# 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 –dc:\\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.