

Super GP Library v3.0.0

-Configuration

Introduction:

V3.0.0 is the sixteenth version of SGL. Now there are ten widgets available. For further details of widgets, please refer to the widget instruction file. In 3.x versions, SGL inherits more windows utilities including menus, sounds, files and so on.

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.

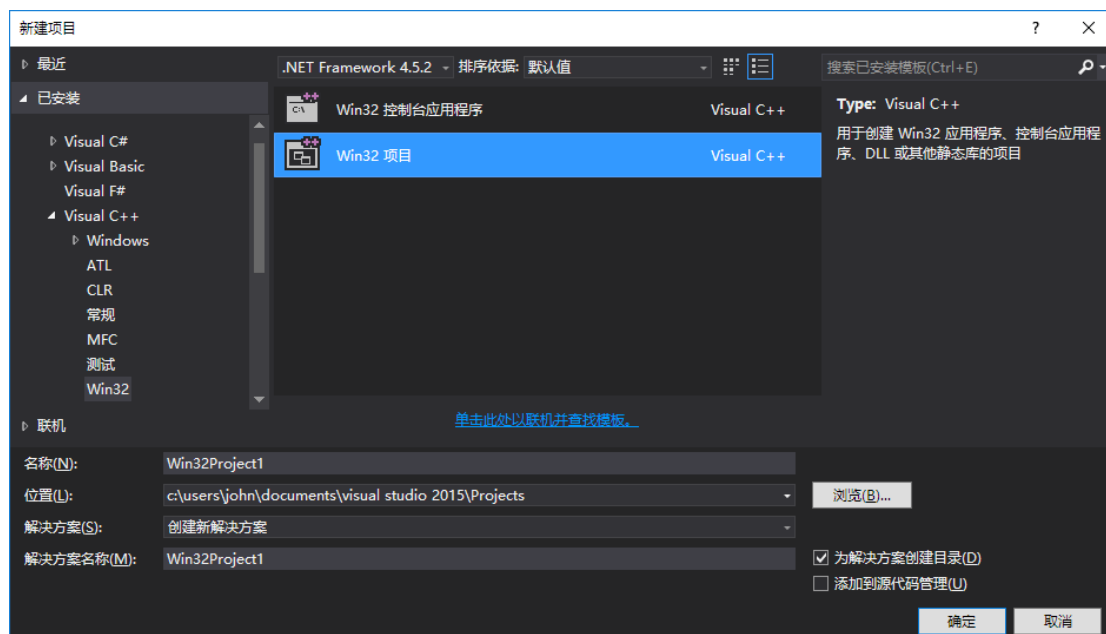
1. Download

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.

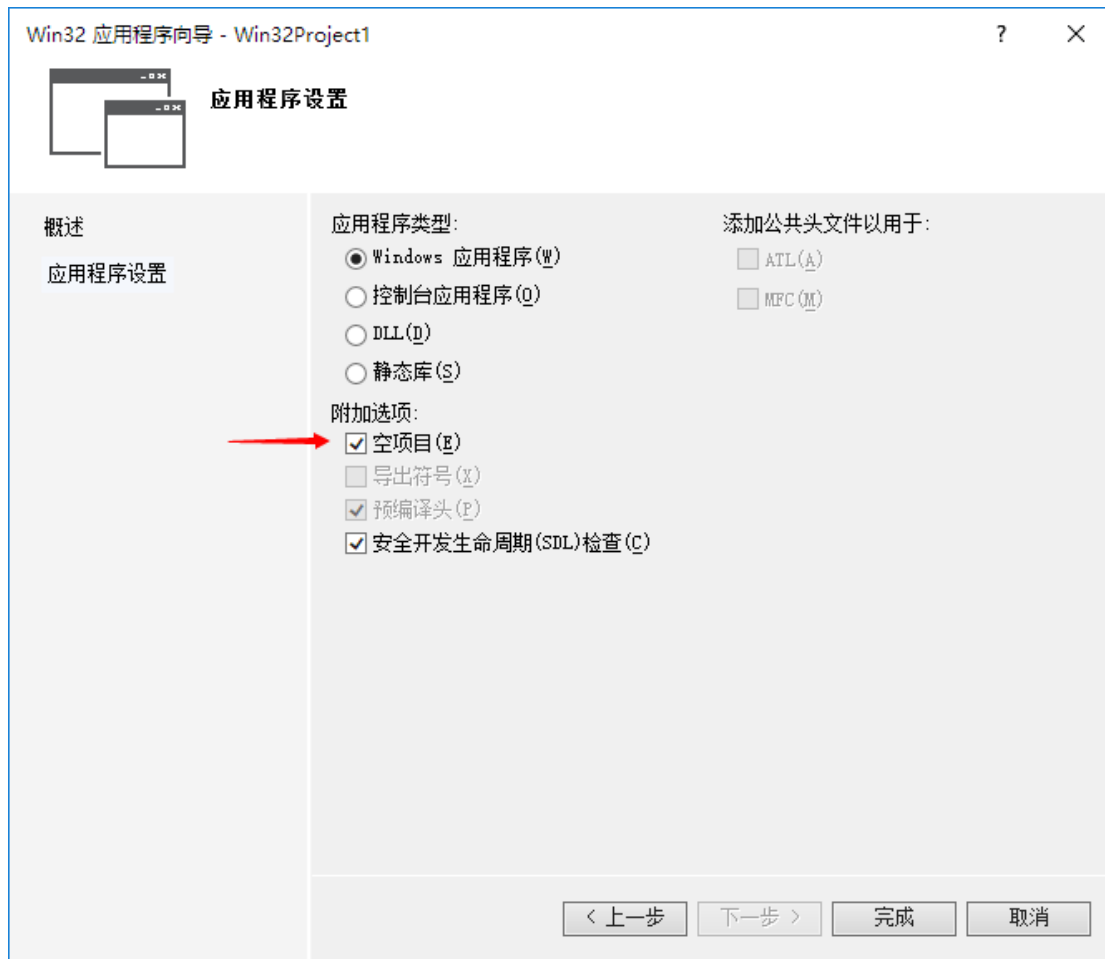
2. Create

(1) Use VS 2015.

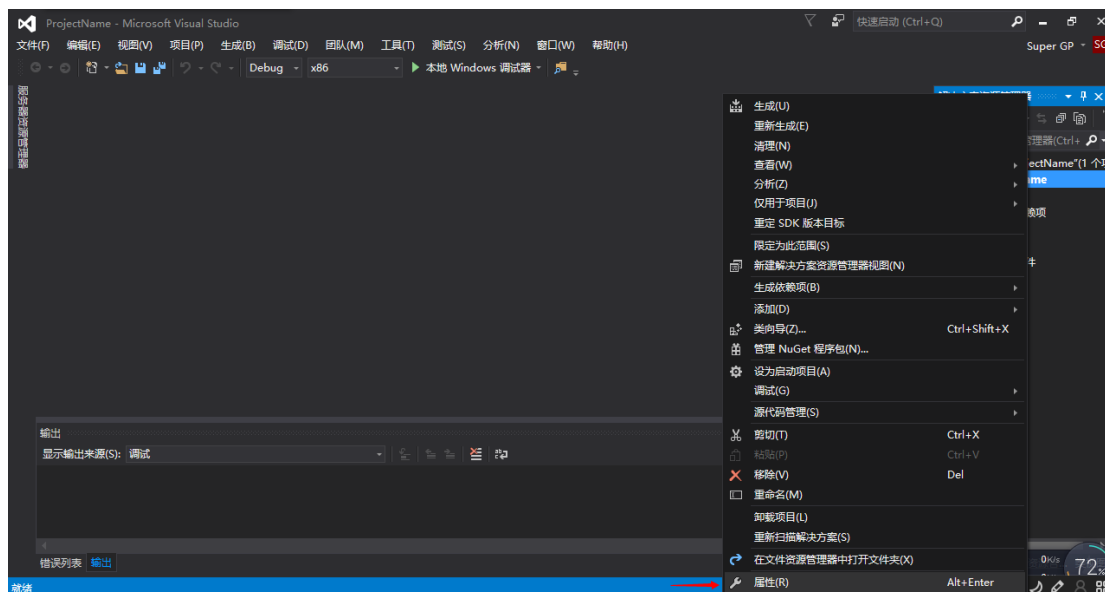
Open VS and create a new project. It doesn't matter which version your VS is. Remember not to choose console application but win32 program so that there won't be a black frame when running.

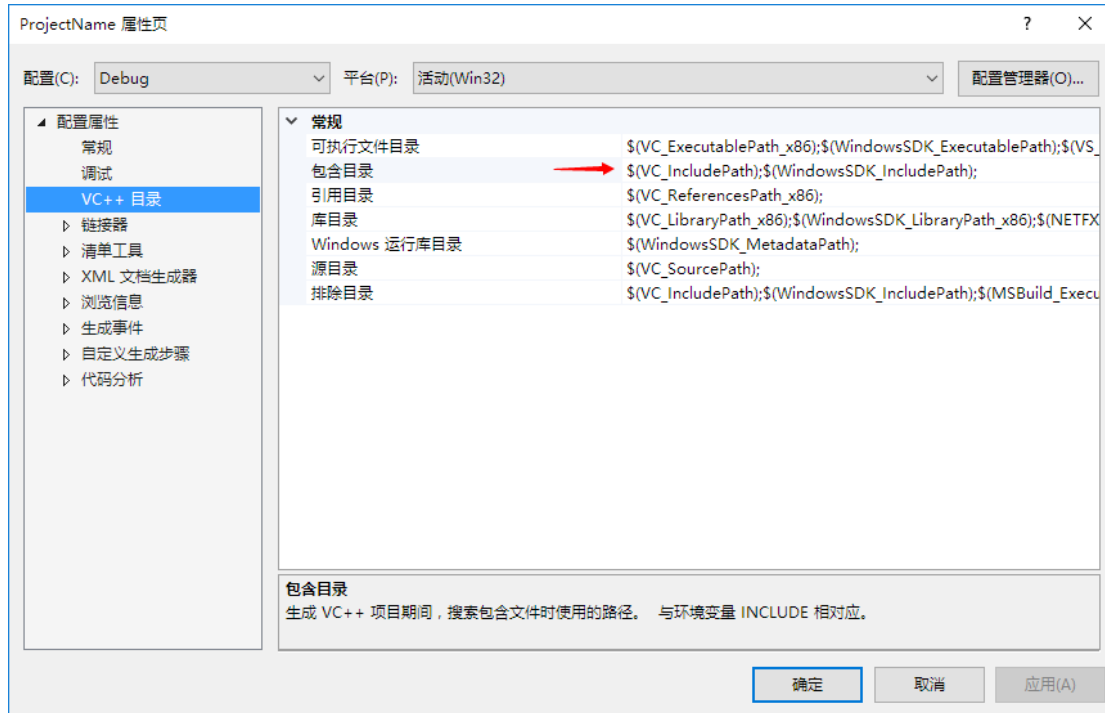


Then click next step, and choose to create an empty project. Click finish.

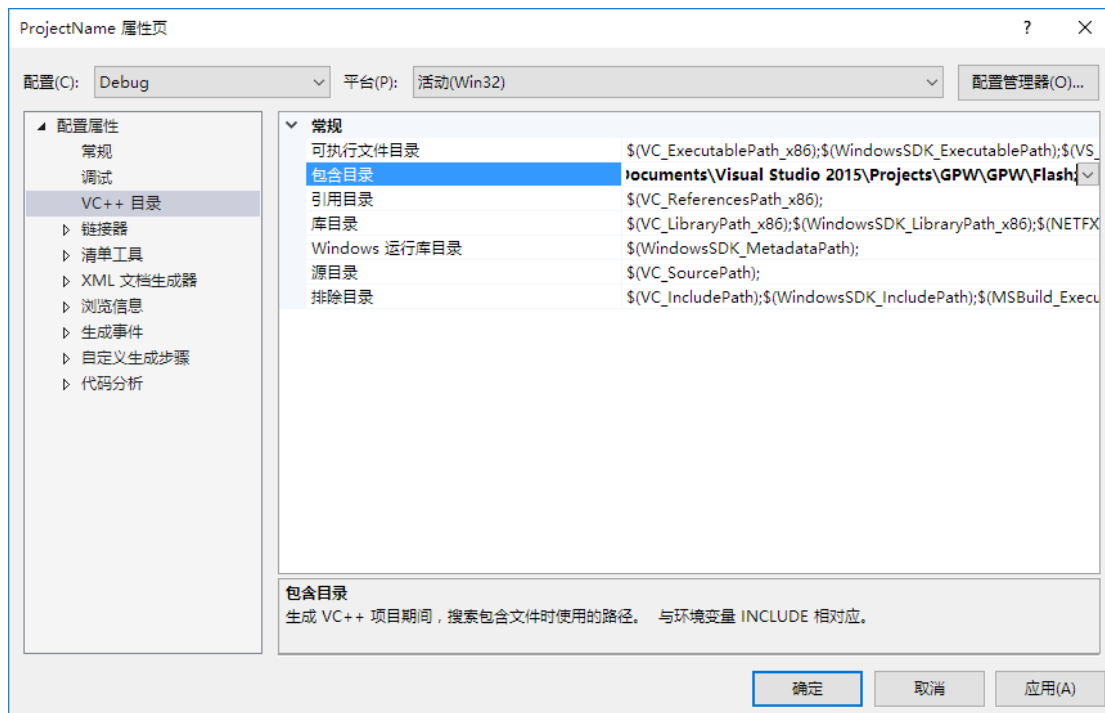


Then click your project with the right mouse button to open the attribute window.



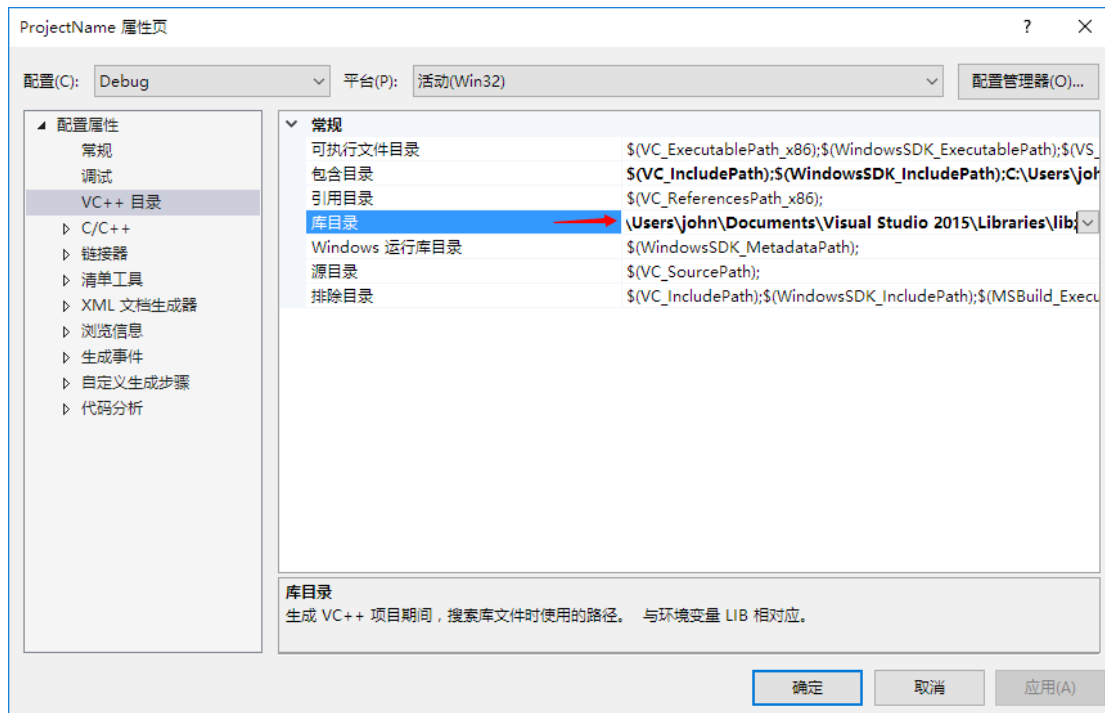


Add your folder which includes winsgl.h. If more than one paths need to be added, separate them with semicolon.



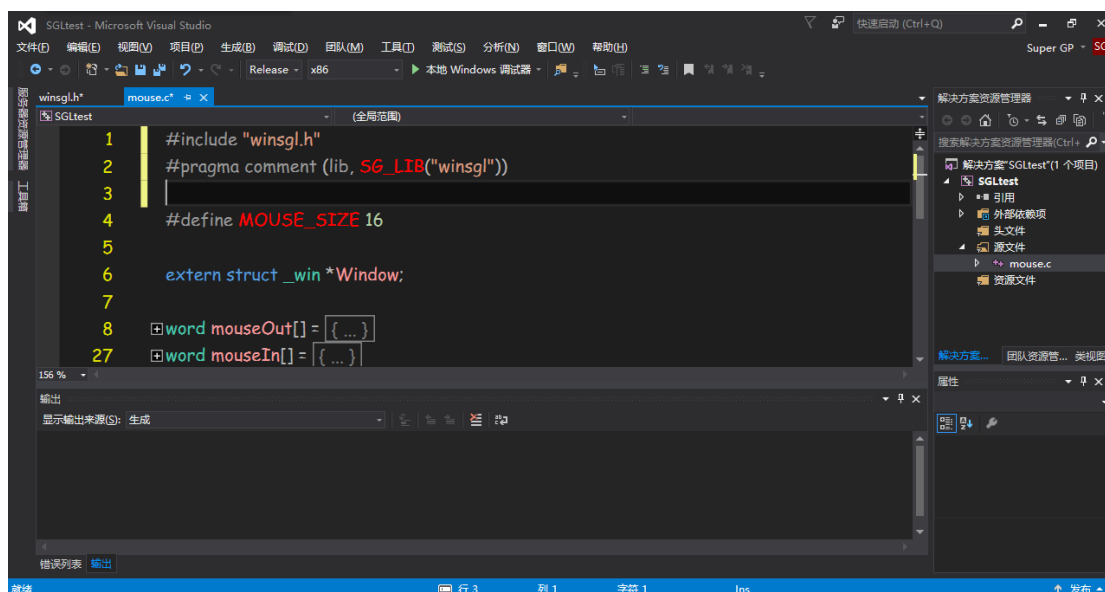
Add your folder which includes winsgl.lib/winsgld.lib.

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:

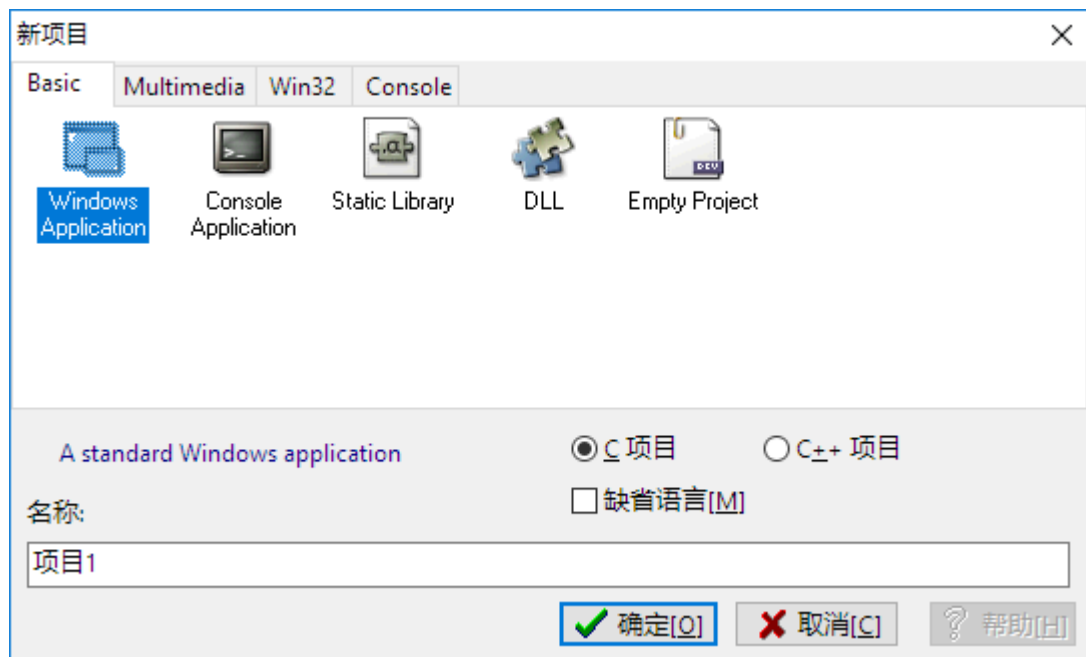
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"#pragma comment(lib, SG_LIB("winsgl"))"
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Here we finish the configuration. Just compile it and run, and we can enjoy our coding life.

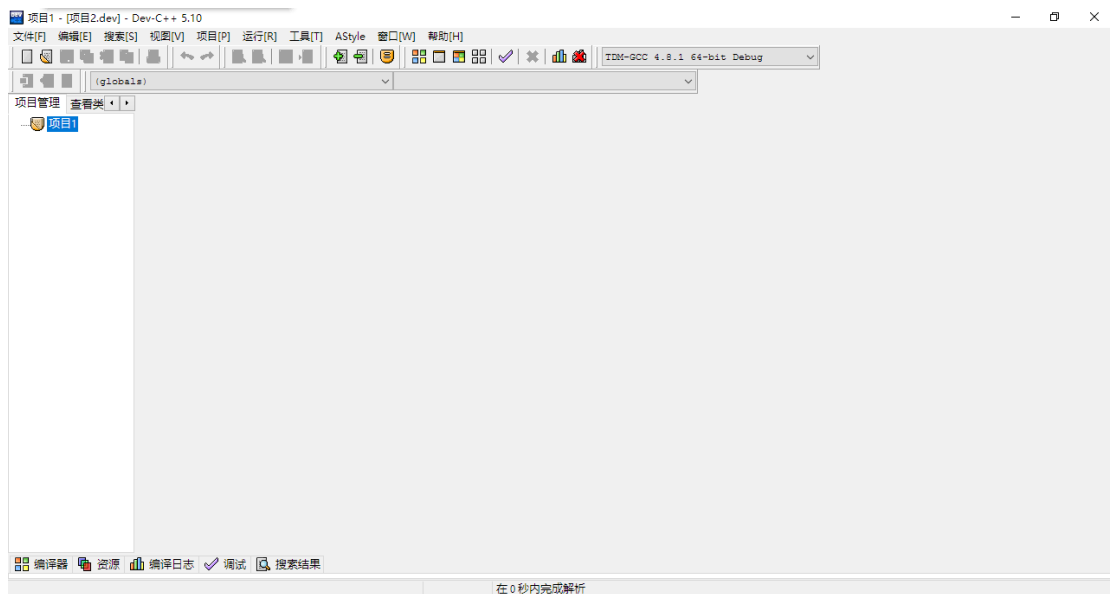
(2) Use Dev-cpp.

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

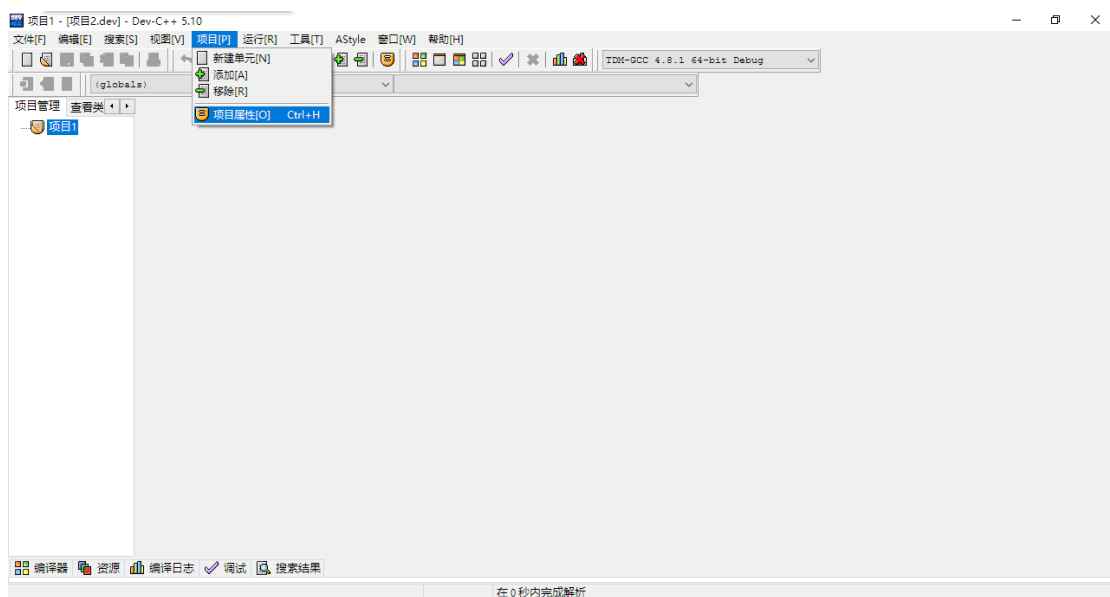


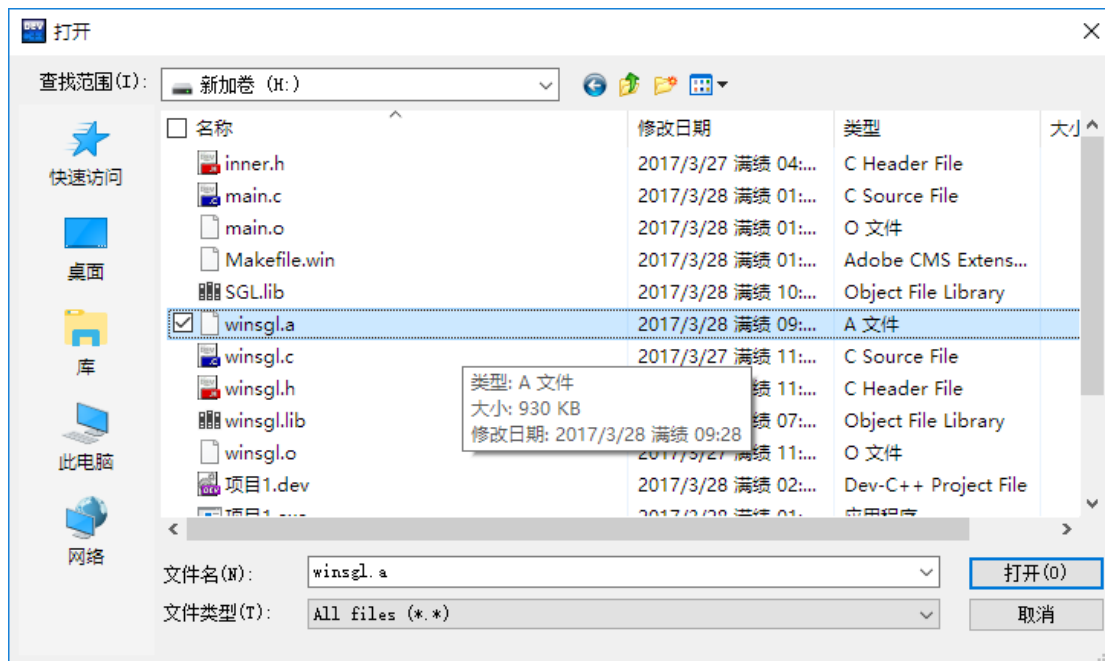
Then we choose Windows Application. It doesn't matter you choose C or C++. Then choose a directory to save your project.

Then clear the default project.

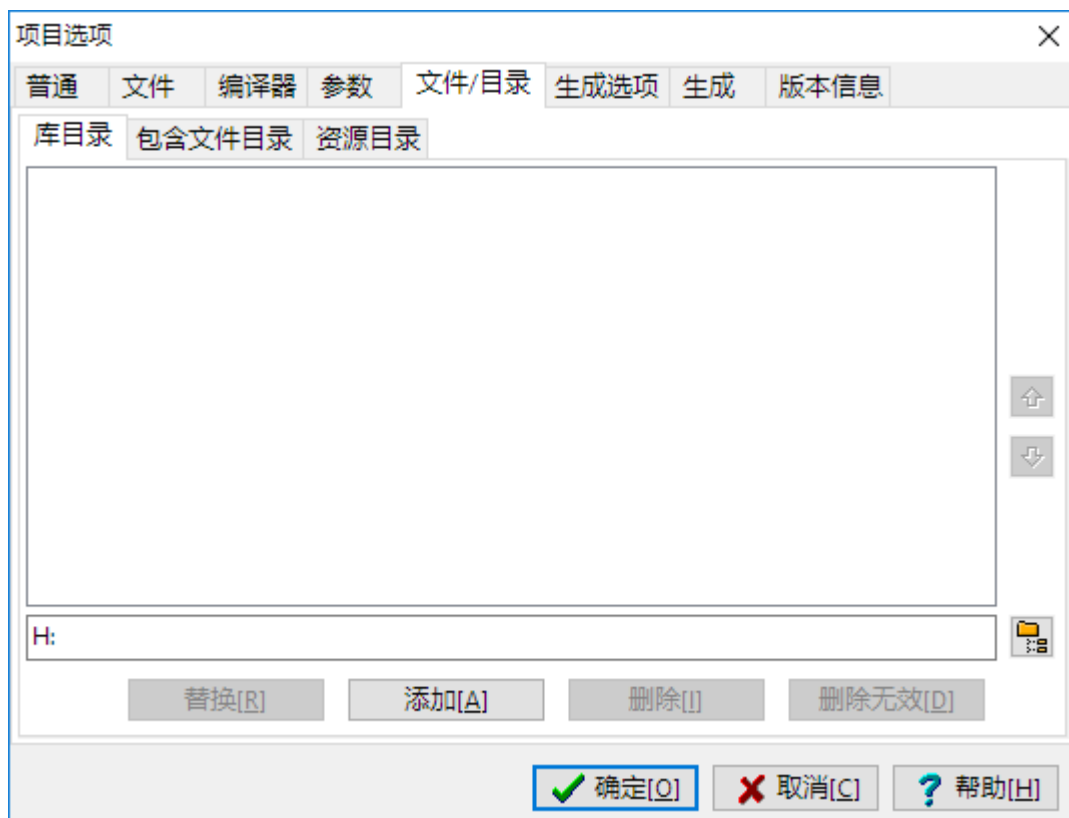


choose 项目->项目属性->参数->加入库或对象 and
select winsgl.a. The format of static library of mingw
is .a not .lib.





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



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