

Subject: : AmigaOS4

Topic: : Game Coding for beginners?

Re: Game Coding for beginners?

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URL:

@freddix

Well, as you talk about CodeBench, I'd just like to mention that the next public version will allow the addition of "Lextras". These are xml files containing a set of help definitions which can be added to the dictionary expanding it to give complete help on the target of the lextra. Basically this means that by creating a lextra of all of the AmiDark commands, and installing it, CodeBench's help system will automatically pick up the AmiDark Engine functions, and offer "help-as-you-type" overviews of the functions, and also full blown help pages.

I have started on creating it, but there are a lot of commands to add. It is currently based on the HTML help files from the AmiDark archive, but I would seriously suggest creating "AutoDoc" style help files for AmiDarks commands as they are so much easier to view (and are highlighted to ease the definition of sections).

I'm also planning on adding "Syntextras" which will expand the syntax definitions in the same way, and would also offer context highlighting for the AmiDark functions (or any other library etc).

More info about the dictionaries can be found [here](#).

Just FYI :)

Simon