1 How to Build CookieKat

CookieKat uses CMake to generate the necessary Visual Studio 2022 solution files, this can be done by executing the command: "**cmake –preset x64**" in the root directory. Alternatively, this can be accomplished by executing **SETUP_X64_BUILD.bat**. The solution will be build in the following directory:
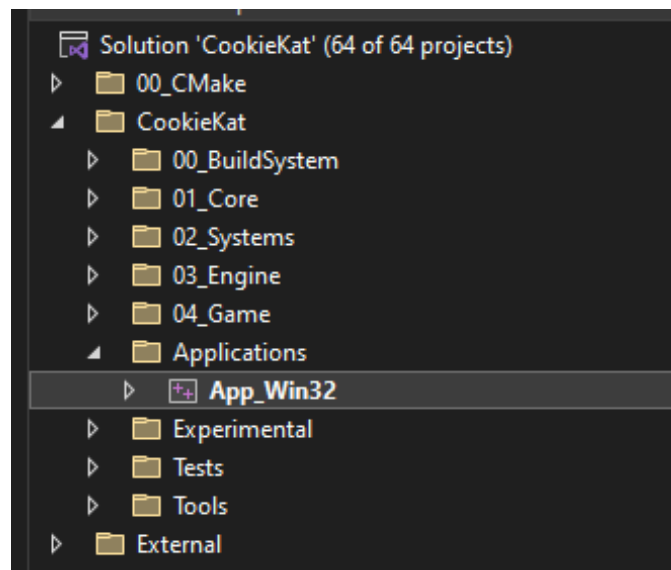
- **./Output/CMake_Build/x64/CookieKat.sln**.

IMPORTANT: Before building the project, the user must configure the directory of Vulkan's library, defined inside the *CMakeLists.txt* situated in the root directory. The engine requires at least Vulkan 1.3.

```
13
14   # NOTE: THIS IS USER DEFINED
15   # ----------------------------------------------------------------------
16
17   set(Vulkan_INCLUDE_DIR "D:/Programs/VulkanSDK/1.3.236.0/Include")
18   set(Vulkan_LIBRARY "D:/Programs/VulkanSDK/1.3.236.0/Lib/vulkan-1.lib")
19   find_package(Vulkan REQUIRED)
20
21   # Global Properties
22   # ----------------------------------------------------------------------
23
```

Once the solution is generated, to execute the engine application from Visual Studio you must select as **Startup Project** the project **App_Win32**, which is situated in the virtual folder *CookieKat/Applications/*.

All of the assets are are already pre-compiled using the **ResourceCompilerCLI** tool.