

Vector & Transformations

1. Content

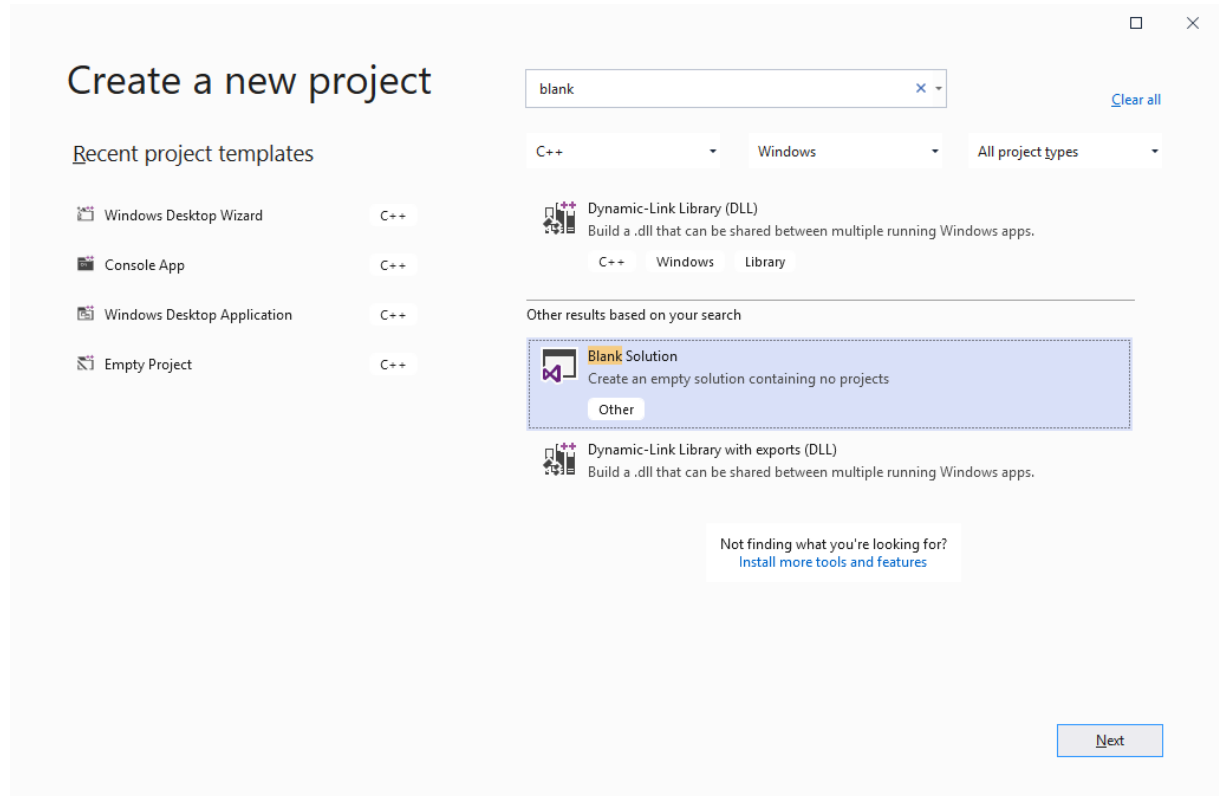
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2. Create one solution containing several projects

In this module you will group all the exercises of one week in one Visual Studio solution with name Wxx (xx being the week number).

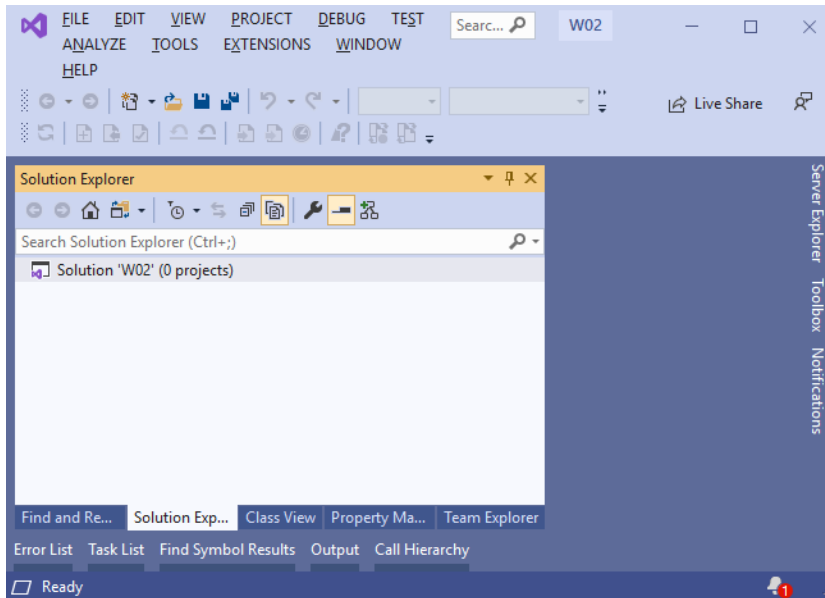
Let's start. Create a blank solution with name **W02** in your 1DAExx_02_name_firstname folder like this:

- Open visual studio, it shows a window asking to choose a project template. It shows recent templates. We need "Blank solution". If it is not in the list, then use the search text input box "Search for templates (Alt + S)" and fill it in with blank:



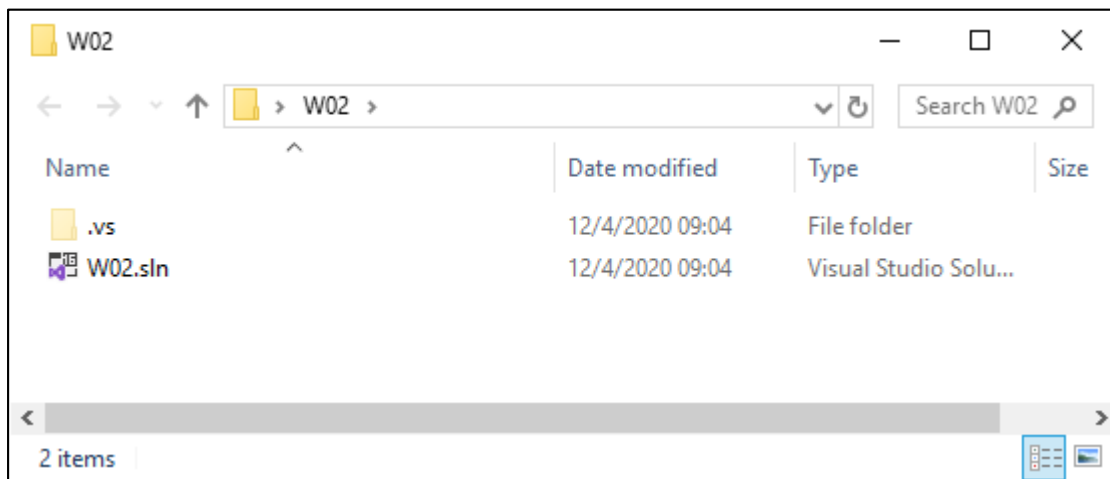
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- Select "Blank solution"

- Enter the solution name: "W02", choose a location and press the Create button.



- Click the OK button

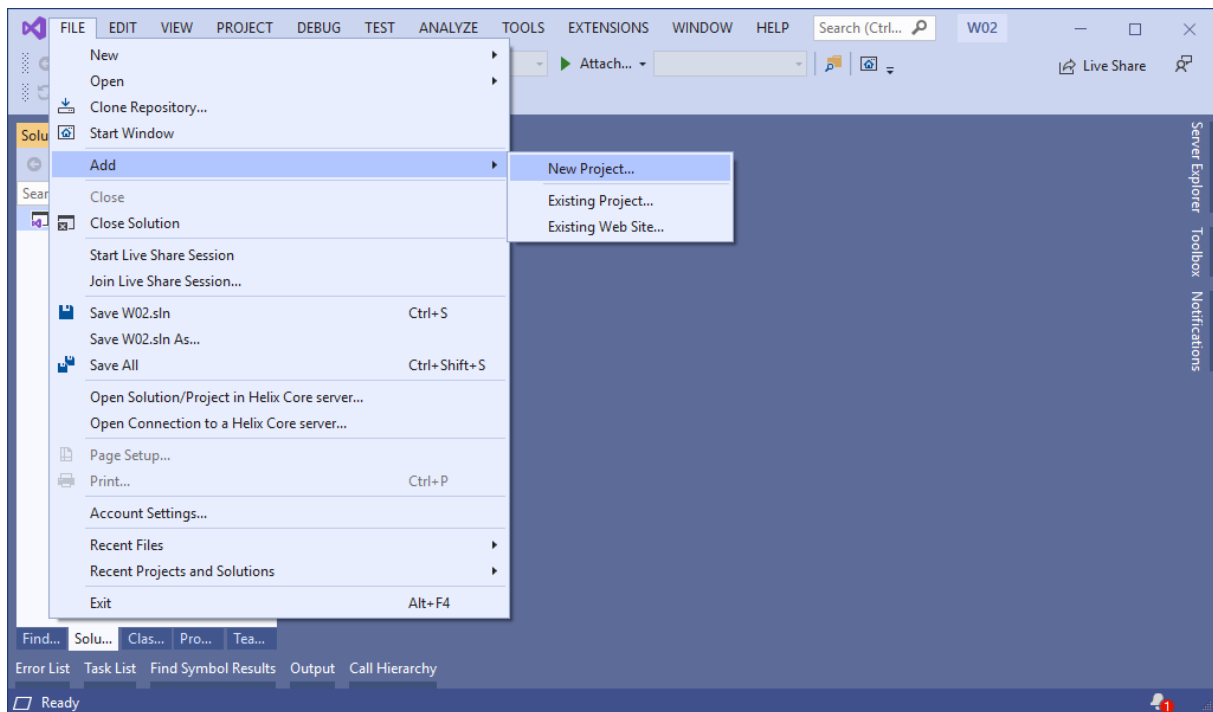
Notice that a folder W02 is created in the selected location folder. It contains a file W02.sln.



Then for each exercise you add a new project to this solution, like this. In the solution explorer pane:

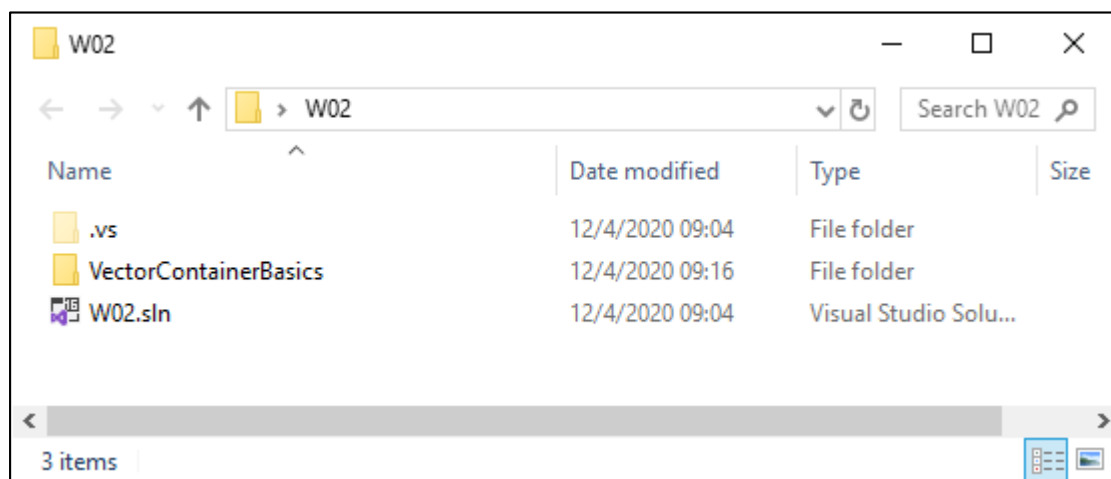
- Select the solution.
- Right click and select Add>New Project

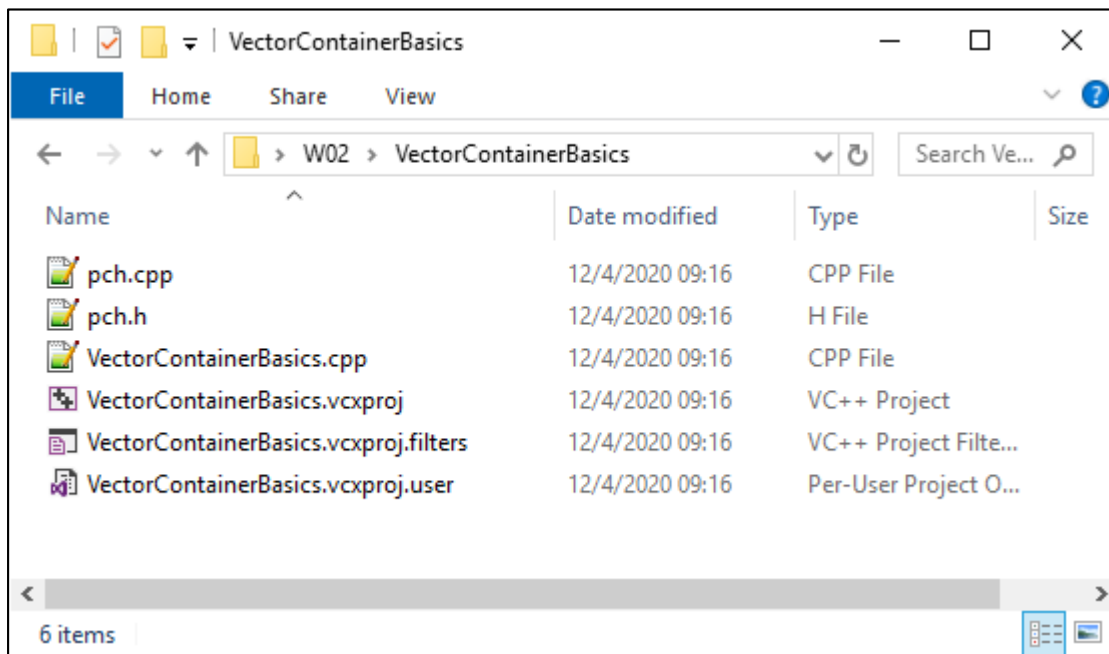
Lab Programming 2



- The Add New Project window appears. Select "Windows Desktop Wizard".
- Change the name of the project into the exercise name. However, don't change the location, because VS creates the new project automatically in the right folder.
- Check "Precompiled header".

A new folder with the name of the project is created in the solution folder.

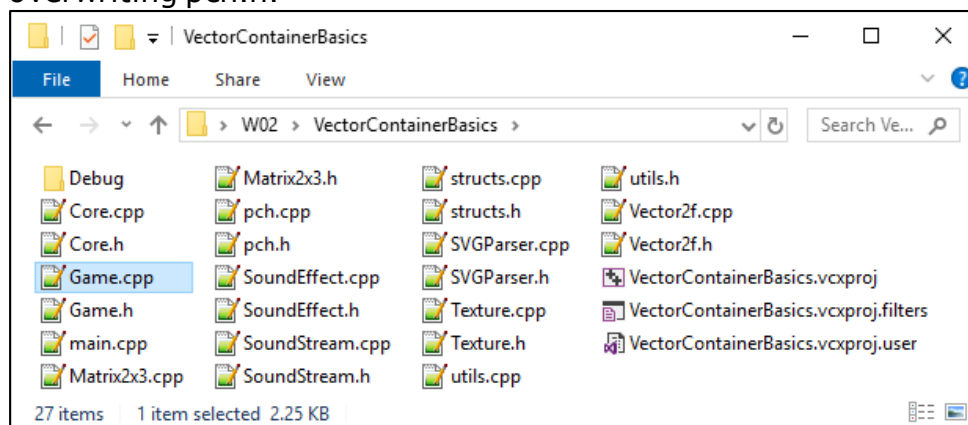




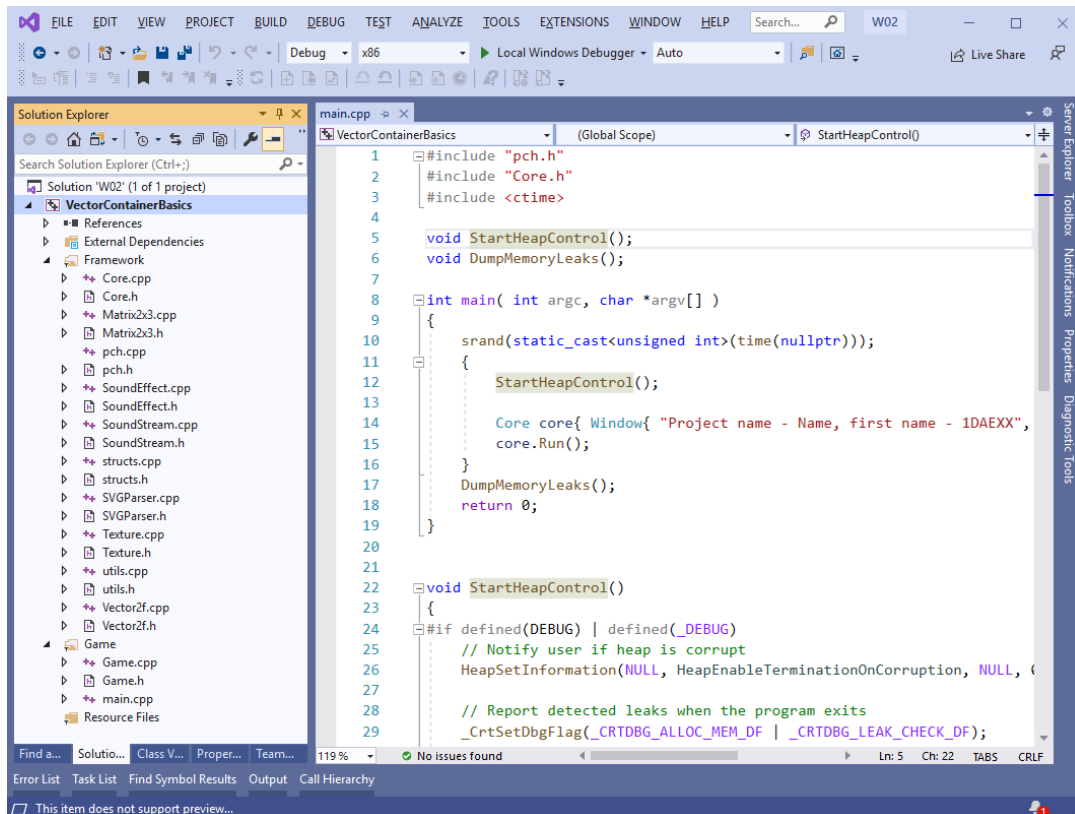
For a console app, this is fine.

If a framework application is needed:

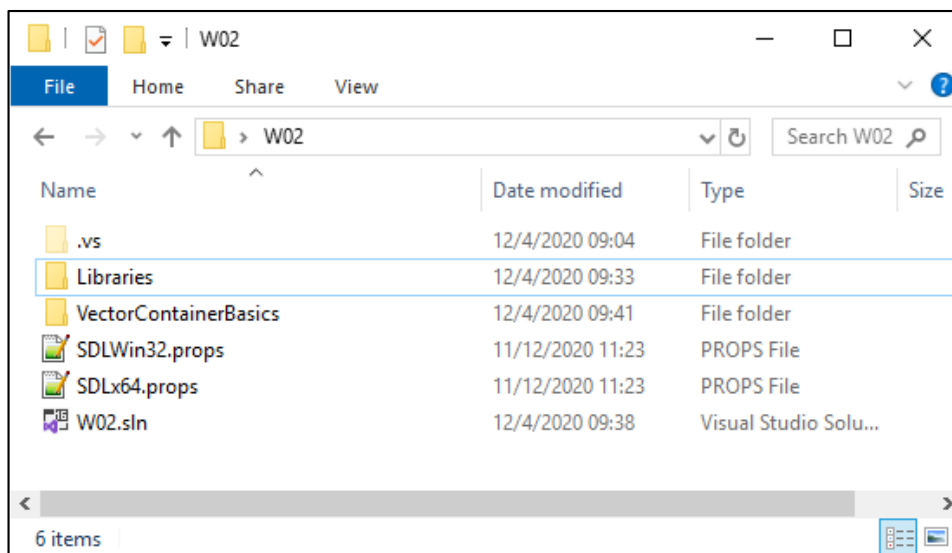
- Delete the generated cpp file
- Rename the **Header Files** and **Resource Files** filters into "**Framework**" and "**Game**".
- Get the framework file from the zip.
- Copy the framework **cpp and h** files in the folder of **this project** overwriting pch.h.



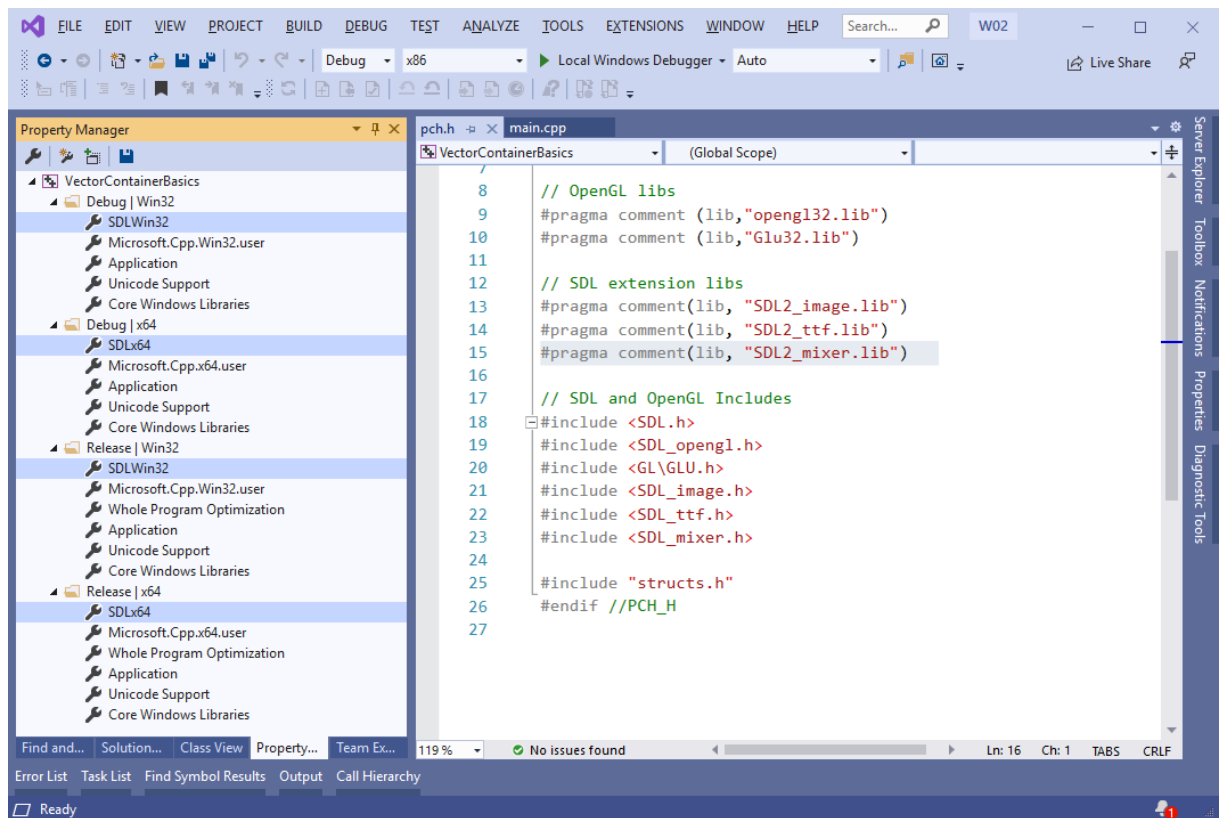
- Add main.cpp, Game.h and Game.cpp to the **Game** filter.
- Add the remaining cpp and h files to the **Framework** filter.



- This item does not support preview...
- Add the framework **library** folder and the two **props** files in the **solution(!)** folder (where the .sln file is). This needs to be done only once. Each **project** uses the **same libraries** and **props** files.



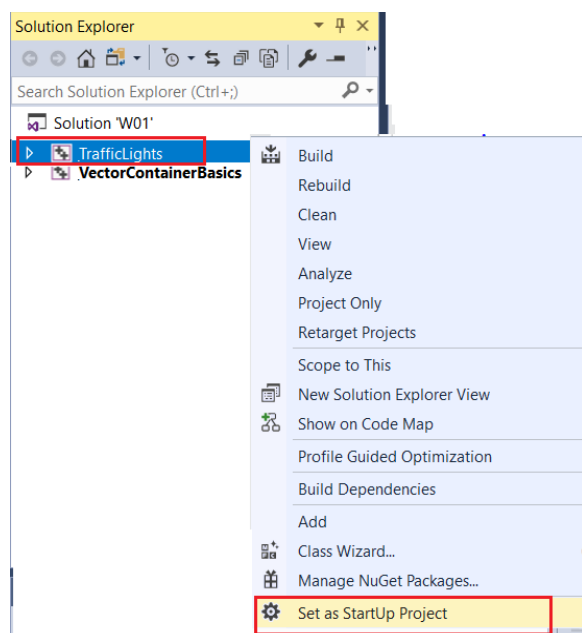
- Use the Property Manager tab to add the props file to the different configurations.



Adapt the window title in main.cpp.

Building and running this project shouldn't give any problems.

If there are multiple projects in your solution, one of them is the startup project. To set the startup project, right click on this project and choose **"Set as StartUp Project"**.



Done!