Rgine Guideline: (0.0.0.0004 RC1)

A property byte simply means 8 bools -> rgine.byte2bool(byte) you will get 8 bools

-> Assume [could\_up, could\_down, could\_left, could\_right, property5, p6, p7, p8], the reason for not saving lists of bools is just to minimize the amount of memory it needs.

For the texture format, you could create as a pygame.Surface or as a .TEXTURE file.

Generally, you could try to use rgine.windows.WindowsManager(), it is useful for GUI.  Performance should not be an issue for unframed windows. Be cautious of framed windows, the performance could be affected severely. You can write your own handling methods for frames. See comparison in windows.py

Note that only the topmost window’s callback() will be called. Each window’s render() will be called every frame.

rgine.Event() is a class that makes your life eaiser for event handling.  keyboard->keys are unicode. mouse->keys are rgine.Event.MOUSE\_XXXX(constants).  Performance should not be a concern for this class.

rgine.GeneralException() is a class inherited from \_\_builtin\_\_.Exception.  It does the logging process for you.  But make sure you declare: \

rgine.getName = (lambda: rgine.inspect.getfile(rgine.inspect.currentframe()))

, as it is strongly relied on where this is declared.  Run sample line in main.py