

🔗 **Step-by-Step Guide to Using vcpkg for Your BakkesMod Plugin** (Following the BakkesMod tutorial as closely as possible)

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## Step 1: Install vcpkg

Follow the official Microsoft instructions here:

🔗 [vcpkg Installation Guide](#)

Or install vcpkg manually with these commands:

```
# Clone vcpkg repository
git clone https://github.com/microsoft/vcpkg.git
cd vcpkg

# Build vcpkg
bootstrap-vcpkg.bat
```

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## Step 2: Integrate vcpkg with Visual Studio

Run the following command inside the **vcpkg** folder:

```
vcpkg integrate install
```

This tells Visual Studio to use vcpkg automatically for dependencies.

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## Step 3: Define Dependencies

Your **root folder** is where your **.sln** (solution file) is located. In your case, it is:

```
C:\MyFirstBakkesPlugin
```

This is the folder where you need to create the **vcpkg.json** file.

### 📌 Where to Place **vcpkg.json**

- Create **vcpkg.json** inside **C:\MyFirstBakkesPlugin**, next to **MyFirstBakkesPlugin.sln**.
- It should **NOT** go inside **MyFirstBakkesPlugin/** or **build/**.

### 📌 Base **vcpkg.json** File

Create a new file **vcpkg.json** with the following content:

```
{
  "$schema": "https://raw.githubusercontent.com/microsoft/vcpkg-tool/main/docs/vcpkg.schema.json",
  "dependencies": []
}
```

## Example **vcpkg.json** with Dependencies

If you need libraries like **nlohmann-json**, **eventpp**, **websocketpp**, and **cpr**, modify **vcpkg.json** like this:

```
{
  "$schema": "https://raw.githubusercontent.com/microsoft/vcpkg-tool/main/docs/vcpkg.schema.json",
  "dependencies": [
    "nlohmann-json",
    "eventpp",
    "websocketpp",
    "cpr"
  ]
}
```

[🔗 Find available vcpkg packages here](#)

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## Step 4: Configure Visual Studio

Now, open your plugin project in **Visual Studio** and do the following:

1. **Right-click on your project → Properties**
2. **Go to the new "vcpkg" section** (should appear if vcpkg was integrated correctly)
3. **Set "Use vcpkg Manifest" to Yes**
4. **Set "Use Static Libraries" to Yes**

☒ Done! Your project is now using vcpkg correctly.

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## Step 5: Add to **.gitignore** (Optional, but Recommended)

To prevent unnecessary files from being pushed to Git, add this line to your **.gitignore** file:

```
vcpkg_installed/
```

This prevents compiled vcpkg libraries from being committed.

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## Step 6: Test Everything

Now, **build your plugin in Visual Studio**.

💡 The first time you build, vcpkg will automatically download and compile the dependencies you listed in **vcpkg.json**. This may take some time.

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## 🔗 TL;DR Summary

- ☒ Install vcpkg
  - ☒ Integrate vcpkg with Visual Studio
  - ☒ Add **vcpkg.json** with dependencies
  - ☒ Set **Visual Studio** to **Use vcpkg Manifest** and **Use Static Libraries**
  - ☒ **Build your project!** 🚀
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## ! Important Notes

- **ImGui** and **fmt** (used in BakkesMod) are **not required** in **vcpkg.json**. You can use the versions included in the BakkesMod SDK.
- If you ever need to add more dependencies, just update **vcpkg.json** and rebuild!

Now you're fully set up with **vcpkg for your BakkesMod plugin!** 🎉

Let me know if you need help with anything! 🚀