Super GP Library v2.1.1

-Configuration

Introduction:

V2.1.1 is the fourteenth version of SGL. This time, widgets are enabled. We can use them with a few lines of code. V2.1.1 finished nine kinds of widgets. For further details, please refer to the widget instruction file.

The main purpose of the SGL is to build an excellent graphic coding environment, wish all the users have a good coding time!

Upcoming:

Full widget kit is now coding.

SGWL(SGL for Web) and SGAL(SGL for Android) is now developing.

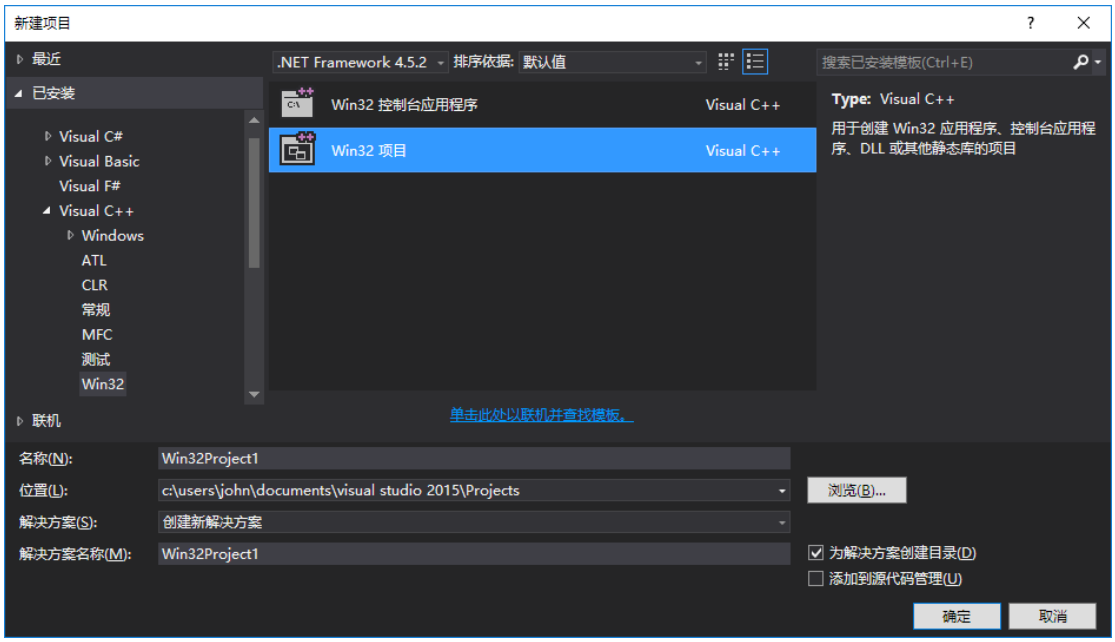
1. Download

The latest library zip can be acquired from github only(https://github.com/SuperABC/SGL). Unzip the zip and put the files in your favorite folder.

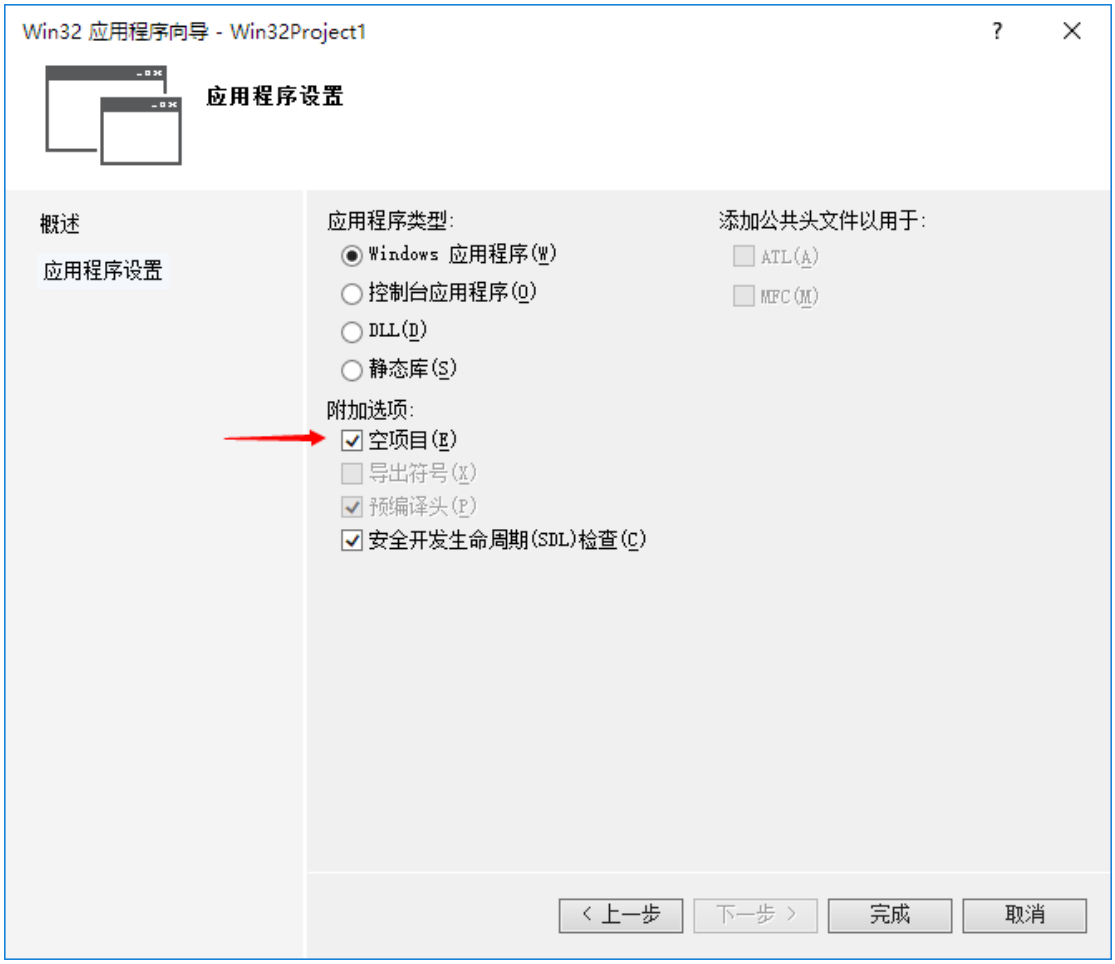
2. Create

(1)Use VS.

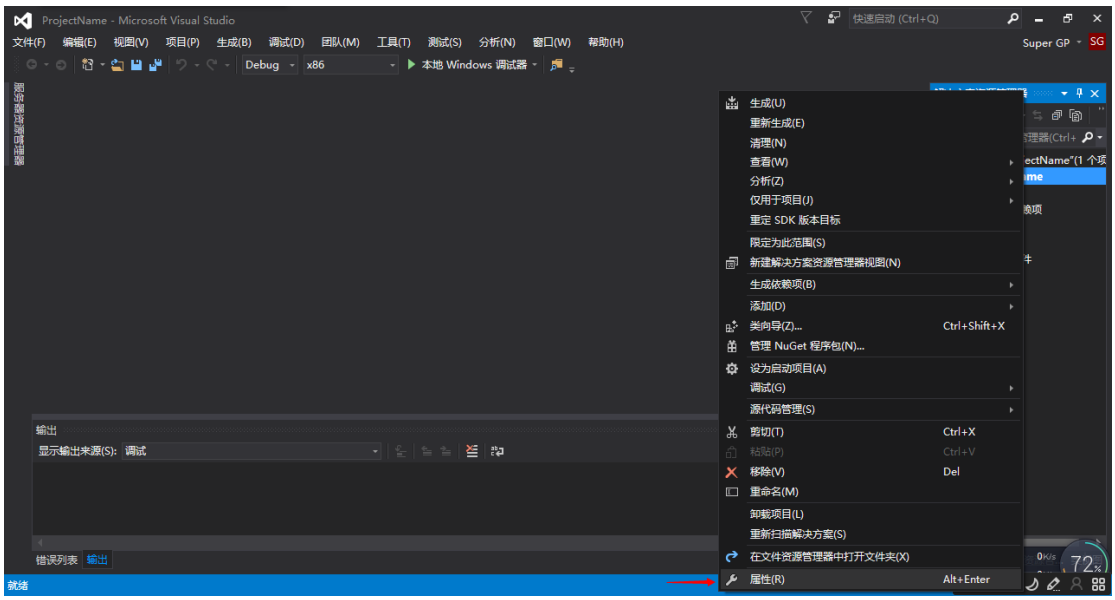
Open VS and create a new project. It doesn't matter which version your VS is. Remember not to choose console application but win32 program so that there won't be an black frame when running.

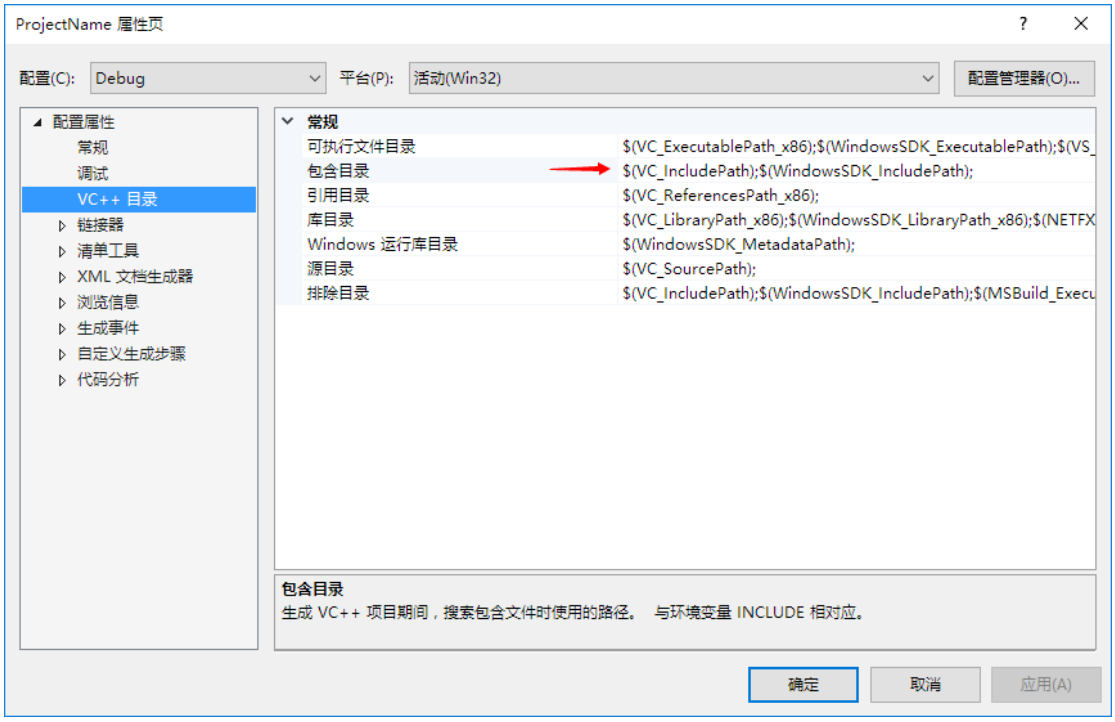


Then click next step, and choose to create an empty project. Click finish.

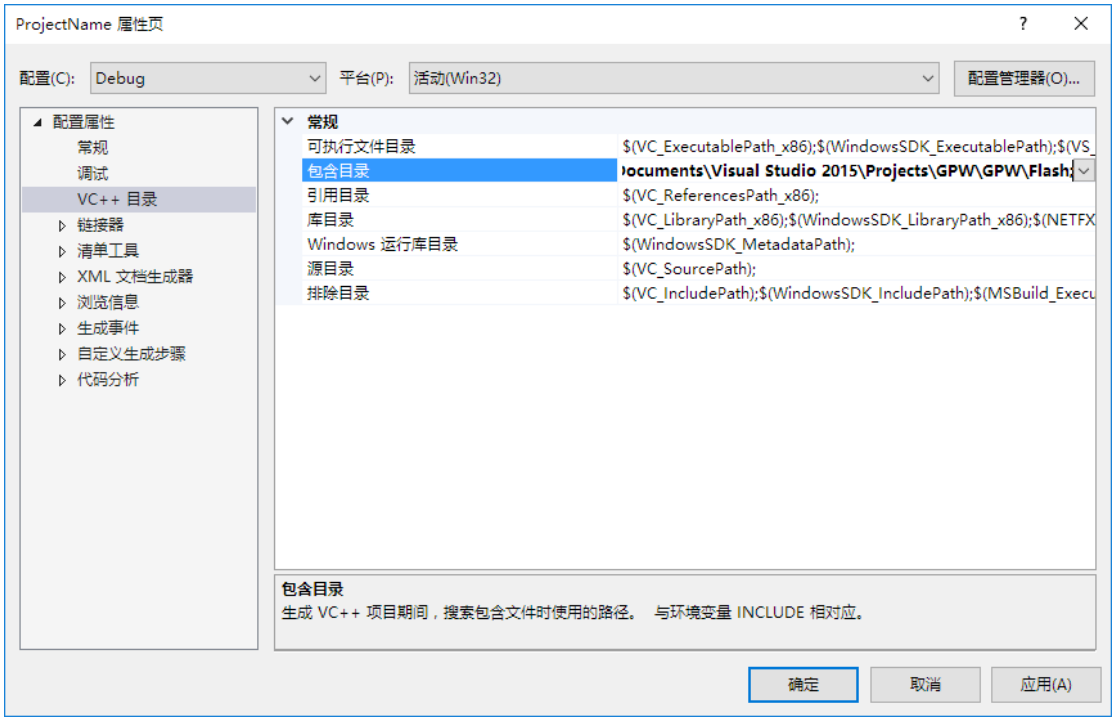


Then click your project with the right mouse button to open the attribute window.



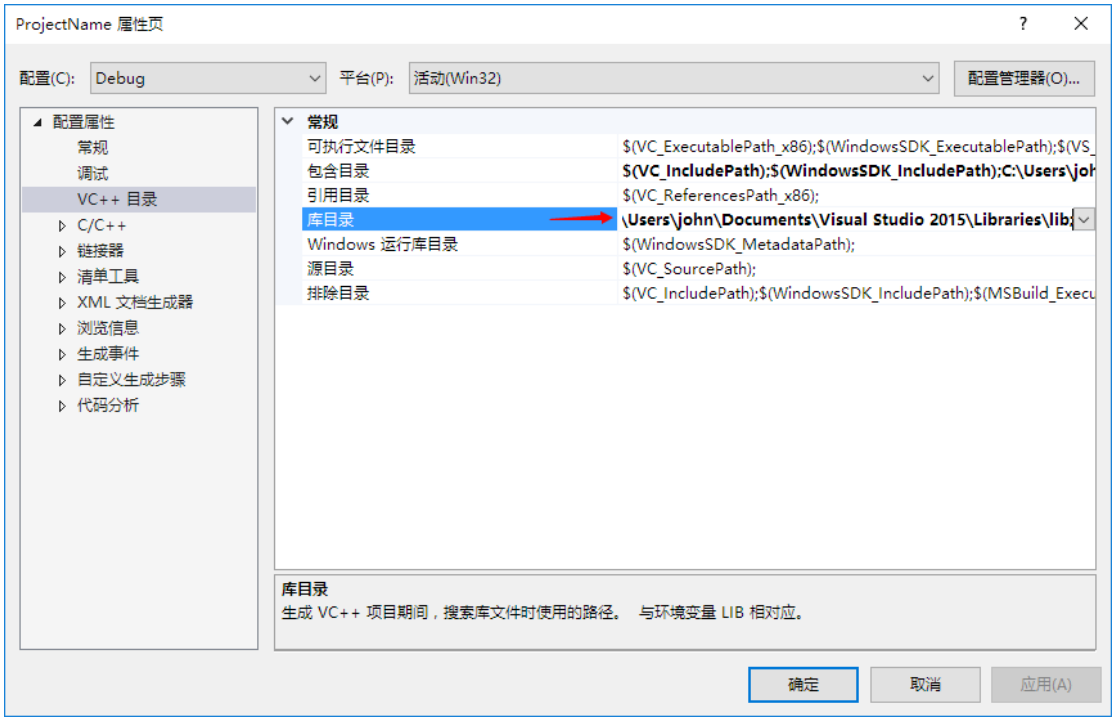


Add your folder which includes winsgl.h. If more than one paths need to be added, separate them with semicolon.



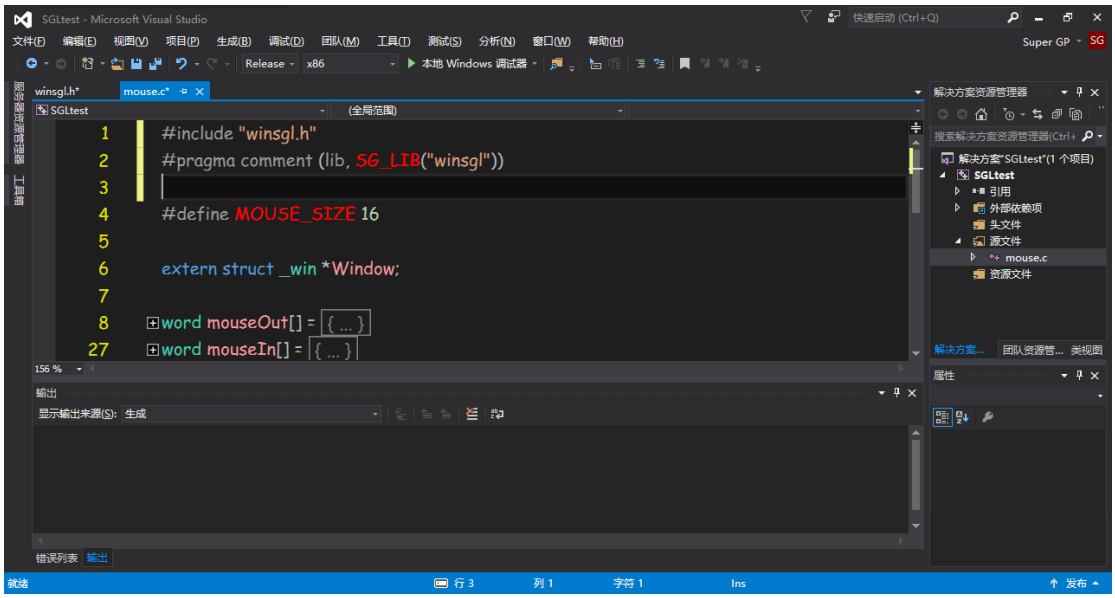
Add your folder which includes winsgl.lib/winsgld.lib.

Again if more than one paths need to be added, separate them with semicolon.



Here comes the last step. We need to link the lib file to the project. The simplest method is to add one line as follow:

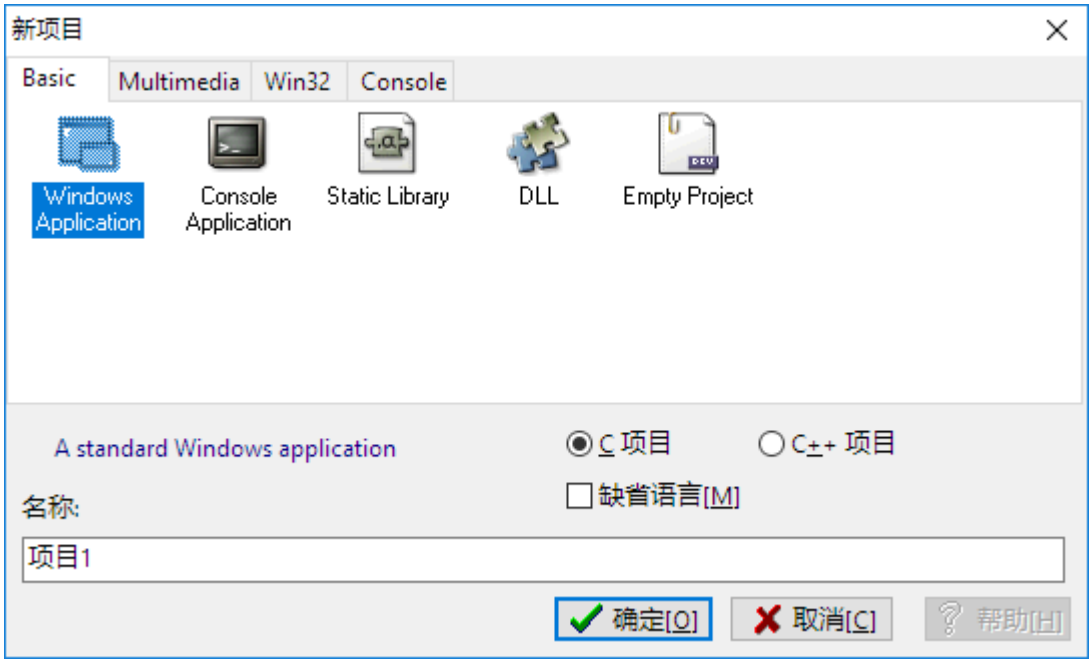
"#pragma comment (lib, SG_LIB("winsgl"))"



Here we finish the configuration. Just compile it and run, and we can enjoy our coding life.

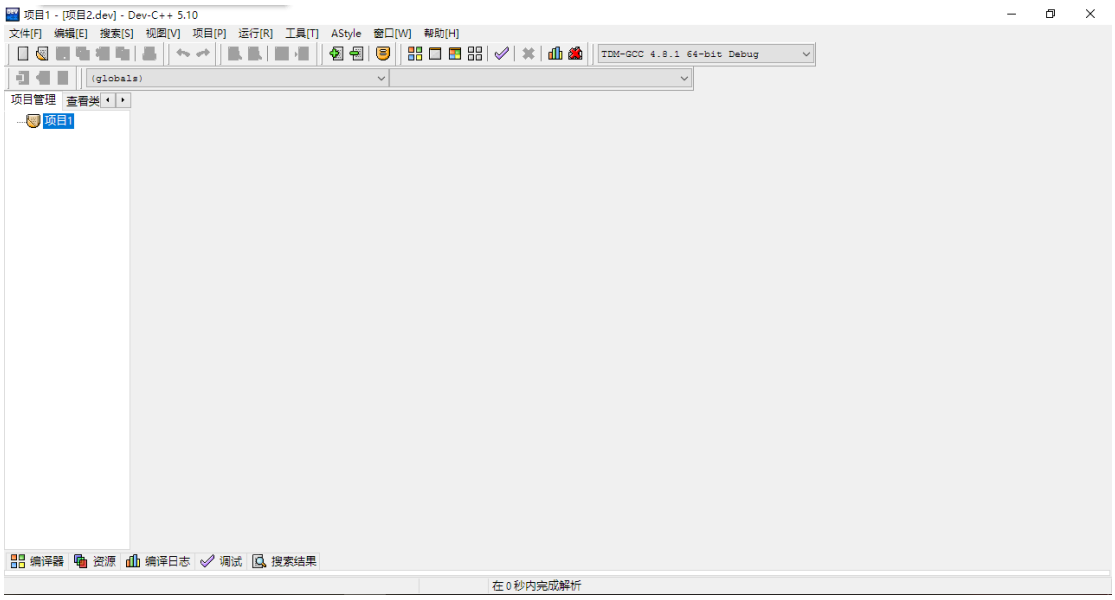
(2)Use Dev-cpp.

Open Dev-cpp and create a new project. Remember that we need to create a project not a source file.

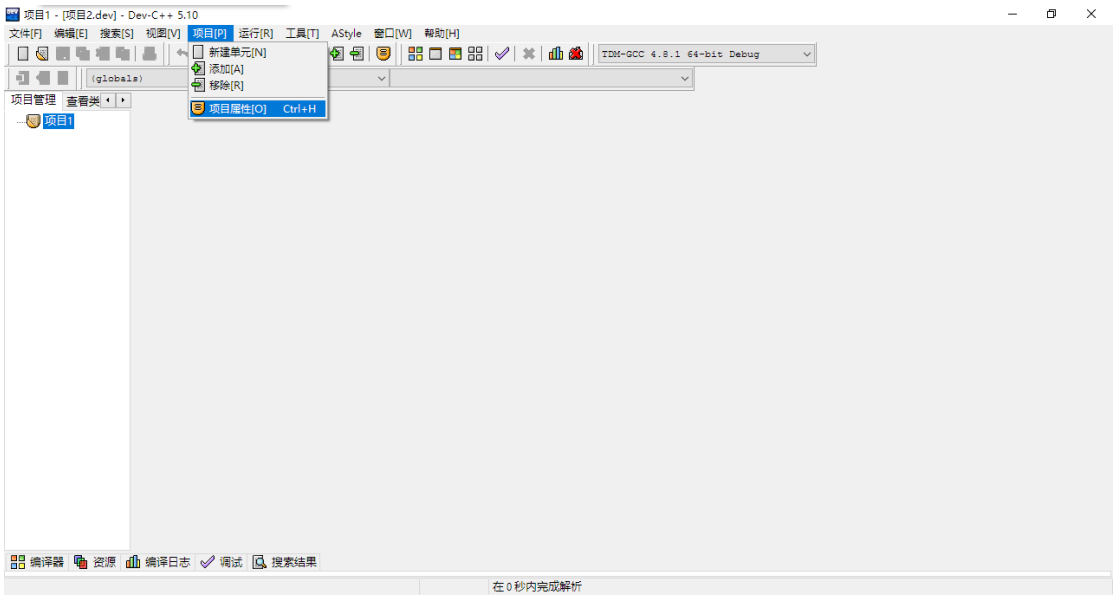


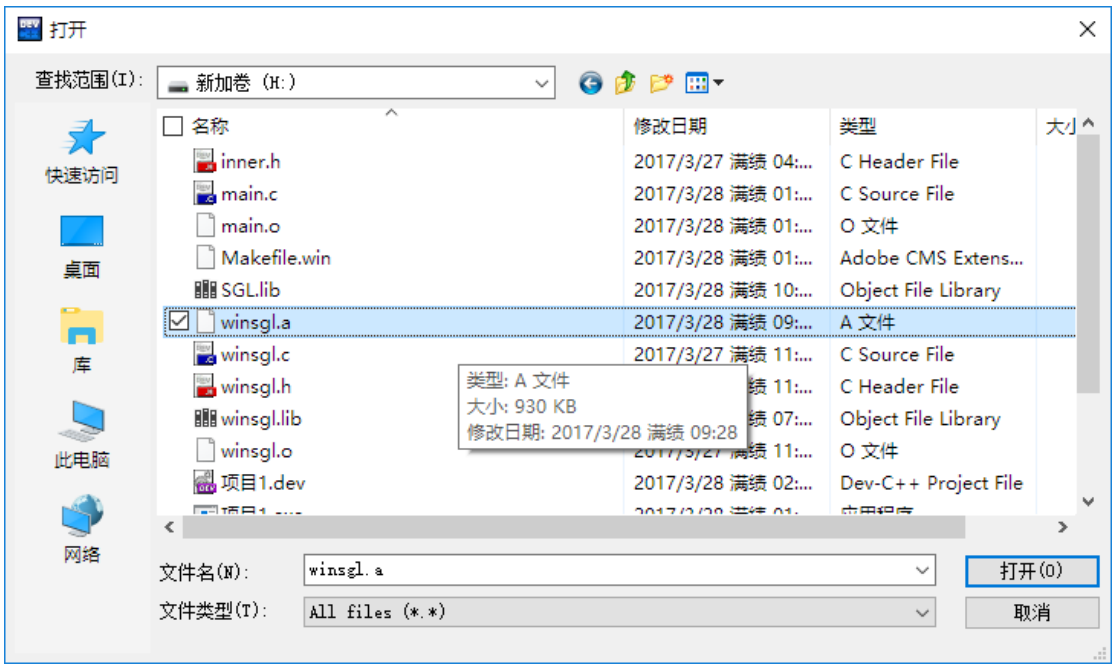
Then we choose Windows Application. It doesn't matter you choose C or C++. Then choose a directory to save your project.

Then clear the default project.

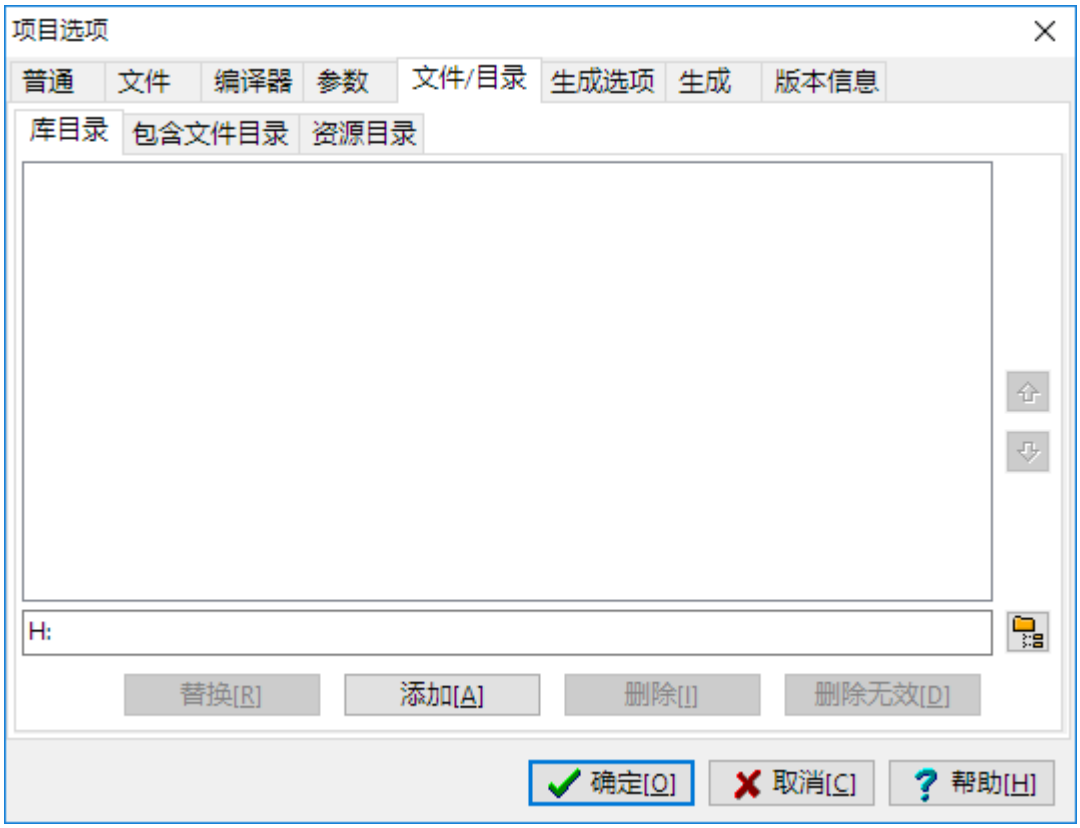


choose 项目->项目属性->参数->加入库或对象 and select winsgl.a. The format of static library of mingw is .a not .lib.





Then choose 文件/目录 and input the folder which contains winsgl.h. Click add.



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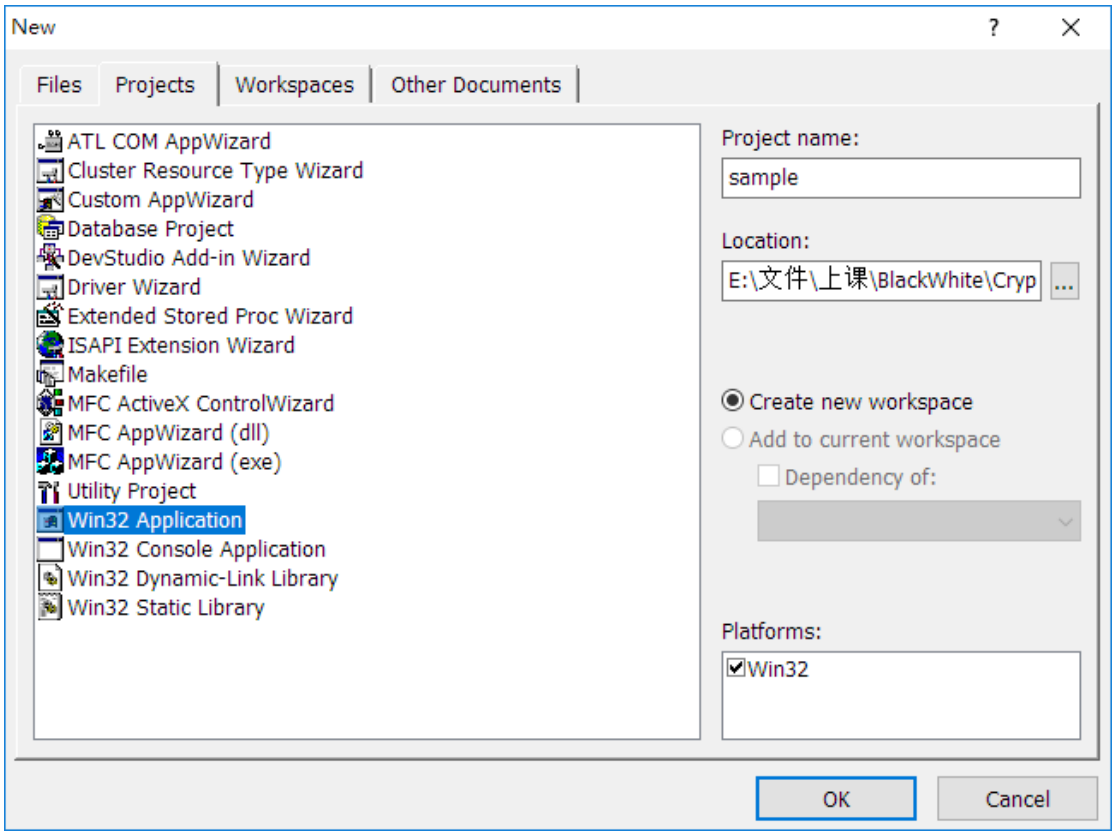
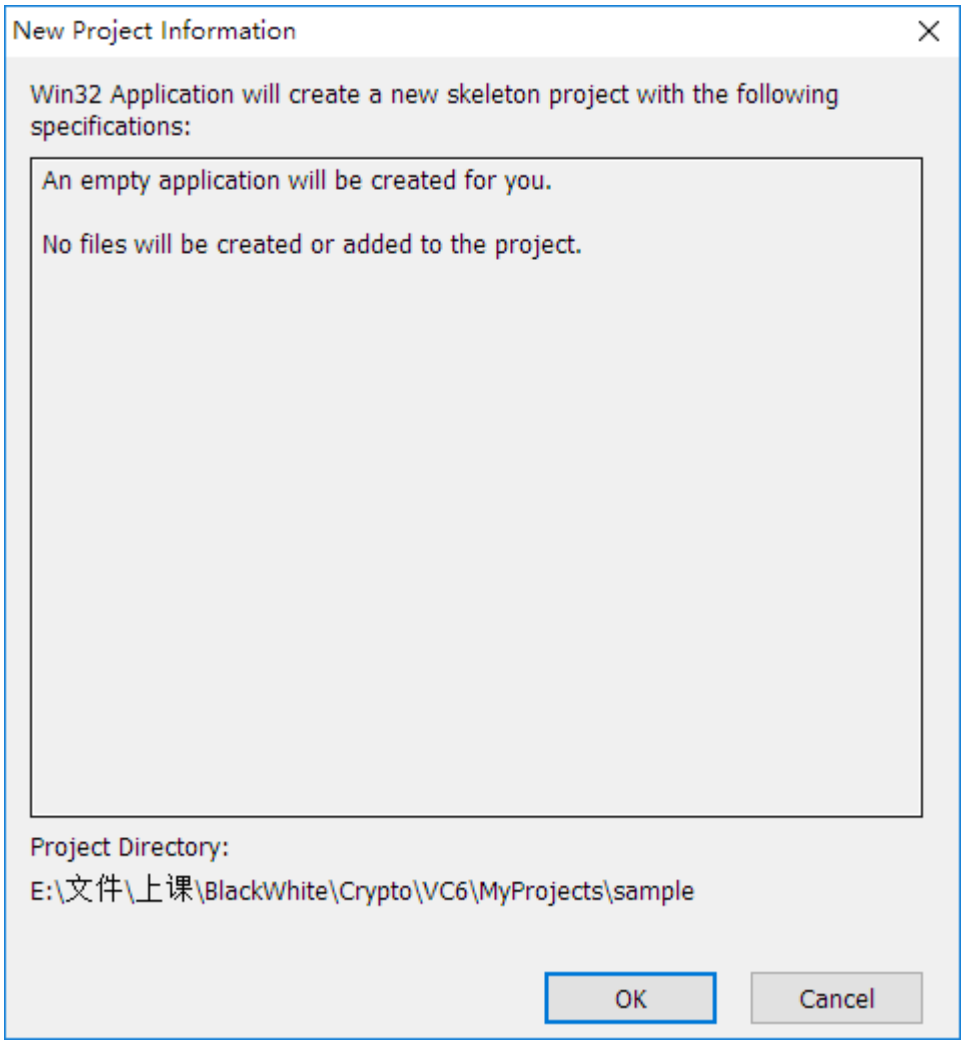
(3)Use VC++.

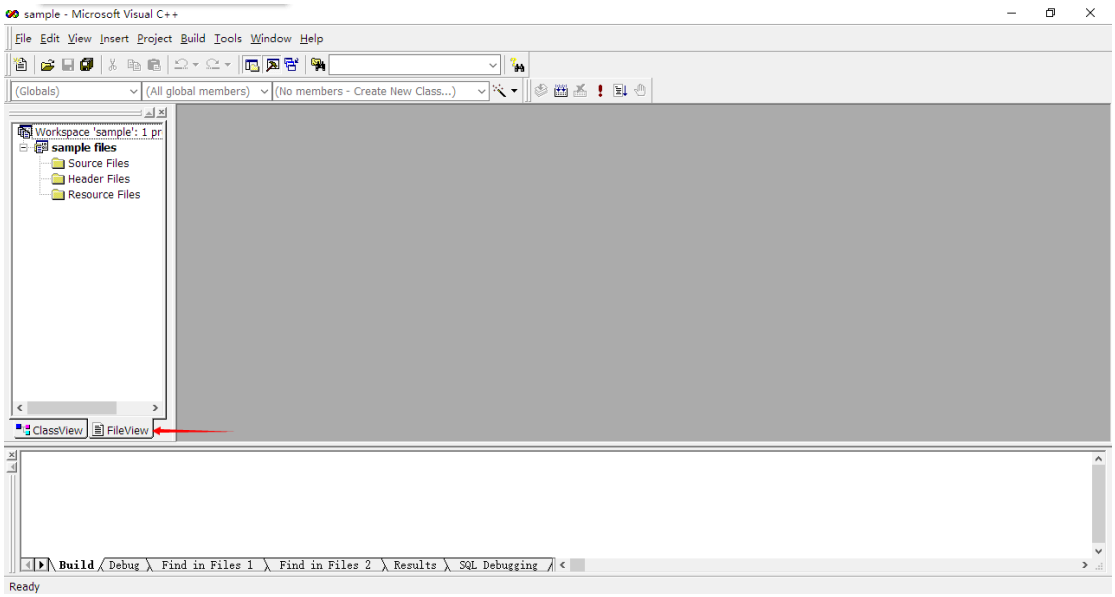
First Open VC++ and click File->New. Then choose Project->Win32 Application and input the project name.



Choose An empty project and finish.

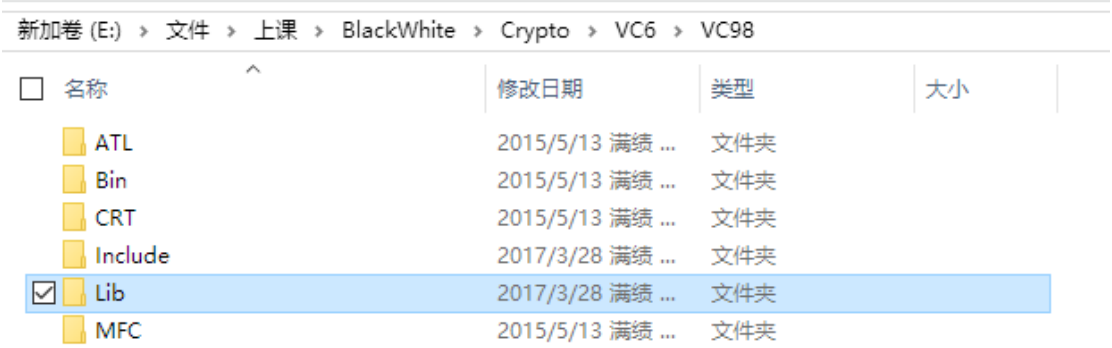


Choose File view.



Move the winsgl.h to the vc++ include folder. In

author's computer, it is VC6->VC98->include. Then move the winsgl.lib to the vc++ lib folder. In author's computer, it is VC6->VC98->Lib.



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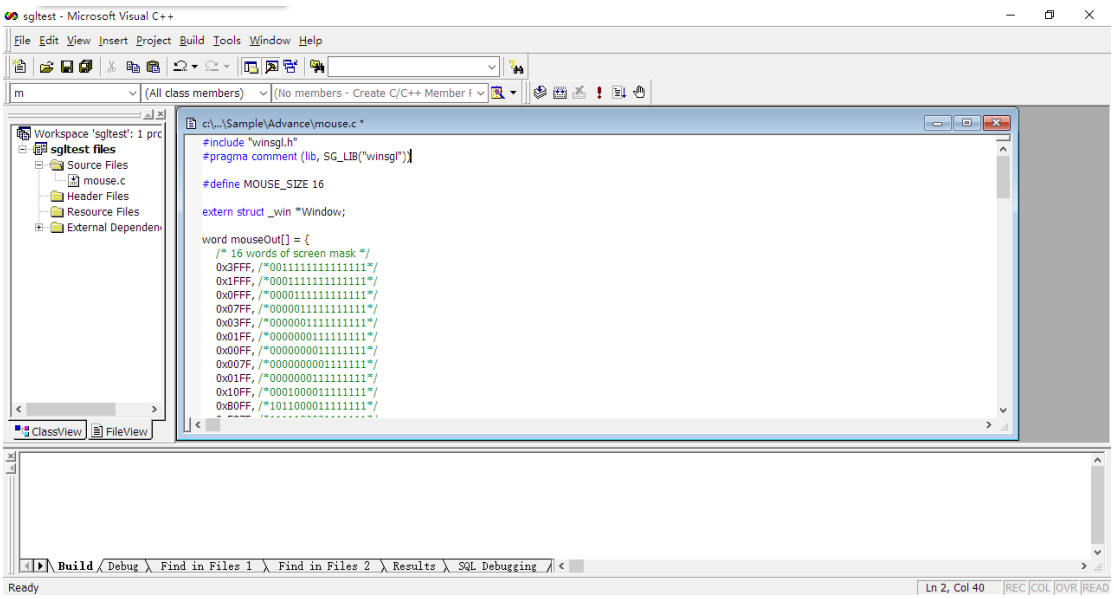

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