# Install Allegro

# Outline

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# Allegro install

- Follow this [在OSX Catalina 上安裝 Allegro 5 – HackMD](https://hackmd.io/@Jiza/BkZ5a5yL2)
  - https://hackmd.io/@Jiza/BkZ5a5yL2
- Makefile had written for you!

# Outline

# Set environment variable

- Test the command first, if you have no problem with "make" <span style="color:red">then you can skip</span>.

# Set environment variable

1. Windows + R
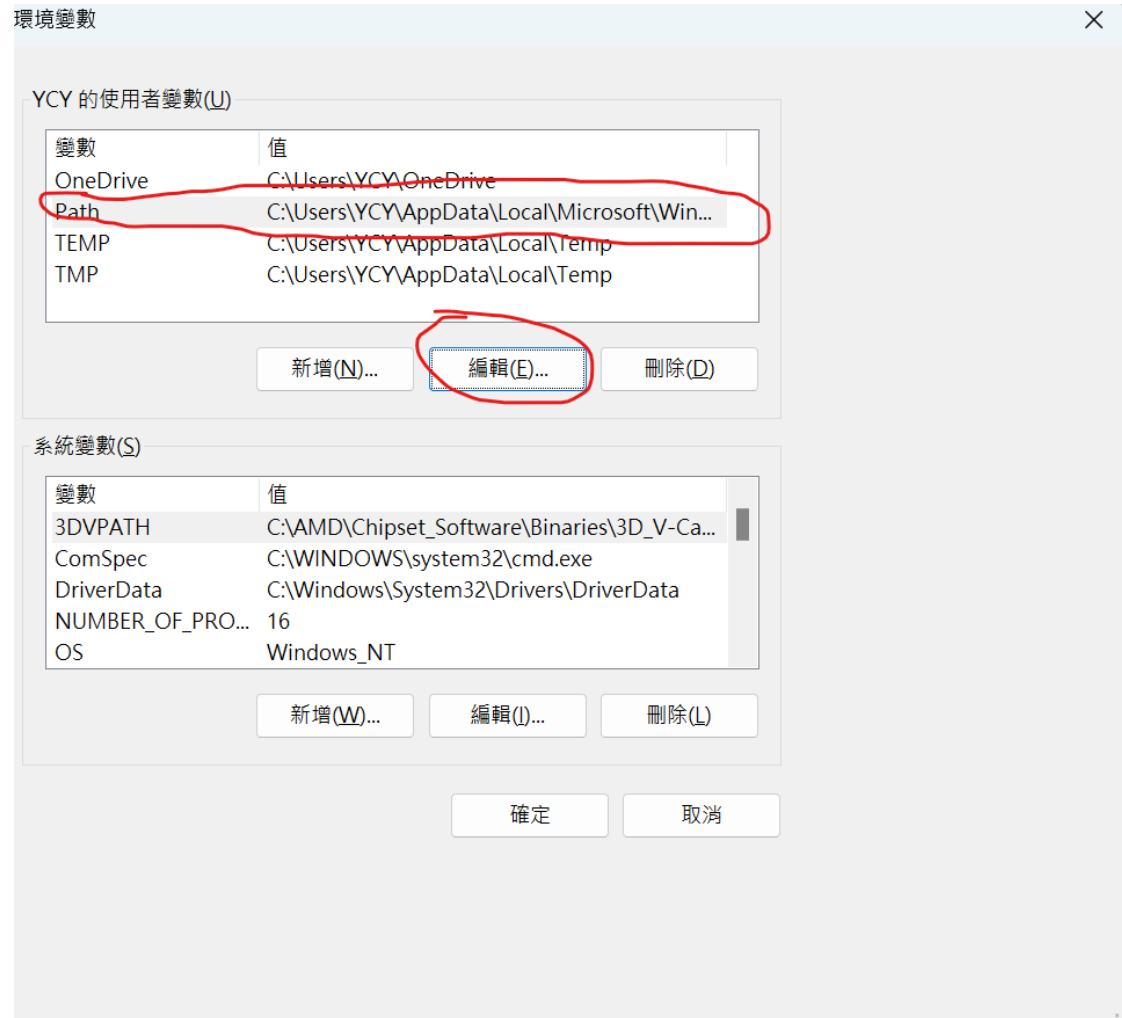2. Type "sysdm.cpl" and press Enter
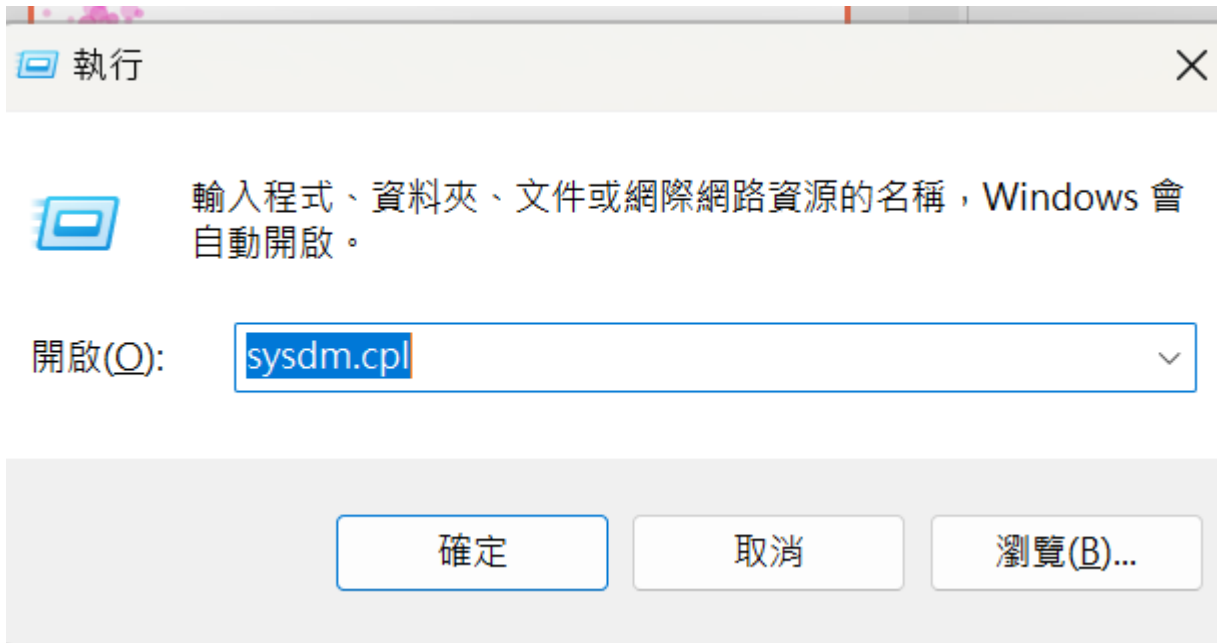
# Set environment variable

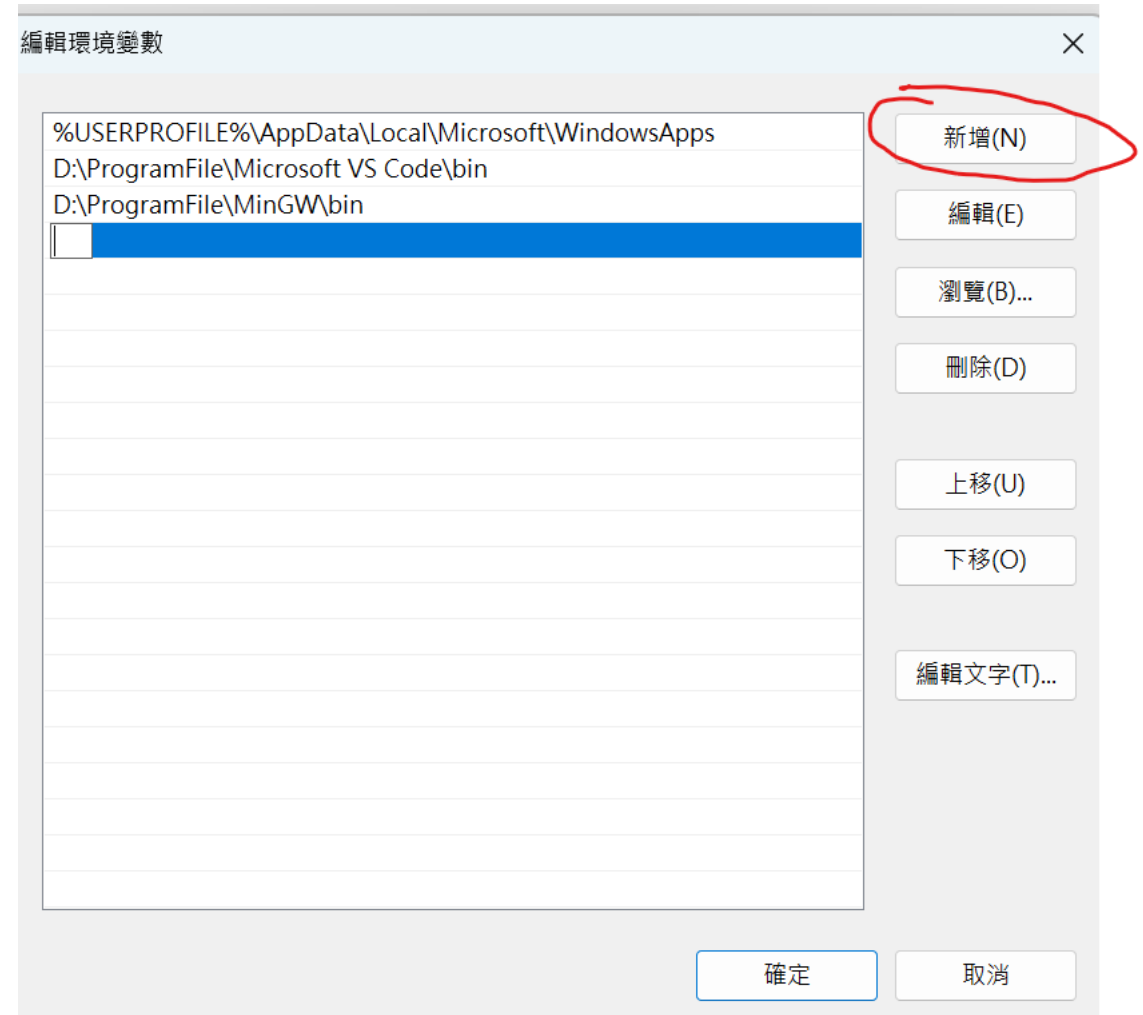1. Got to tag "advanced"
2. Select "Environment Variables"

# Set environment variable

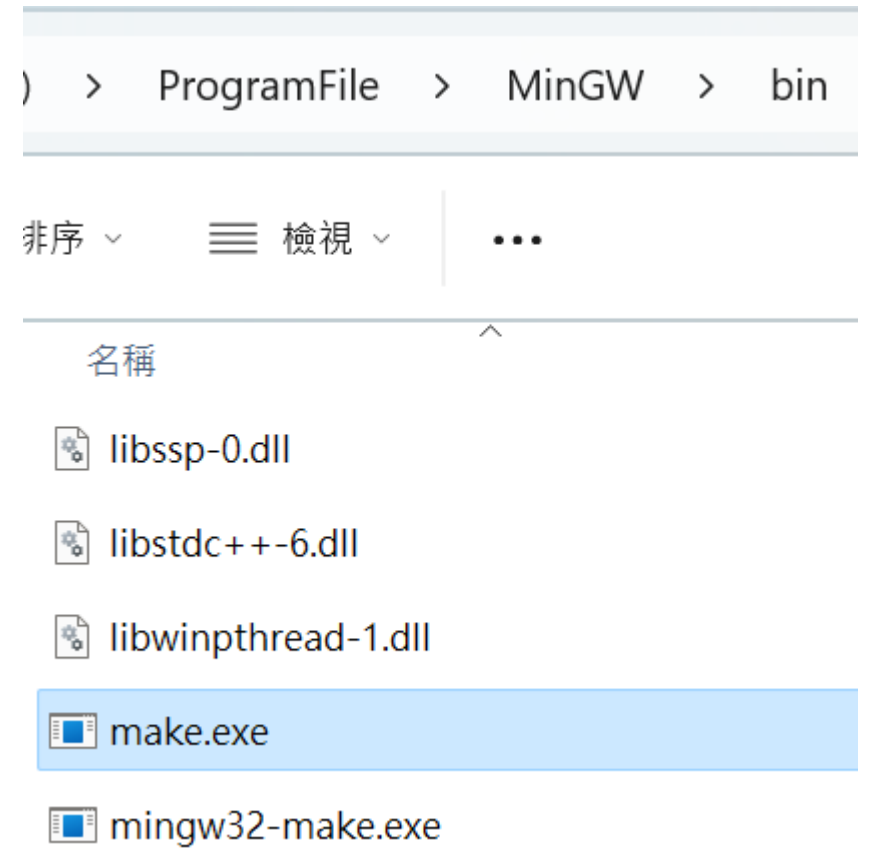1. Click "Path"
2. Click "edit"

# Set environment variable

1. Click "Add"
2. Enter the path to your MinGW bin

# Set environment variable

1. Make sure you have "make.exe" in your path
2. If not, copy "mingw32-make.exe" and rename it into "make.exe"
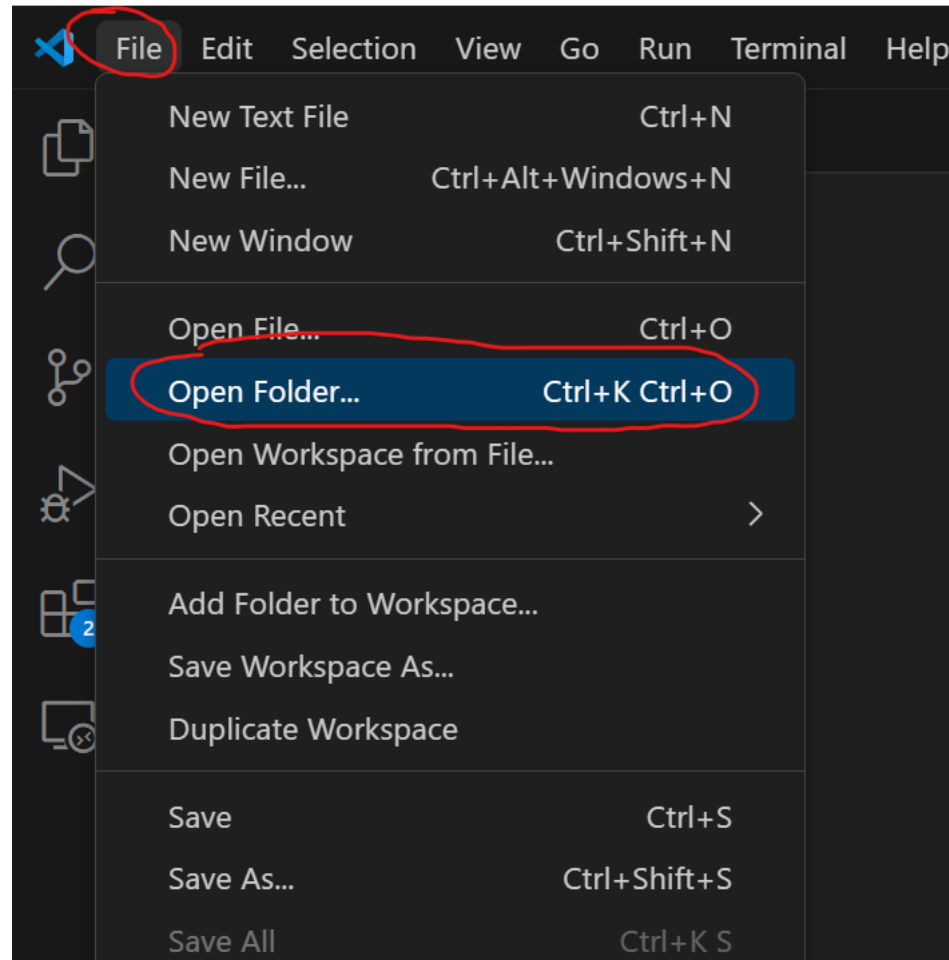
# Outline

**01**    Mac install

**02**    Windows install

**03**    makefile usage

# Open Folder

# Open Folder

Open folder in this path.

| 名稱 | 修改日期 | 類型 |
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| ✓ 今天 | | |
| 📁 tutorial | 2024/5/19 下午 09:19 | 檔案資料夾 |
| 📁 allegro_mac | 2024/5/19 下午 09:19 | 檔案資料夾 |
| 📁 allegro | 2024/5/19 下午 09:18 | 檔案資料夾 |
| 📁 MinGW | 2024/5/19 下午 09:18 | 檔案資料夾 |
| 📁 Code | 2024/5/19 下午 09:15 | 檔案資料夾 |
| 📁 .vscode | 2024/5/19 下午 09:15 | 檔案資料夾 |

# Makefile usage

- Open a powershell(Only for windows)
- Change directory into "Code"
- Type "make"
- "./game.exe" to execute(Only for windows)
- "./game" to execute(For MAC)

# Makefile usage

- For Tutorial
- Change directory into "Tutorial"
- Type "make test<num>" to chose a example to run.
- "./game.exe" to execute(Only for windows)
- "./game" to execute(For MAC)

```
\I2P1_Final_project_dev> cd .\Tutorial\
\I2P1_Final_project_dev\Tutorial> make test1
/bitmap.c algif5/src/lzw.c algif5/src/gif.c task1_ans.c -I../allegro/include -L../allegro/lib/liballegro_mono

if.o task1_ans.o -I../allegro/include -L../allegro/lib/liballegro_monolith-debug.dll.a ../allegro/lib/liballe

\I2P1 Final project dev\Tutorial> .\game.exe
```

The End~