



BLIBS

swiss army knife for Mad-Pascal

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WHY MAD-PASCAL?

- easy to learn
- versatile
- fast
- many data types
- still actively developed
- many useful libraries
- working and easy to use IO routines
- can access extended memory
- can use VBXE



WHY BLIBS?

- code reuse,
- to simplify common and repeatable tasks,
- to simplify access to hardware features,
- to easily get rid of OS,
- OS independent IO routines,
- to save my precious time
- make more games faster!



BLIBS CONTENTS - OVERVIEW

- b_system
- b_crt
- b_dl
- b_pmg
- b_util



<https://bocianu.gitlab.io/blibs/>

WHERE TO FIND IT?

HOW TO USE IT?

- distributed with Mad-Pascal since version 1.5.7
- GIT repository for latest version
- installation manual included



<https://gitlab.com/bocianu/blibs>

PASDOC

- designed for blibs project, to automate and simplify documenting new routines,
- written in nodejs,
- manual included,
- syntax is easy to learn,
- uses output templates (lodash templating engine),
- TeBe started using it to document default MP libs.



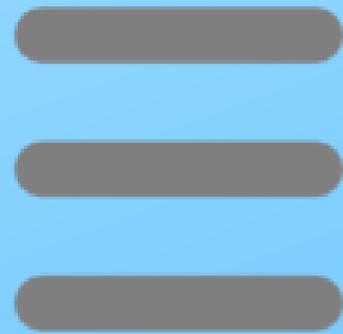
FUTURE PLANS FOR BLIBS

- still adding new routines,
- extending and adding new functionalities,
- DB engine - based on flat file,
- string manipulation library

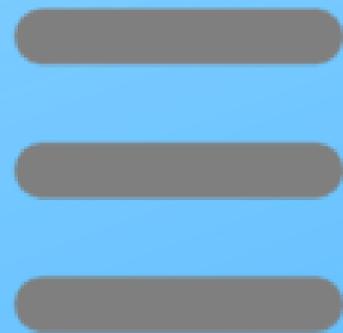


QUESTIONS AND ANSWERS

Q.



A.



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**thank you
for your
attention!**

