This is how your IDE might look like

When first opening up the project you get a all into your face at once experience. Try to either build the "build all" target or select a specific demo_XXX target as your initial playground.

bin & lib

- Now just compile and link using your favorite compiler/IDE

- Remember that our cmake is setup such that binary executables are put into the bin-folder and that libraries are put into the lib folder

- Code is mostly header only with a few exceptions and all libraries build uses static linking.