List of files

Devided the files in to themes to be more easy to access and know where thing are. This will evolve more was is needed. Still a bit in development.

Folders Information

The box

Application_Stuctures	– Objects for the base of the application
Debug_tools	- Test individual parts, width other frameworks
Game_structures	- Game objects
information	- Store of information
labraries_stack	- Files to include functionality
the_box_structure	- Files used only in the box
translation	- languages

External projects

There are many stuff in there, but are using only this projects

Graph APP	- Costume interface
Quake engine 3	- Generic information
Lips of luna	- Costume .blend files load

External libraries

3D low poly	- Working in this library but is still a bit

Application Structures

File.h	- FILE and folder
Image.h	-
Variables.h	- General variables
Path.h	-
Color.h	- RGB, HUE,
Control.h	-
layer.h	- Layers
file_map.h	- file structures
code_map.h	- code structures
3D.h	- 3D graphics
Texture.h	- Handle textures
2D.h	- 2D graphics
Isometric.h	- graphics
holographic.h.	- graphics
Interface.h	- property for interface
Arithemetic.h	-
font.h	
Type.h	

```
Memory.h
tool.h
string.h
mouse.h
keys.h
draw.h
event.h
image.h
window.h
resolution.h
database.h
layer.h
```

Game Structures

```
character.h           - Character
class.h               - Class
spells.h              -
items.h               -
```

Debug Tools

```
test_open_files       - A generic open of files
test_interface        - Interface
test_structure        - display information
```