# Super GP Library v0.1.0

-Configuration

Declaration:

v0.1.0 is the fourth version of SGL. After working for several days, there are much less bugs in it. However, if users find any other bugs in it, try to contact the author with the information shown in the console. To be friendly to newcomers, the library is coded in C. The C++ library will come out soon.
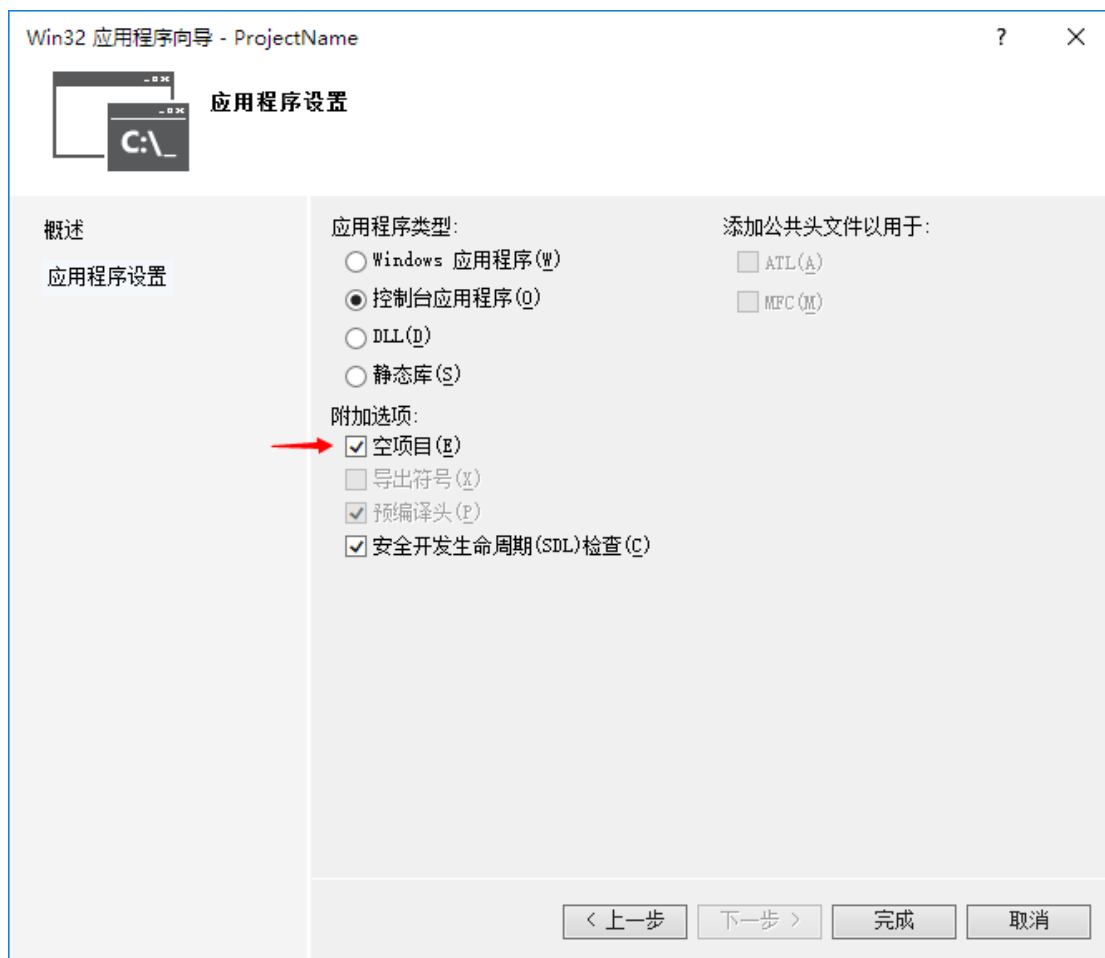
1. Download

The library rar can be acquired from /*QQ group, CSDN and */github. Unzip the rar and put the files in your favorite folder.
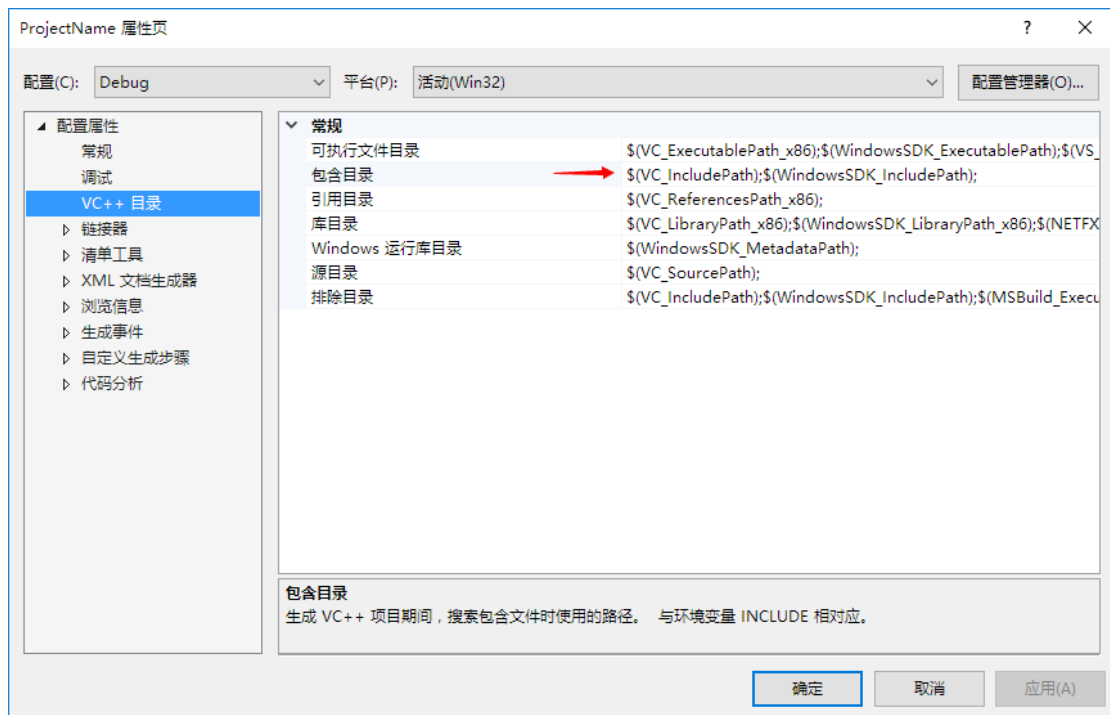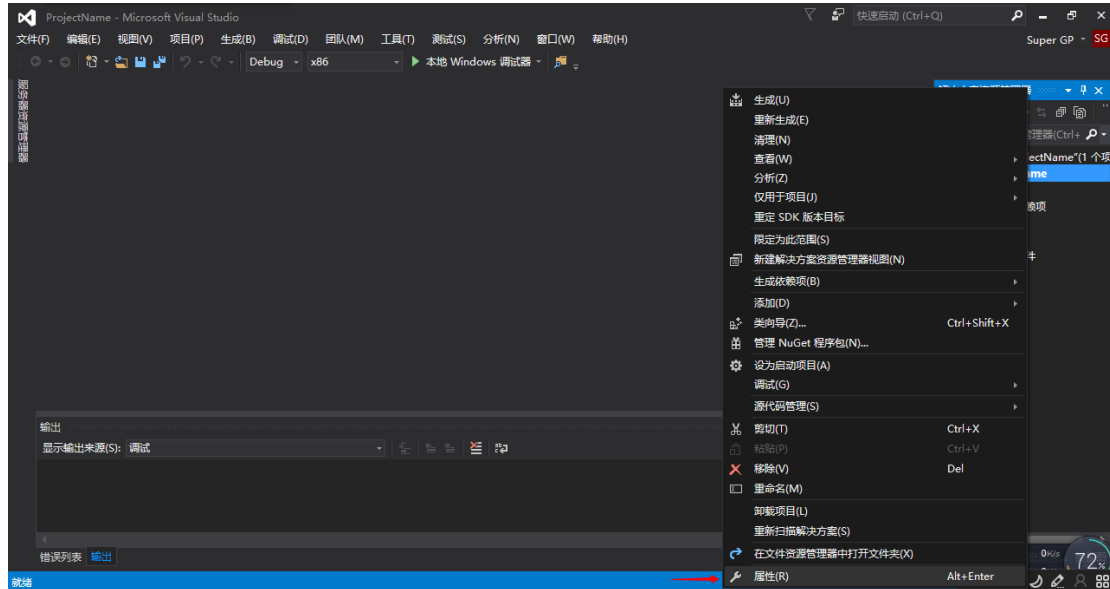
2. Create

Open VS and create a new project. It doesn't matter which version your VS is.
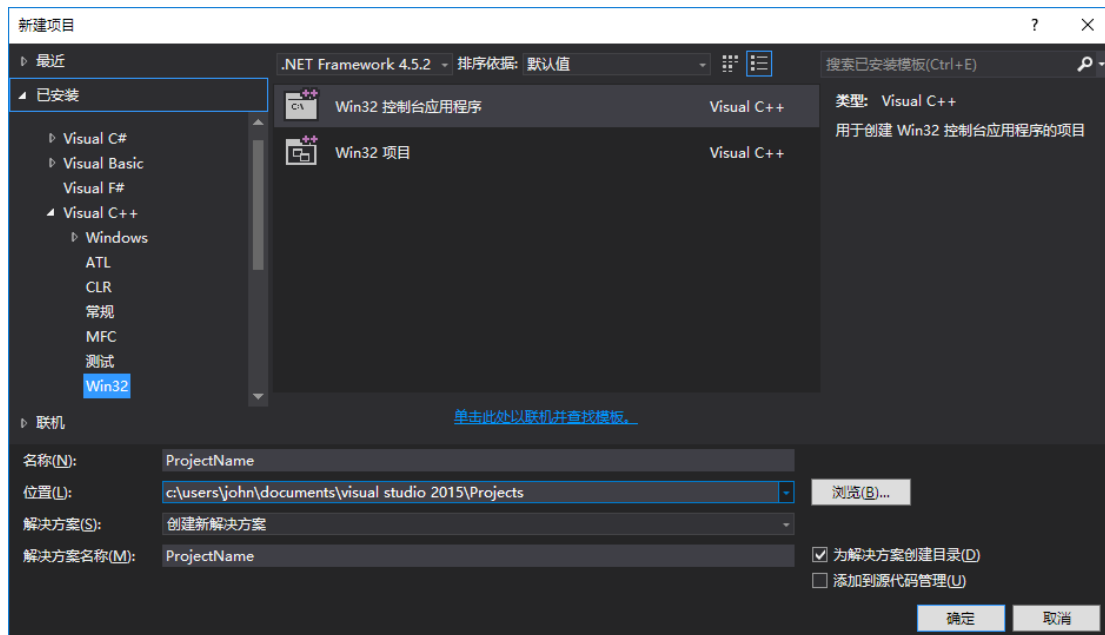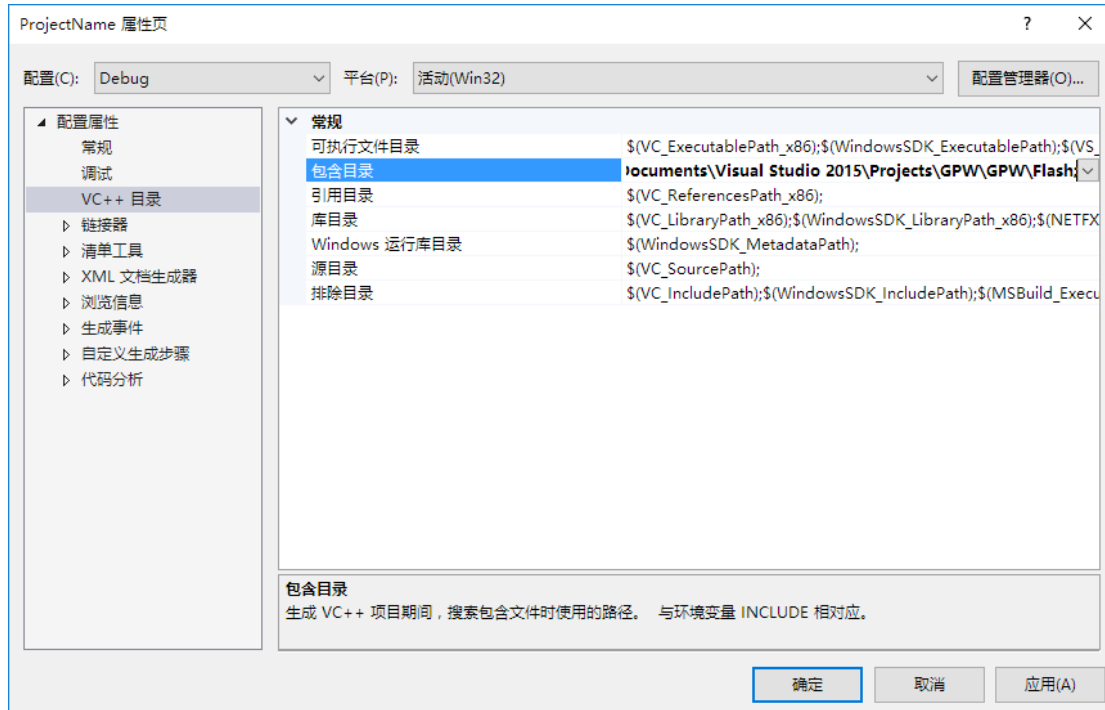
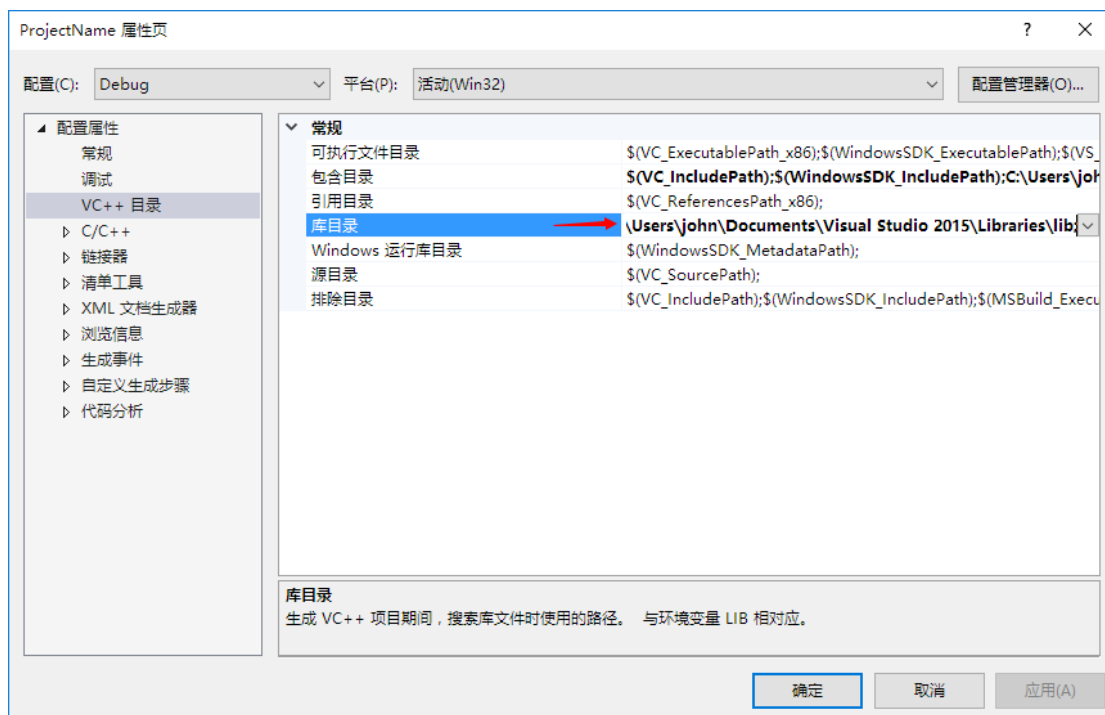Then choose to create an empty project.

Then open attribute window.

Add your folder which includes screen.h and three freeglut headers. If more than one paths need to be added, separate them with semicolon.

Add your folder which includes freeglut_staticd.lib and SGL.lib. Again if more than one paths need to be added, separate them with semicolon.


Here comes the last step. There are two ways to add

the libs into link list. The freeglut_staticd.lib has been linked in SGL.lib, so users needn't concern about it. However, SGL.lib need to be added by users. The first method is to add one line "#pragma comment(lib, "SGL.lib")" in the very beginning of the code. The other method is to continue changing project attributes in the window mentioned above. Add SGL.lib into this line, again we need to type a semicolon if there isn't one.
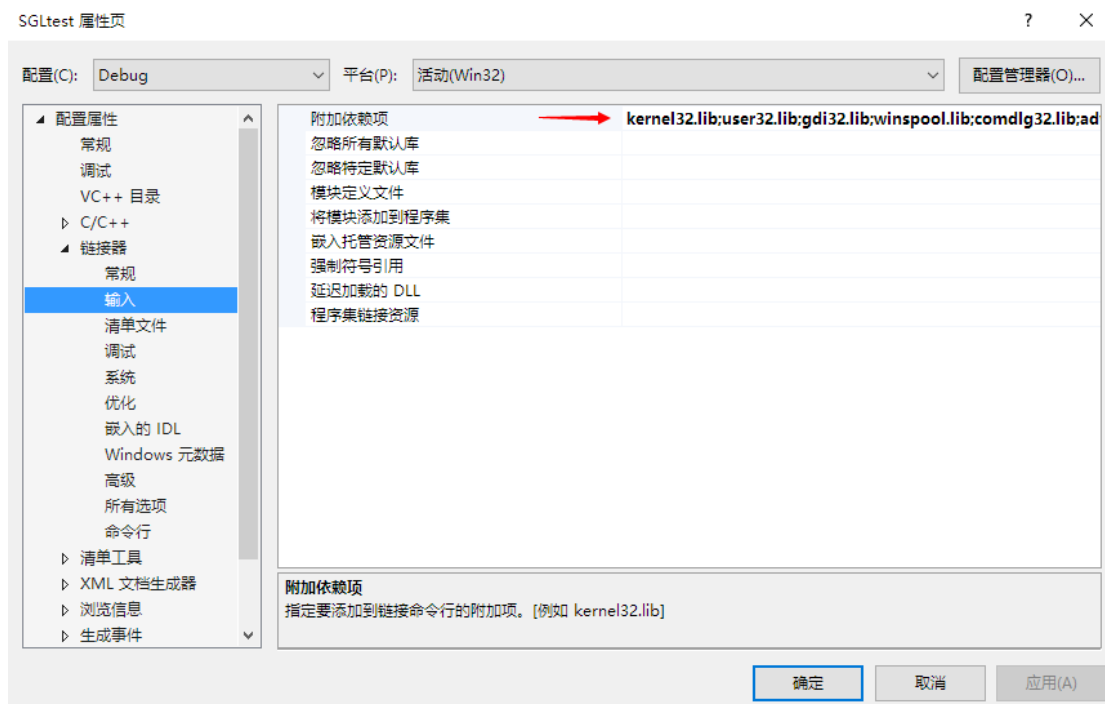
Then add your codes to this project.
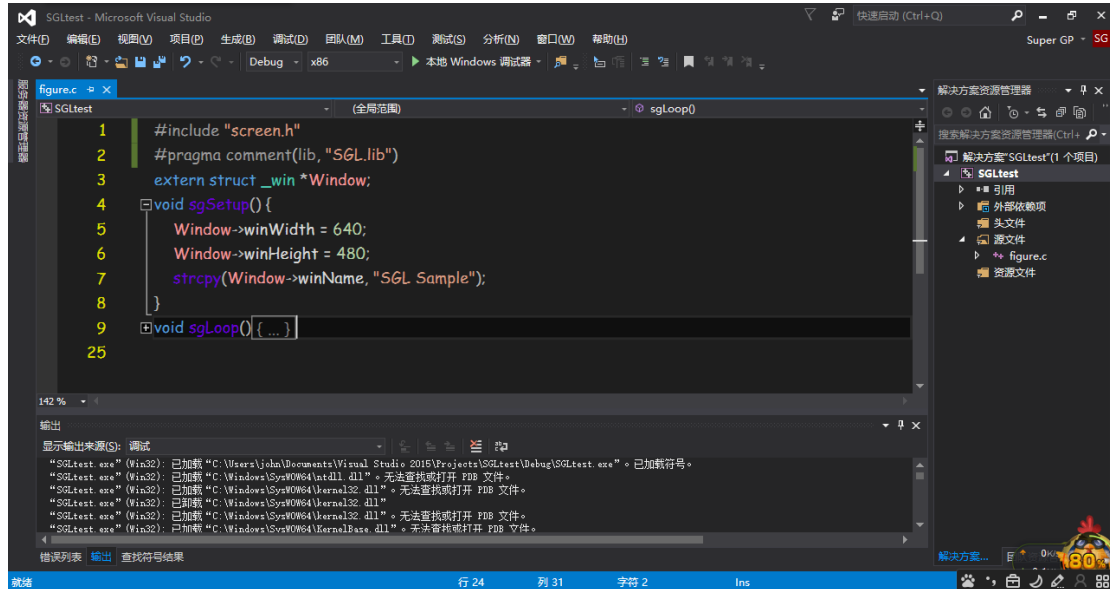
Here we finish the configuration. Just compile it and run, and we can enjoy our coding life.