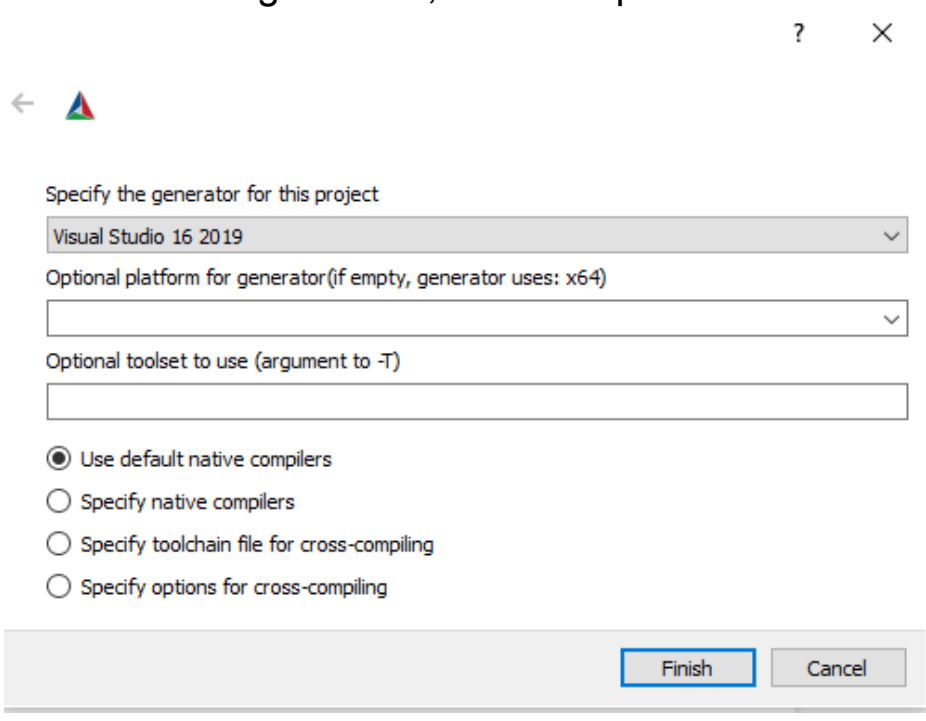
OS: Windows 7+ x64
Prerequisites:

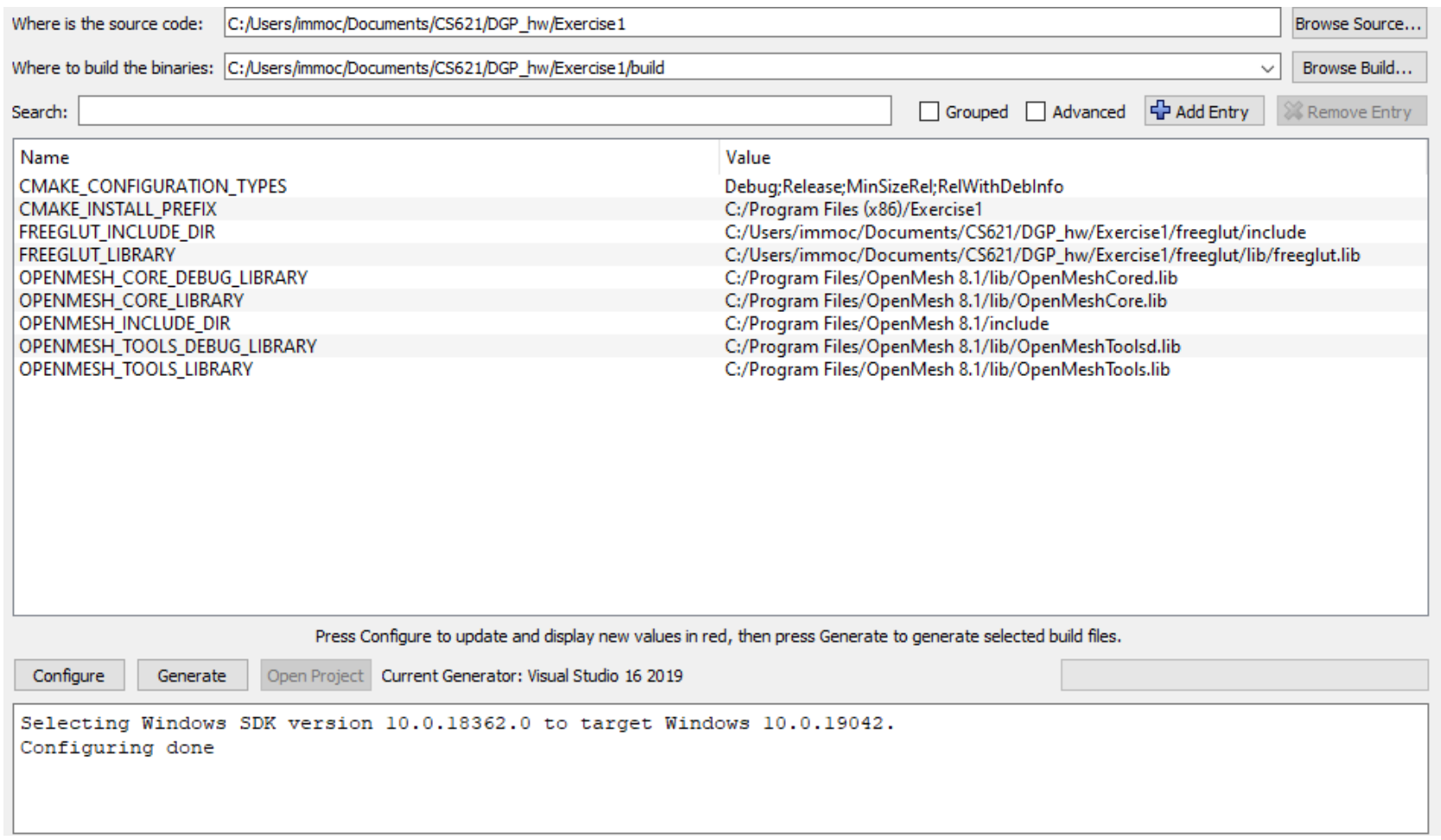
1. Install Visual Studio 2019. Pls install the c++ modules when installing. After installation It requires a Microsoft account to use it.
2. Install the latest Cmake.
3. Install OpenMesh (The Version must be OpenMesh 8.1 64-bit without apps DLL)
   Warning: Pls install OpenMesh to the default location C:\Program Files\OpenMesh 8.1, otherwise you need to modify the path in "Exercise1\cmake\FindOpenMesh.cmake"

Compiling (Ex1 as the example):

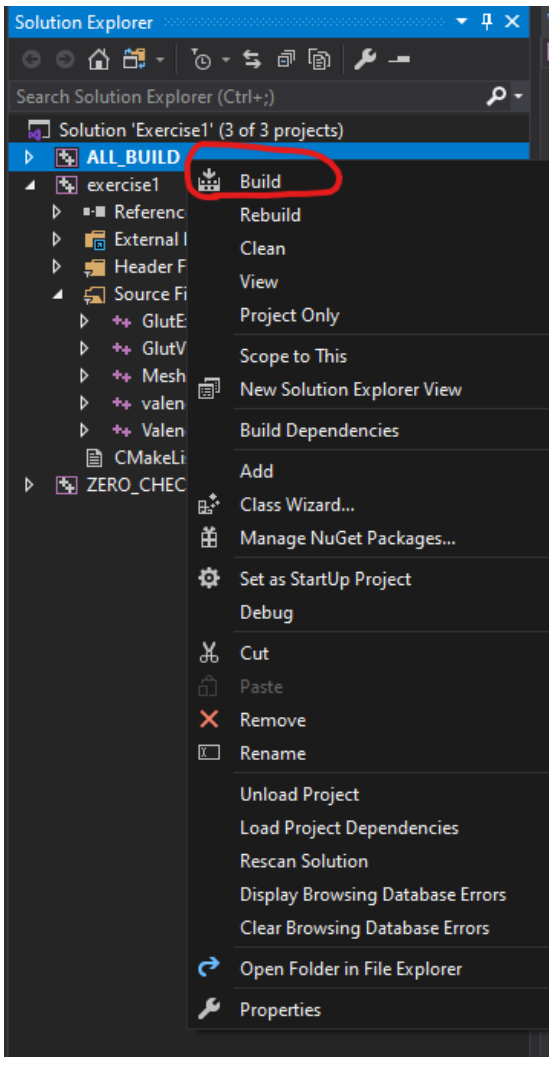
1. Open the installed **cmake-gui** program (if you cannot find it, search it in Windows Start Menu)
2. Where is the source code: absolute path of your "**Exercise1**" root
3. Where to build the binaries: absolute path of your "**Exercise1/build**"
4. Press "**Configure**" button
5. Using **VS2019** as the generator, and then press "**Finish**"



6. Make sure you have those Cmake variables set without any error. Below is a reference. If all set, press “**Generate**”



7. You will find the generated Visual Studio solution will be in “Exercise1/build”. Open the “**Exercise1.sln**” in Visual Studio 2019
8. Right click **ALL_BUILD** project in Solution Explorer, press **Build**.



9. The built binary will be in the folder “**Exercise1/bin/Debug(Release/MinSizeRel/RelWithDebInfo)**” depending on which build type you choose in VS.
10. For debugging in VS, you need to right click “**exercise1**” project and “**Setup Startup Project**”, switch build type to **Debug**, and set correct command line arguments in VS.
11. Fill in your implementation code and rebuild **ALL_BUILD** project, you will overwrite the updated binary at “**Exercise1/bin/Debug(Release/MinSizeRel/RelWithDebInfo)**”