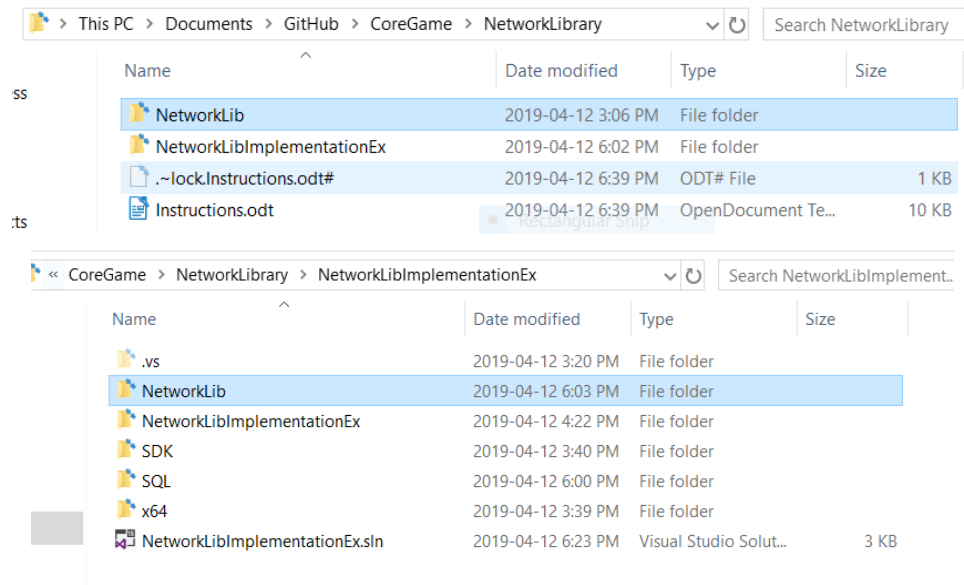


Steps to properly install the Networking Library

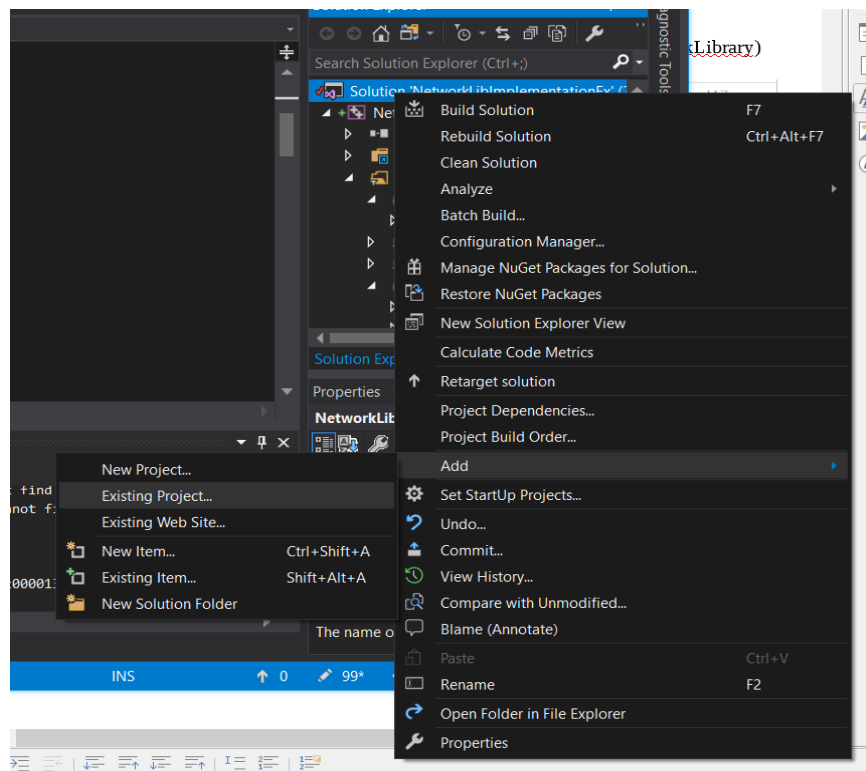
Dated 12/04/2019

- You will **NOT** need to install any additional programs
- The library is inside the NetworkingLib folder
- Additional/Reference information can be found on [Microsoft's Documentation Website](#)

1. You will need to add **NetworkLib** to your project folder (Under **CoreGame/NetworkLibrary**)



2. Add the **NetworkingLib** to the solution



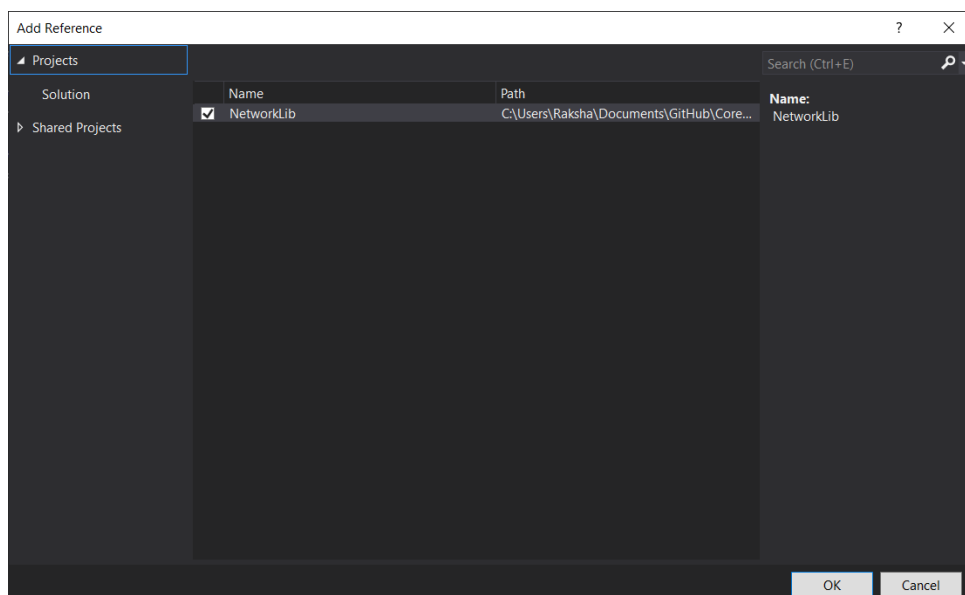
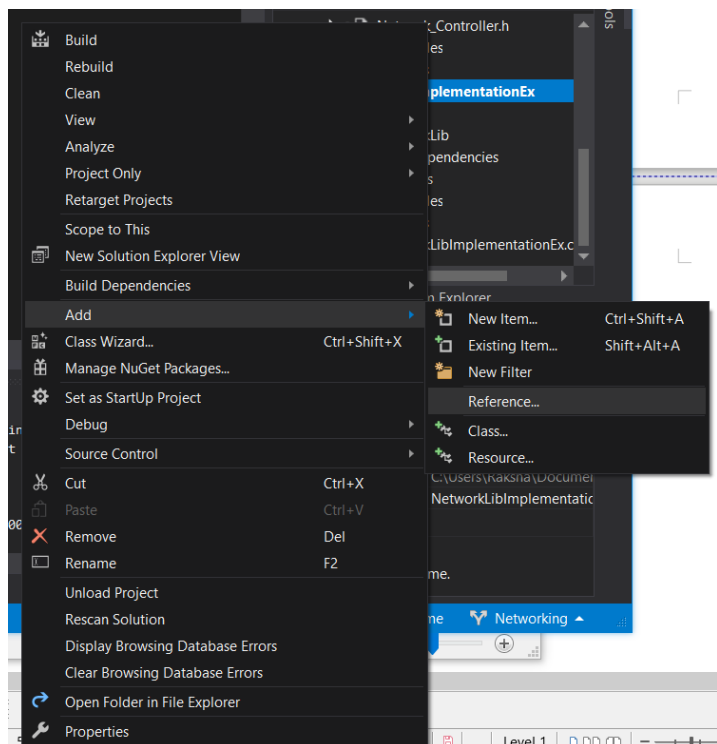
« NetworkLib > NetworkLib

Search NetworkLib

New folder

Name	Date modified	Type	Size
x64	2019-04-12 6:03 PM	File folder	
NetworkLib.vcxproj	2019-04-12 4:10 PM	VC++ Project	10 KB

3. Go to your project and add a *reference* to the library



4. Add the header files you need to use!

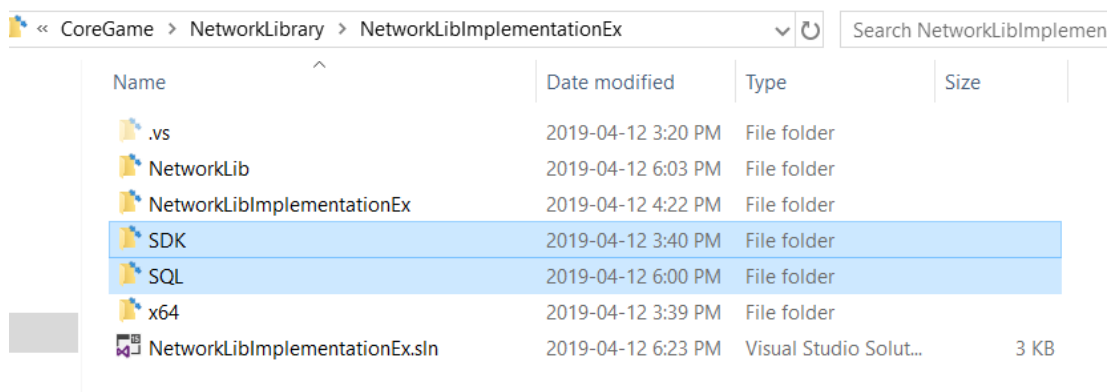
These are all the .h files that can be used from the library

```
#include <NetworkLib/UDP_Client.h>
#include <NetworkLib/TCP_Client.h>
#include <NetworkLib/TCP_Server.h>
#include <NetworkLib/UDP_Server.h>
#include <NetworkLib/sha256.h>
#include <NetworkLib/DatabaseConnection.h>

//Undefines SDL_Main if using the console
#undef main
```

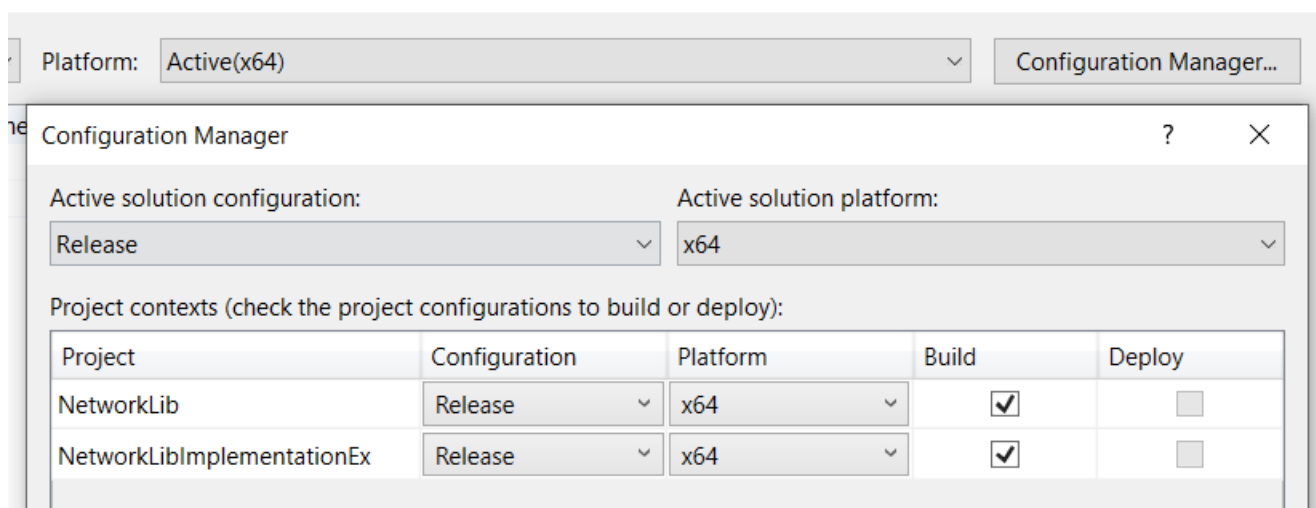
5. Add required folders to your project

They can be found under *NetworkLibImplementationEx*

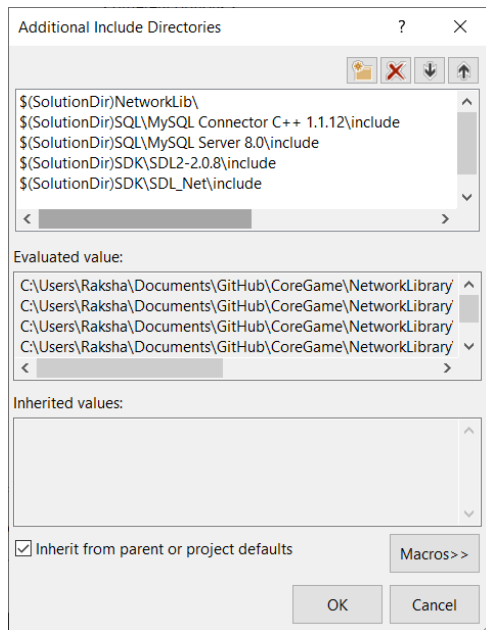


Name	Date modified	Type	Size
.vs	2019-04-12 3:20 PM	File folder	
NetworkLib	2019-04-12 6:03 PM	File folder	
NetworkLibImplementationEx	2019-04-12 4:22 PM	File folder	
SDK	2019-04-12 3:40 PM	File folder	
SQL	2019-04-12 6:00 PM	File folder	
x64	2019-04-12 3:39 PM	File folder	
NetworkLibImplementationEx.sln	2019-04-12 6:23 PM	Visual Studio Solut...	3 KB

- **IMPORTANT! Make sure your solution configuration matches the following**
- **Release / x64**



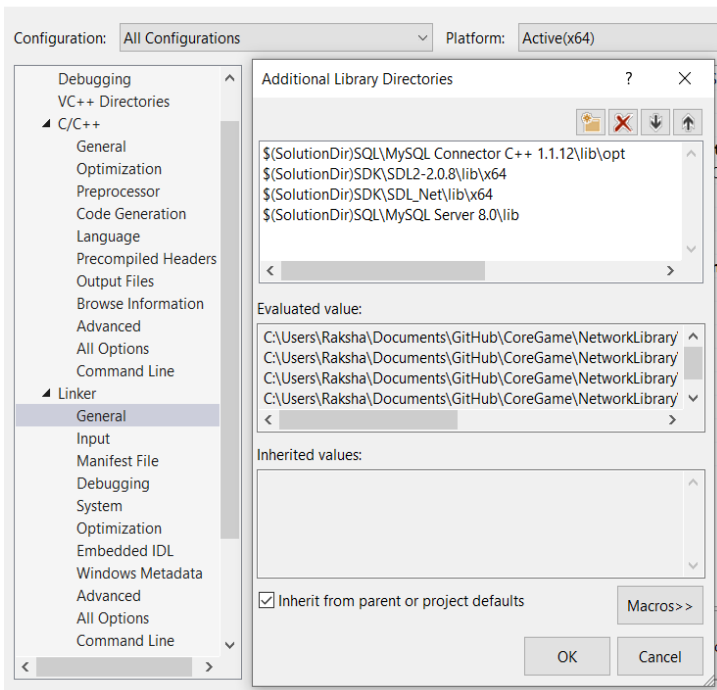
6. Under Solution Property -> Configuration Properties -> C/C++ -> Additional Include Directories, add the following includes.



- \$(SolutionDir)NetworkLib\
- \$(SolutionDir)SQL\MySQL Connector C++ 1.1.12\include
- \$(SolutionDir)SQL\MySQL Server 8.0\include
- \$(SolutionDir)SDK\SDL2-2.0.8\include
- \$(SolutionDir)SDK\SDL_Net\include

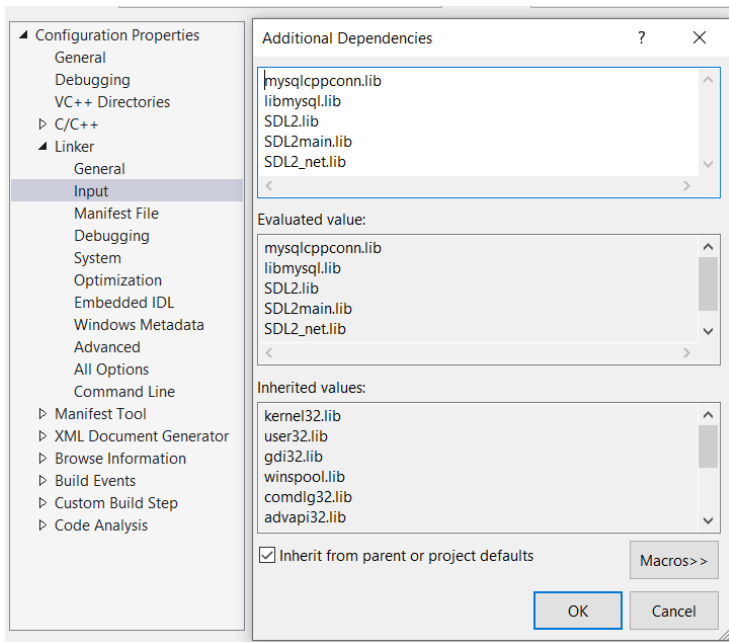
7. Under Linker -> General, add the following includes

NetworkLibImplementationEx Property Pages



- \$(SolutionDir)SQL\MySQL Connector C++ 1.1.12\lib\opt
- \$(SolutionDir)SDK\SDL2-2.0.8\lib\x64
- \$(SolutionDir)SDK\SDL_Net\lib\x64
- \$(SolutionDir)SQL\MySQL Server 8.0\lib

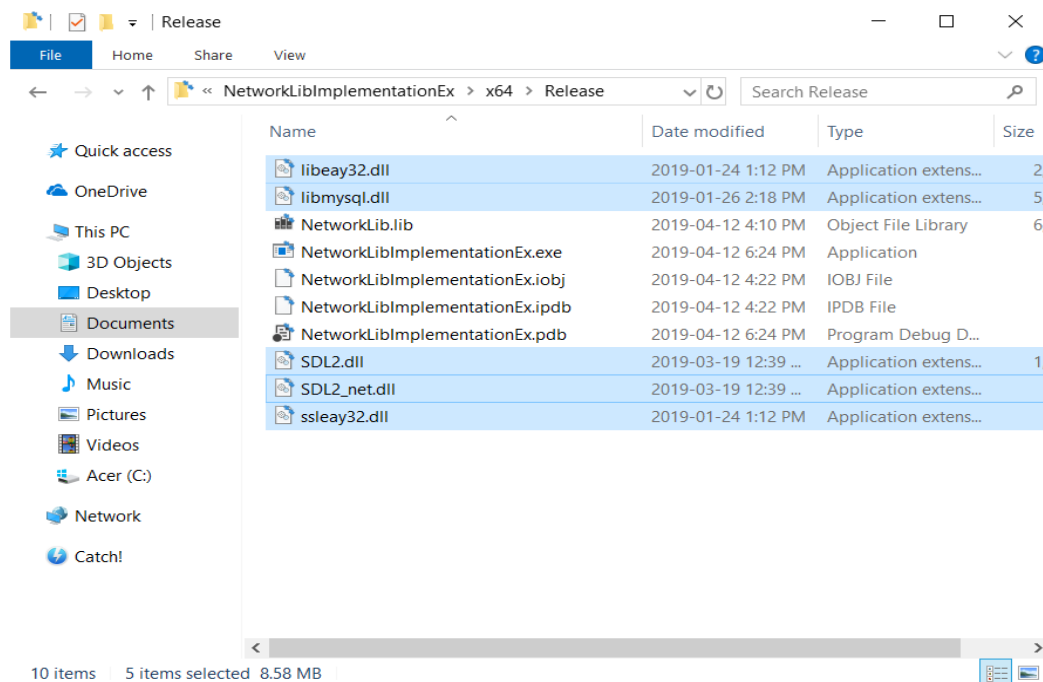
8. Under Linker -> Input, add the following libraries



- mysqlcppconn.lib
- libmysql.lib
- SDL2.lib
- SDL2main.lib
- SDL2_net.lib

9. Copy .dlls

- Copy **libmysql.dll**
- Copy **libeay32.dll**
- Copy **ssleay32.dll**
- Copy **SDL2.dll**
- Copy **SDL2_net.dll**
- to the executable directory of your project (Under x64/Release)



Finally ! Add a Preprocessor Definition under C/C++ -> Preprocessor

