

Geeonx for Windows 10

Introduction and Installation

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I. Introduction:

Geeonx in three sentences:

Geeonx is a window system.

Geeonx is a Graphical User Interface (GUI).

Geeonx is a shared library.

What do I need to use Geeonx ?

A PC with Windows 10.

The shared libraries

SDL 2 (<https://www.libsdl.org>)

SDL_ttf 2 (https://www.libsdl.org/projects/SDL_ttf)

SDL_image 2 (https://www.libsdl.org/projects/SDL_image/)

What are the benefits of Geeonx ?

Geeonx runs on the basis of SDL (Simple Direct Media Layer). Geeonx is the ideal GUI for Linux to build applications running on Linux, Windows and MacOS using only one C sourcecode.

With the tool Geeonx Creator you are able to design all GUI-elements like windows, buttons and icons. Geeonx stores the data of each and every GUI element in a corresponding Geeonx object.

Geeonx Creator will store the GUI data into a *.gee and *.gew file and the Geeonx shared library take over all drawings of GUI elements (inclusive window content) and do all window and button management. Hence it is very easy to program applications with windows, buttons and icons.

For example to alter the content of a window you just change the text_string within the structure of the Geeonx_object. With the call of the function gee_draw_all_objects() the whole interface of the application will be updated.

For those who want to learn to code with Geeonx, look at Geeonx_Create.pdf.

II. Install Geeonx on your PC:

1. Install SDL libraries

First check if the SDL libraries are installed. If not, download and decompress archive files. After that copy

SDL2.dll

SDL2_image.dll

SDL2_ttf.dll

to Windows\System32.

2. Install Geeonx

Copy libgeeonx.dll to Windows\System32.

That's it.

Keep in mind that the *.gee, *.gew, font and gfx files must be in the same directory as the Geeonx applications.

III. Litte introduction into the Geeonx interface:

Geeonx offers pulldown-menus and buttons as you already know from other interfaces. The Geeonx windows differ a little from other interfaces. All buttons to operate the window are placed above the top of the window. Furthermore the selected window is marked with a little colored box (selected_box) and a colored outline around the window.

These are the window operators:



The **Close-Operator** will close the window.



The **Move-Operator** enables you to move the window. With a click on this operator you enable window-movement. With next click on the screen you will chose the new screen position of the window.



The **Arrows** enables you to change the size of the window or to move the content of the window, depending on size or scroll modus is activated.



With the **Switch-operator** you can switch between size and scroll_modus. Once you have clicked on this operator, the color of the window selected_box and the outline changes.

IV. License and

Copyright:

This little introduction accompanies Geeonx.

The Geeonx library `lib_geeonx.so/libgeeonx.dylib/libgeeonx.dll`, the programs `geeonx_demo`, `geeonx_creator` and all `gfx` files are copyright 2008-2019 of Rasmus J. N. Keller. The name „Geeonx“ (2008) is created by Rasmus J. N. Keller.

The use of `libgeeonx.dylib` and the programs `geeonx_demo` and `geeonx_creator` is subject to the corresponding license agreements: `EULA_Lib.pdf`, `EULA_Geeonx_Demo.pdf`, `EULA_Geeonx_Creator.pdf`.

The source code of `geeonx_demo` can be used in your own commercial or non-profit applications.

The font `DroidSans.ttf` is created by Steve Matteson. It is subject to the Apache License, Version 2.0.

V. Thanx:

Special thanx to

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