

“New Shell” vs “Old Shell”

The “old” directory has the more traditional shell file, where all file inclusions and flag-setting is done in one file. Since the optional flags and files to be included is getting so large, though, the “new” directory splits it all up into several files so your main game file is much easier to read. Copy all of the files to your game directory, then edit the main shell and the flags.hug file to pick all of the file inclusions you'd like (not every possible library contribution is listed so you still may have to add some by hand).

The “new shell” files include the following:

rdyshell.hug - the main shell

flags.hug – a collection of possible settings for your compilation