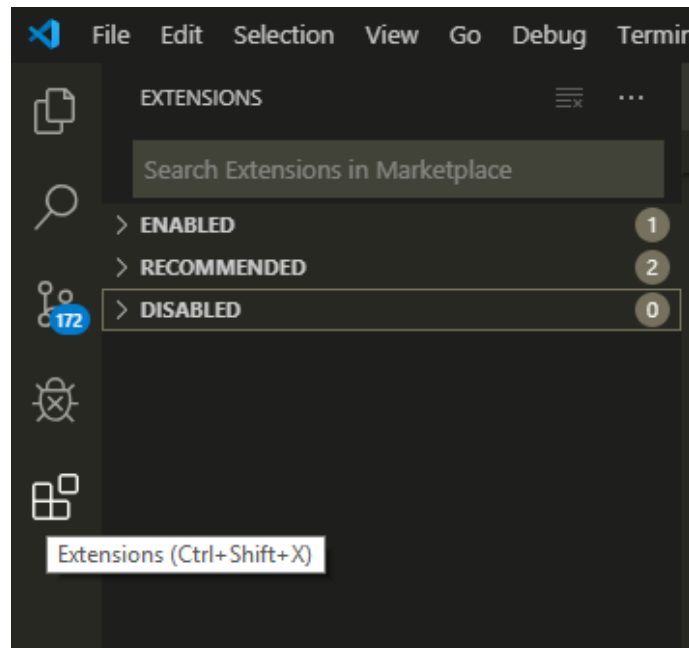<u>First Steps with FUDGE</u>

You need to clone the <u>GitHub Repository</u> to use FUDGE. Also it is recommended to use Visual Studio Code (short: VS Code). You can follow <u>this link</u> to download VS Code if you don't have it.

Next step is to install the plugin *TSLint* for VS Code. For this you need to navigate in VS Code to *Extensions* and search for *TSLint.*

Choose *TSLint* and click the green *Install*-Button*.*

After this you also need to install Typescript and node.js. For Typescript you need to fellow <u>this link</u> to download it.
With <u>this link</u> you will get to the page where you can download node.js. After downloading and installing node.js you also need to install *npm* by terminal. For this you have to type *npm install -g* inside your terminal and press enter.

<u>Creating a new .ts-file</u>

In VS Code you can add a new file with a right click -> new File. You can give it every name but it needs to end with .ts. With this VS Code generates automatically a new ts-file.

After this you need to add this code to use FUDGE:

```typescript
///<reference types="path to FUDGECore"/>
namespace ExampleSceneForest {
    import f = FudgeCore;
    window.addEventListener("DOMContentLoaded",
     init);

    function init(): void {
        f.RenderManager.initialize();

    }
}
```