

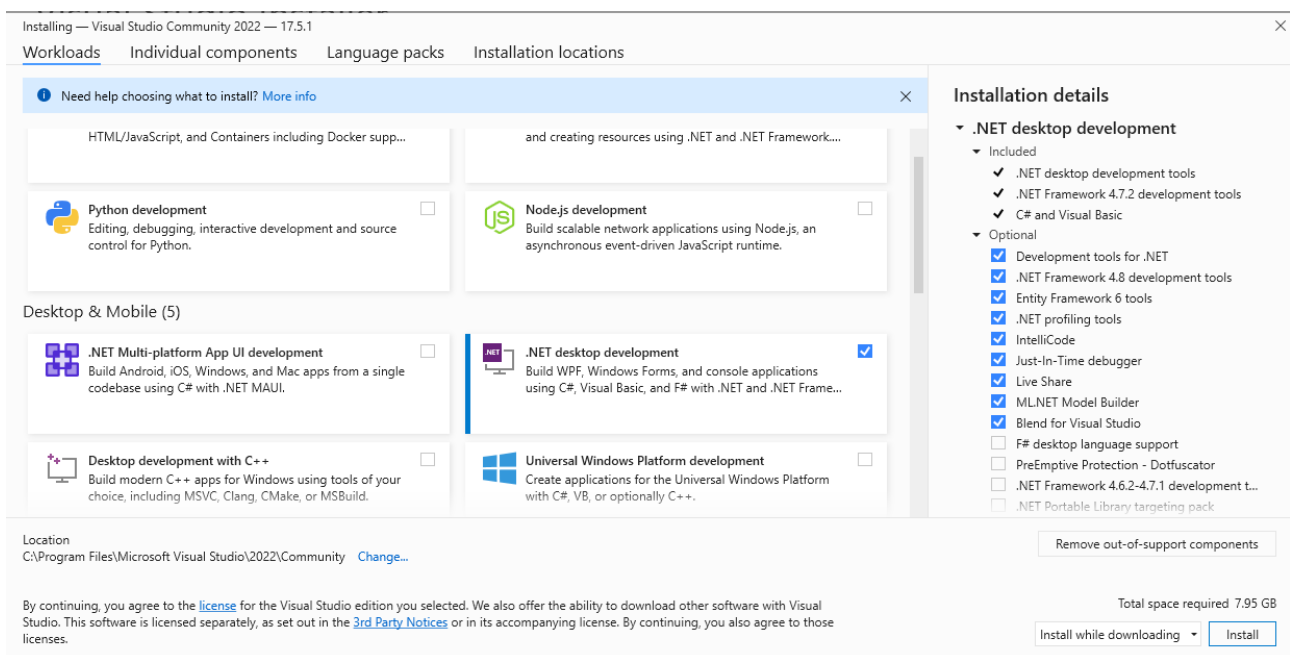
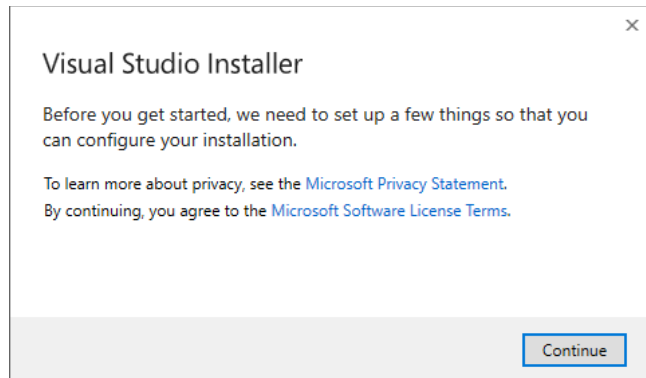
Installing VS 2022 + Monogame

Visual Studio 2022

Visit <https://visualstudio.microsoft.com/> and select “Download Visual Studio” → Community 2022

This will download the installer. Run it:

Click Continue

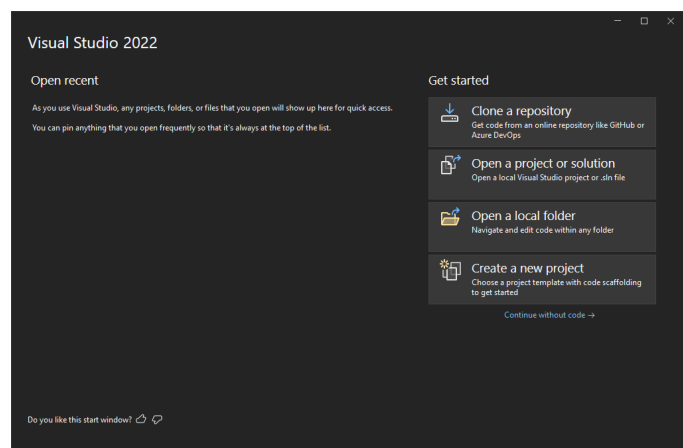


Select .Net Desktop Development

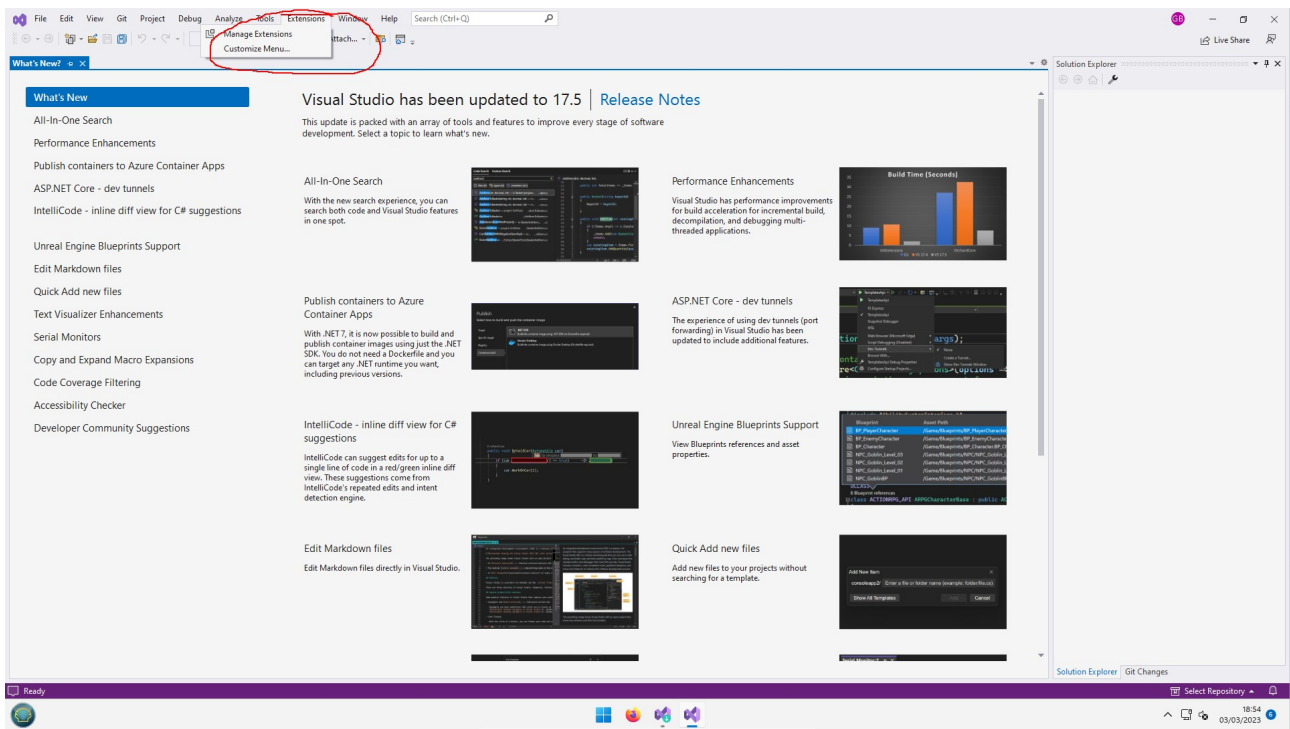
Click “Install”

You may have to sign in with your

Microsoft username and password



Click on “Continue Without code”



Extensions → Manage Extensions;

Type Monogame into the search Box.

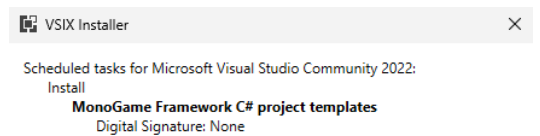
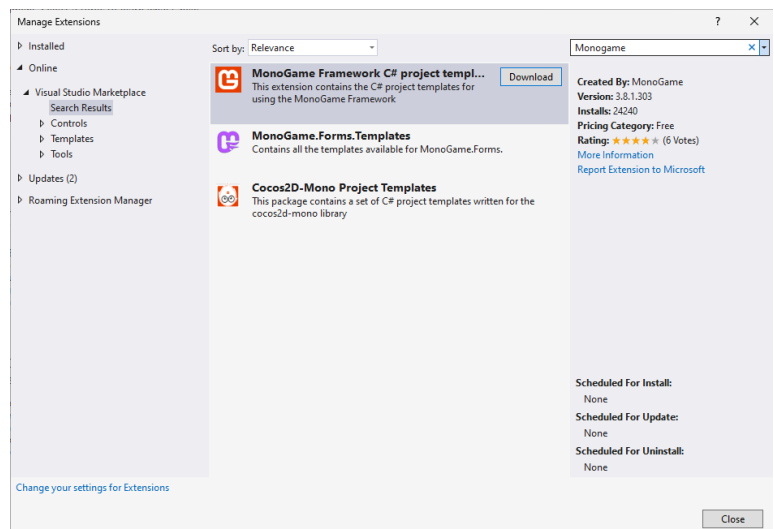
Select Monogame Framework C# project templates

Click “Download”

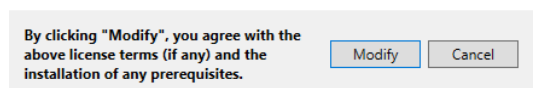
A message informs you changes will be scheduled

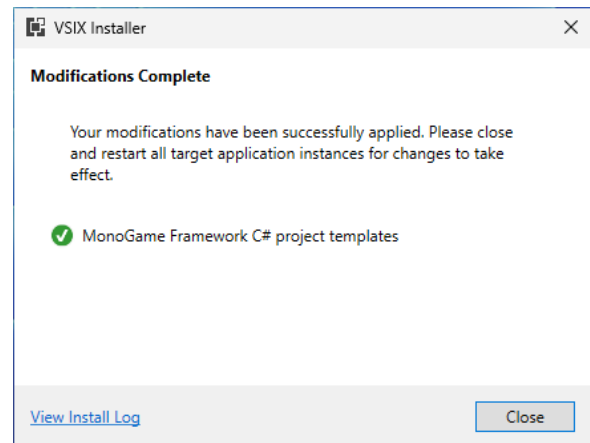
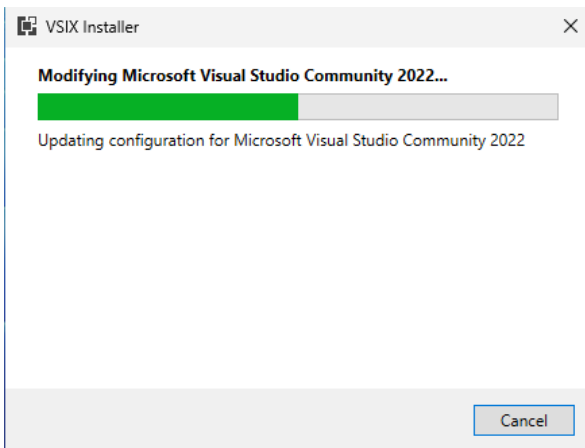
Click Close

Click Modify on the next Dialog

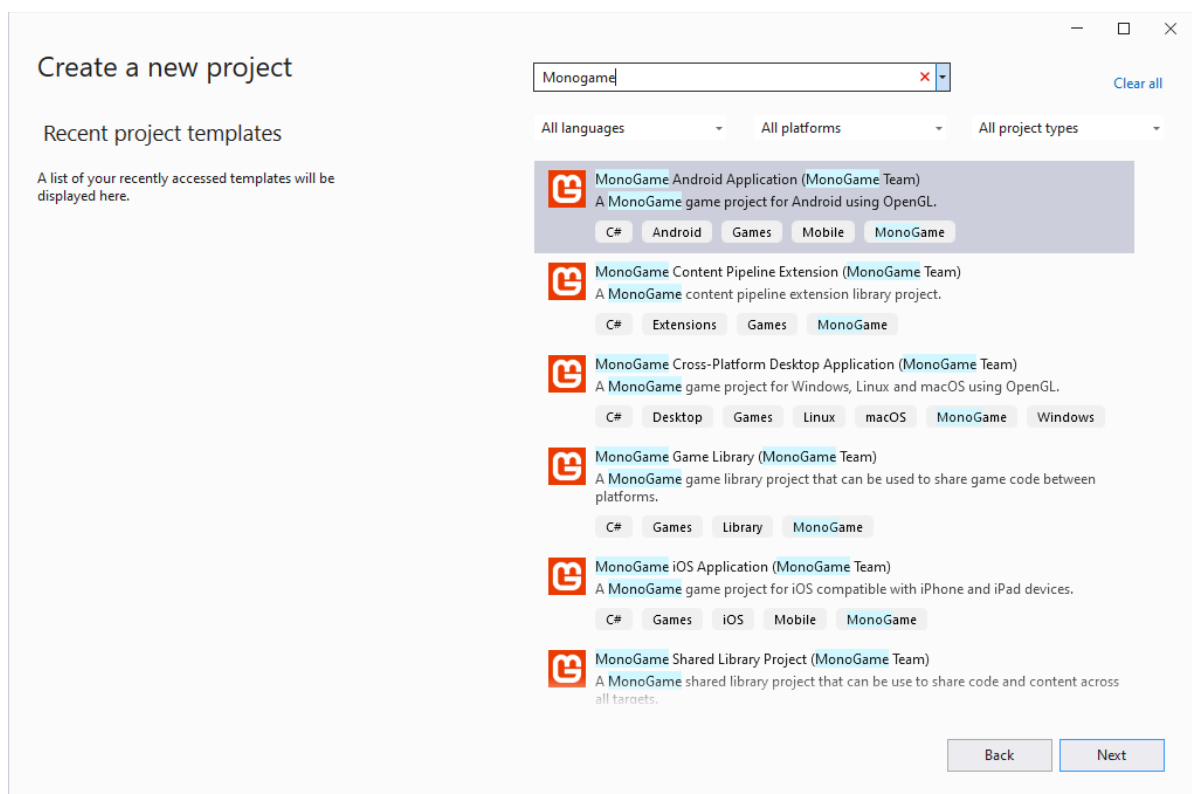


When the installer has completed Click “Close”





Re-start Visual Studio



Click “Create a new project”

Type Monogame into the Search Box

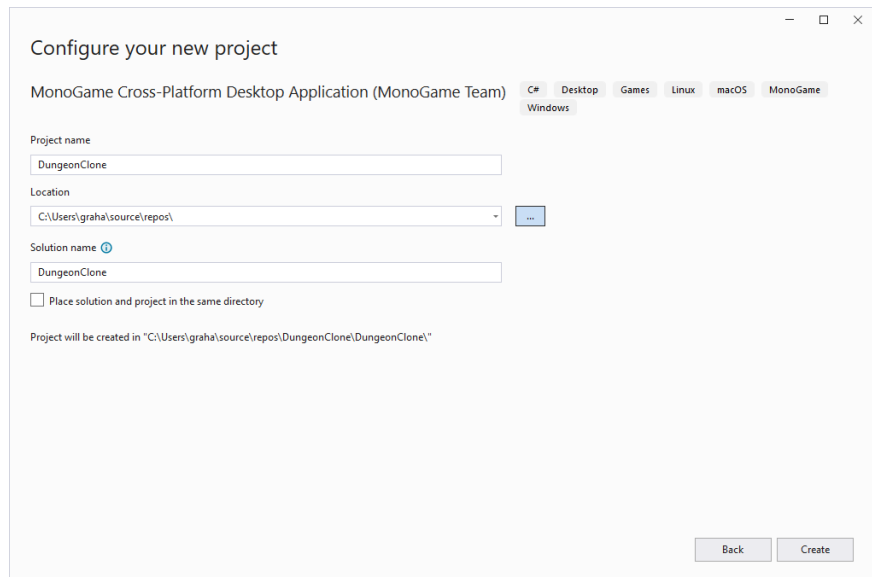
Select Monogame Cross-Platform Desktop Application Using OpenGL

Click Next.

Project Name: DungeonClone

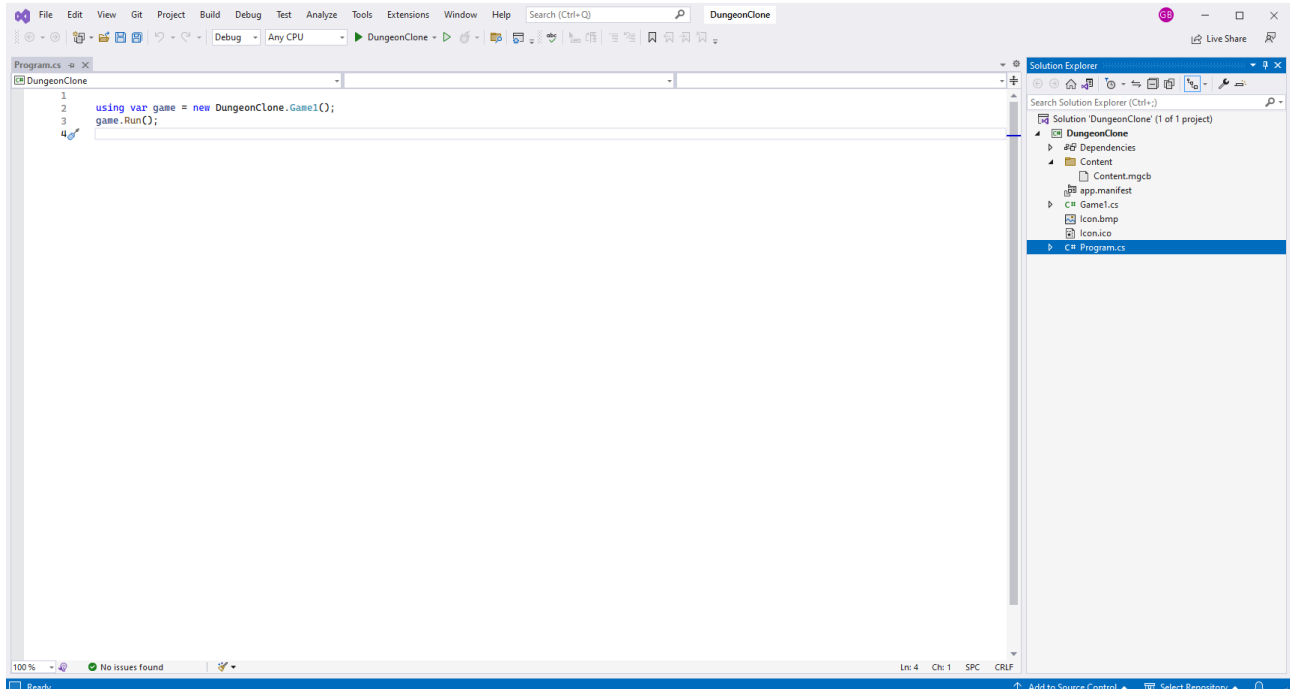
Choose the location you want to save it.

Click Create



If you do not see the Solution Explorer:

Menu → View → Solution Explorer

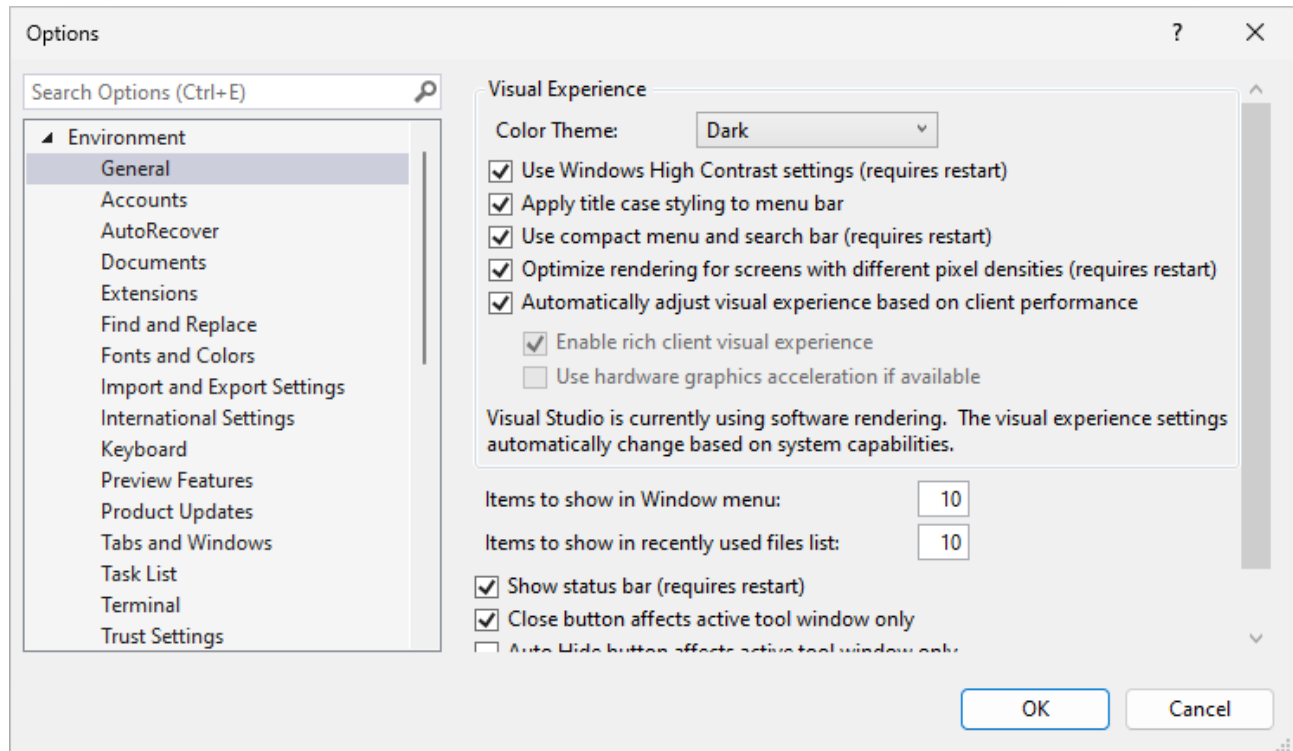


Double-Click Program.cs to see the code.

Change to Dark Mode:

Menu → Tools → Options

Environment → General Color Theme:



Select Dark (as above)

Click OK

Not shown in this document to save on Ink / Toner when printed