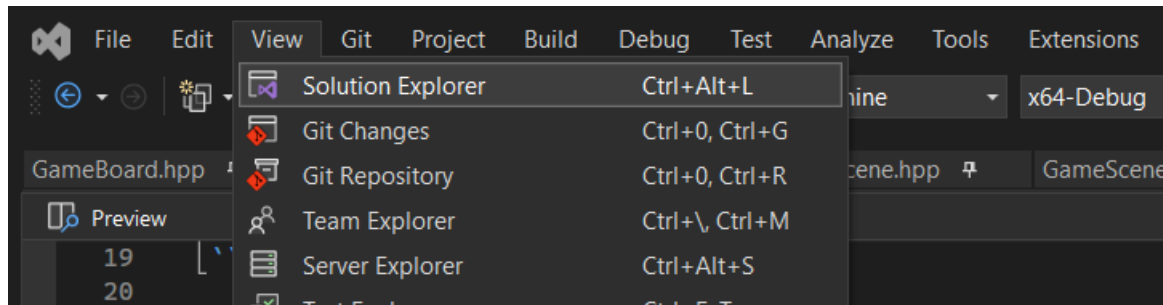
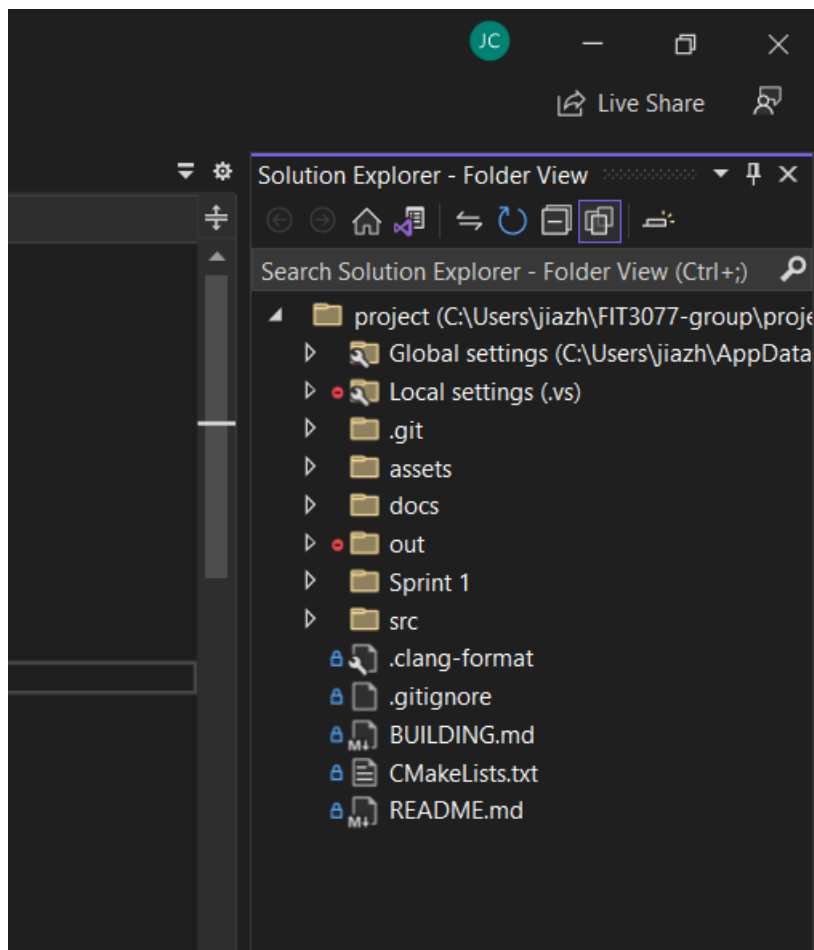


# Visual Studio Graphic Manual

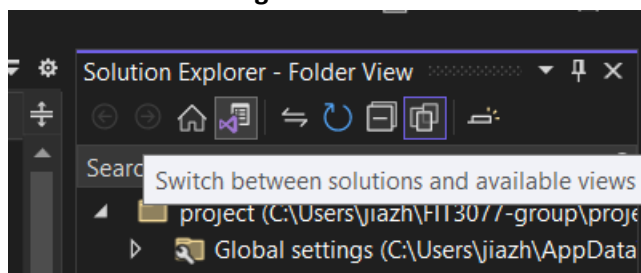
## 1) Open Solution Explorer

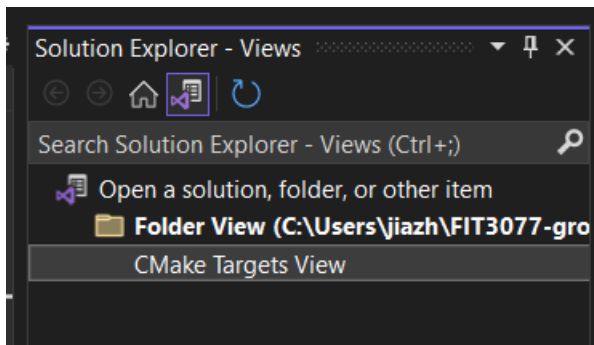


It appears as

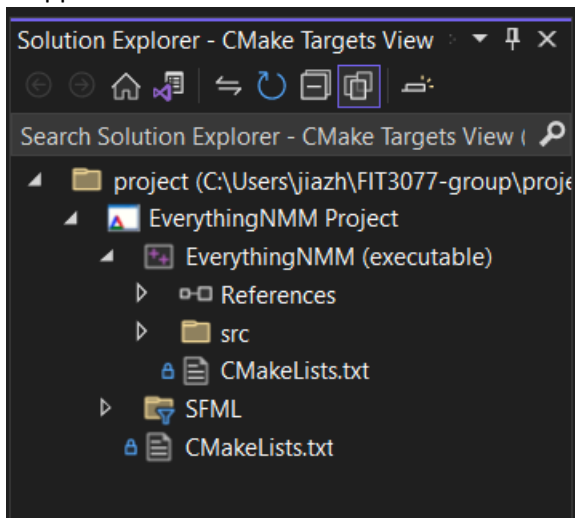


## 2) Switch to CMake Targets View



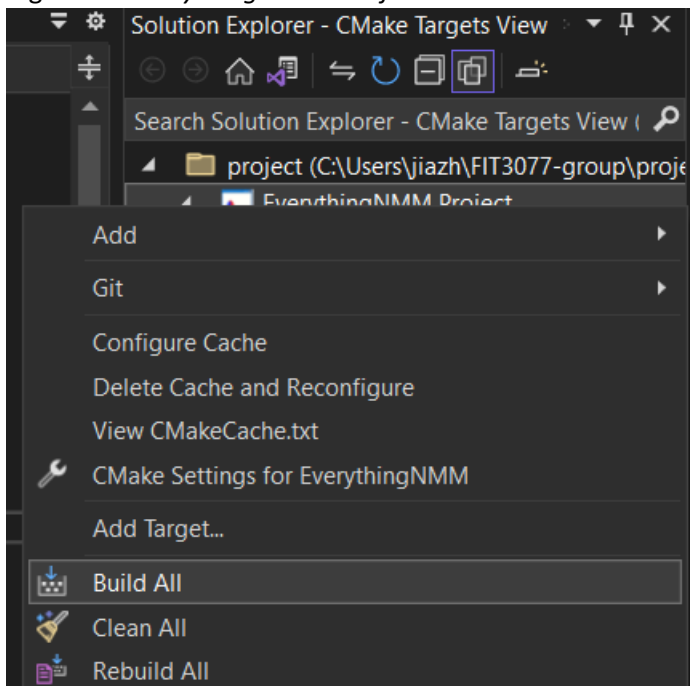


It appears as

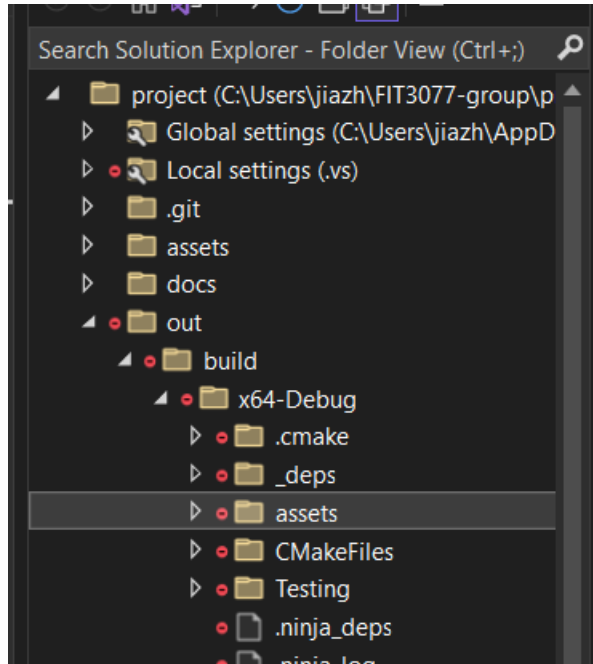


### 3) Build the project.

Right click *Everything NMM Project* & *Build All*



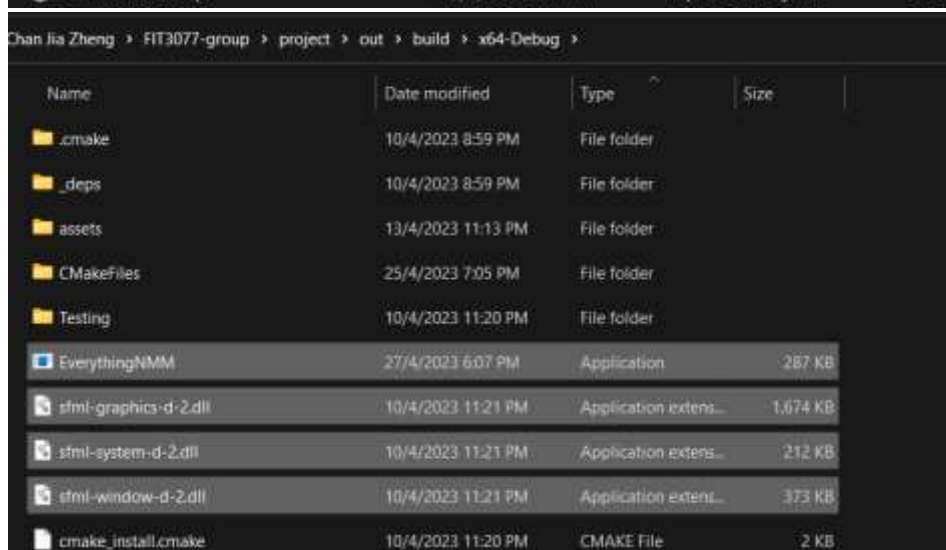
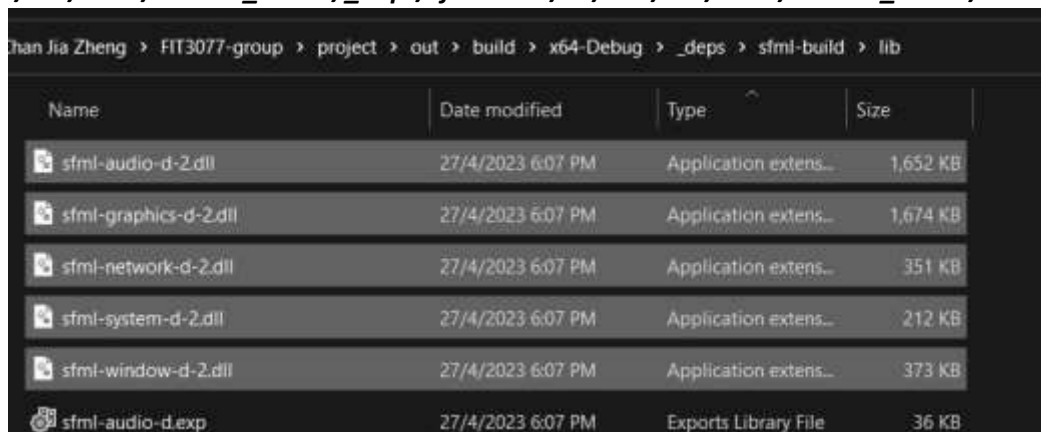
4) Copy the assets to correct directory.



Copy folder *assets* to *./out/build/x64-Debug/*

5) Copy the .dll files to correct directory.

*./out/build/<BUILD\_TYPE>/\_deps/sfml-build/lib/* to *./out/build/<BUILD\_TYPE>/*



**6) Execute the game.**

Right click *EverythingNMM (executable)* & *Debug*

