sdk demo config

Building and install

- You can download the corresponding CMake version from https://cmake.org/download/ according to the computer platform.

  - windows:

  For the windows platform, remember to distinguish between 32-bit and 64-bit, download the corresponding binary installation version, and install it directly.

  - linux:

```
    1. Download the installation package for the Linux version, such as: cmake-
3.15.3-Linux-x86_64.tar.gz
    2. tar -xzvf cmake-3.15.3-Linux-x86_64.tar.gz
    3. cd cmake-3.15.3-Linux-x86_64
    4. ./bootstrap
    5. make
    6. make install
```

Generator

- Download the SDK rapid demo program from github, for example:

```
git clone git@github.com:Shining3D/sdk-demo-cpp-rapid.git
```
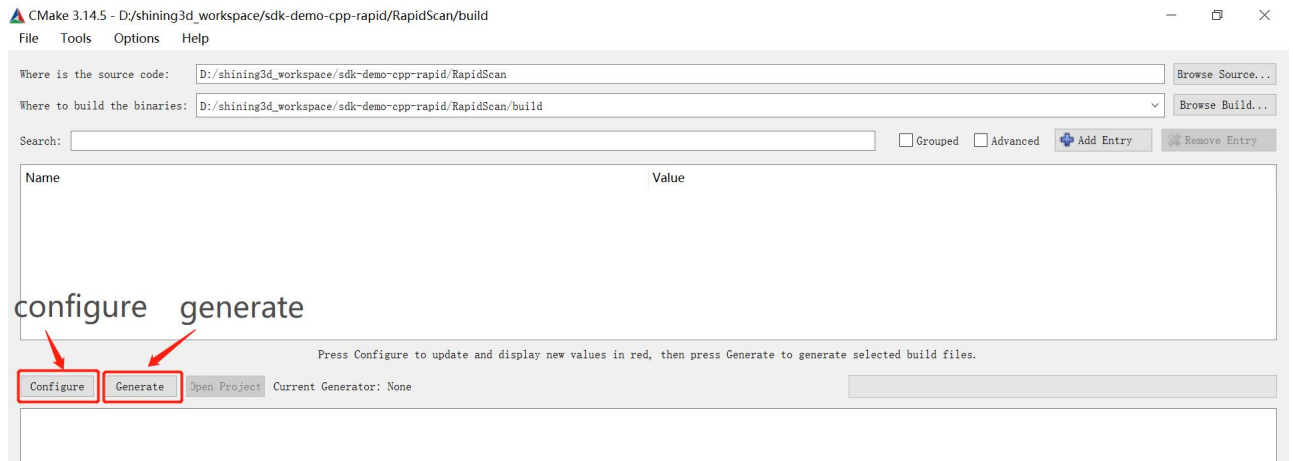
- Start CMake application
- Configure. select project path and binary compilation output path，then click the "Configure" button.
- Generate. if there is no errors after clicking the button "Configure", then click the "Generate" button to generate the VS project.
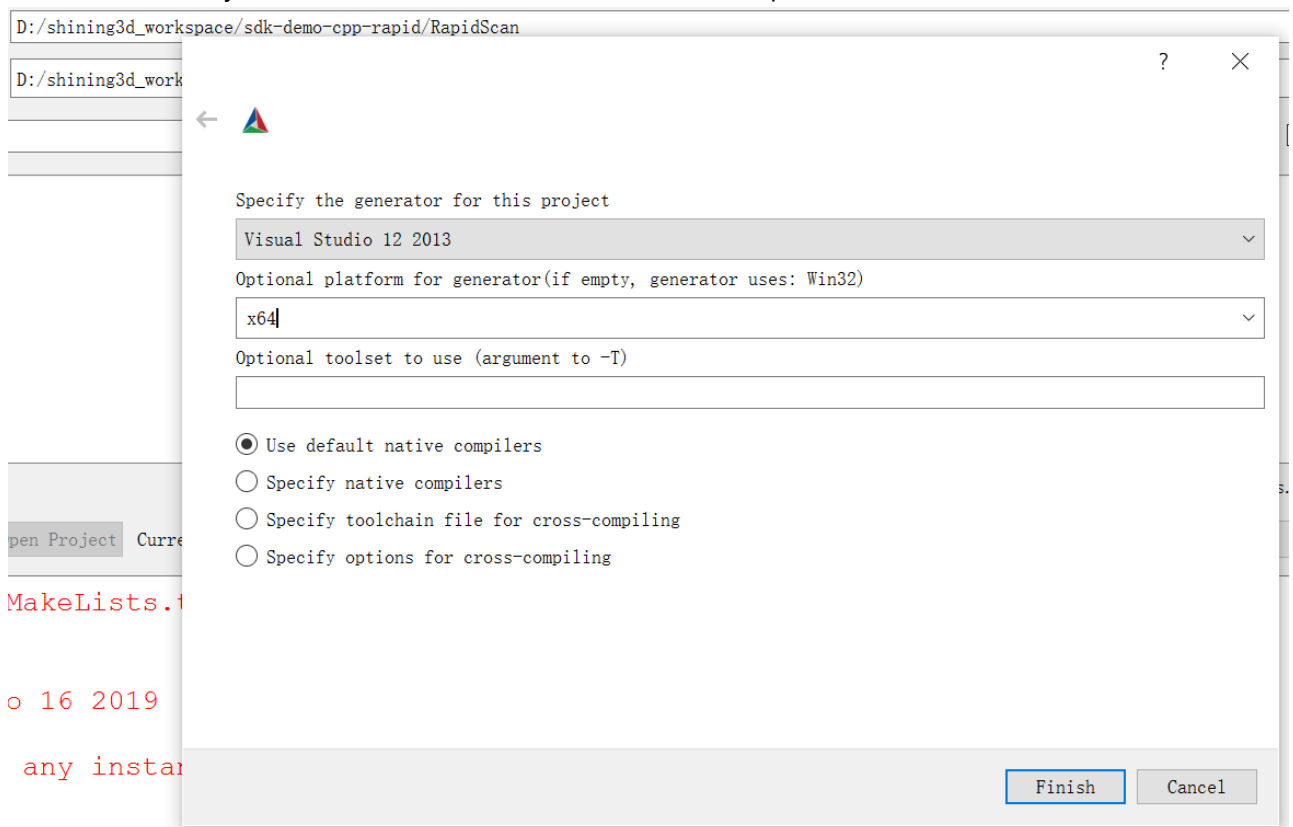
Example

Take SDK rapid demo as an example to introduce how to generate vs project through CMake tool.
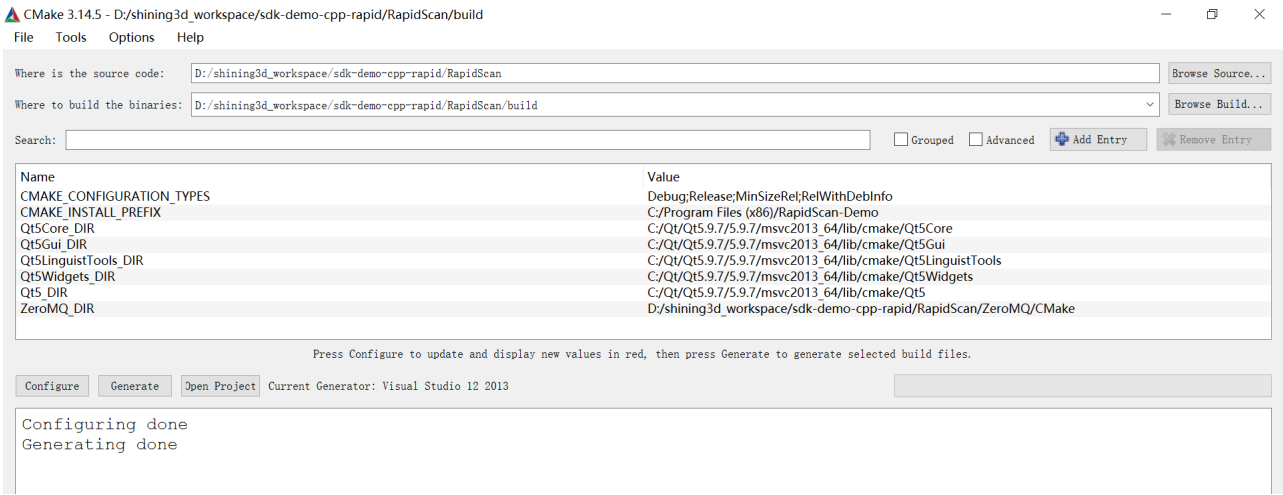
- step1: Open the CMake application

- step2: Select the source path and the binary project to generate the directory, as shown in the figure:

- step3: Click the config button in the image above, configure compiler options and platforms (32 or 64 bits), and currently select vs2013 and 64 bits. As shown in the picture：

- step4: If there is no errors after configure is completed, you can click the "Generate" button to generate the vs project, as shown in the figure：

- step5: If the above operations is successful, you can get the vs project in the previous specified directory,as shown in the figure：