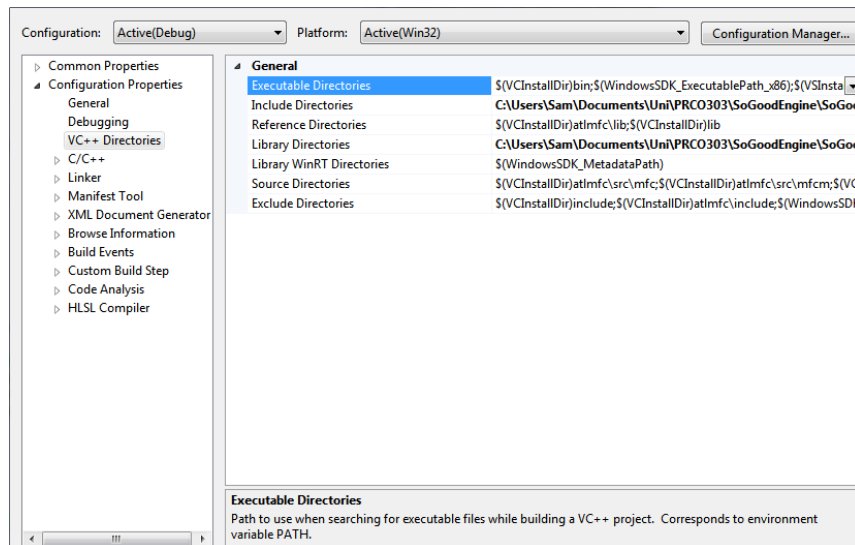# SGE User Guide

This document describes how to use and set up the SGE for use of development and testing. It will outline how to set up an application to consume the engine as well as some of its basic features and how to use them.

Setup

To explicitly link an application to the engine the include and library directories need to be pointed at the correct files.

The include directory option needs to contain a link to the engine's SGE.h file, this is stored in both the "Extra" folder of the tutorials and "SoGoodEngine->PrototypeThree->SGE->SGE".

The library directory option needs to contain a link to the engine's .lib file, this is stored in the both the "Extra" folder of the tutorials and "SoGoodEngine->PrototypeThree->SGE->Release".
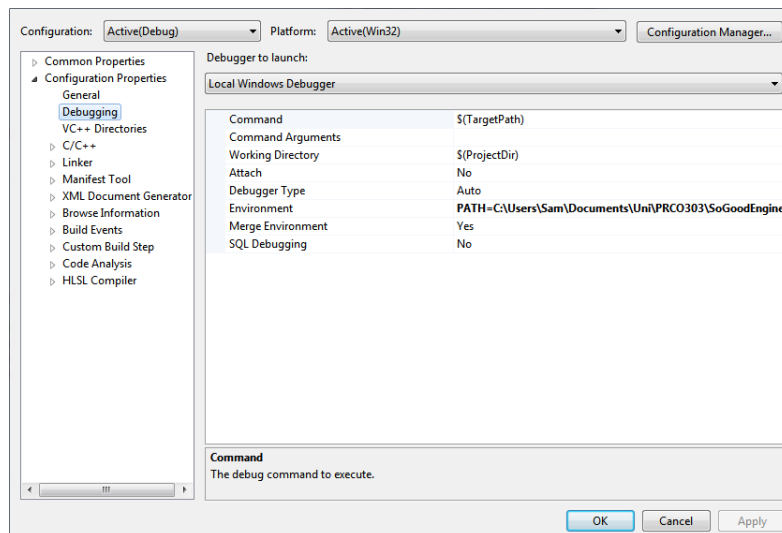
When linking to the DLL there are a couple of options. The first (recommended) option is to link the DLL to the application in the debugging menu of options. This can be done by inserting the address to the DLL in the environment path. For example "PATH=C:\Users\Sam\Documents\Uni\PRCO303\SoGoodEngine\SoGoodEngine\PrototypeThree\SGE\Release". The DLL can be found in the "Extra" folder of the tutorials and also "SoGoodEngine->PrototypeThree->SGE->Release".

The second option is to build the application and put a copy of the DLL in the created folder. For example the debug or release folders. This should allow the application to run in visual studio but there may still be issues with running the .exe.

After linking to these files the application should be ready to begin using the engine.

Template

In the tutorials folder there is a copy of an SGE template which provides an easy way to set up a game with the SGE. To install the template for use with visual studio it should be placed in the "Visual Studio 2012 -> Templates -> Project Templates -> Visual C++ Project" folder, this will then be an option when creating a new visual studio project.
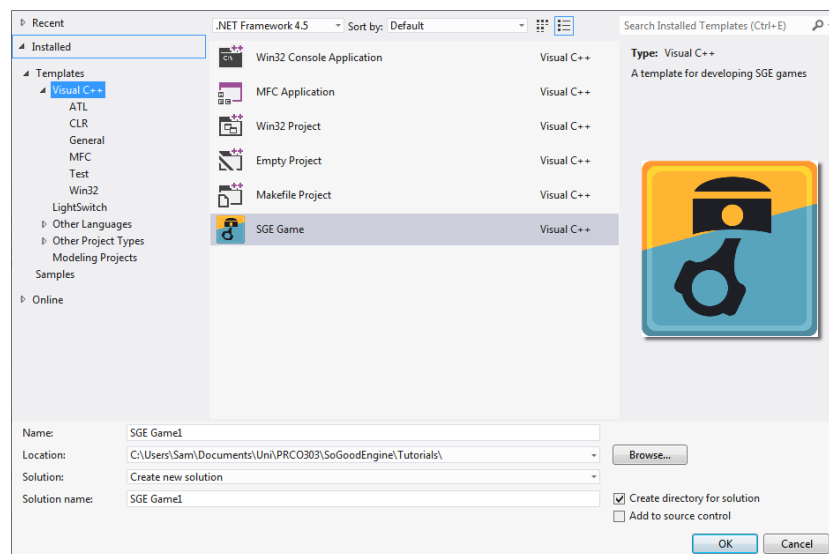
Tutorials

The tutorials illustrate the features of the game with each covering a different one. The final tutorial is a very simple game made using the engine to show how the features can be put together.

The tutorials will need to be adjusted for the computer they are put onto in the way outlined above. They will need to have the correct files linked to them or they will not build or run.