

# Easy GUI

## - Installation Guide -

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# 1 Initial setup

Before you try to setup the extension for your IDE, you need to download the package corresponding to your OS (Operating System) version. As of right now, the following operating system versions are supported:

- Windows 7/8/10/11 32bit
- Windows 7/8/10/11 64bit
- Linux

If your OS version doesn't match any of those listed above, you may have to download the source code and compile the binaries manually. After you have unpacked the release package (or compiled the binaries) you can follow the steps below to integrate the libraries in your IDE.

## 2 IDE Setup

In this section we will go through different IDEs and show you how to setup the library for your application.

### 2.1 Code::Blocks

The first thing you have to do is open your project settings. This can be done by **right-clicking** the project and selecting **build settings**. Once you opened your build settings you have to add the search directory for the compiler and linker as shown in the pictures below:

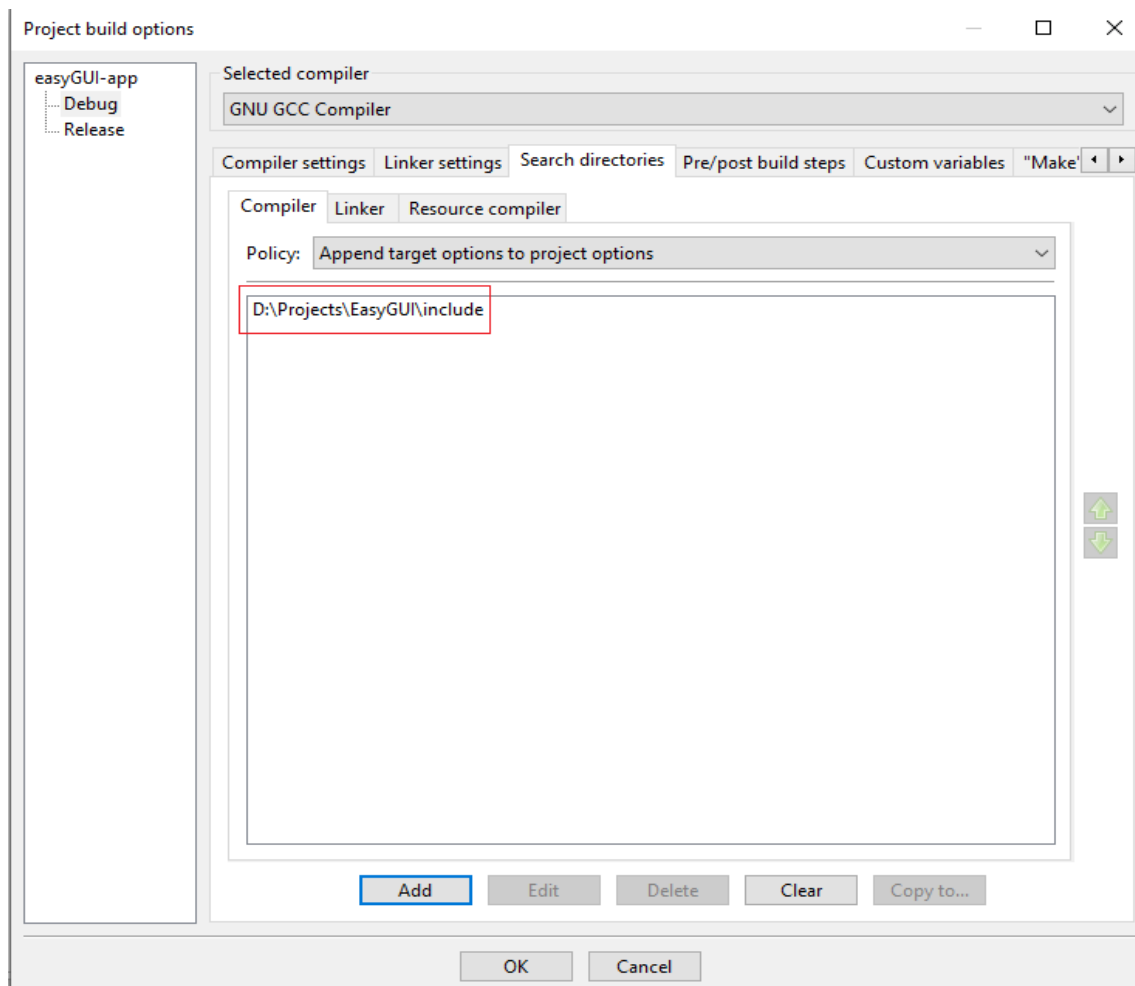


Figure 1: Setting the search directory for compiler

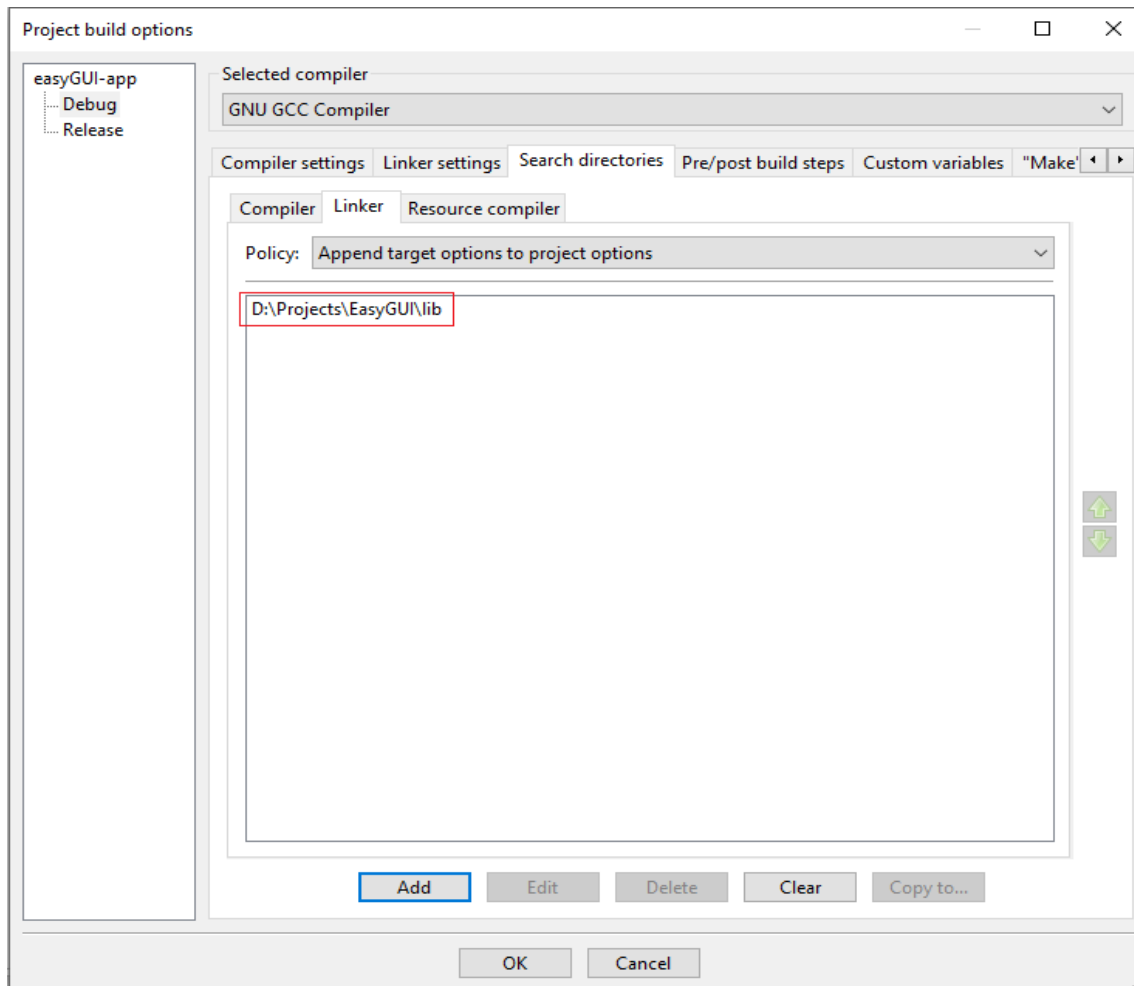


Figure 2: Setting the search directory for linker

Lastly you need to add these libraries to the list of libraries to be linked to your project, in this order:

- easyGUI-application
- easyGUI-assets
- easyGUI-exceptions

Make sure that the **SFML** libraries are all below the *easyGUI-exceptions* library, as all the libraries that come with this extension actually depend on SFML (see image below).

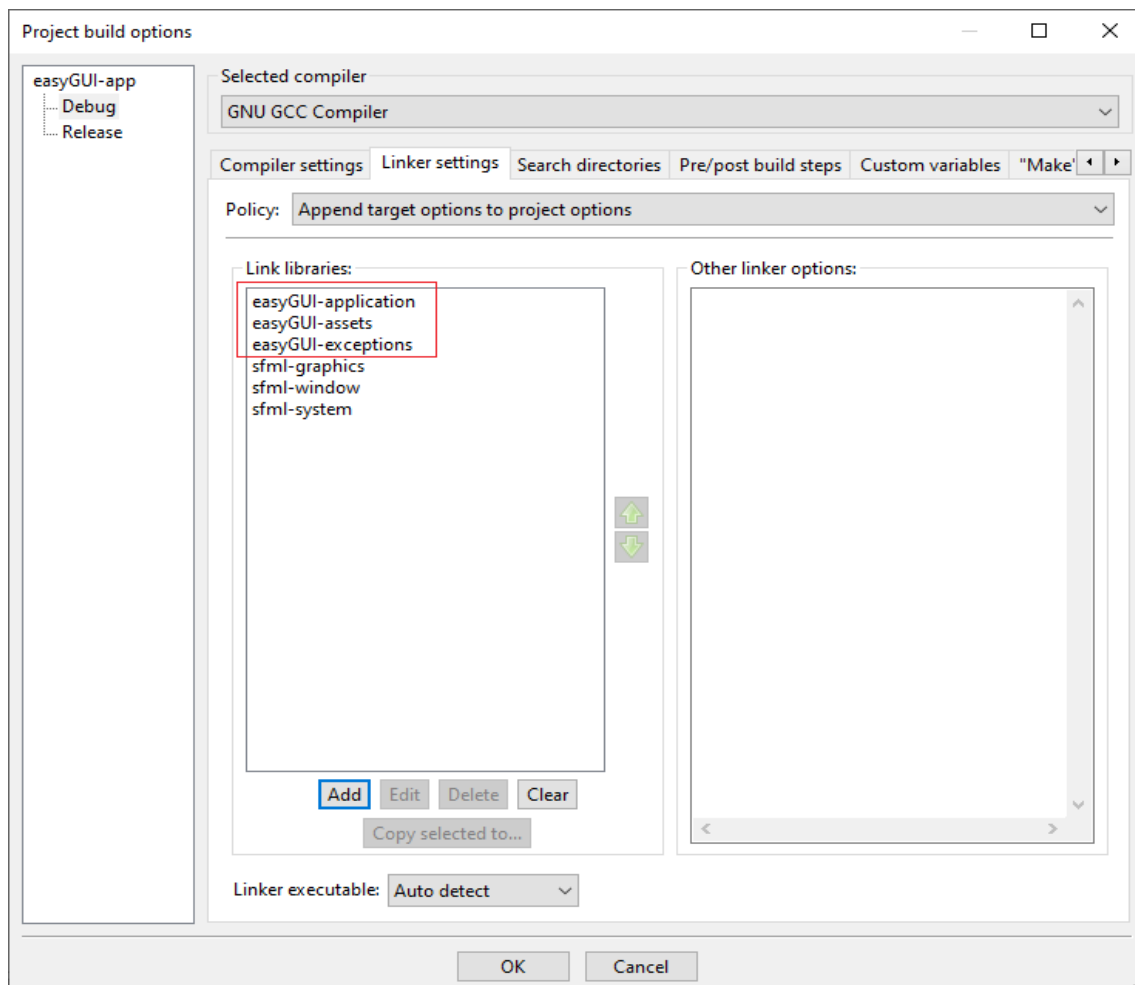


Figure 3: Adding libraries to be linked