

The background is a vibrant, abstract composition of various geometric shapes, primarily circles and ovals, in a palette of bright yellow, orange, blue, green, and grey. These shapes are scattered across the white background, with some overlapping each other. A large, solid orange circle is the central focus, containing the text. Other shapes include a large yellow circle in the top left, a blue circle in the top right, a green circle in the bottom right, and several smaller circles and ovals in various colors scattered throughout.

Install Allegro



Outline

01

Mac install

02

Windows install

03

makefile usage



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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!



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makefile usage

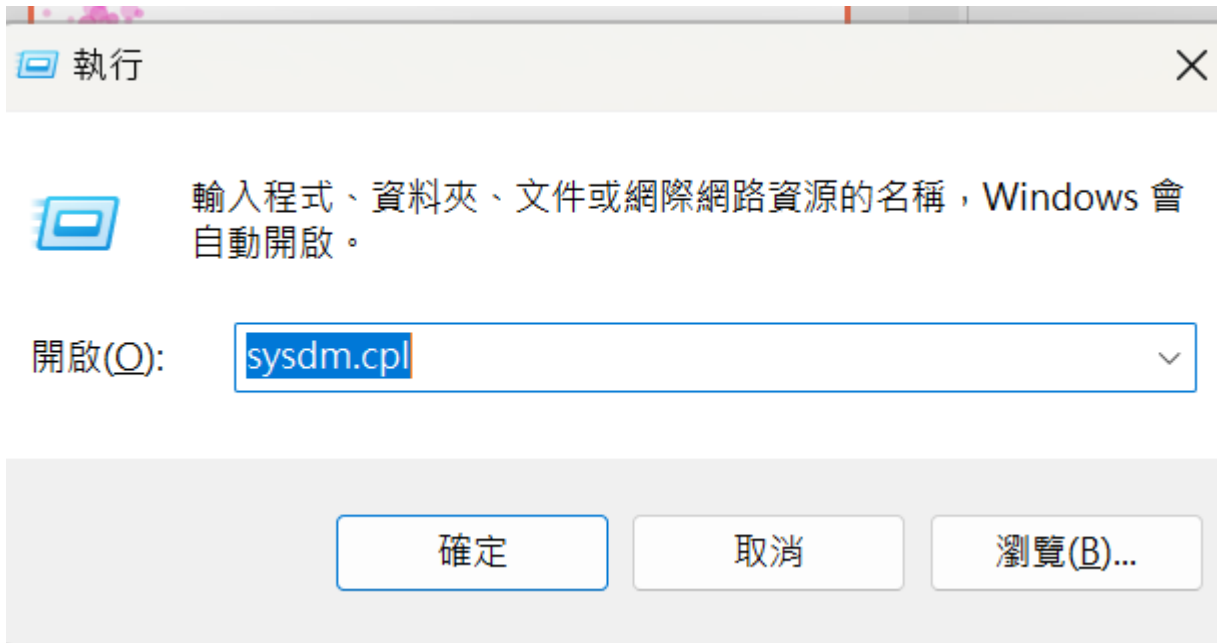
A decorative vertical bar on the left side of the slide, composed of numerous overlapping circles of various sizes and colors, including blue, yellow, orange, pink, and green.

Set environment variable

- Test the command first, if you have no problem with “make” **then you can skip.**

Set environment variable

1. Windows + R
2. Type "sysdm.cpl" and press Enter



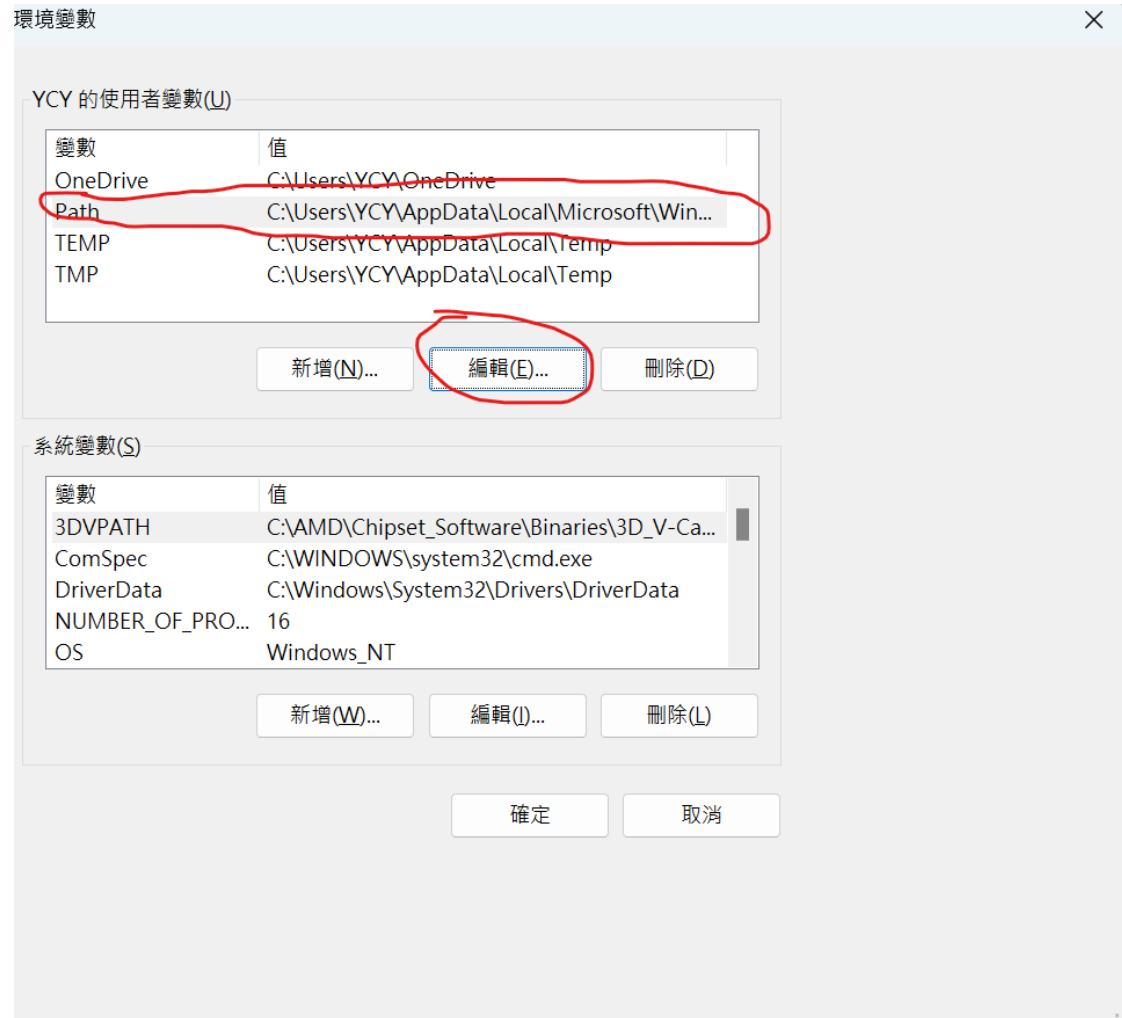
Set environment variable

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



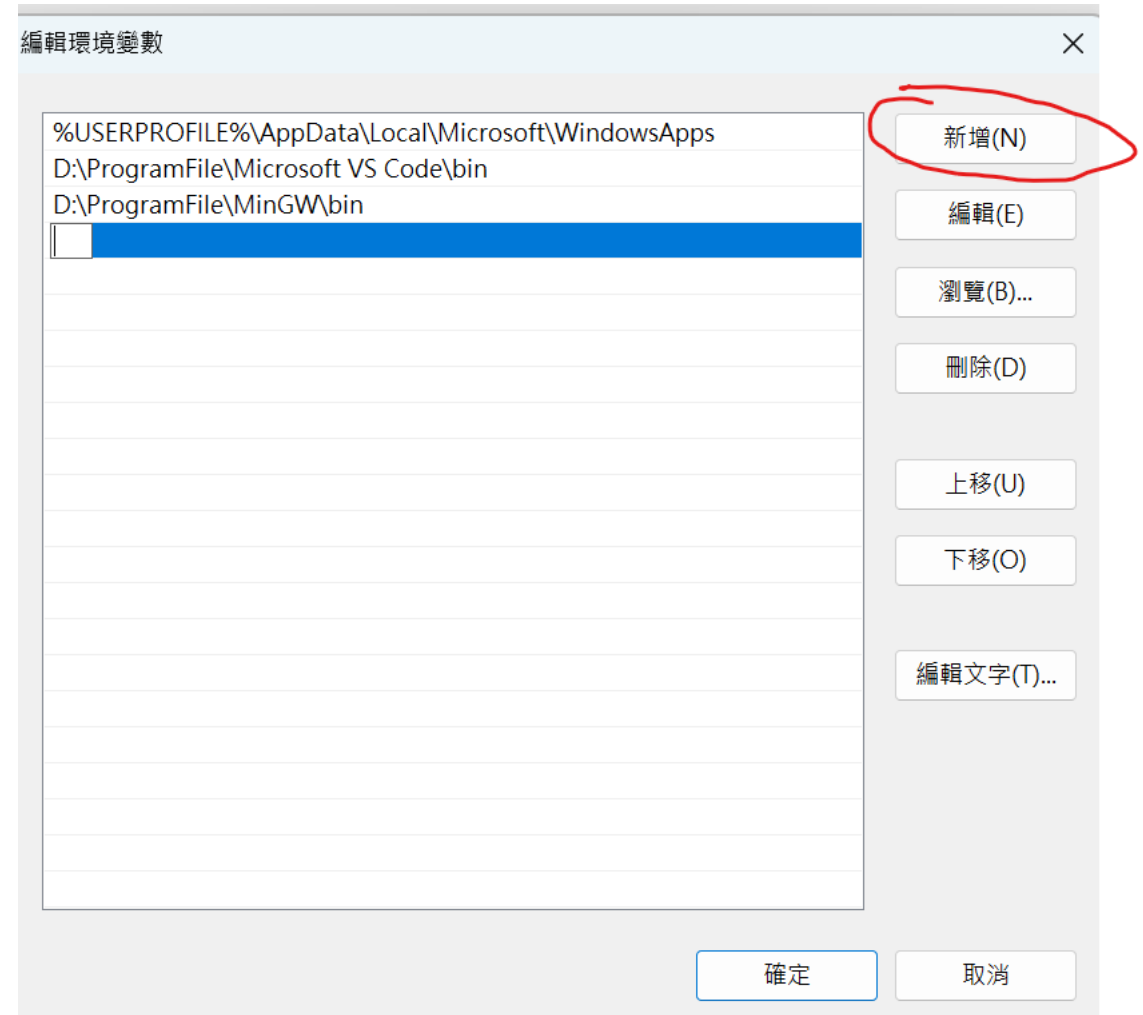
Set environment variable

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



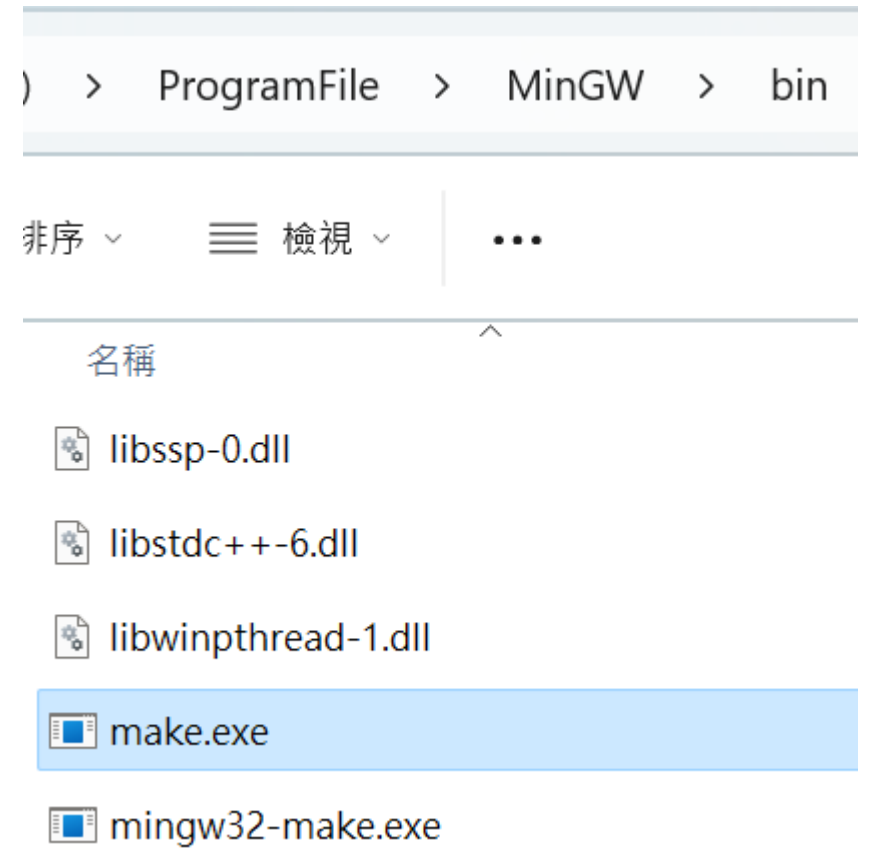
Set environment variable

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

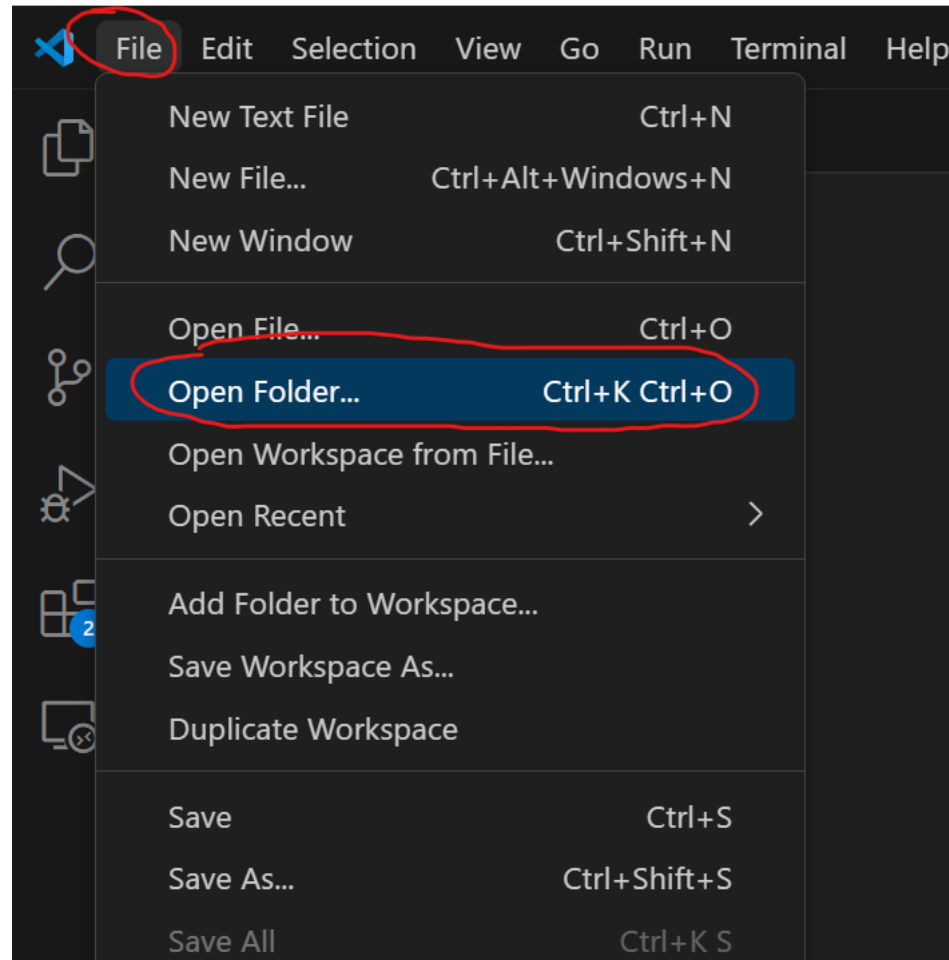
02

Windows install

03

makefile usage

Open Folder



Open Folder

Open folder in this path.

> 主目錄 > I2P1_Final_project-master > I2P1_Final_project-master >

名稱	修改日期	類型
✓ 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)

```
\I2P1_Final_project_dev> cd Code
\I2P1_Final_project_dev\Code> make
element/tree.c element/floor.c element/teleport.c element/projectile.c element/charater.c element/element.c e
scene/sceneManager.c shapes/Shape.c shapes/Circle.c shapes/Point.c shapes/Rectangle.c algif5/src/algif.c alg
legro/include -L../allegro/lib/liballegro_monolith-debug.dll.a -D DEBUG
ow.o tree.o floor.o teleport.o projectile.o charater.o element.o Ball.o scene.o gamescene.o menu.o
algif.o bitmap.o lzw.o gif.o -I../allegro/include -L../allegro/lib/liballegro_monolith-debug.dll.a ../alle
tree.o & del floor.o & del teleport.o & del projectile.o & del charater.o & del element.o & del Ba
del sceneManager.o & del Shape.o & del Circle.o & del Point.o & del Rectangle.o & del algif.o &
\I2P1_Final_project_dev\Code> 
```

powershell

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
```