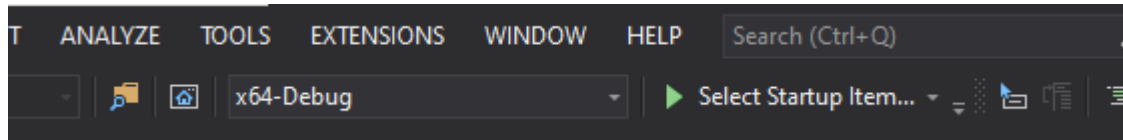
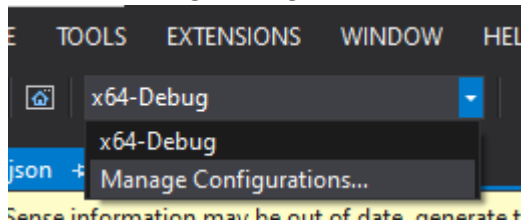


# Compiling in release mode (VS2019)

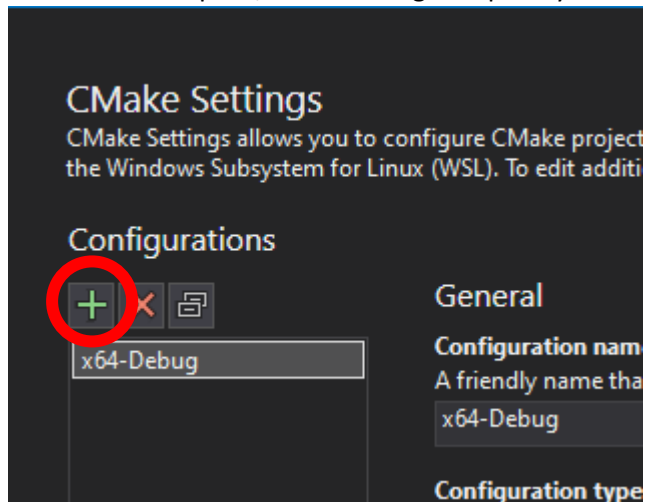
- Click on the dropdown that says "x64-Debug"



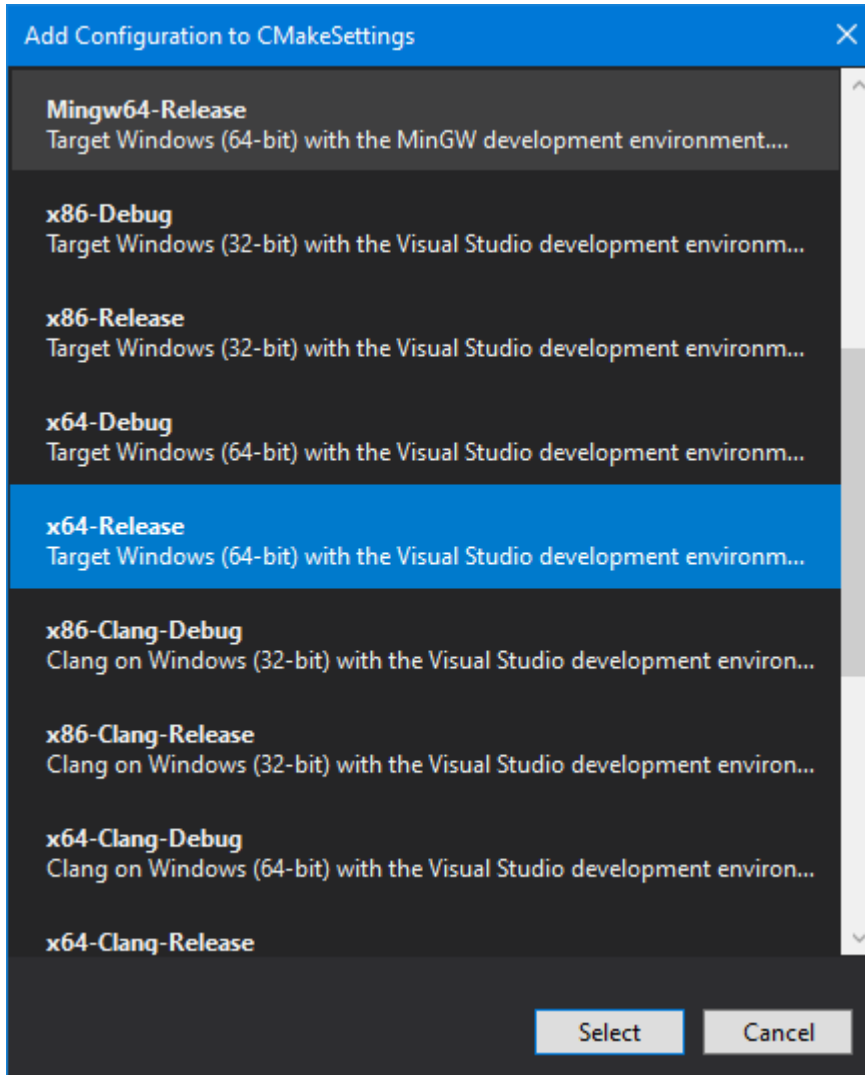
- Click on "Manage Configurations"



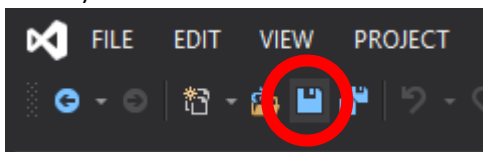
- In the file that opens, click on the green plus symbol



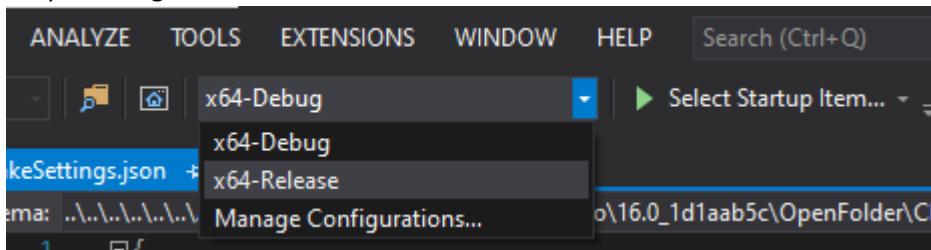
- In the popup, select “x64-Release” and then click on the “Select” button



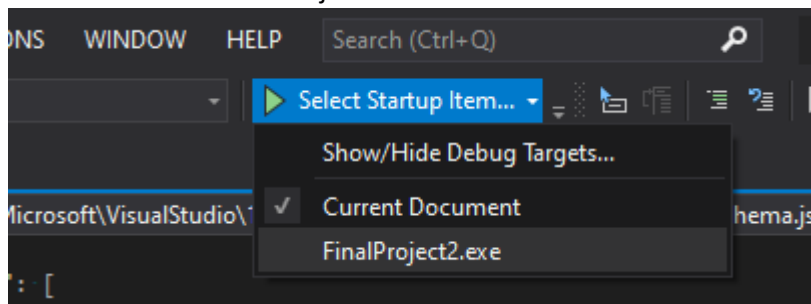
- Save the configuration file (ctrl+s or click on the save icon in the top-left corner of Visual Studio)



- Wait for CMake to reconfigure (watch the output window), then click on the “x64-Debug” dropdown again and select “x64-Release”

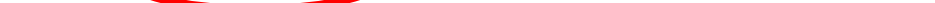


- Again, wait for CMake to reconfigure (this may take a while). Then, click on “Select Startup Item” and select “FinalProject2.exe”



- If you now click the green run button, FinalProject2.exe will be compiled & run in Release mode. In this mode, **debugging will be less precise** (you may not be able to set breakpoints on every line and not all variables will show up in the watch window). You can use the dropdown to go back to debug mode if you so desire.

In the bar at the very bottom of Visual Studio code, click on "CMake: [Debug]: Ready"



A screenshot of the Visual Studio status bar. The status bar is blue and contains several icons and text. From left to right, the elements are: a green icon, the text 'master\*', a circular arrow icon, a red 'X' icon, a yellow triangle icon, the text '0', the text 'CMake: [Debug]: Ready' (which is circled in red), a gear icon, the text '[Visual Studio Community 2019 Release - amd64]', a gear icon, the text 'Build', the text '[ALL\_BUILD]', a gear icon, and a play button icon.

Debug	Disable optimizations - include debug information.
Release	Optimize for speed - exclude debug information.
MinSizeRel	Optimize for smallest binary size - exclude debug information.
RelWithDebInfo	Optimize for speed - include debug information.