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function. Use this with caution, as you might give focus to a window that is completely obscured by other windows. This function is only supported on X11. [SDL_SetWindowInputFocus - SDL Wiki](#) COVID-19 Resources. Reliable information about the coronavirus (COVID-19) is available from the World Health Organization (current situation, international travel). Numerous and frequently-updated resource results are available from this [WorldCat.org](#) search. OCLC's [WebJunction](#) has pulled together information and resources to assist library staff as they consider how to handle coronavirus ... [Focus on SDL \(eBook, 2002\) \[WorldCat.org\]](#) [Focus on 2D in Direct3D](#) will show you how to use the new DirectX 8.0

interfaces to create 2D sprites and 3D effects using those sprites. In these pages you'll learn about IDirect3D8, the new interface that is the key to doing anything with Direct3D. Focus On 2D in Direct3D - SILO.PUB Overall, SDL offers a great place to start with game development, allowing you to focus on the game itself and ignore which platform you are developing for, until it is completely necessary. Now, with SDL 2.0 and the new features it brings to the table, SDL has become an even more capable library for game development using C++. SDL Game Development - packtpub.com Simple DirectMedia Layer (SDL) is a cross-platform software development library designed to provide a hardware abstraction layer for computer

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