# Clone repo

Visual Studio 2022

## Open recent

Search recent (Alt+S)

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## Get started

⭳ **Clone a repository**
Get code from an online repository like GitHub or Azure DevOps

**Open a project or solution**
Open a local Visual Studio project or .sln file

**Open a local folder**
Navigate and edit code within any folder

**Create a new project**
Choose a project template with code scaffolding to get started

Continue without code →

**Clone repo**

Clone a repository

Enter a Git repository URL

Repository location

https://github.com/Nor-s/Anim.git

Path

C:\Users\No\Desktop\new_anim          ...

Browse a repository

☁ Azure DevOps

GitHub

Back          Clone
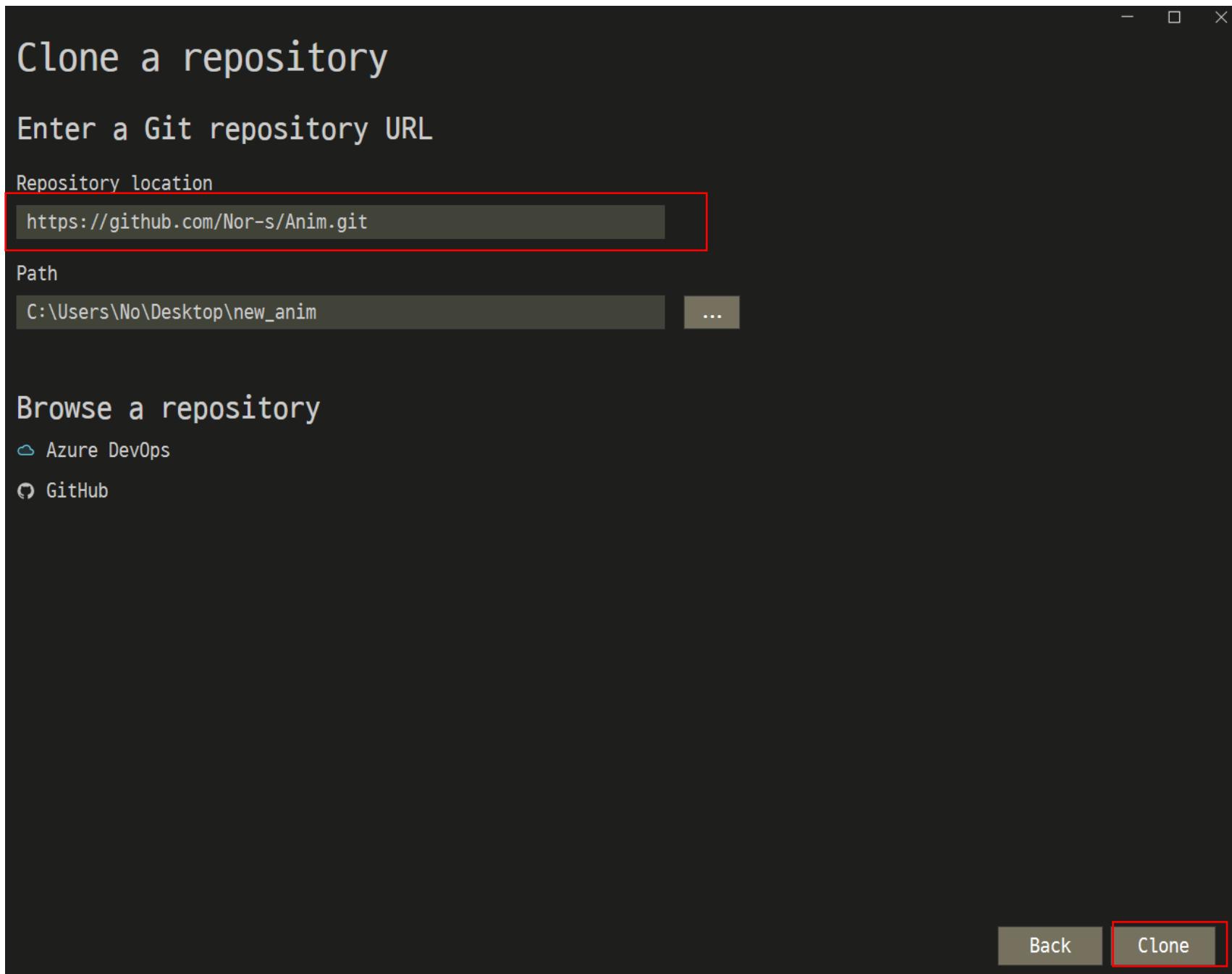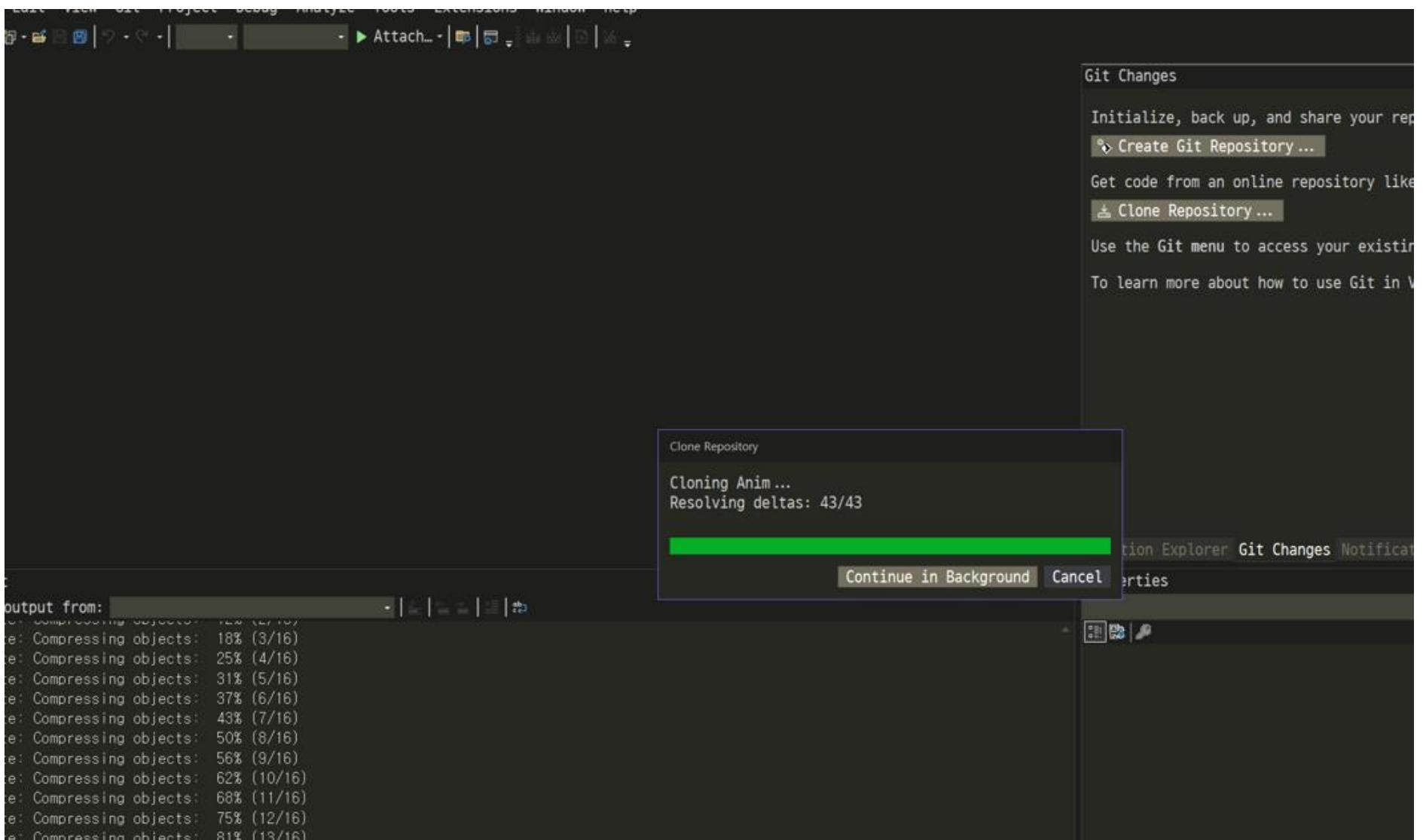
# Wait
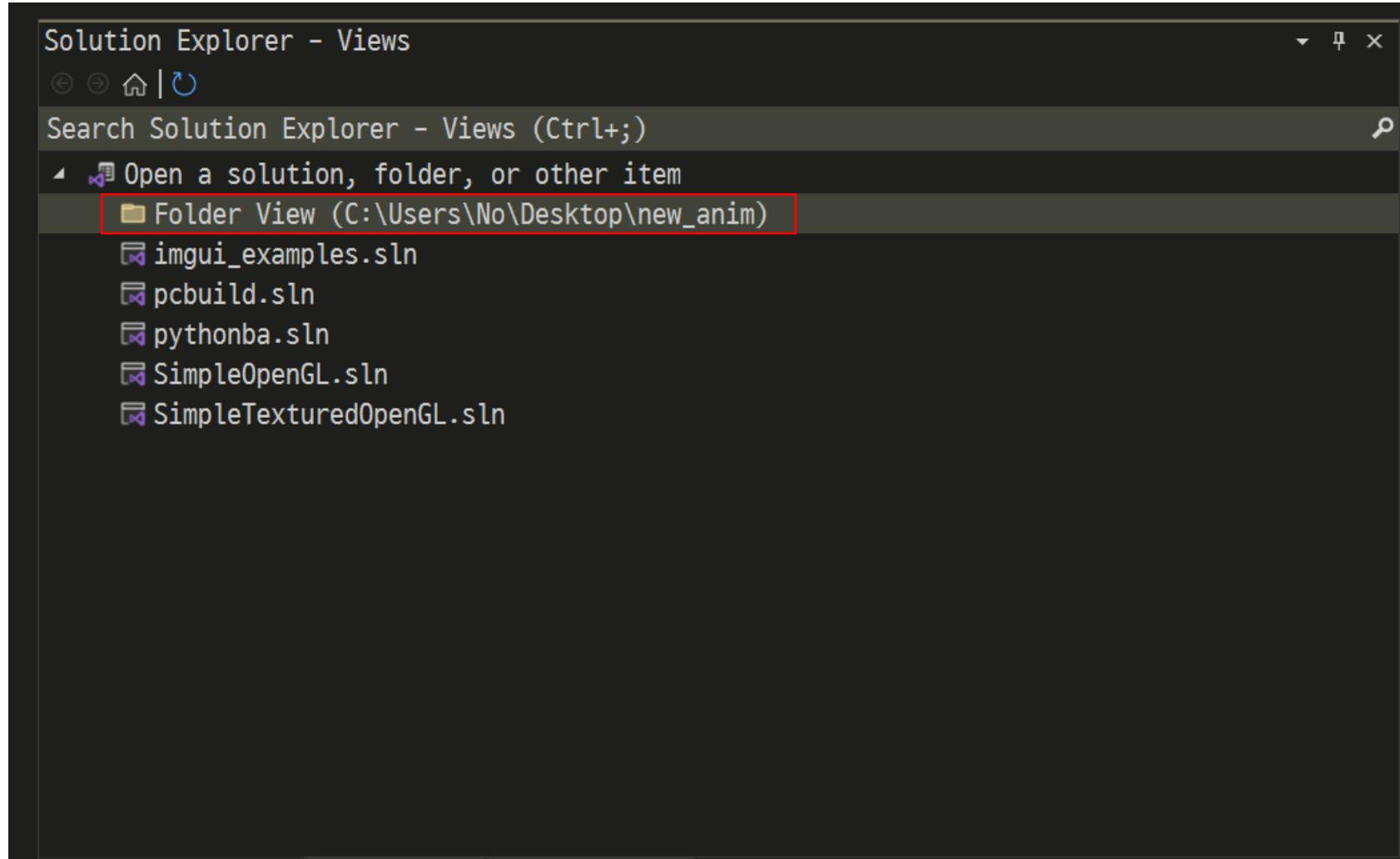
**Select
Folder View**

# Select CMakeLists.txt

# Configure Cache
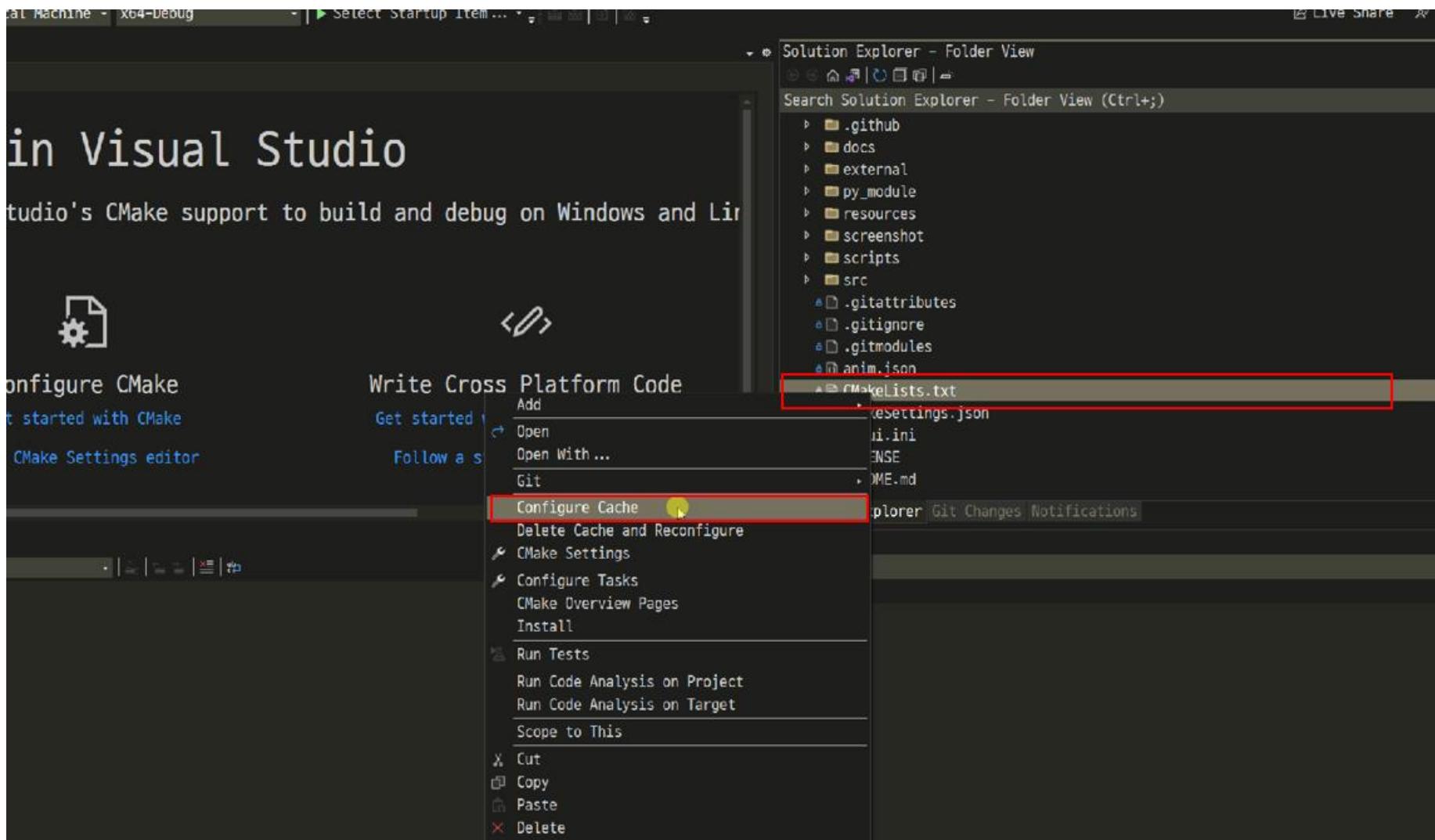
# Wait Configure



```
Output
Show output from: CMake                                        | ⬆ | ⬅ ➡ | ✖≣ | ᵃᵇ⤸
1> [CMake] -- Python3::Python _lib-NOTFOUND
1> [CMake] -- Python3::Python (Debug) C:/vcpkg/installed/x64-windows/debug/lib/python310_
1> [CMake] -- Python3::Python (Release) C:/vcpkg/installed/x64-windows/lib/python310.lib
1> [CMake] pybind11
1> [CMake] -- pybind11 v2.10.0
1> [CMake] -- Performing Test HAS_MSVC_GL_LTCG
1> [CMake] -- Performing Test HAS_MSVC_GL_LTCG - Success
1> [CMake] -- Found pybind11 v: C:/Users/No/Desktop/new_anim/external/pybind11/include;C:
1> [CMake] ===============================================================
1> [CMake] ===============================================================
1> [CMake] ===============================================================
1> [CMake] ===============================================================
1> [CMake] -- Configuring done
1> [CMake] -- Generating done
1> [CMake] -- Build files have been written to: C:/Users/No/Desktop/new_anim/out/build/x6
1> Extracted CMake variables.
1> Extracted source files and headers.
1> Extracted code model.
1> Extracted toolchain configurations.
1> Extracted includes paths.
1> CMake generation finished.
```

# Select StartUp Item

## : Anim.exe

# Build
# And
# Run