

## Game Tools and the command line

- many games have in game tools
  - you are working on one!
  - many level editors exist etc
  
- sometimes it is useful to develop game tools outside the game
  - provides mechanisms to batch process/script cpu intensive activities which can be run on server class machines
  
- there is benefit from understanding how such tools operate as this knowledge will be usefully transferable

## Command line tools

- often have similar options
  - most GNU utilities will implement
  - `-h`, `--version` options (for help and version)
  
- nearly all command line utilities also have on system man pages associated with them

## Examine the compilers on GNU/Linux

- the `gcc`