

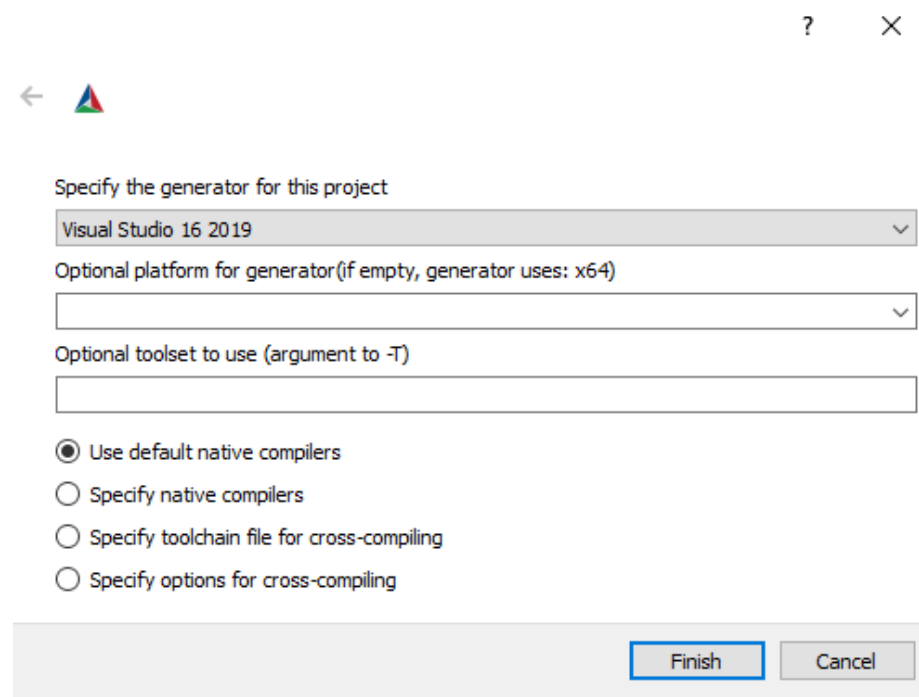
OS: Windows 7+ x64

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**”

Where is the source code:

Where to build the binaries:

Search:  ☐ Grouped ☐ Advanced

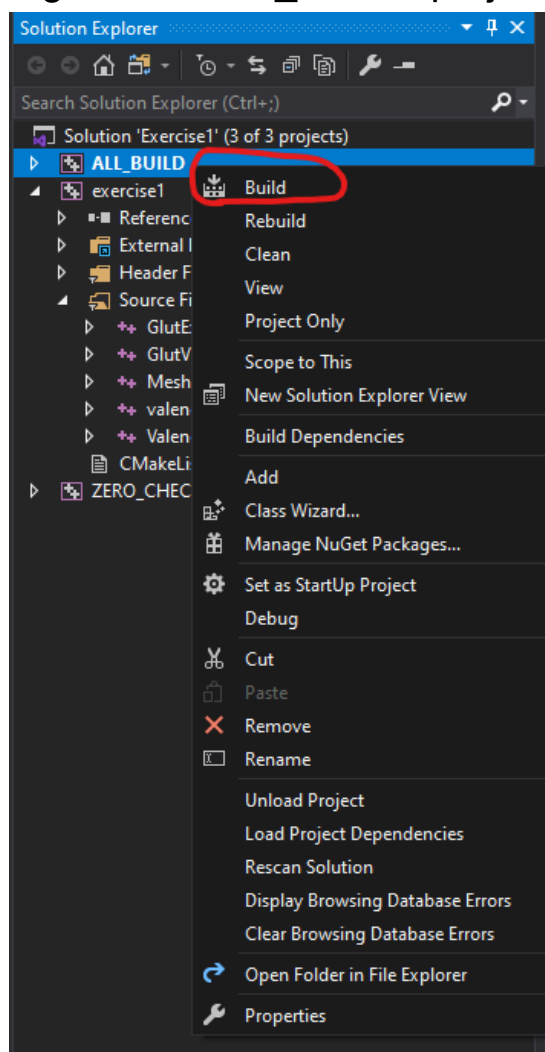
Name	Value
CMAKE_CONFIGURATION_TYPES	Debug;Release;MinSizeRel;RelWithDebInfo
CMAKE_INSTALL_PREFIX	C:/Program Files (x86)/Exercise1
FREETGLUT_INCLUDE_DIR	C:/Users/immoc/Documents/CS621/DGP_hw/Exercise1/freetglut/include
FREETGLUT_LIBRARY	C:/Users/immoc/Documents/CS621/DGP_hw/Exercise1/freetglut/lib/freetglut.lib
OPENMESH_CORE_DEBUG_LIBRARY	C:/Program Files/OpenMesh 8.1/lib/OpenMeshCored.lib
OPENMESH_CORE_LIBRARY	C:/Program Files/OpenMesh 8.1/lib/OpenMeshCore.lib
OPENMESH_INCLUDE_DIR	C:/Program Files/OpenMesh 8.1/include
OPENMESH_TOOLS_DEBUG_LIBRARY	C:/Program Files/OpenMesh 8.1/lib/OpenMeshToolsd.lib
OPENMESH_TOOLS_LIBRARY	C:/Program Files/OpenMesh 8.1/lib/OpenMeshTools.lib

Press Configure to update and display new values in red, then press Generate to generate selected build files.

Current Generator: Visual Studio 16 2019

Selecting Windows SDK version 10.0.18362.0 to target Windows 10.0.19042.  
Configuring done

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)**”















