SILESIAN ENGINE (SENG) USER GUIDE

# Compiling engine

## Compiling on Windows

In order to compile engine and sandbox on Windows you will need:

* Installed Windows OS (10 or above)
* Installed Visual Studio 2022 or newer
* Any C++ compiler with C++20 support

To compile the project, extract the archive you’ve downloaded from Github. Then locate the “SENG.sln” file and open it in VS (Visual Studio). Now select “Sandbox\_WIN” project, click on it with RMB (Right mouse button) and select compile option (since the engine it the dependency of Sandbox is should compile automatically). Now your projects are ready to go!

## Compiling on Linux

Since SENG is being build with Windows in mind, compiling on Linux is harder than on windows, but it is possible, and SENG has its dedicated Linux projects.

In order to compile Linux projects on Linux you will need:

* Computer/Virtual Machine with Windows installed (10 or above)
* Visual Studio 2022 or above installed on Windows machine
* An SSH connection between Linux and Windows machines

To compile the project, extract the archive you’ve downloaded from Github. Then move the extracted archive to the Windows machine (you can also download it there). Locate the “SENG.sln” file and open it in VS. Setup you connection in VS. Then locate “Sandbox\_UNIX” project, click on it with RMB (Right mouse button) and select compile option.

## Setting up your project