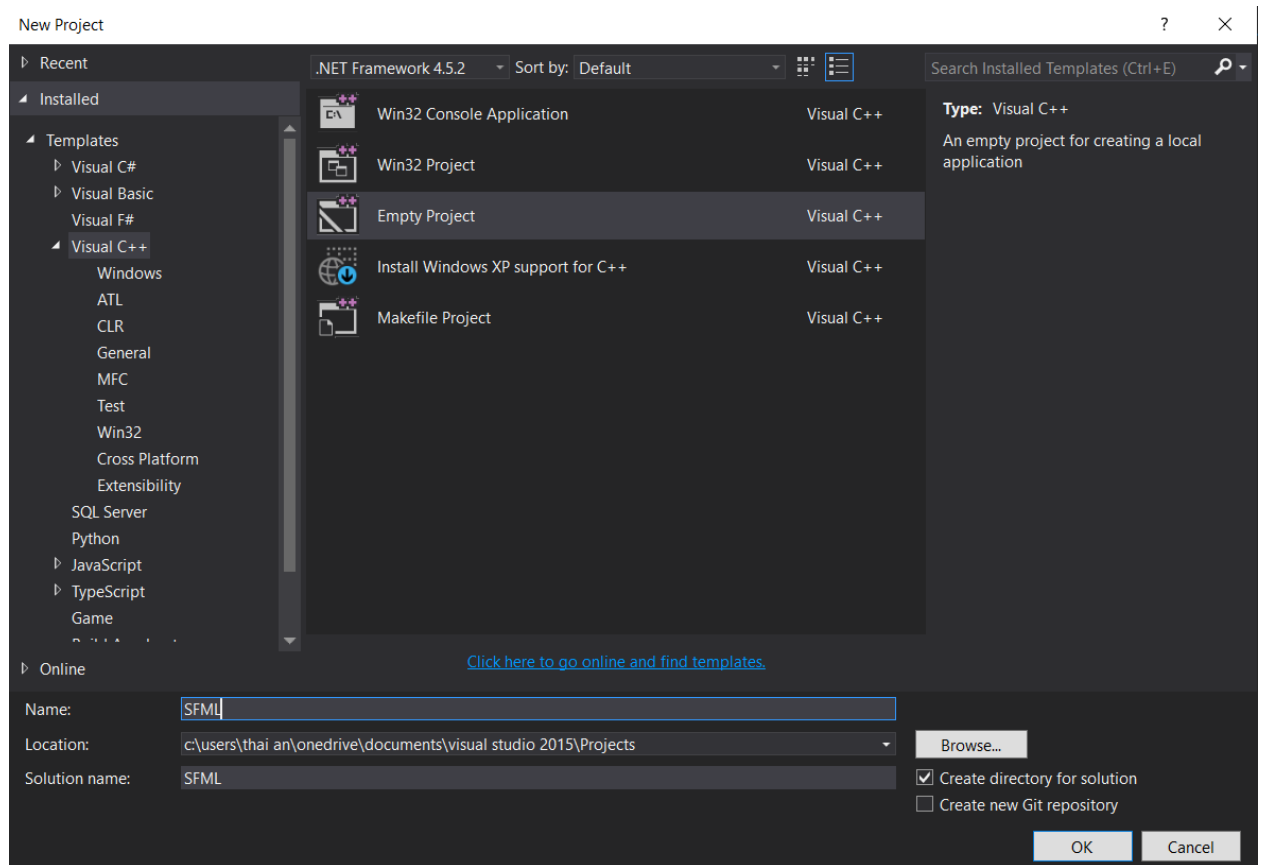
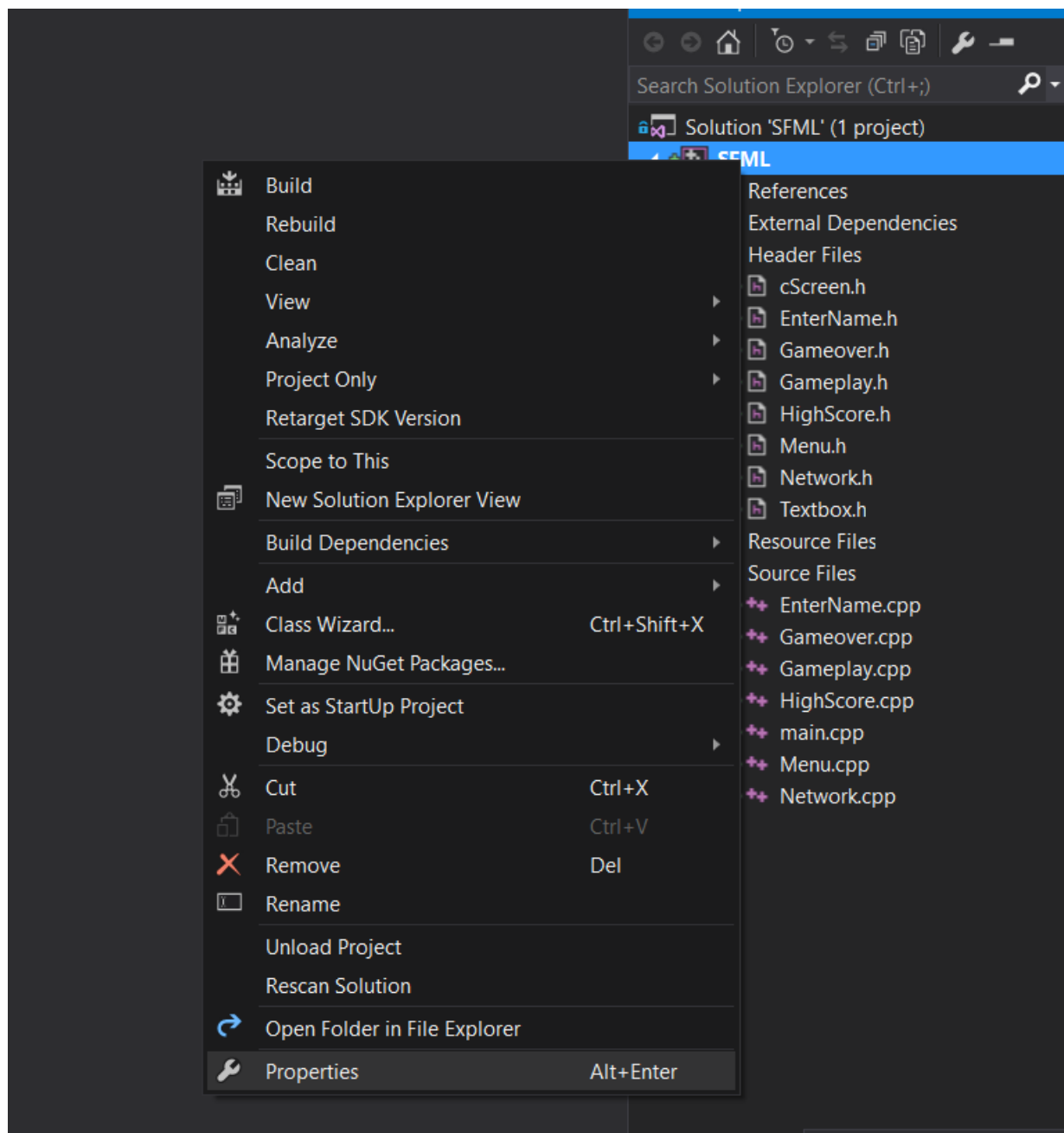


HƯỚNG DẪN BUILD PROJECT

Tạo một Empty Project



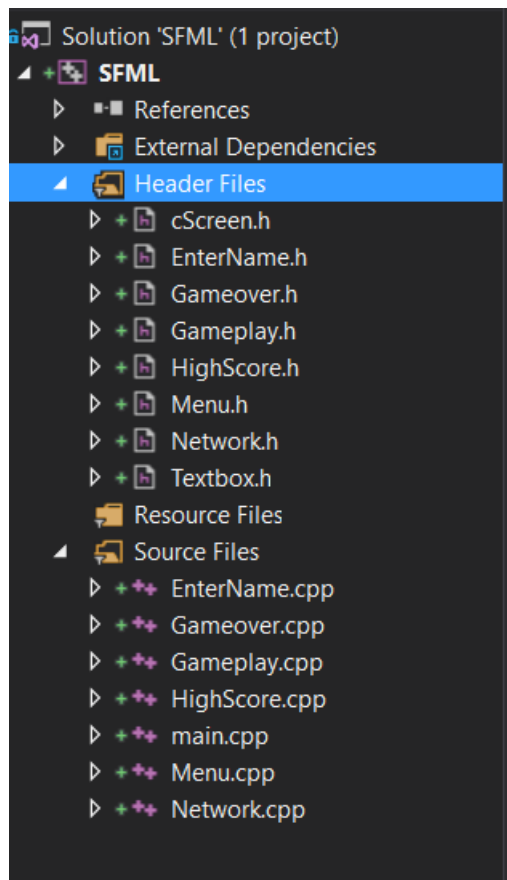
Kích chuột phải vào Project chọn Open Folder in File Explorer sau đó copy hết tất cả folder và file trong folder Client (bao gồm folder câu hỏi, folder image, các file .h, .cpp và file MATURASC.TTF) của folder Ma_nguon và paste vào folder này



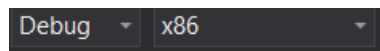
Documents > Visual Studio 2015 > Projects > SFML > SFML > Search SFML

Name	Status	Date modified	Type	Size
cauhoi		6/28/2020 4:28 PM	File folder	
Debug		6/28/2020 4:11 PM	File folder	
Image		6/28/2020 4:28 PM	File folder	
cScreen.h		6/18/2020 11:44 PM	C Header File	1 KB
EnterName.cpp		6/20/2020 2:28 PM	C++ Source File	3 KB
EnterName.h		6/20/2020 2:19 PM	C Header File	1 KB
GameOver.cpp		6/20/2020 2:26 PM	C++ Source File	6 KB
GameOver.h		6/20/2020 2:02 PM	C Header File	1 KB
Gameplay.cpp		6/28/2020 3:14 PM	C++ Source File	12 KB
Gameplay.h		6/19/2020 12:35 AM	C Header File	1 KB
HighScore.cpp		6/22/2020 10:01 PM	C++ Source File	4 KB
HighScore.h		6/19/2020 10:17 PM	C Header File	1 KB
main.cpp		6/20/2020 2:26 PM	C++ Source File	1 KB
MATURASC.TTF		6/20/2001 11:20 AM	TrueType font file	80 KB
Menu.cpp		6/28/2020 3:08 PM	C++ Source File	6 KB
Menu.h		6/18/2020 11:44 PM	C Header File	1 KB
Network.cpp		6/14/2020 10:14 PM	C++ Source File	1 KB
Network.h		6/28/2020 3:08 PM	C Header File	1 KB
SFML.vcxproj		6/28/2020 4:10 PM	VC++ Project	8 KB
SFML.vcxproj.filters		6/28/2020 4:10 PM	VC++ Project File	4 KB

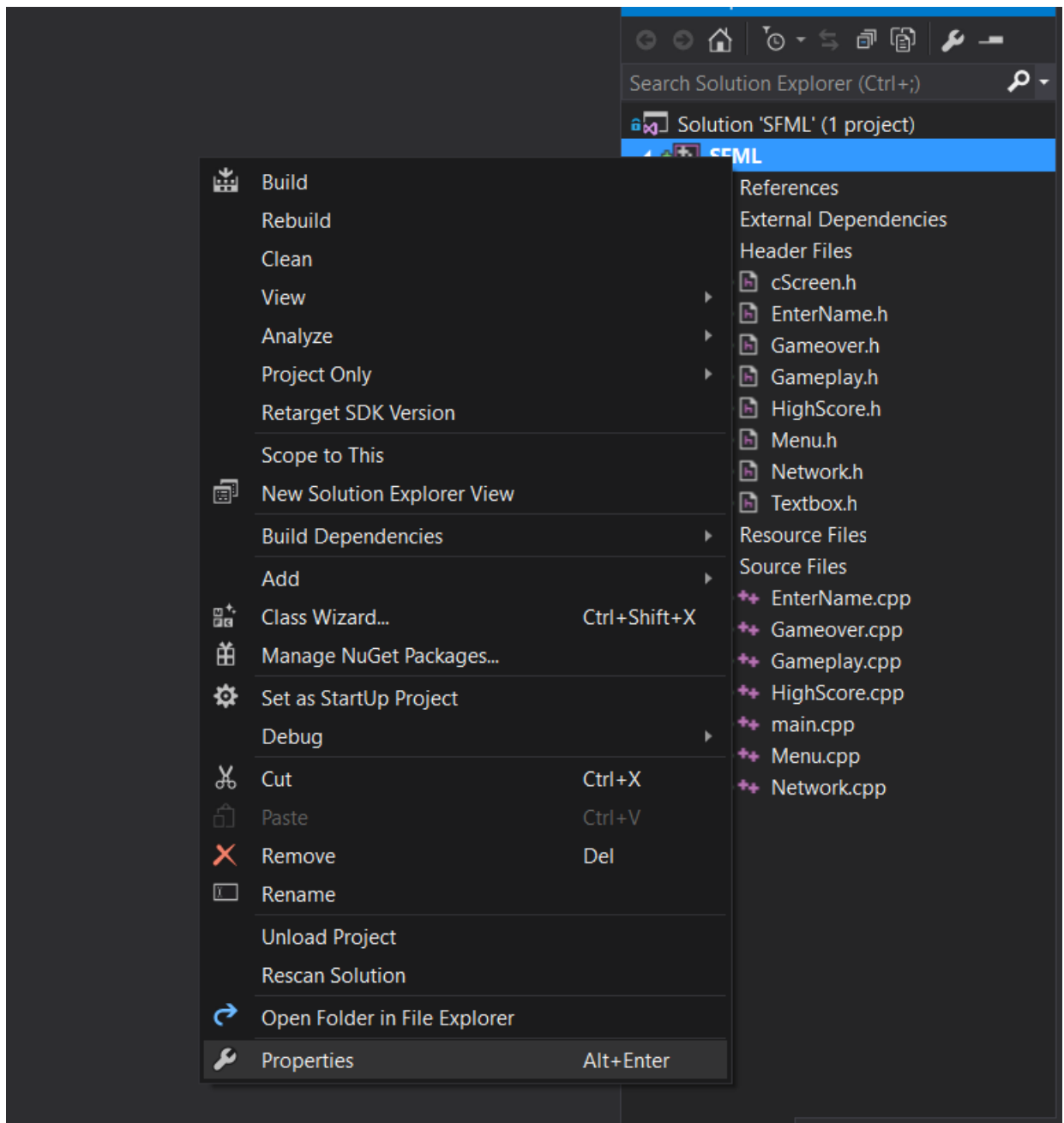
Add các file .cpp vào phần Source Files và các file .h vào phần Header Files (các file trong folder Ma_nguồn)



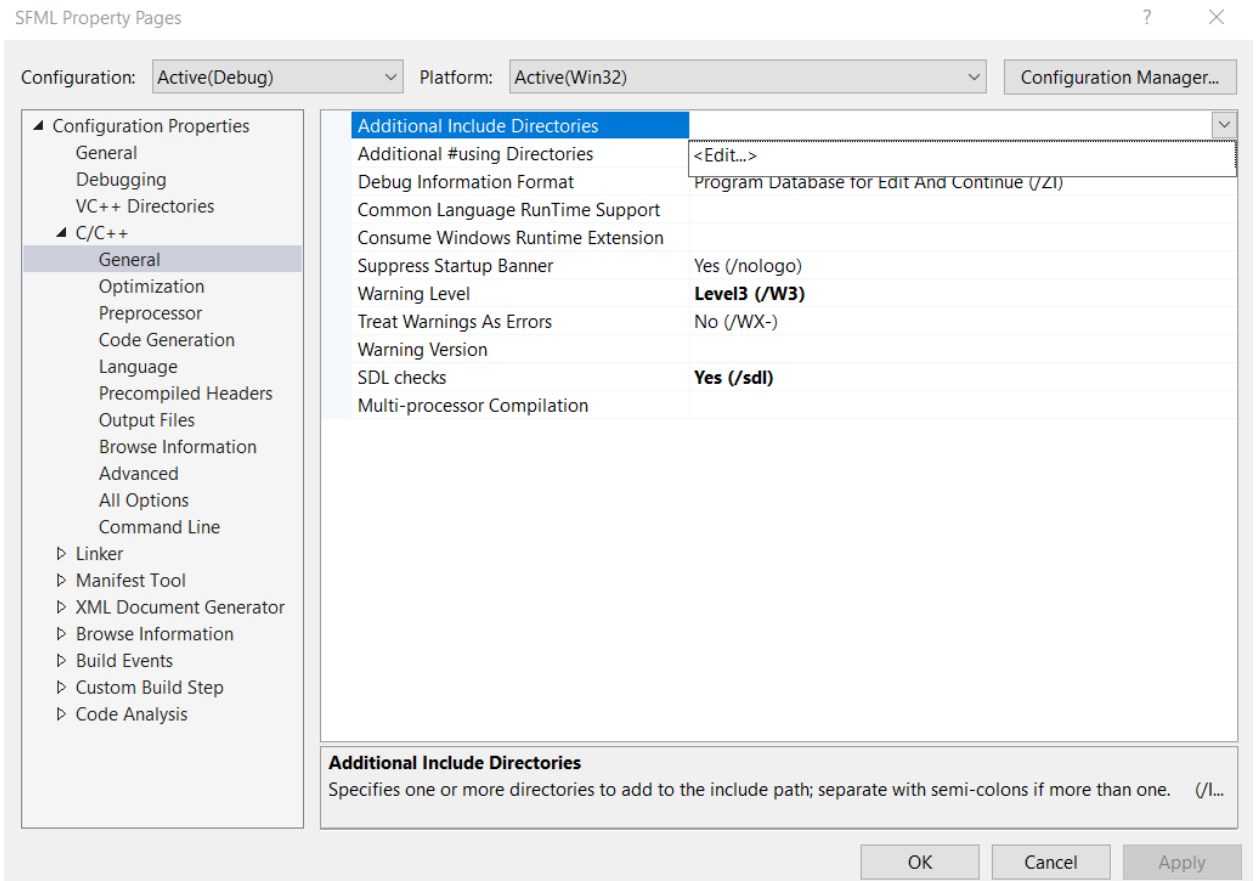
Chỉnh về Solution Configurations thành Debug và Solution Platforms thành x86



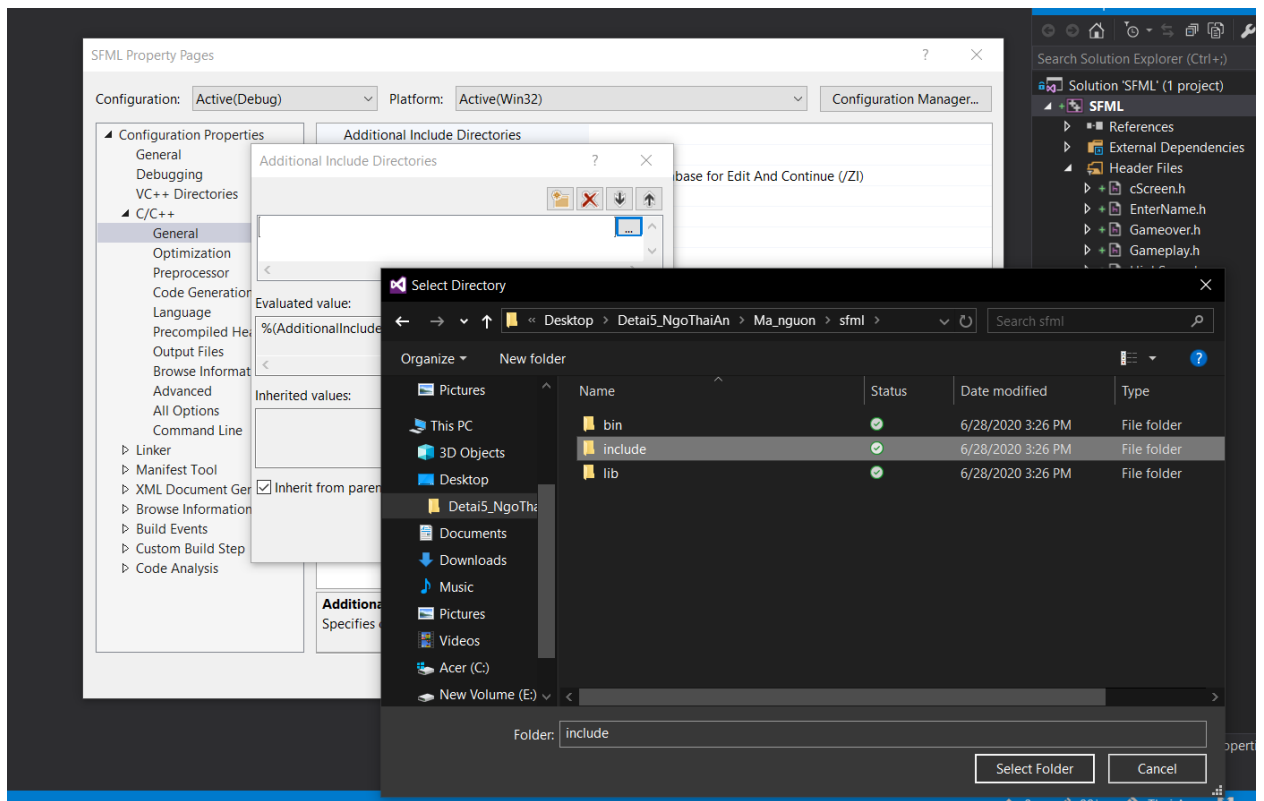
Kích chuột phải vào project chọn Properties



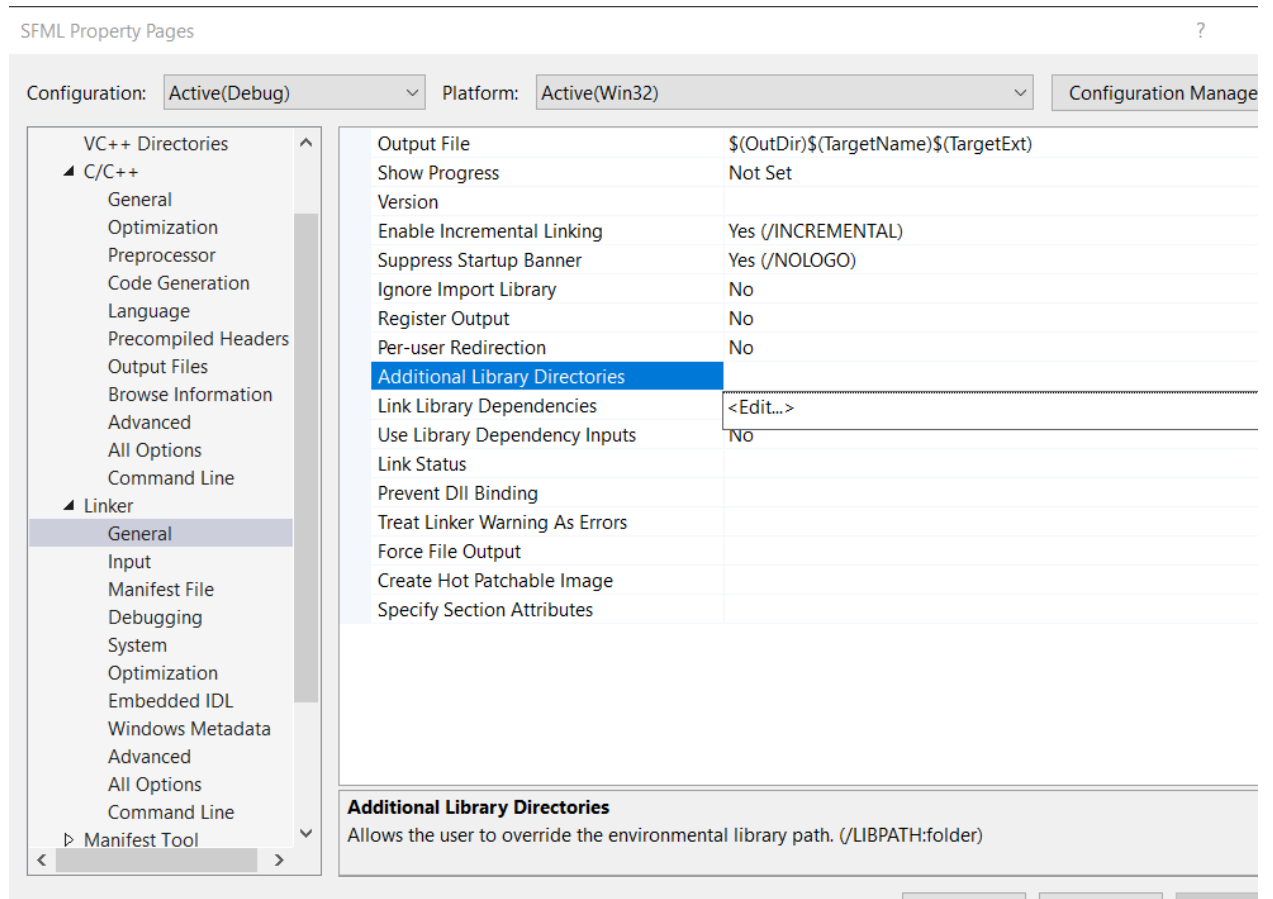
Sau khi mở chọn C/C++→General→Additional Include Directories→ Edit.



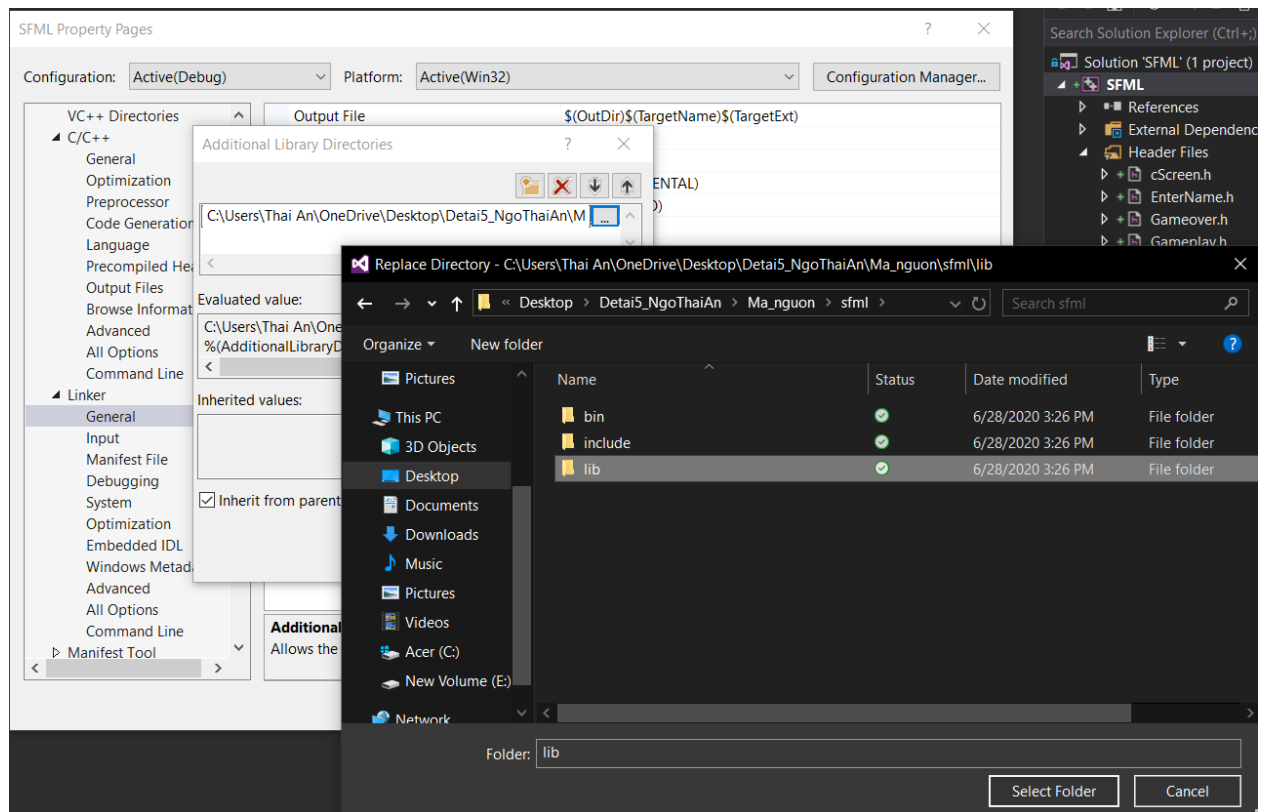
Rồi chọn đến folder include trong folder sfml



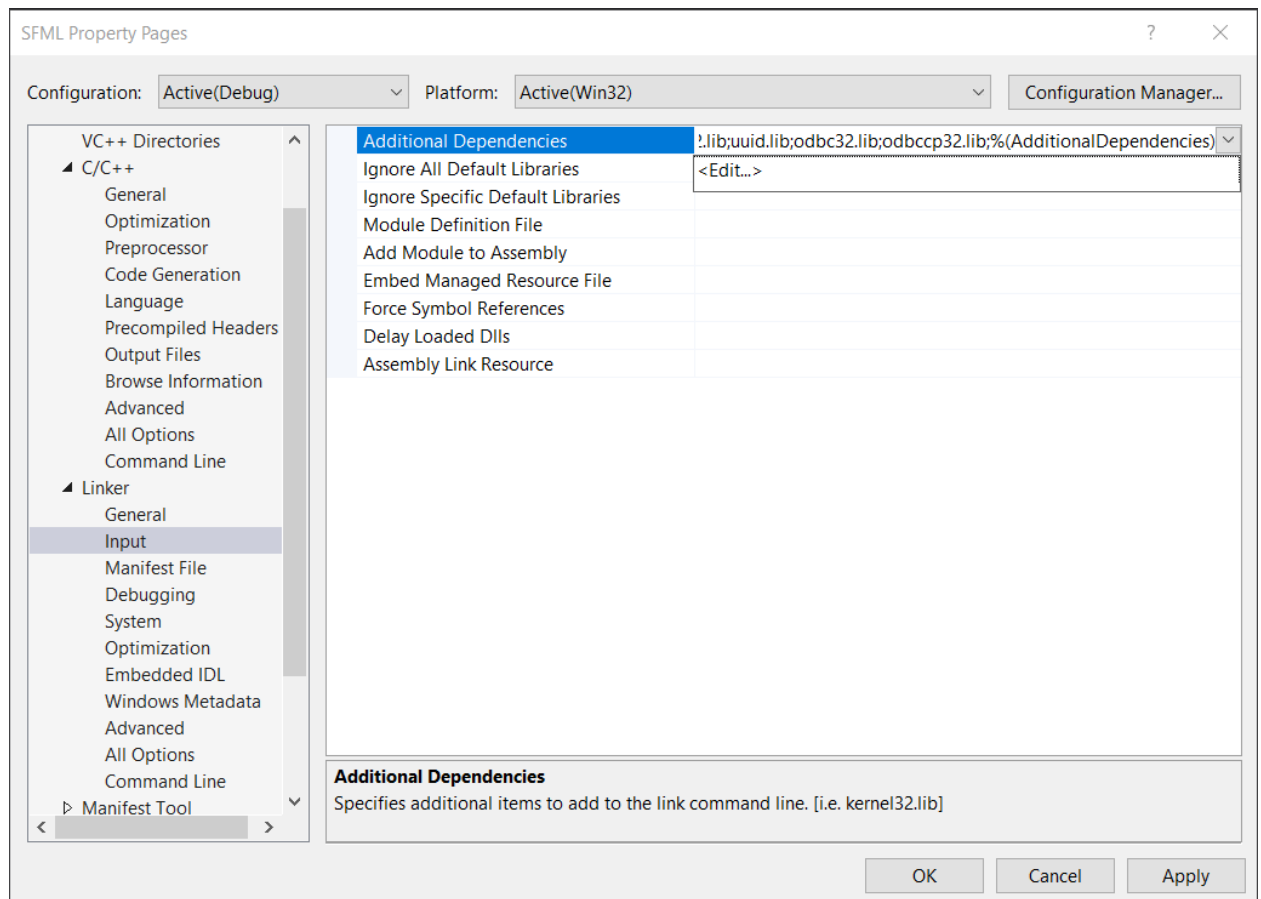
Chọn Linker→General→Additional Library Directories→Edit



Tại đây chọn đường dẫn đến folder lib trong folder sfml



Sau đó chọn Linker→Input→Additional Dependencies→Edit



Tại đây gõ:

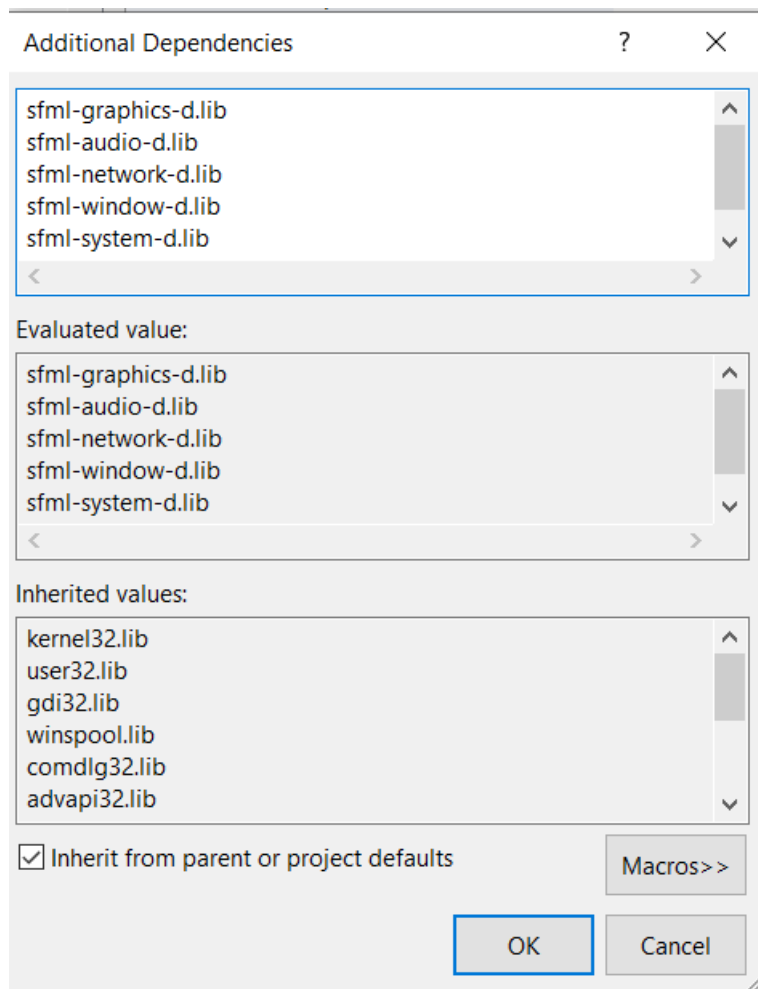
sfml-graphics-d.lib

sfml-audio-d.lib

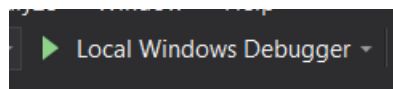
sfml-network-d.lib

sfml-window-d.lib

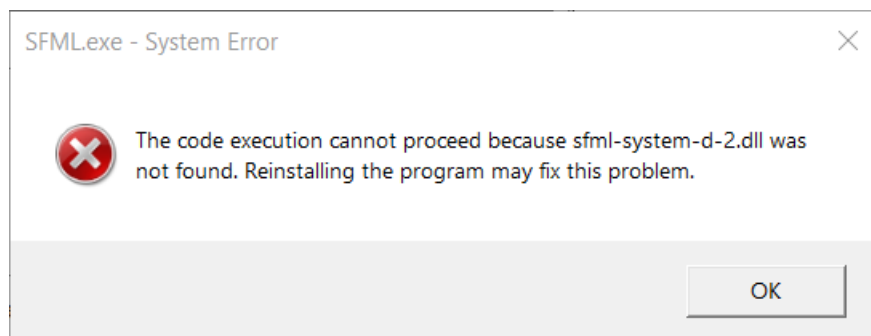
sfml-system-d.lib



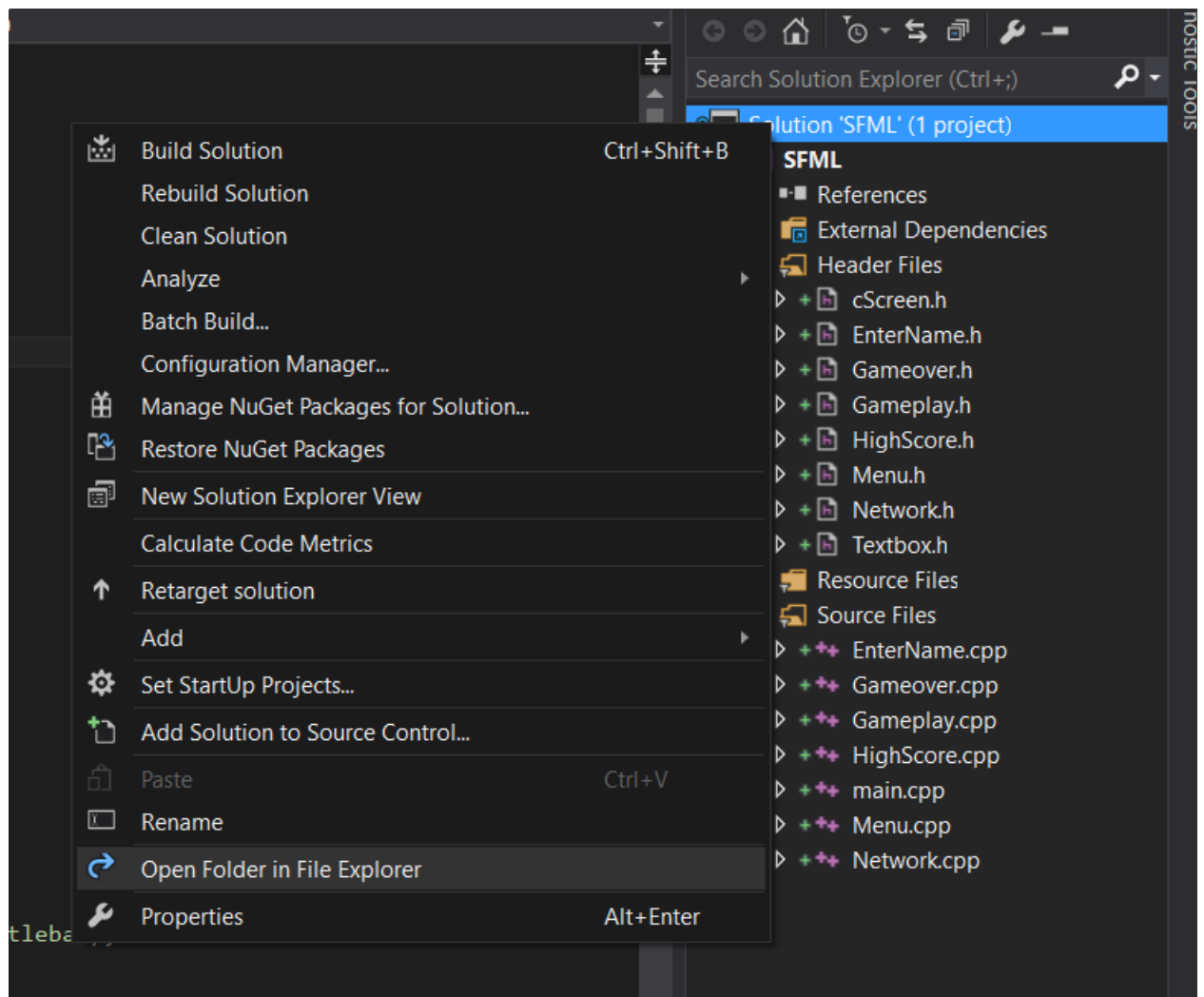
Sau đó bấm.



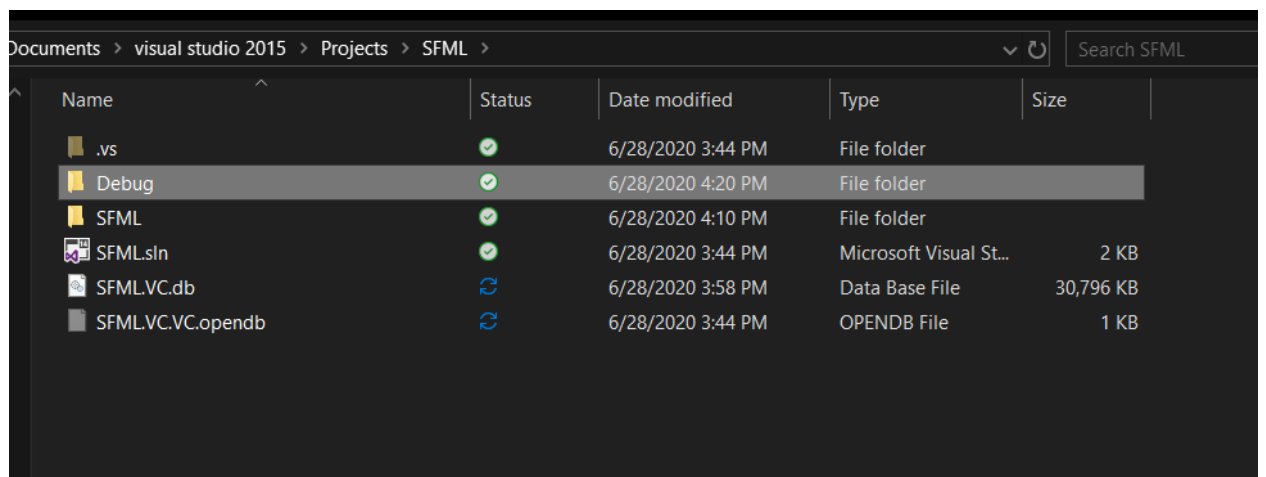
Sẽ xuất hiện thông báo báo lỗi.



Lúc này kích chuột phải vào Solution chọn Open Folder in File Explorer

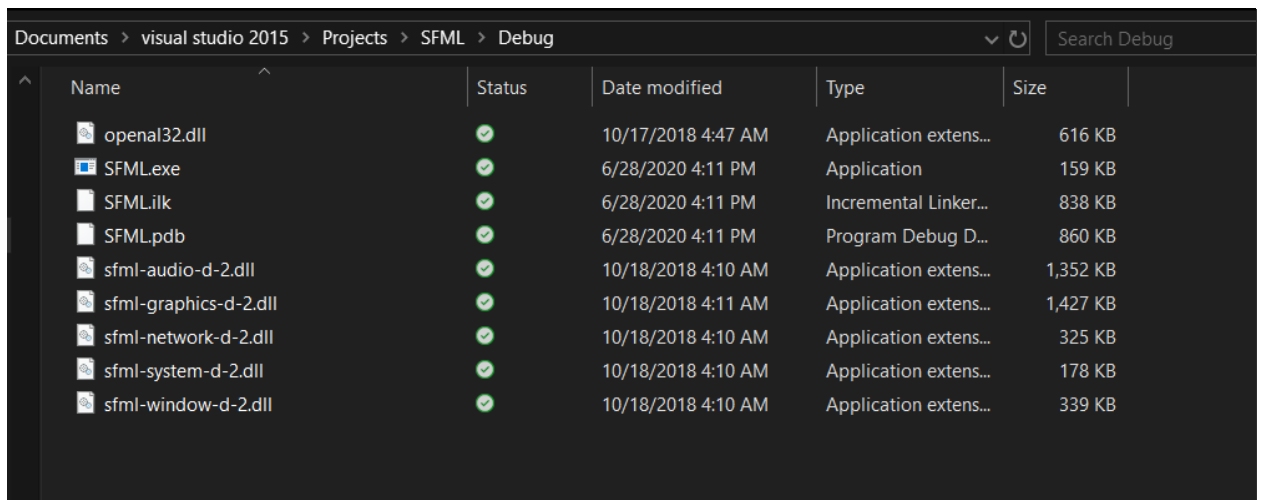
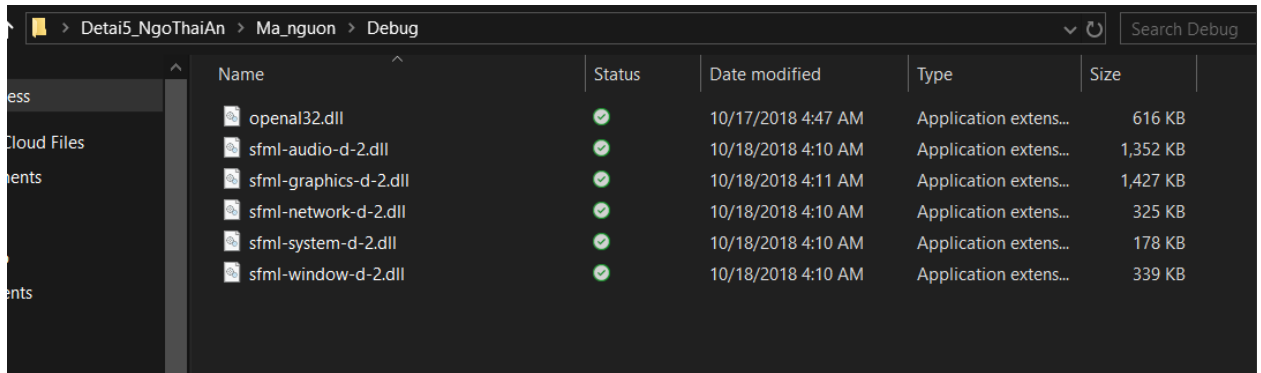


Chọn Folder Debug



Sau đó copy các file .dll trong folder Ma_nguồn→Debug và paste vào folder Debug của Solution

Kích chuột phải vào Project chọn Open Folder in File Explorer



Vậy là đã xong, chạy Server rồi chọn Local Windows Debugger để bắt đầu

