAGL_KEY_DOWN (YAGL_KEY_SPECIAL+28)
- #define YAGL_KEY_LEFT (YAGL_KEY_SPECIAL+29)
- #define YAGL_KEY_RIGHT (YAGL_KEY_SPECIAL+30)
- #define YAGL_KEY_LSHIFT (YAGL_KEY_SPECIAL+31)
- #define YAGL_KEY_RSHIFT (YAGL_KEY_SPECIAL+32)
- #define YAGL_KEY_LCTRL (YAGL_KEY_SPECIAL+33)
- #define YAGL_KEY_RCTRL (YAGL_KEY_SPECIAL+34)
- #define YAGL_KEY_LALT (YAGL_KEY_SPECIAL+35)
- #define YAGL_KEY_RALT (YAGL_KEY_SPECIAL+36)
- #define YAGL_KEY_TAB (YAGL_KEY_SPECIAL+37)
- #define YAGL_KEY_ENTER (YAGL_KEY_SPECIAL+38)
- #define YAGL_KEY_BACKSPACE (YAGL_KEY_SPECIAL+39)
- #define YAGL_KEY_INSERT (YAGL_KEY_SPECIAL+40)
- #define YAGL_KEY_DEL (YAGL_KEY_SPECIAL+41)
- #define YAGL_KEY_PAGEUP (YAGL_KEY_SPECIAL+42)
- #define YAGL_KEY_PAGEDOWN (YAGL_KEY_SPECIAL+43)
- #define YAGL_KEY_HOME (YAGL_KEY_SPECIAL+44)
- #define YAGL_KEY_END (YAGL_KEY_SPECIAL+45)
- #define YAGL_KEY_KP_0 (YAGL_KEY_SPECIAL+46)
- #define YAGL_KEY_KP_1 (YAGL_KEY_SPECIAL+47)

- #define YAGL_KEY_KP_2 (YAGL_KEY_SPECIAL+48)
- #define YAGL_KEY_KP_3 (YAGL_KEY_SPECIAL+49)
- #define YAGL_KEY_KP_4 (YAGL_KEY_SPECIAL+50)
- #define YAGL_KEY_KP_5 (YAGL_KEY_SPECIAL+51)
- #define YAGL_KEY_KP_6 (YAGL_KEY_SPECIAL+52)
- #define YAGL_KEY_KP_7 (YAGL_KEY_SPECIAL+53)
- #define YAGL_KEY_KP_8 (YAGL_KEY_SPECIAL+54)
- #define YAGL_KEY_KP_9 (YAGL_KEY_SPECIAL+55)
- #define YAGL_KEY_KP_DIVIDE (YAGL_KEY_SPECIAL+56)
- #define YAGL_KEY_KP_MULTIPLY (YAGL_KEY_SPECIAL+57)
- #define YAGL_KEY_KP_SUBTRACT (YAGL_KEY_SPECIAL+58)
- #define YAGL_KEY_KP_ADD (YAGL_KEY_SPECIAL+59)
- #define YAGL_KEY_KP_DECIMAL (YAGL_KEY_SPECIAL+60)
- #define YAGL_KEY_KP_EQUAL (YAGL_KEY_SPECIAL+61)
- #define YAGL_KEY_KP_ENTER (YAGL_KEY_SPECIAL+62)
- #define YAGL_KEY_KP_NUM_LOCK (YAGL_KEY_SPECIAL+63)
- #define YAGL_KEY_CAPS_LOCK (YAGL_KEY_SPECIAL+64)
- #define YAGL_KEY_SCROLL_LOCK (YAGL_KEY_SPECIAL+65)
- #define YAGL_KEY_PAUSE (YAGL_KEY_SPECIAL+66)
- #define YAGL_KEY_LSUPER (YAGL_KEY_SPECIAL+67)
- #define YAGL_KEY_RSUPER (YAGL_KEY_SPECIAL+68)
- #define YAGL_KEY_MENU (YAGL_KEY_SPECIAL+69)
- #define YAGL_KEY_LAST YAGL_KEY_MENU
- #define YAGL_MOUSE_BUTTON_1 0
- #define YAGL_MOUSE_BUTTON_2 1
- #define YAGL_MOUSE_BUTTON_3 2
- #define YAGL_MOUSE_BUTTON_4 3
- #define YAGL_MOUSE_BUTTON_5 4
- #define YAGL_MOUSE_BUTTON_6 5
- #define YAGL_MOUSE_BUTTON_7 6
- #define YAGL_MOUSE_BUTTON_8 7
- #define YAGL_MOUSE_BUTTON_LAST YAGL_MOUSE_BUTTON_8
- #define YAGL_MOUSE_BUTTON_LEFT YAGL_MOUSE_BUTTON_1
- #define YAGL_MOUSE_BUTTON_RIGHT YAGL_MOUSE_BUTTON_2
- #define YAGL_MOUSE_BUTTON_MIDDLE YAGL_MOUSE_BUTTON_3

3.22.1 Detailed Description

3.22.2 Macro Definition Documentation

3.22.2.1 #define YAGL_KEY_UNKNOWN -1

3.22.2.2 #define YAGL_KEY_SPACE 32

3.22.2.3 #define YAGL_KEY_SPECIAL 256

3.22.2.4 #define YAGL_KEY_ESC (YAGL_KEY_SPECIAL+1)

3.22.2.5 #define YAGL_KEY_F1 (YAGL_KEY_SPECIAL+2)

3.22.2.6 #define YAGL_KEY_F2 (YAGL_KEY_SPECIAL+3)

3.22.2.7 #define YAGL_KEY_F3 (YAGL_KEY_SPECIAL+4)

3.22.2.8 #define YAGL_KEY_F4 (YAGL_KEY_SPECIAL+5)

3.22.2.9 #define YAGL_KEY_F5 (YAGL_KEY_SPECIAL+6)

3.22.2.10 #define YAGL_KEY_F6 (YAGL_KEY_SPECIAL+7)

3.22.2.11 #define YAGL_KEY_F7 (YAGL_KEY_SPECIAL+8)

3.22.2.12 #define YAGL_KEY_F8 (YAGL_KEY_SPECIAL+9)

3.22.2.13 #define YAGL_KEY_F9 (YAGL_KEY_SPECIAL+10)

3.22.2.14 #define YAGL_KEY_F10 (YAGL_KEY_SPECIAL+11)

3.22.2.15 #define YAGL_KEY_F11 (YAGL_KEY_SPECIAL+12)

3.22.2.16 #define YAGL_KEY_F12 (YAGL_KEY_SPECIAL+13)

3.22.2.17 #define YAGL_KEY_F13 (YAGL_KEY_SPECIAL+14)

3.22.2.18 #define YAGL_KEY_F14 (YAGL_KEY_SPECIAL+15)

3.22.2.19 #define YAGL_KEY_F15 (YAGL_KEY_SPECIAL+16)

3.22.2.20 #define YAGL_KEY_F16 (YAGL_KEY_SPECIAL+17)

3.22.2.21 #define YAGL_KEY_F17 (YAGL_KEY_SPECIAL+18)

3.22.2.22 #define YAGL_KEY_F18 (YAGL_KEY_SPECIAL+19)

3.22.2.23 #define YAGL_KEY_F19 (YAGL_KEY_SPECIAL+20)

3.22.2.24 #define YAGL_KEY_F20 (YAGL_KEY_SPECIAL+21)

3.22.2.25 #define YAGL_KEY_F21 (YAGL_KEY_SPECIAL+22)

3.22.2.26 #define YAGL_KEY_F22 (YAGL_KEY_SPECIAL+23)

3.22.2.27 #define YAGL_KEY_F23 (YAGL_KEY_SPECIAL+24)

3.22.2.28 #define YAGL_KEY_F24 (YAGL_KEY_SPECIAL+25)

3.22.2.29 #define YAGL_KEY_F25 (YAGL_KEY_SPECIAL+26)

3.22.2.30 #define YAGL_KEY_UP (YAGL_KEY_SPECIAL+27)

3.22.2.31 #define YAGL_KEY_DOWN (YAGL_KEY_SPECIAL+28)

3.22.2.32 #define YAGL_KEY_LEFT (YAGL_KEY_SPECIAL+29)

3.22.2.33 #define YAGL_KEY_RIGHT (YAGL_KEY_SPECIAL+30)

3.22.2.34 #define YAGL_KEY_LSHIFT (YAGL_KEY_SPECIAL+31)

3.22.2.35 #define YAGL_KEY_RSHIFT (YAGL_KEY_SPECIAL+32)

3.22.2.36 #define YAGL_KEY_LCTRL (YAGL_KEY_SPECIAL+33)

3.22.2.37 #define YAGL_KEY_RCTRL (YAGL_KEY_SPECIAL+34)

3.22.2.38 #define YAGL_KEY_LALT (YAGL_KEY_SPECIAL+35)

3.22.2.39 #define YAGL_KEY_RALT (YAGL_KEY_SPECIAL+36)

3.22.2.40 #define YAGL_KEY_TAB (YAGL_KEY_SPECIAL+37)

3.22.2.41 #define YAGL_KEY_ENTER (YAGL_KEY_SPECIAL+38)

3.22.2.42 #define YAGL_KEY_BACKSPACE (YAGL_KEY_SPECIAL+39)

3.22.2.43 #define YAGL_KEY_INSERT (YAGL_KEY_SPECIAL+40)

3.22.2.44 #define YAGL_KEY_DEL (YAGL_KEY_SPECIAL+41)

3.22.2.45 #define YAGL_KEY_PAGEUP (YAGL_KEY_SPECIAL+42)

3.22.2.46 #define YAGL_KEY_PAGEDOWN (YAGL_KEY_SPECIAL+43)

3.22.2.47 #define YAGL_KEY_HOME (YAGL_KEY_SPECIAL+44)

3.22.2.48 #define YAGL_KEY_END (YAGL_KEY_SPECIAL+45)

3.22.2.49 #define YAGL_KEY_KP_0 (YAGL_KEY_SPECIAL+46)

3.22.2.50 #define YAGL_KEY_KP_1 (YAGL_KEY_SPECIAL+47)

3.22.2.51 #define YAGL_KEY_KP_2 (YAGL_KEY_SPECIAL+48)

3.22.2.52 #define YAGL_KEY_KP_3 (YAGL_KEY_SPECIAL+49)

3.22.2.53 #define YAGL_KEY_KP_4 (YAGL_KEY_SPECIAL+50)

3.22.2.54 #define YAGL_KEY_KP_5 (YAGL_KEY_SPECIAL+51)

3.22.2.55 #define YAGL_KEY_KP_6 (YAGL_KEY_SPECIAL+52)

3.22.2.56 #define YAGL_KEY_KP_7 (YAGL_KEY_SPECIAL+53)

3.22.2.57 #define YAGL_KEY_KP_8 (YAGL_KEY_SPECIAL+54)

3.22.2.58 #define YAGL_KEY_KP_9 (YAGL_KEY_SPECIAL+55)

3.22.2.59 #define YAGL_KEY_KP_DIVIDE (YAGL_KEY_SPECIAL+56)

3.22.2.60 #define YAGL_KEY_KP_MULTIPLY (YAGL_KEY_SPECIAL+57)

3.22.2.61 #define YAGL_KEY_KP_SUBTRACT (YAGL_KEY_SPECIAL+58)

3.22.2.62 #define YAGL_KEY_KP_ADD (YAGL_KEY_SPECIAL+59)

3.22.2.63 #define YAGL_KEY_KP_DECIMAL (YAGL_KEY_SPECIAL+60)

3.22.2.64 #define YAGL_KEY_KP_EQUAL (YAGL_KEY_SPECIAL+61)

3.22.2.65 #define YAGL_KEY_KP_ENTER (YAGL_KEY_SPECIAL+62)

3.22.2.66 #define YAGL_KEY_KP_NUM_LOCK (YAGL_KEY_SPECIAL+63)

3.22.2.67 #define YAGL_KEY_CAPS_LOCK (YAGL_KEY_SPECIAL+64)

3.22.2.68 #define YAGL_KEY_SCROLL_LOCK (YAGL_KEY_SPECIAL+65)

3.22.2.69 #define YAGL_KEY_PAUSE (YAGL_KEY_SPECIAL+66)

3.22.2.70 #define YAGL_KEY_LSUPER (YAGL_KEY_SPECIAL+67)

3.22.2.71 #define YAGL_KEY_RSUPER (YAGL_KEY_SPECIAL+68)

3.22.2.72 #define YAGL_KEY_MENU (YAGL_KEY_SPECIAL+69)

3.22.2.73 #define YAGL_KEY_LAST YAGL_KEY_MENU

3.22.2.74 #define YAGL_MOUSE_BUTTON_1 0

3.22.2.75 #define YAGL_MOUSE_BUTTON_2 1

3.22.2.76 #define YAGL_MOUSE_BUTTON_3 2

3.22.2.77 #define YAGL_MOUSE_BUTTON_4 3

3.22.2.78 #define YAGL_MOUSE_BUTTON_5 4

3.22.2.79 #define YAGL_MOUSE_BUTTON_6 5

3.22.2.80 #define YAGL_MOUSE_BUTTON_7 6

3.22.2.81 #define YAGL_MOUSE_BUTTON_8 7

3.22.2.82 #define YAGL_MOUSE_BUTTON_LAST YAGL_MOUSE_BUTTON_8

3.22.2.83 #define YAGL_MOUSE_BUTTON_LEFT YAGL_MOUSE_BUTTON_1

3.22.2.84 #define YAGL_MOUSE_BUTTON_RIGHT YAGL_MOUSE_BUTTON_2

3.22.2.85 #define YAGL_MOUSE_BUTTON_MIDDLE YAGL_MOUSE_BUTTON_3

3.23 Colors

Macros

- #define YAGL_RGBA(r, g, b, a) ((a) << 24 | (b) << 16 | (g) << 8 | (r))

  Convert RGBA color components ([0,255]) to a #YAGL_Color.
- #define YAGL_RGBA_R(u) (((u) >> 0) & 0x000000FF)

  Extracts the Red component ([0,255]) from a YAGL_Color.
- #define YAGL_RGBA_G(u) (((u) >> 8) & 0x000000FF)

  Extracts the Green component ([0,255]) from a YAGL_Color.
- #define YAGL_RGBA_B(u) (((u) >> 16) & 0x000000FF)

  Extracts the Blue component ([0,255]) from a YAGL_Color.
- #define YAGL_RGBA_A(u) (((u) >> 24) & 0x000000FF)

  Extracts the Alpha component ([0,255]) from a YAGL_Color.
- #define YAGL_COLOR_BLACK 0xFF000000
- #define YAGL_COLOR_MAROON 0xFF000080
- #define YAGL_COLOR_GREEN 0xFF008000
- #define YAGL_COLOR_OLIVE 0xFF008080
- #define YAGL_COLOR_NAVY 0xFF800000
- #define YAGL_COLOR_PURPLE 0xFF800080
- #define YAGL_COLOR_TEAL 0xFF808000
- #define YAGL_COLOR_SILVER 0xFFCECECE
- #define YAGL_COLOR_GRAY 0xFF808080
- #define YAGL_COLOR_RED 0xFF0000FF
- #define YAGL_COLOR_LIME 0xFF00FF00
- #define YAGL_COLOR_YELLOW 0xFF00FFFF
- #define YAGL_COLOR_BLUE 0xFFFF0000
- #define YAGL_COLOR_FUSCHIA 0xFFFF00FF
- #define YAGL_COLOR_MAGENTA $YAGL_COLOR_FUSCHIA
- #define YAGL_COLOR_AQUA 0xFFFFFF00
- #define YAGL_COLOR_CYAN $YAGL_COLOR_AQUA
- #define YAGL_COLOR_WHITE 0xFFFFFFFF
- #define YAGL_COLOR_BLACK_A128 0x80000000
- #define YAGL_COLOR_MAROON_A128 0x80000080
- #define YAGL_COLOR_GREEN_A128 0x80008000
- #define YAGL_COLOR_OLIVE_A128 0x80008080
- #define YAGL_COLOR_NAVY_A128 0x80800000
- #define YAGL_COLOR_PURPLE_A128 0x80800080
- #define YAGL_COLOR_TEAL_A128 0x80808000
- #define YAGL_COLOR_SILVER_A128 0x80CECECE
- #define YAGL_COLOR_GRAY_A128 0x80808080
- #define YAGL_COLOR_RED_A128 0x800000FF
- #define YAGL_COLOR_LIME_A128 0x8000FF00
- #define YAGL_COLOR_YELLOW_A128 0x8000FFFF
- #define YAGL_COLOR_BLUE_A128 0x80FF0000
- #define YAGL_COLOR_FUSCHIA_A128 0x80FF00FF
- #define YAGL_COLOR_MAGENTA_A128 $YAGL_COLOR_FUSCHIA_A128
- #define YAGL_COLOR_AQUA_A128 0x80FFFF00
- #define YAGL_COLOR_CYAN_A128 $YAGL_COLOR_AQUA_A128
- #define YAGL_COLOR_WHITE_A128 0x80FFFFFF

3.23.1 Detailed Description

3.23.2 Macro Definition Documentation

3.23.2.1 #define YAGL_RGBA(r, g, b, a) ((a) << 24 | (b) << 16 | (g) << 8 | (r))

Convert RGBA color components ([0,255]) to a #YAGL_Color.

Parameters

r	Red
g	Green
b	Blue
a	Alpha

3.23.2.2 #define YAGL_COLOR_BLACK 0xFF000000

3.23.2.3 #define YAGL_COLOR_MAROON 0xFF000080

3.23.2.4 #define YAGL_COLOR_GREEN 0xFF008000

3.23.2.5 #define YAGL_COLOR_OLIVE 0xFF008080

3.23.2.6 #define YAGL_COLOR_NAVY 0xFF800000

3.23.2.7 #define YAGL_COLOR_PURPLE 0xFF800080

3.23.2.8 #define YAGL_COLOR_TEAL 0xFF808000

3.23.2.9 #define YAGL_COLOR_SILVER 0xFFCECECE

3.23.2.10 #define YAGL_COLOR_GRAY 0xFF808080

3.23.2.11 #define YAGL_COLOR_RED 0xFF0000FF

3.23.2.12 #define YAGL_COLOR_LIME 0xFF00FF00

3.23.2.13 #define YAGL_COLOR_YELLOW 0xFF00FFFF

3.23.2.14 #define YAGL_COLOR_BLUE 0xFFFF0000

3.23.2.15 #define YAGL_COLOR_FUSCHIA 0xFFFF00FF

3.23.2.16 #define YAGL_COLOR_MAGENTA $YAGL_COLOR_FUSCHIA

3.23.2.17 #define YAGL_COLOR_AQUA 0xFFFFFF00

3.23.2.18 #define YAGL_COLOR_CYAN $YAGL_COLOR_AQUA

3.23.2.19 #define YAGL_COLOR_WHITE 0xFFFFFFFF

3.23.2.20 #define YAGL_COLOR_BLACK_A128 0x80000000

3.23.2.21 #define YAGL_COLOR_MAROON_A128 0x80000080

3.23.2.22 #define YAGL_COLOR_GREEN_A128 0x80008000

3.23.2.23 #define YAGL_COLOR_OLIVE_A128 0x80008080

3.23.2.24 #define YAGL_COLOR_NAVY_A128 0x80800000

3.23.2.25 #define YAGL_COLOR_PURPLE_A128 0x80800080

3.23.2.26 #define YAGL_COLOR_TEAL_A128 0x80808000

3.23.2.27 #define YAGL_COLOR_SILVER_A128 0x80CECECE

3.23.2.28 #define YAGL_COLOR_GRAY_A128 0x80808080

3.23.2.29 #define YAGL_COLOR_RED_A128 0x800000FF

3.23.2.30 #define YAGL_COLOR_LIME_A128 0x8000FF00

3.23.2.31 #define YAGL_COLOR_YELLOW_A128 0x8000FFFF

3.23.2.32 #define YAGL_COLOR_BLUE_A128 0x80FF0000

3.23.2.33 #define YAGL_COLOR_FUSCHIA_A128 0x80FF00FF

3.23.2.34 #define YAGL_COLOR_MAGENTA_A128 $YAGL_COLOR_FUSCHIA_A128

3.23.2.35 #define YAGL_COLOR_AQUA_A128 0x80FFFF00

3.23.2.36 #define YAGL_COLOR_CYAN_A128 $YAGL_COLOR_AQUA_A128

3.23.2.37 #define YAGL_COLOR_WHITE_A128 0x80FFFFFF

3.24 OpenGL Texture Parameters

Macros

- #define YAGL_TEXTURE_MIN_FILTER 0x2801
- #define YAGL_TEXTURE_MAG_FILTER 0x2800
- #define YAGL_TEXTURE_WRAP_S 0x2802
- #define YAGL_TEXTURE_WRAP_T 0x2803
- #define YAGL_GL_NEAREST 0x2600
- #define YAGL_GL_LINEAR 0x2601
- #define YAGL_GL_NEAREST_MIPMAP_NEAREST 0x2700
- #define YAGL_GL_LINEAR_MIPMAP_NEAREST 0x2701
- #define YAGL_GL_NEAREST_MIPMAP_LINEAR 0x2702
- #define YAGL_GL_LINEAR_MIPMAP_LINEAR 0x2703
- #define YAGL_GL_CLAMP 0x2900
- #define YAGL_GL_REPEAT 0x2901

3.24.1 Detailed Description

3.24.2 Macro Definition Documentation

3.24.2.1 #define YAGL_TEXTURE_MIN_FILTER 0x2801

3.24.2.2 #define YAGL_TEXTURE_MAG_FILTER 0x2800

3.24.2.3 #define YAGL_TEXTURE_WRAP_S 0x2802

3.24.2.4 #define YAGL_TEXTURE_WRAP_T 0x2803

3.24.2.5 #define YAGL_GL_NEAREST 0x2600

3.24.2.6 #define YAGL_GL_LINEAR 0x2601

3.24.2.7 #define YAGL_GL_NEAREST_MIPMAP_NEAREST 0x2700

3.24.2.8 #define YAGL_GL_LINEAR_MIPMAP_NEAREST 0x2701

3.24.2.9 #define YAGL_GL_NEAREST_MIPMAP_LINEAR 0x2702

3.24.2.10 #define YAGL_GL_LINEAR_MIPMAP_LINEAR 0x2703

3.24.2.11 #define YAGL_GL_CLAMP 0x2900

3.24.2.12 #define YAGL_GL_REPEAT 0x2901

3.25 Callbacks

Typedefs

- typedef void(∗ YAGLDebugProc)(char ∗, int)

  Called when debug data is outputed (see System_SetDebugCallback())
- typedef int(∗ YAGLWinCloseProc)()

  Called on window close attempt (see Window_SetCloseCallback())
- typedef void(∗ YAGLWinSizeProc)(int, int)

  Called on window resize (see Window_SetResizeCallback())
- typedef void(∗ YAGLWinRefreshProc)()

  Called when the window client area needs to be refreshed (see Window_SetRefreshCallback())
- typedef void(∗ YAGLMousePosProc)(int, int)

  Called when the mouse position changes (see Events_SetMousePosCallback())
- typedef void(∗ YAGLMouseButtonProc)(int, int)

  Called when a mouse button is pressed/released.

3.25.1 Detailed Description

3.25.2 Typedef Documentation

3.25.2.1 typedef void(∗ YAGLDebugProc)(char ∗, int)

Called when debug data is outputed (see System_SetDebugCallback())

Parameters

data[in]	NULL-terminated string
err_lvl[in]	Error level (see System_DebugOut())

3.25.2.2 typedef int(∗ YAGLWinCloseProc)()

Called on window close attempt (see Window_SetCloseCallback())

Returns

1 to close the window, 0 to cancel window closing

3.25.2.3 typedef void(∗ YAGLWinSizeProc)(int, int)

Called on window resize (see Window_SetResizeCallback())

Parameters

width[in]	New window width
height[in]	New window height

3.25.2.4 typedef void(∗ YAGLMousePosProc)(int, int)

Called when the mouse position changes (see Events_SetMousePosCallback())

The mouse position is reported according to eMOUSE_POS_MODE (see Events_SetMousePosMode())

Parameters

x[in]	X mouse pos
y[in]	Y mouse pos

3.25.2.5 typedef void(∗ YAGLMouseButtonProc)(int, int)

Called when a mouse button is pressed/released.

Parameters

\param	

3.26 Particle emitter accessors

Functions for accessing Particle emitters data.

3.26.1 Detailed Description

Functions for accessing Particle emitters data.

3.27 Bitmap text accessors

Functions for accessing Bitmap text data.

3.27.1 Detailed Description

Functions for accessing Bitmap text data.

3.28 Sprite accessors

Functions for accessing Sprite data.

3.28.1 Detailed Description

Functions for accessing Sprite data.

3.29 Textured Quad accessors

Functions for accessing Textured Quads data.

3.29.1 Detailed Description

Functions for accessing Textured Quads data.

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