# Notes:

Think about ease of changeabilty.

Prioritise decisions.

Cross platform development.

Multi-threading.

Keep as much as possible out of project/solution file: decoupling from Visual Studio to aloow easr of using different tools.

For consistency file referenced from MurkyDev.

# Setup Procedure

Vs: new win32 app, empty project.

Make sure reference all versions (32/64) when altering project settings.

Add x64 to configurations.

Use Intel compiler/rebuild

Note: From **project/solution** file to development root “../../../”

## Add includes

(visual studio) project/murkyframework properties/configuration properties/c++/additional include dir…

../../../murkyFramework/include

../../../external

../../../external/glew/include

## Add libraries

(visual studio) project/murkyframework properties/configuration properties/linker/general/additional…

(visual studio) project/murkyframework properties/configuration properties/linker/input/additional…

Opengl32.lib

## Add to pre-processor

GLEW\_STATIC

# Directory Structure

<murky8lib>

<include>

<src>

<build>

<VS 2013> .vcproj .sln

<proj0>

<bin>

<include>

<src>

<build>

<VS 2013> .vcproj .sln

<proj1>

# Conventions

Classes start with caps apart from simple like u32, vec3.

Spaces not tabs.

# Visual studio solution/project

<http://msdn.microsoft.com/en-us/library/b142f8e7.aspxSolution> :collection of projects

One solution per spp.

Header files referenced from root directory. MurkyDev

Set solution project dependencies for each project!

$(SolutionDir)\build Solution files

$(ProjectDir)\build Individual project files .vcxproj

Each project self-contained.

Visual studio project/solution configuration:

//Set libs folder

For each external lib:

Tests

Good Projects to examine/reference:

http://stackoverflow.com/questions/1398445/directory-structure-for-a-c-library