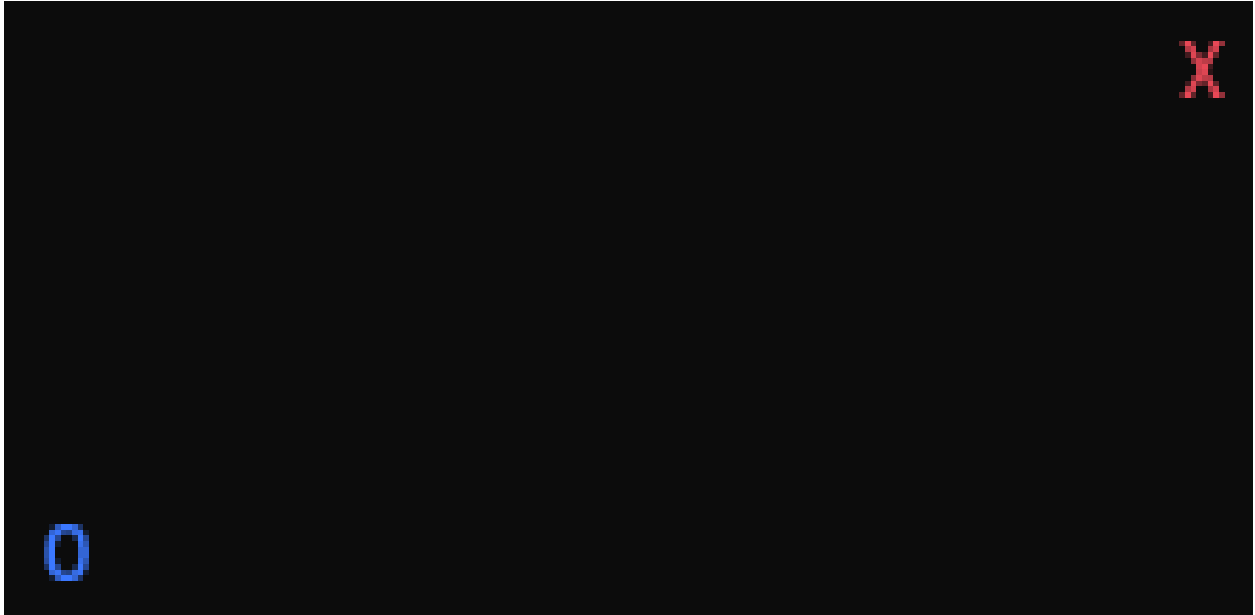

Sista Documentation

Release latest

Jun 18, 2023

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Sista is a *lightweight*, *fast*, and *easy-to-use OOP* library for making terminal games in C++.

Sista is a *header-only* library that provides a set of classes and functions to make it easier to create terminal games in C++.

Inspired by their [Forsiktig](#) 's [variables.hpp](#) header, [FLAK-ZOSO](#) decided to make a library to prevent others from having to reinvent the wheel every time they wanted to make a terminal game.

OS COMPATIBILITY

Sista is cross-platform and should work on any terminal that supports ANSI escape codes.

INSTALLATION

To install Sista, simply download the latest release from [GitHub](#). Extract the contents of the archive to your project's source directory.

USAGE

To use Sista, simply include the "sista.hpp" header in your project's source files.

```
#include "include/sista/sista.hpp"
```

The "sista.hpp" header includes all of the other headers in the "include/sista/" directory, so you don't have to include them individually.

DOCUMENTATION

Some of the documentation for Sista can be found in the [Release Notes](#) and [Benchmarks](#) files.

The rest of the documentation can be found on Read the Docs: [Sista Documentation](#).

- [Sista reference](#)

INTRODUCTION

I provided a simple example of how to use Sista to make a terminal animation in [sista.cpp](#).

I will provide a more detailed explanation of the Sista example in the [intro](#).