# How to Build

These steps are for getting the doom solution building in Visual Studios 2012 makes assumption game was downloaded through steam. There are extra steps if the assets weren’t downloaded through steam.

**Install Prerequisites:**

Download and install Python 2.7.

Download, extract, and build Boost 1.53 (open command line to the directory of the extracted files and run the command "bootstrap" then run command ".\b2 runtime-link=static").

**Copy assets:**

Clone the repo (if you haven’t already).

Copy the files afiBots-AASMaps.pk4, afiBots-defpak.pk4 and botPaks folder to the ctfbots folder where game exe is installed (if downloaded through steam and installed with default settings it will be C:\Program Files (x86)\Steam\SteamApps\common\Doom 3\CTFBots)

**Prepare the projects:**

Open the solution in Visual Studios 2012.

Load the TypeInfo and CurlLib projects.

Select all projects and go into the properties, make sure the VC++ Include and Library Directories are pointing to the correct locations for where you have Python and Boost stored locally on your machine.

In C/C++->Preprocessor->Preprocessor Definitions make sure every project has AFI\_BOTS; and \_ALLOW\_KEWORD\_MACROS;.

Upgrade all projects to 2012 (right click the solution and select update VC++ projects).

**Start Building:**

Build the TypeInfo project.

Unload TypeInfo and CurlLib (this only needs to build once to generate the tools used by the other projects build events).

Build the Solution.

Start Debugging and open the console using '~'. Once loading completes. Scroll up till you see "AFI Bots Loaded" to know that the mod was loaded successfully.

TODO: add steps for non-Steam location and other configurations