

## Instructions

The tool is designed to be fairly simple to use. To use it, simply call *preprocessor.exe*. Figure 1 assumes that *preprocessor.exe* is stored in the *c:\* directory, however it is stored wherever the user installs it.

The first parameter should be *-d*, then the name of the path to the directory of your project. Then it should be the *.cpp* files within the directory.

```
C:\preprocessor.exe -d:.\path\to\test\dir test_code.cpp
g++ test_code.cpp
```

*Figure 1 - Example using preprocessor*

Calling this will create a directory inside your project directory called *pp\_generated*. The example in Figure 1 will create two files inside the directory, *static\_generated.h* and *test\_code\_generated.h*. *test\_code\_generated.h* should be included inside *test\_code.cpp*, and then you're good to go.