Compiling SaltedExplorer

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1. Requirements:

1 – Visual Studio 2010 is required for a successful compile.

1. – BOOST.

3 – The actual SaltedExplorer source itself.

2. Preparing for the build.

1. – Download the SaltedExplorer source tree at: <https://github.com/toiletflusher/saltedexplorer>

2 – Download Boost at: <https://boost.teeks99.com/bin/1.54.0/>

1. – Extract the SaltedExplorer source tree to your desired location
2. – Run the boost setup file
3. – Set variable “BOOST” to your boost installation directory: eg. “C:\boost\boost\_1\_54\_0”

9 – Set variable “BOOST\_LIB” to your boost library

Directory: eg. “C:\boost\boost\_1\_54\_0\lib64-msvc-10.0”

3. Compiling.

1 – Start Visual Studio 2010 Command Prompt (use x64 version if you want an x64 compile) as administrator, and run: cd C:\Pantheios\build\vc10 (replace vc10 with vc10.x64 if you want an x64 compile)

2 – Run “nmake makefile” to start compiling Pantheios,

wait for compile to finish.

1. – Open SaltedExplorer.sln in the project folder
2. – Select x64 or Win32 in project settings and click

Build.

1. – You have successfully compiled SaltedExplorer.

**Troubleshooting:**

1 – If you get error LNK1123: failure during conversion to COFF: file invalid or corrupt, replace the file “C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\BIN\cvtres.exe” with the one at “C:\Windows\Microsoft.NET\Framework\v4.0.30319\cvtres.exe”

If you have any issues please contact “Windows XP Pro#1303” on discord for help