UOW AUSTRALIA

SCIT

School of Computing & Information Technology

CSCI336 – Interactive Computer Graphics

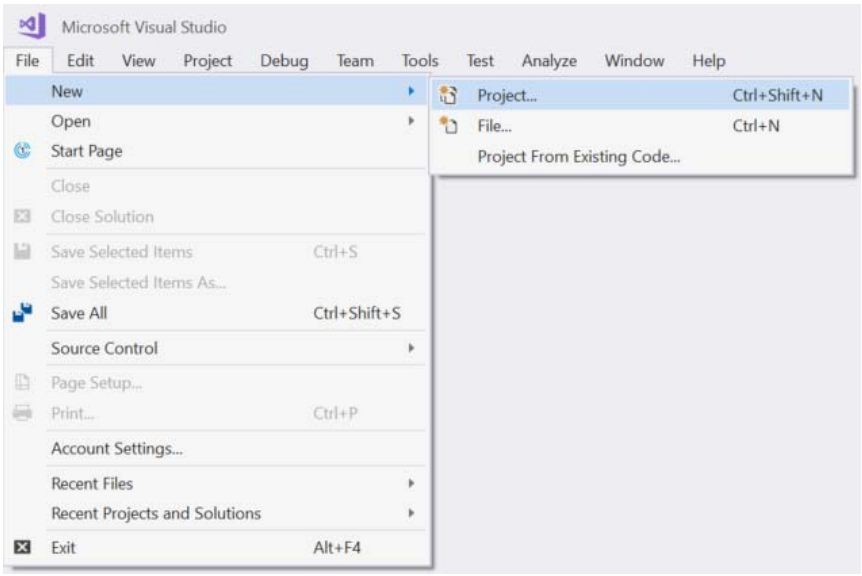
Setting up the Visual Studio Project Environment

This document will guide you in setting up the Visual Studio environment for using the libraries in C:\GraphicsSDK

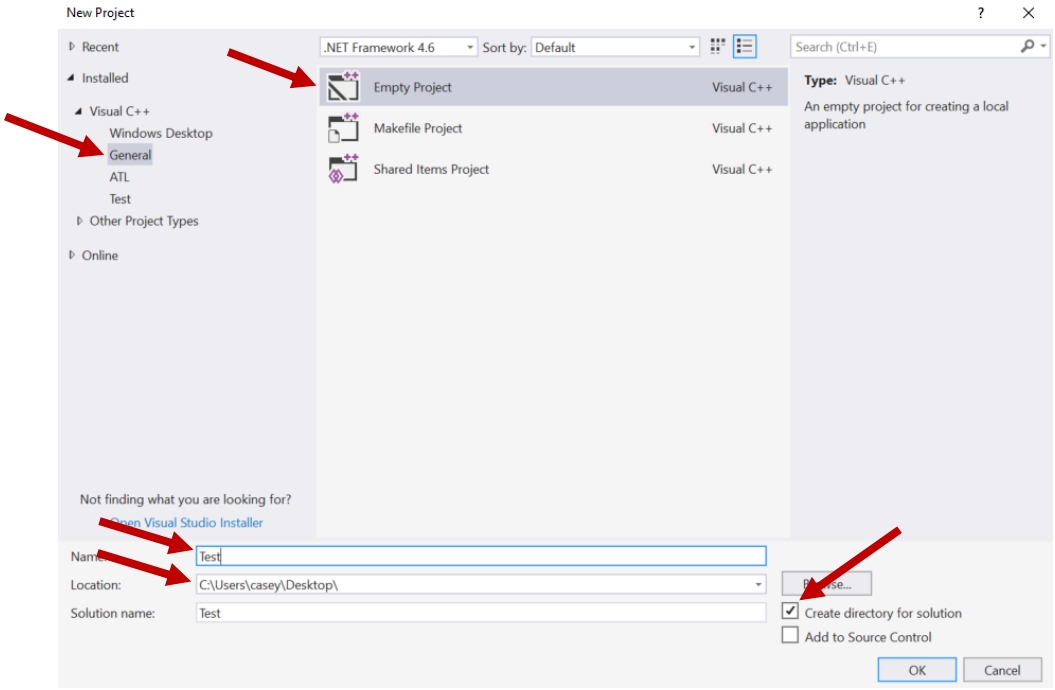
The "Project Template" folder contains the end result of the following steps.

Creating a New Project

First open Visual Studio. Then create a new project using **File → New → Project**

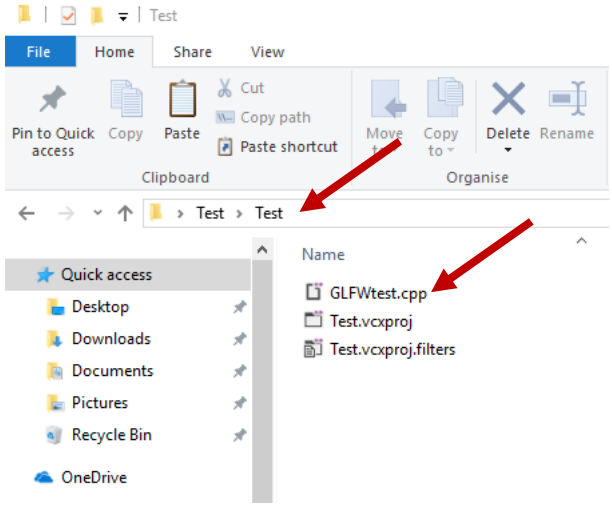


Then select an empty project, choose a project name and location where you want it to be created. Click OK when done.

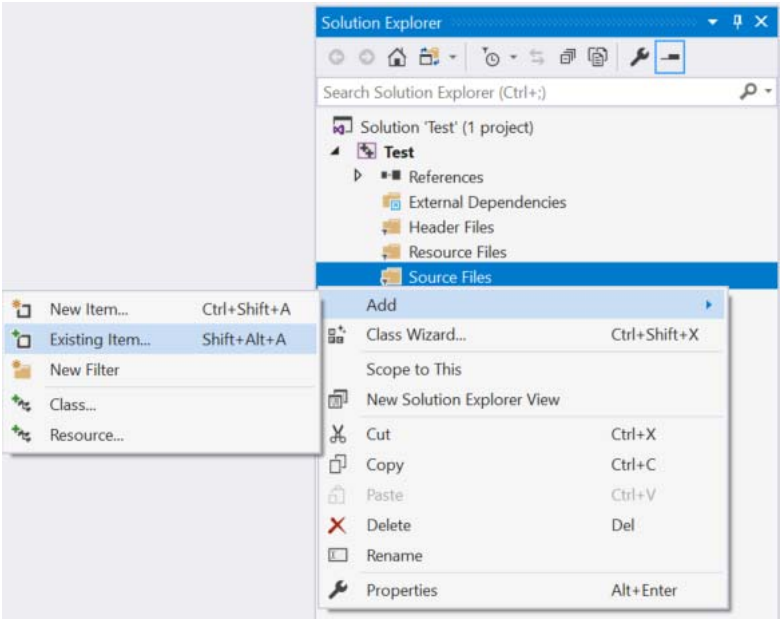


Adding an Existing File

If you have existing source files for the project, then put them in the newly created solution folder:

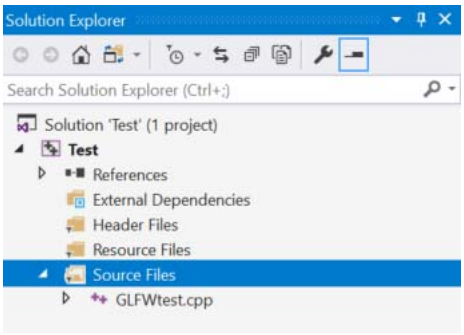


Next, add them to the project by *right* clicking on the appropriate name in **Solution Explorer**. For example, if you want to add a source file:



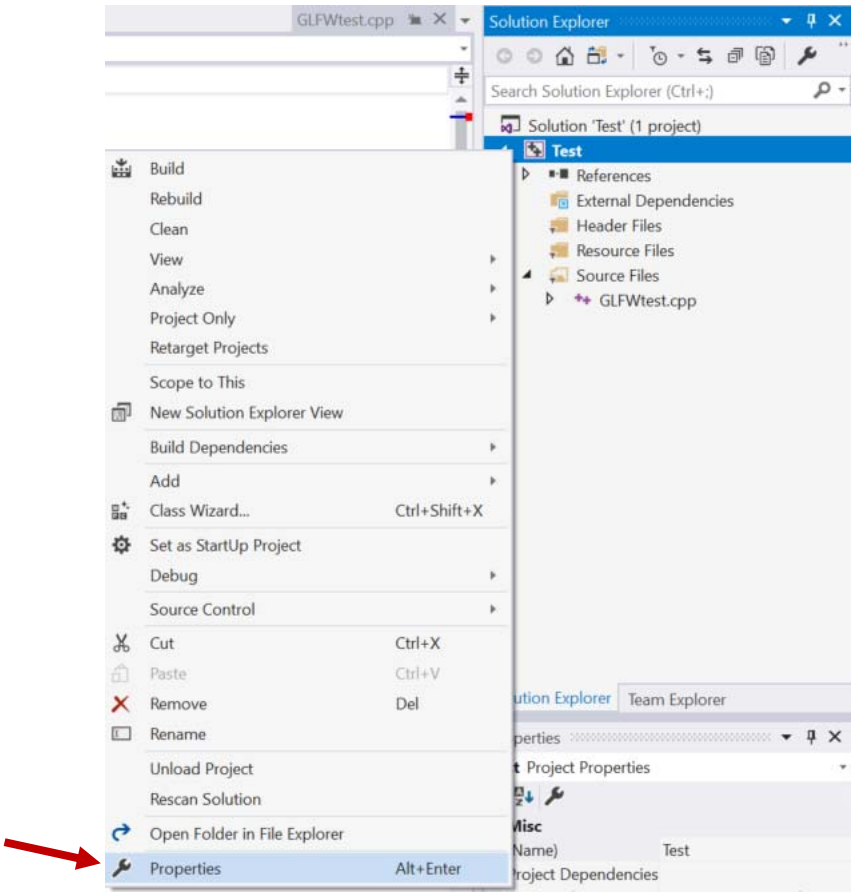
Right click on **Source Files → Existing Item**, and the appropriate file(s) to the project.

The final contents should look like this:

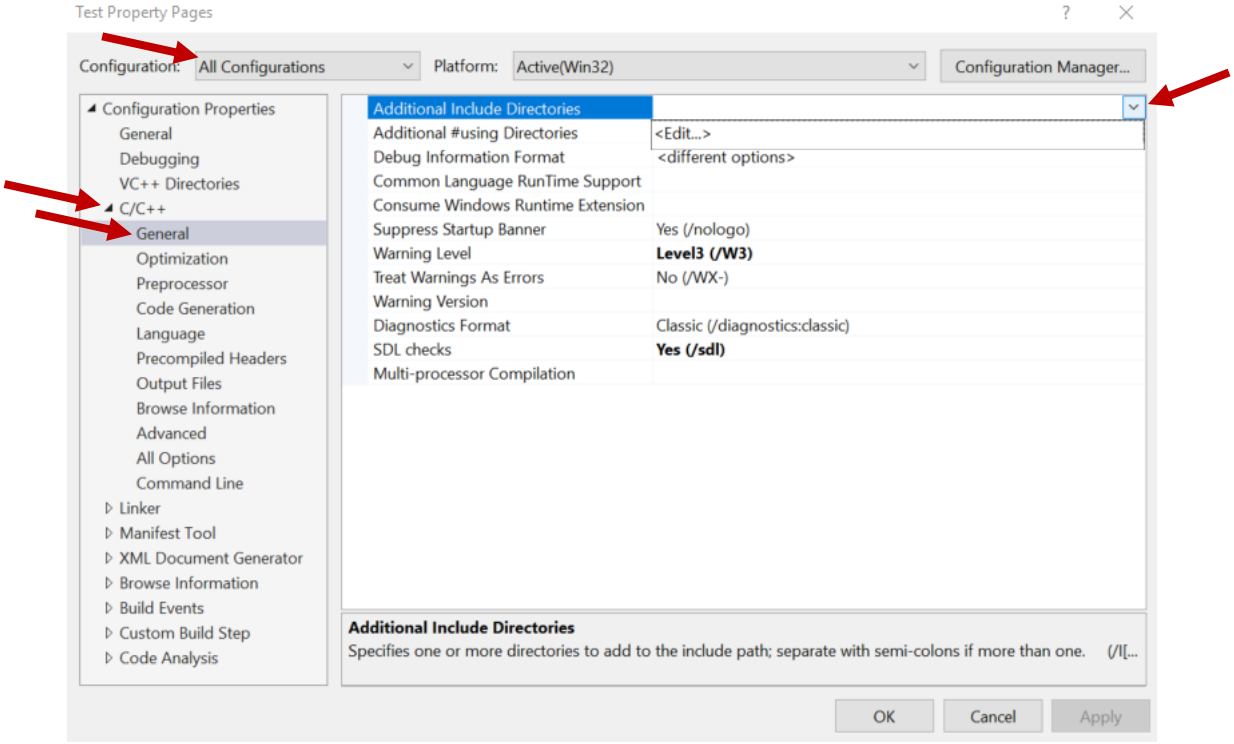


Setting the Project Properties

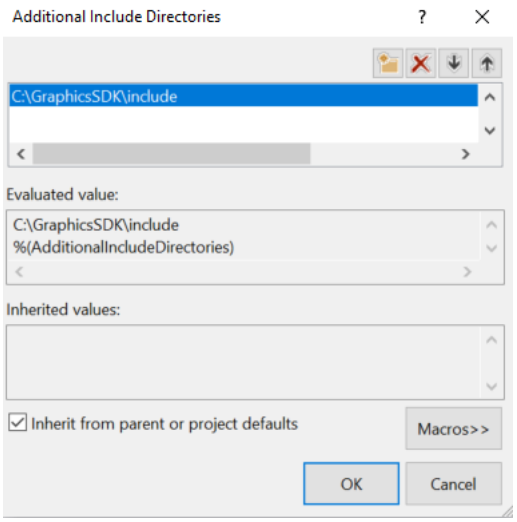
Now open the project properties, by right clicking on the project name and selecting **Properties**:



Switch the properties to apply to 'All Configurations', and under **Configuration Properties → C/C++ → General**, under **Additional Include Directories**, click ▾ and select <Edit…>

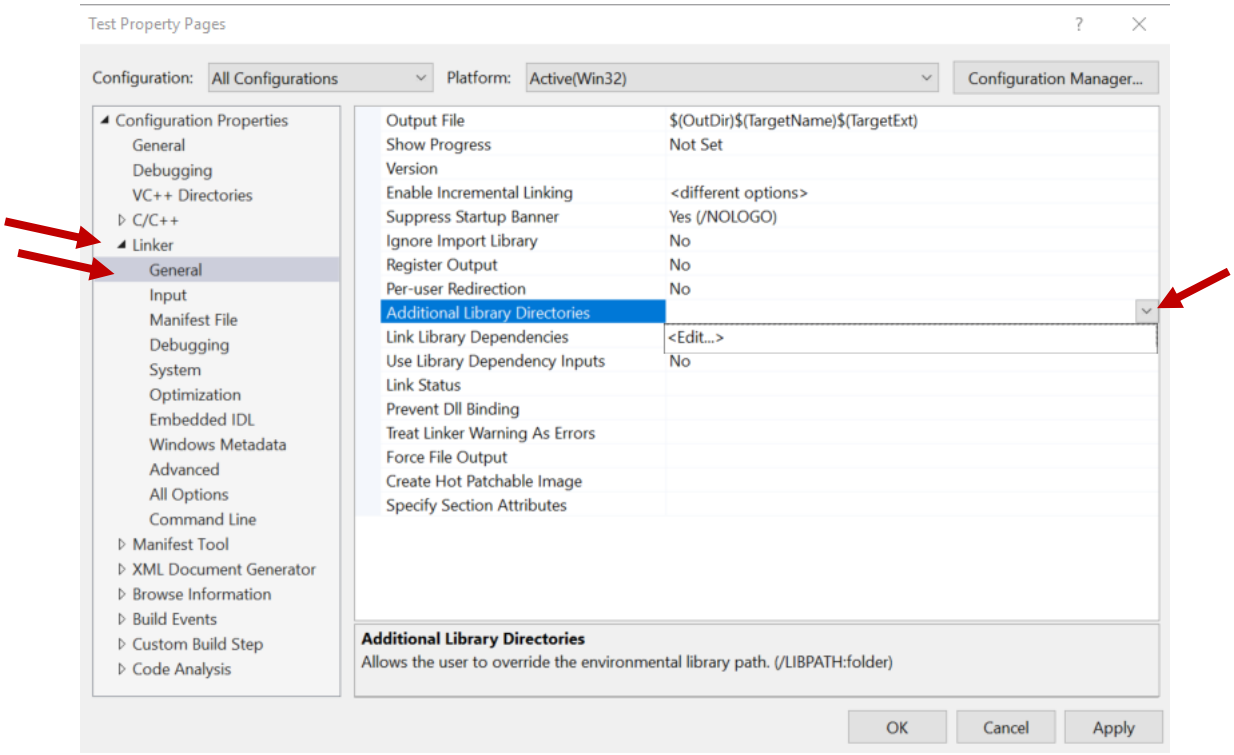


Enter: **C:\GraphicsSDK\include**

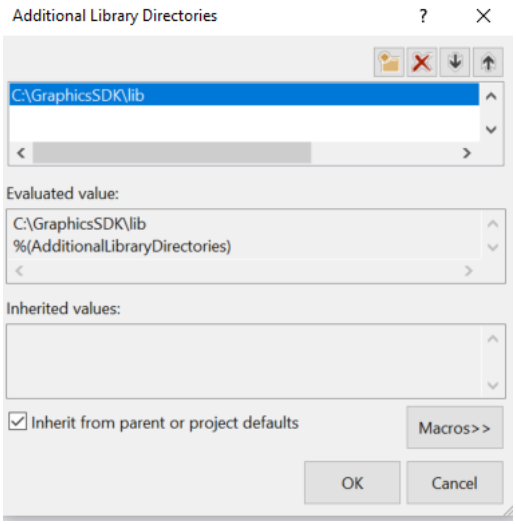


Then click OK.

Then under **Configuration Properties → Linker → General**, under **Additional Library Directories**, click ▾ and select <Edit…>

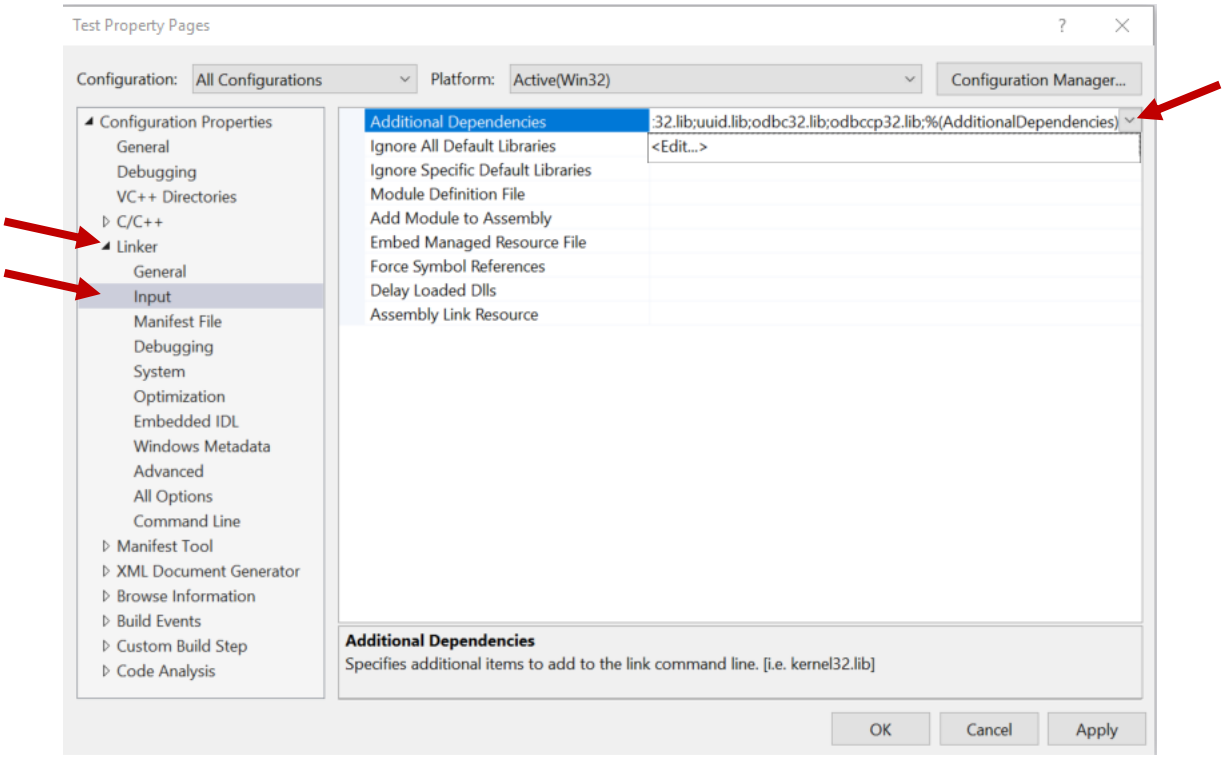


Enter: **C:\GraphicsSDK\lib**



Then click OK.

Next, under **Configuration Properties → Linker → Input**, under **Additional Dependencies**, click ▾ and select <Edit…>



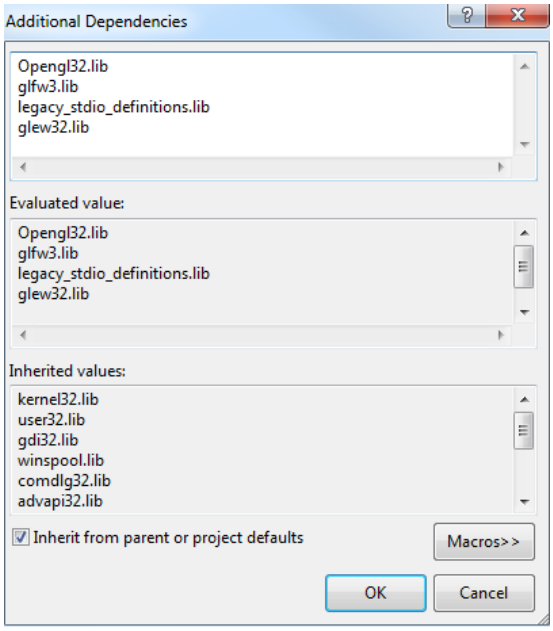
Enter:

Opengl32.lib

glfw3.lib

legacy_stdio_definitions.lib

glew32.lib



Then click OK.

These are for the respective libraries: OpenGL, GLFW and GLEW

The legacy library is because the static GLFW library uses some legacy definitions.

Then click **Apply** and **OK**.

That's it, done… not too difficult ☺

You can now run your code.