SpriteWorld

An open-source game library
for the Mac (and some more)

Looking back, 25 years later
Anders F Björklund (afb@)

What is it

"SpriteWorld is a sprite-based animation architecture for the Macintosh. SpriteWorld comes as a set of code libraries and interfaces that provide a simple, but deep programming interface for implementing smooth, fast, animation in your applications. In the interest of openness and learning, the full source code to the SpriteWorld libraries and sample applications is provided. SpriteWorld was designed for arcade game style animation in particular with full support for multi-frame, overlapping, animated sprites, and custom pixel-blitting routines."

-- Tony Myles, 1994-04-25

Macintosh
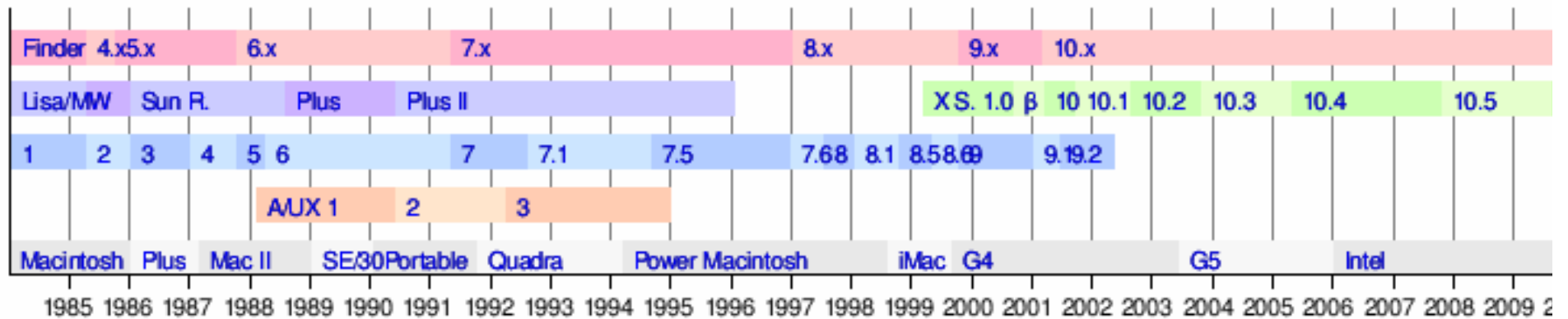
Versions

- ## SpriteWorld 1 ("the Macintosh")

  - Copyright (C) 1991-1994 by Tony Myles.

- ## SpriteWorld 2 (Mac OS Classic and Carbon)

  - Copyright (C) 1995-2005 by Karl Bunker, Vern Jensen, Anders Björklund and Ken Pajala.

- ## ~~SpriteWorld 3 (trying to get rid of some of the legacy)~~

- ## SpriteWorld X (cross-platform, using SDL/GL/AL)

  - Copyright (C) 2003-2006 by Michael Cabral, Ben Henke, Justin Van Eaton, David Beck, and Anders F Björklund.

- ## ~~SpriteWorld 4 (rewritten in D programming language)~~

Libraries

- SpriteWorld
  - The main high-level library
- BlitPixie (68k and PPC asm)
  - Pixel blitters (copy functions)
- BlitKernel (it's an anagram)
  - Portable replacement, in C
- Hardwarie (QD3D RAVE, GL)
  - 3D Hardware Acceleration

Components

- SpriteWorld
- SpriteLayer
- Sprite
- Frame

- Scrolling
- Tiling

Projects

- spriteworld.sourceforge.net
  - blitpixie.sourceforge.net
  - hardwarie.sourceforge.net
- spriteworldx.sourceforge.net

- libsdl.org
- opengl.org
- openal.org

Sample game

- Midnight Mansion, written by Vern Jensen

http://www.actionsoft.com/games/midnightmansionhd/