EiffelMedia

Overview

- Features of the library
- Documentation
- Demos
- Community
- Stats
- Roadmap

Features of the library

- Image drawing
- Collision detection
- Audio API
- Input Devices
- 3D Support
- Scene management
- Motion Jpeg video
- Widget Library
- Network API
- Multiplayer Framework
- Other

Features of Audio API

- handle more file formats
- mixing of multiple channels
- applying effects on sound

Features of Widget Library

- What is a widget?

Features of Widget Library

- Objects on scene
  - 2D
    - widgets
    - dialogs
  - 3D
    - OpenGL
- Widgets
  - panel, label, button, slider, list, combobox, scrollpanel,...
- Windows
  - window, message dialog, file dialog
Features of Widget Library

- Theme options
  - delegate factories
  - colors
  - fonts

Network API

Classic Networking: Transport Layer

- TCP
  - connection based
  - reliable
  - event based

- UDP
  - connection less
  - unreliable
  - classic polling and also
  - event based

Network API

Classic Networking: Application Layer

- HTTP 1.0
  - GET and POST requests
  - also allows to connect to virtual hosts
    (a HTTP 1.1 feature)
  - used for online highscore system
  - may be used to receive website content

Multplayer Framework

Multplayer Framework: 2PC Events

- Every event must be acknowledged.
- Events will be resent, if remote peers did not acknowledge in time.
- Two cases:
  - success: All peers responded with an ACK in time.
  - timeout: At least one peer did not respond in time. No consensus reached!
- An event will be published only once on the remote peer.
- Slow compared to ‘normal’ events.

Input Devices

- Keyboard
- Mouse
- Joystick
- CD-Rom

Other features

- Highscore
  - Local and remote highscore management
- Resource generator
  - Generates classes to load resources
- Settings generator
  - Generates classes to handle settings
- Vision2 Widget
  - Allows drawing with EiffelMedia inside an EiffelVision2 application
Documentation

- http://eiffelmedia.origo.ethz.ch

Demos

- eouncy
- XAE-Adventure Engine

Community

- http://games.ethz.ch

- Use the forum
  - http://forum.vis.ethz.ch
- Use the Mailinglist
  - eiffelmedia@se.inf.ethz.ch
- Send your bugreports
- Write your own tutorials
- Never spend more than one hour on a problem without progressing before asking for help

Stats

- 350,000 LOC
- 1,500 Messages
- 20 People
- 2 Years

Roadmap

- EM 0.8.0
  - Documentation
  - Bugfixing
  - Testing
  - Multiplayer Game testing