

ANN: pyroENGINE SDK v1.0 for Delphi/C++ Builder 2007

Source:

<http://coding.derkeiler.com/Archive/Delphi/borland.public.delphi.thirdpartytools.general/2007-09/msg00181.html>

- *From:* Pyro <pyrogine@xxxxxxxxxx>
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[RELEASE]

pyroENGINE SDK v1.0.1.178 (Beta 1)

Welcome to pyroENGINE SDK ("PESDK"), a 2D rendering API for PC's running Microsoft Windows. This release is aimed specifically at Direct3D with 3D hardware.

PESDK is feature complete and can easily create any type of 2D game with D3D for rendering. It was designed to be easy to use, robust and feature rich and should be easy to use in your projects.

[FEATURES]

- * Language support for Delphi 2007 for Win32 and C++ Builder 2007.
- * Uses Direct3D 9 for fast 2D rendering
- * 32 bit surfaces and textures
- * Free scaling, rotation, alpha blending and other special effects
- * Windowed and full screen modes
- * Frame based timing support
- * INI file configuration support with config file variables
- * Unified Streaming system (memory, file, zip archive)
- * Can render to default application window or to a specified window handle
- * Advanced render target and swap chain support
- * Textured fonts (includes a font editor tool and support for custom fonts)
- * Graphics primitives (lines, circles, rects, points)
- * Advanced polygon rendering (scale, rotate, control line segment visibility)
- * Support for rendering large images (640x480, 800x600 for example)
- * Advanced sprite management
- * Polypoint collision system for fast precise collision detection
- * Mouse and keyboard input management
- * Unified audio system with support for WAV|MP3|MID|OGG|MOD|IT|S3M|XM streaming music and WAV samples
- * Comprehensive math routines (vectors, angles, line intersection, clipping)
- * Log file support

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- * AI management via an event driven state machine
- * Robust and feature rich

[SYSTEM REQUIREMENTS]

- * Pentium class CPU, 366Mhz
- * At least 64MB of RAM
- * 20MB of free Hard Drive space
- * Microsoft Windows 9x, 2000, ME, XP (NT is not supported)
- * DirectX 9 summer 2003 runtime
- * Direct3D compliant 3D video card that can do 3D in a window (minimum recommend card INVIDIA FX5200)
- * DirectSound compliant audio card (optional)

[INSTALLATION]

- * Add {installdir}\Bin to your windows system path
- * Add {installdir}\Sources to Delphi search path
- * Add ..\Bin as the output location for the examples
- * When using C++ Builder, you have to add the .pas unit file to your project and the .hpp and .obj files will be automatically generated. Add #include "unit.hpp" and #pragma comment(lib, unit) in the include section of your source to be use this unit.
- * See the docs and examples for more information on how to use PESDK

[HISTORY]

Version 1.0.1.178 (Beta 1):

[*] Initial Release

[KNOWN ISSUES]

- * Docs currently work-in-progress
- * Examples & Tutorials work-in-progress
- * The SDK has not yet been fully tested in C++ Builder
- * You have to manually set the proper paths in Delphi/C++ Builder to use the SDK

[DOWNLOAD]

<http://www.pyrogine.com>

SUPPORT

If you have any problems and/or suggestions & comments about PESDK you can reach us in several ways:

- * Our Website – <http://www.pyrogine.com>
- * Via Email – see the README in the distro
- * Support Forums – at pyrogine.com

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