gfx

gfx is a BadScript library that uses SDL to provide simple 2D rendering.

```
use "gfx";
```

init

Initializes the gfx library

Arguments

- none

Returns

- 0 if gfx failed to initialize, 1 otherwise

create_window

Creates a new window with a given size and title

Arguments

1. title - String
2. width - Number
3. height - Number
4. vsync - Number

Returns

- 0 if gfx failed to create the window, 1 otherwise

Example

```
gfx.create_window("Hello", 800, 600, 0);
```

update

Handles events, has to be called regularly

Arguments

- none

Returns

- null

present

Updates the window with all rendering since the last call to present

Arguments

- none

Returns

- null

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should_close

Returns whether or not the user has tried to close the window

Arguments

- none

Returns

- 1 if the window should be closed, 0 otherwise

---

clear

Clears the screen with either black or the specified color

Arguments

- none

or

1. red - Number
2. green - Number
3. blue - Number
4. alpha - Number

Returns

- null

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fill_rect

Draws a filled rectangle

Arguments

1. x - Number
2. y - Number
3. width - Number
4. height - Number
5. red - Number

6. green - Number
7. blue - Number

Returns

- null

```
// Draw as 50x50 green square at (20,20)
gfx.fill_rect(20, 20, 50, 50, 0, 255, 0);
```