Porphyrograph: New features for summer 2024

- a full scenario PG_full_scenario.csv contains all the possible variables used for controlling PG. Any scenario can only use a subset of these variables. Additional variables will not be taken into consideration unless they are added to the full scenario, and PG is recompiled after running the script PG_source_generator.py.

- the former header file data have been dispatched as follows:
    - the project data (UDP client/server, cameras, shaders) have been added to the scenarios after the scenes and before the previously existing data
    - the project variables such as screen position have been added to the full scenarios
    - the structure variables such as screen size have been placed into a new include file pg-header.h together with other constants from pg-all_include.h

- the PG_source_generator.py script has mainly two functions:
    - it generates C++ code and glsl code to bind the C++ variables with glsl variables in the shaders
    - it produces a new version of the scenes in which variables are ranked in the same order as in the full scenarios

It is not necessary to use it before executing porphyrograph.

- The C++ modules have been reorganized by finer grained functionalities, all global variables and functions have been renamed with a pg_ prefix. Enumerations have been prefixed with pg_enum_.