

Super GP Library v3.0.2

-Configuration

Introduction:

V3.0.2 is the eighteenth version of SGL. V3.x focus on system level coding. This time SGL add multi-thread and system menu and tray supporting. For different system and platform, these functions are useful, too.

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

Upcoming:

Full widget kit is now coding. Besides, partial OpenGL is developing which means some versions later we may write OpenGL program and SGL program in the same window.

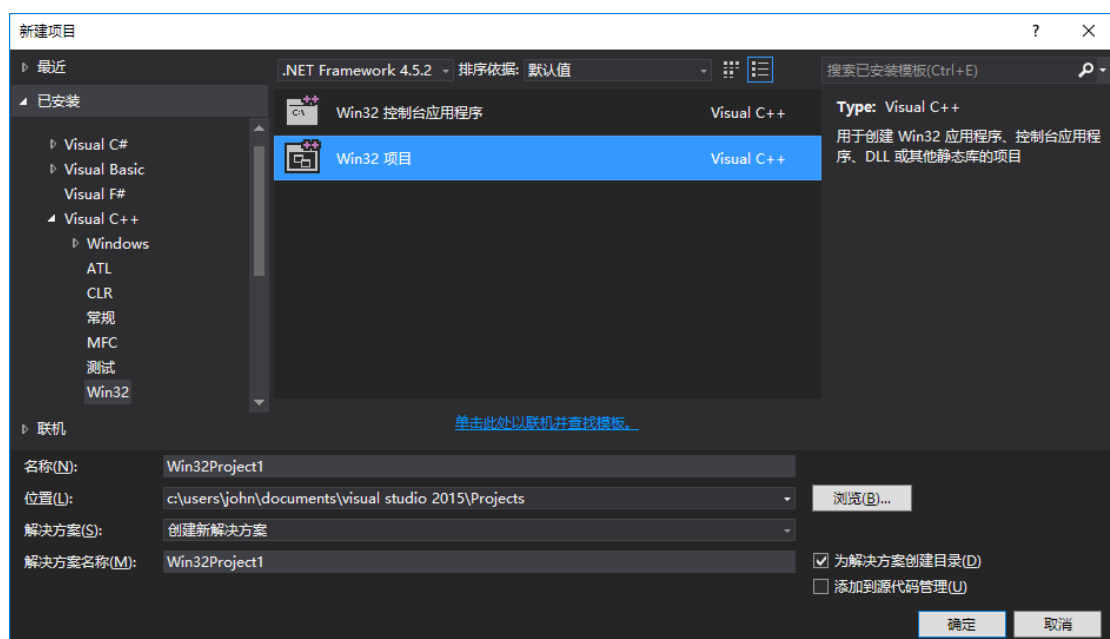
1. Download

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.

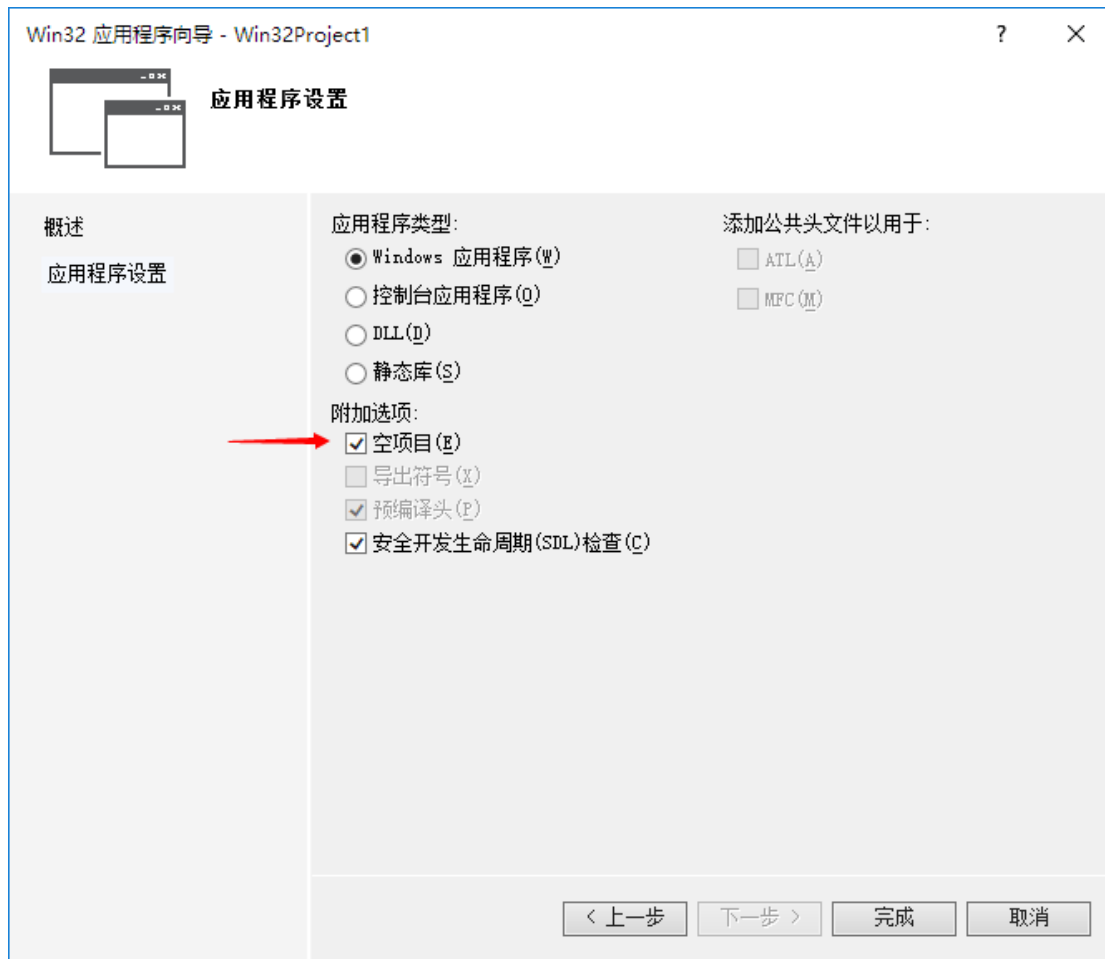
2. Create

(1) Use VS 2015.

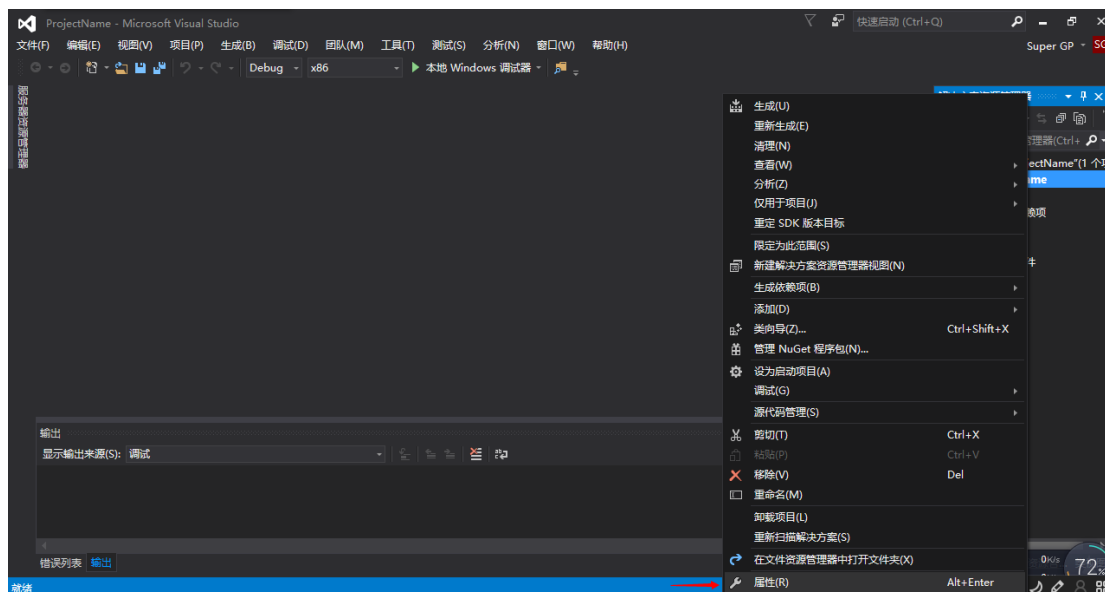
Open VS and create a new project. Remember not to choose console application but win32 program so that there won't be an black frame when running.

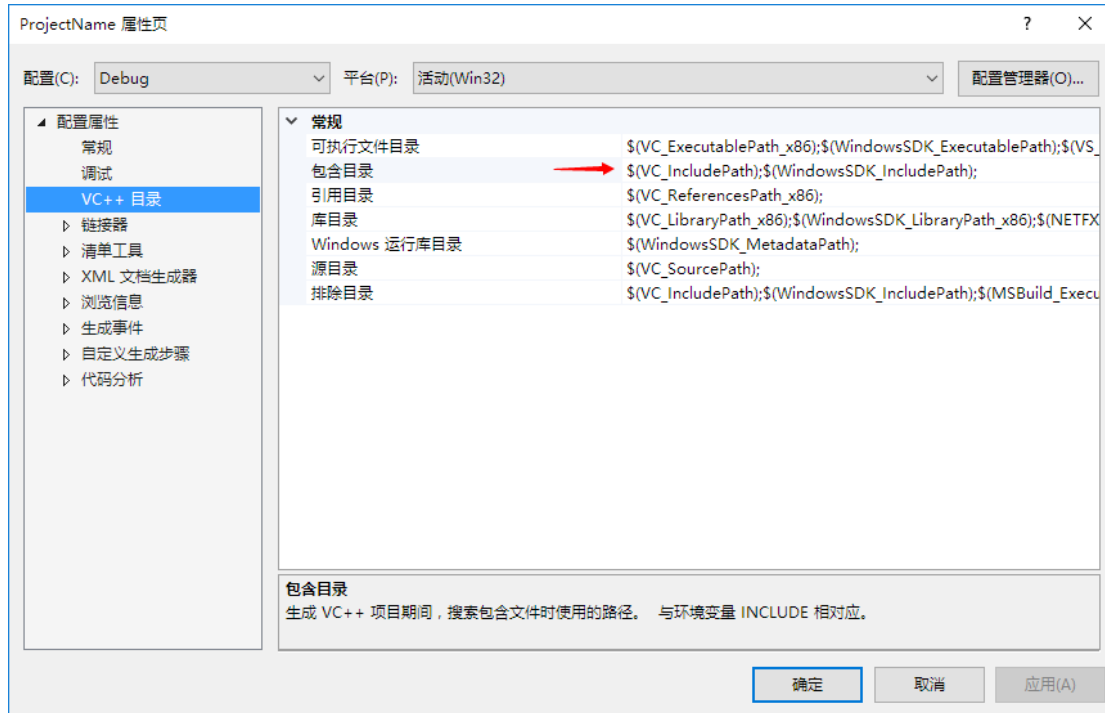


Then click next step, and choose to create an empty project. Click finish.

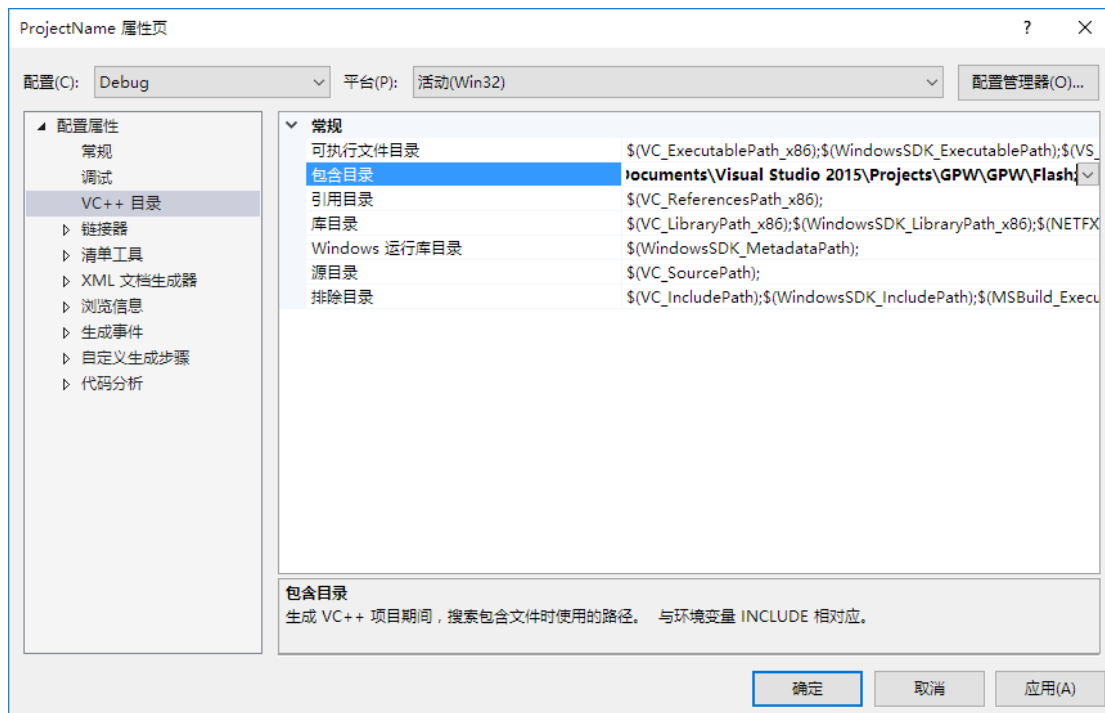


Then click your project with the right mouse button to open the attribute window.



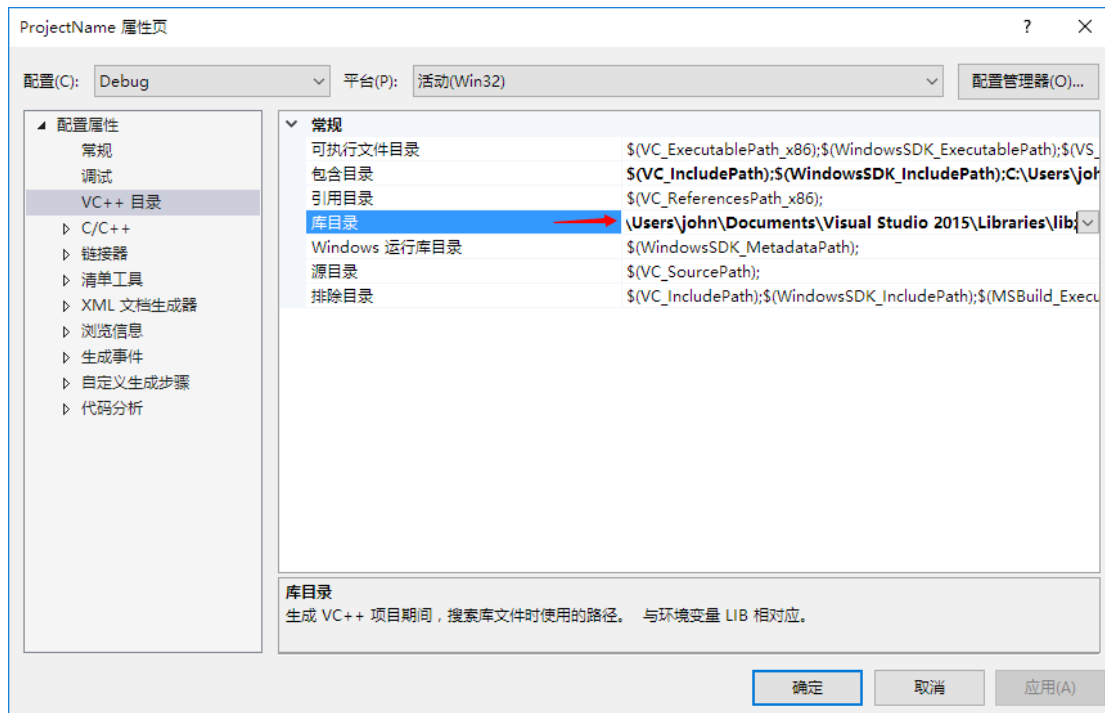


Add your folder which includes winsgl.h. If more than one paths need to be added, separate them with semicolon.



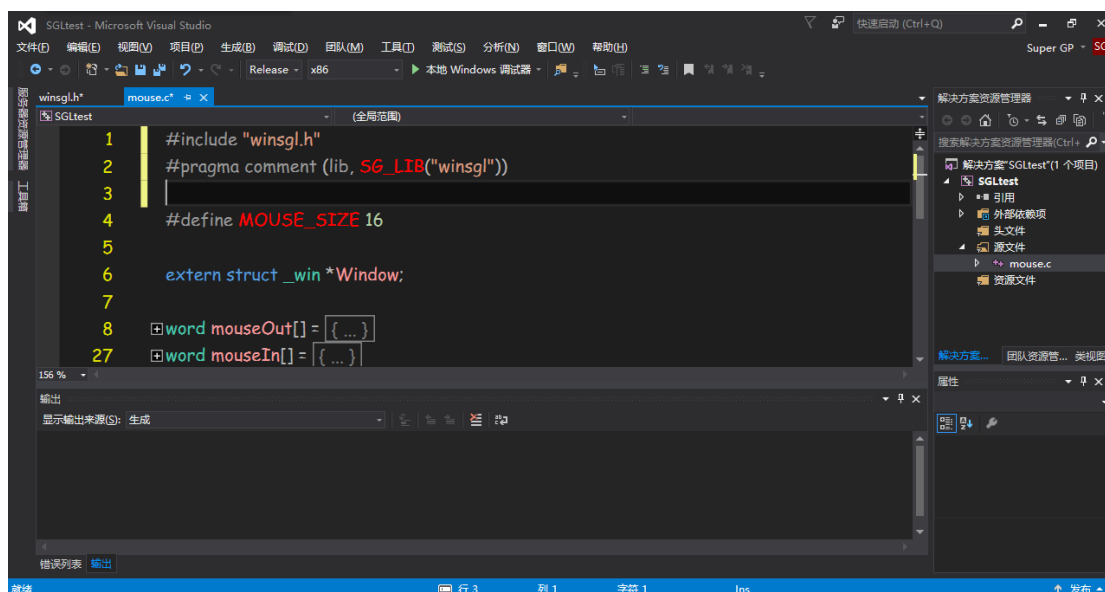
Add your folder which includes winsgl.lib/winsgld.lib.

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:

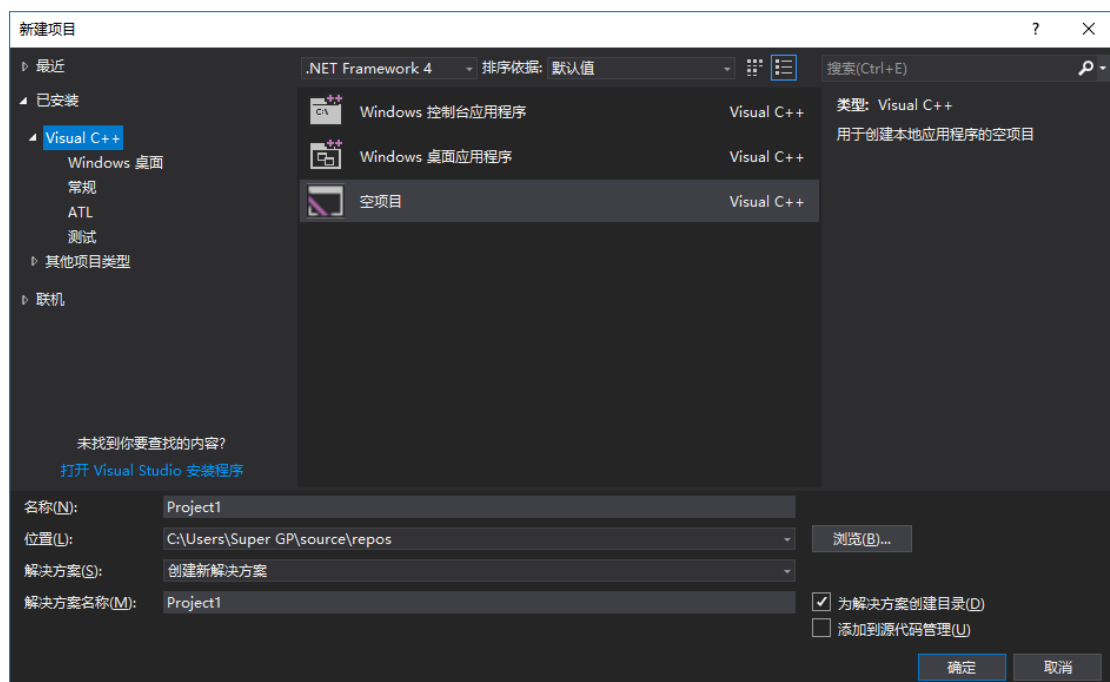
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"#pragma comment (lib, SG_LIB("wingsl"))"
```



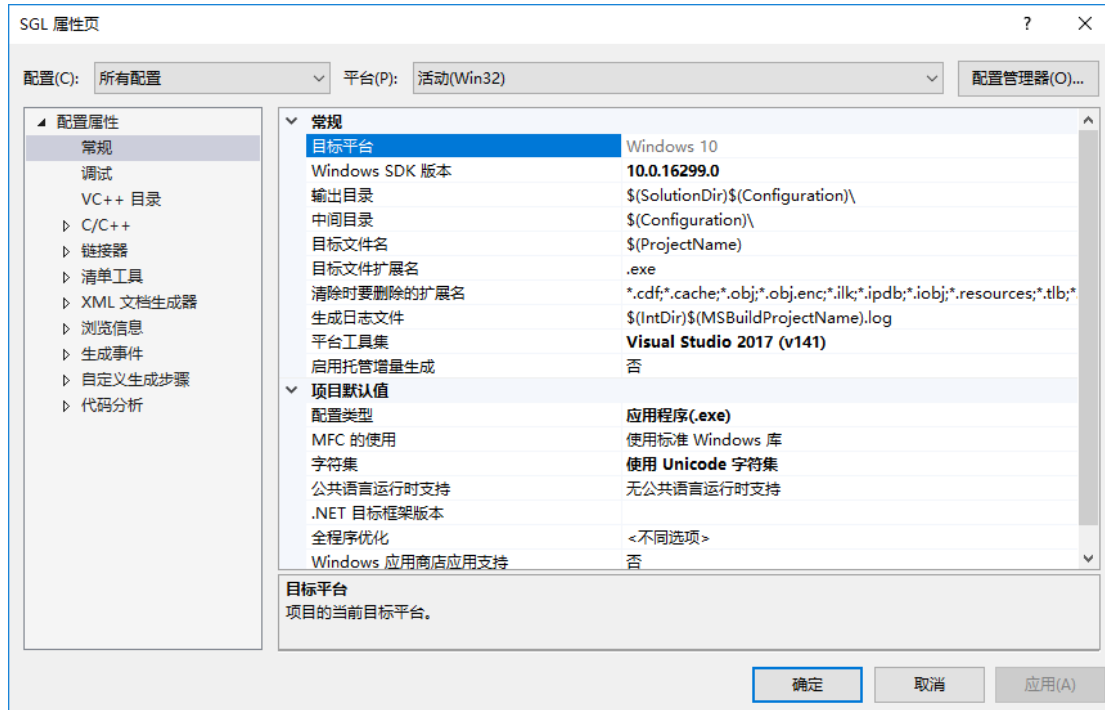
Here we finish the configuration. Just compile it and run, and we can enjoy our coding life.

(2)Use VS 2017.

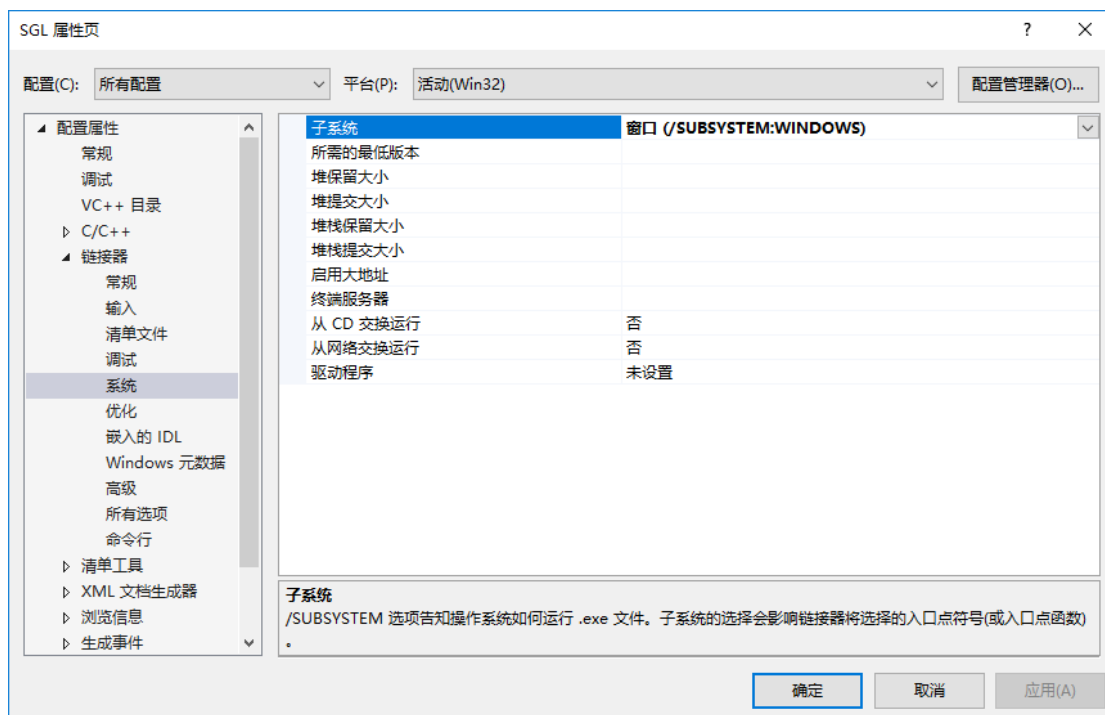
Open VS and create a new project. Choose empty project.



Then click finish. Net step is to set the target system. Click your project with the right mouse button to open the attribute window.



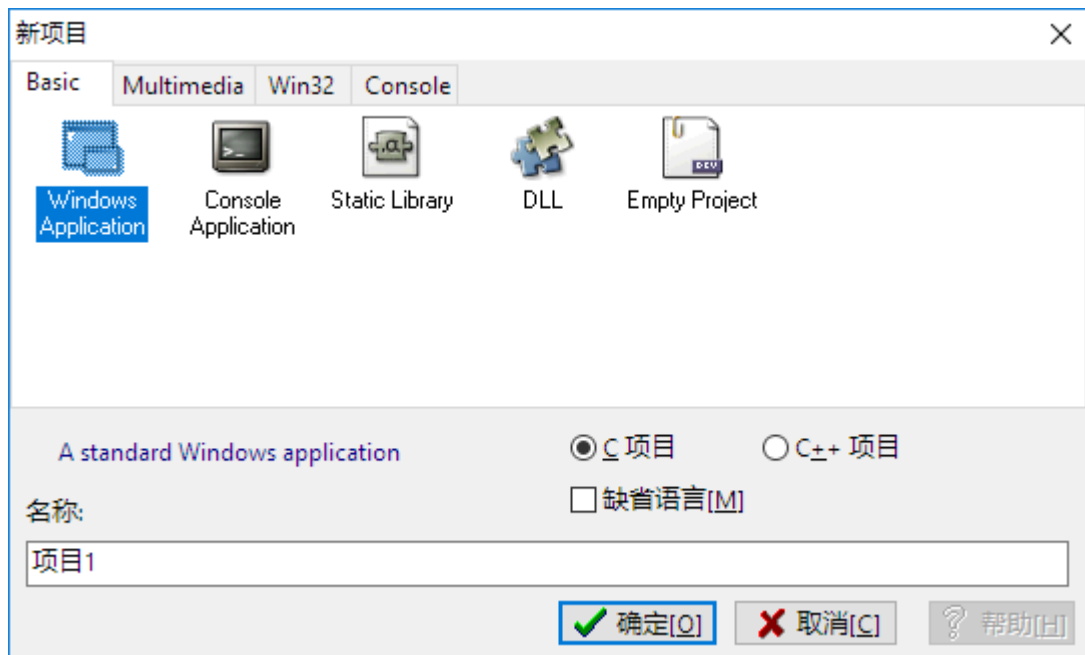
Go to linker->system and set sub system to widows.



Besides, set VC++ directory as VS 2015. Add "pragma comment" pre-compiling instruction. Then we finish all the steps.

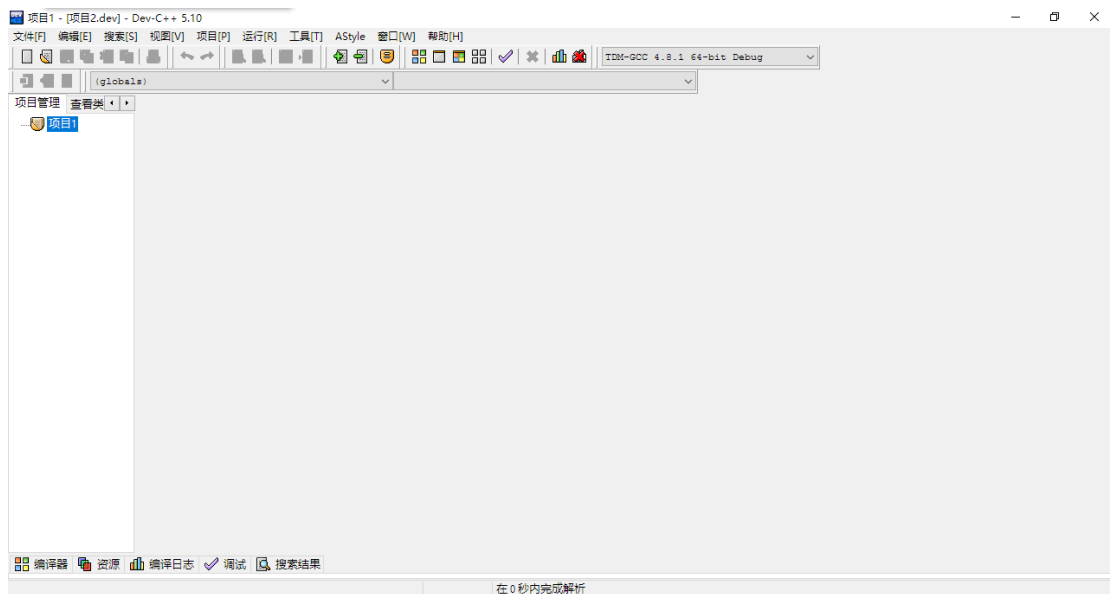
(3) Use Dev-cpp.

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

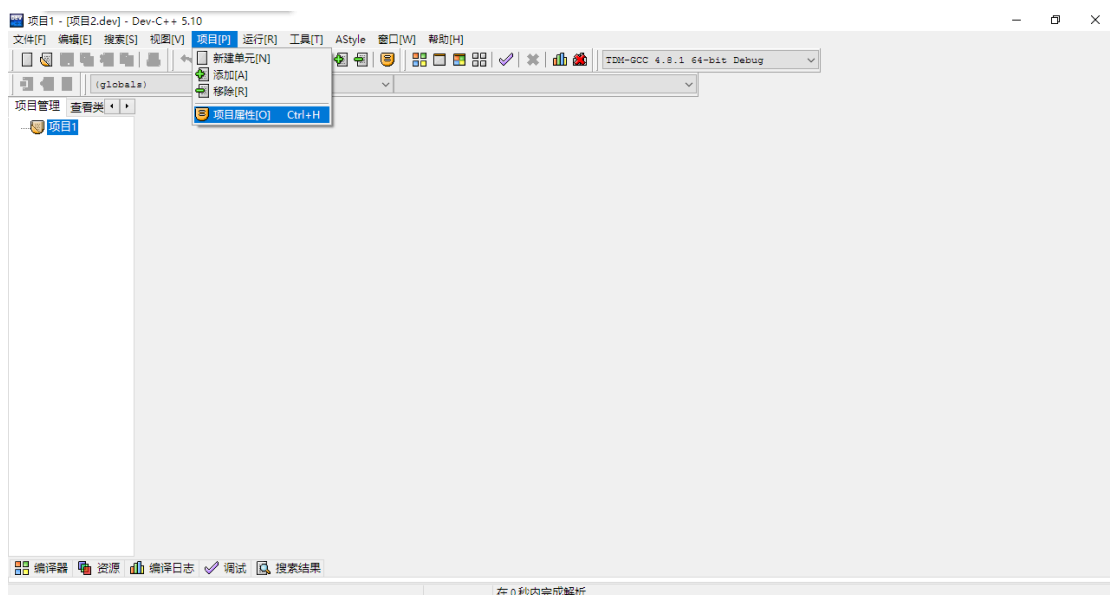


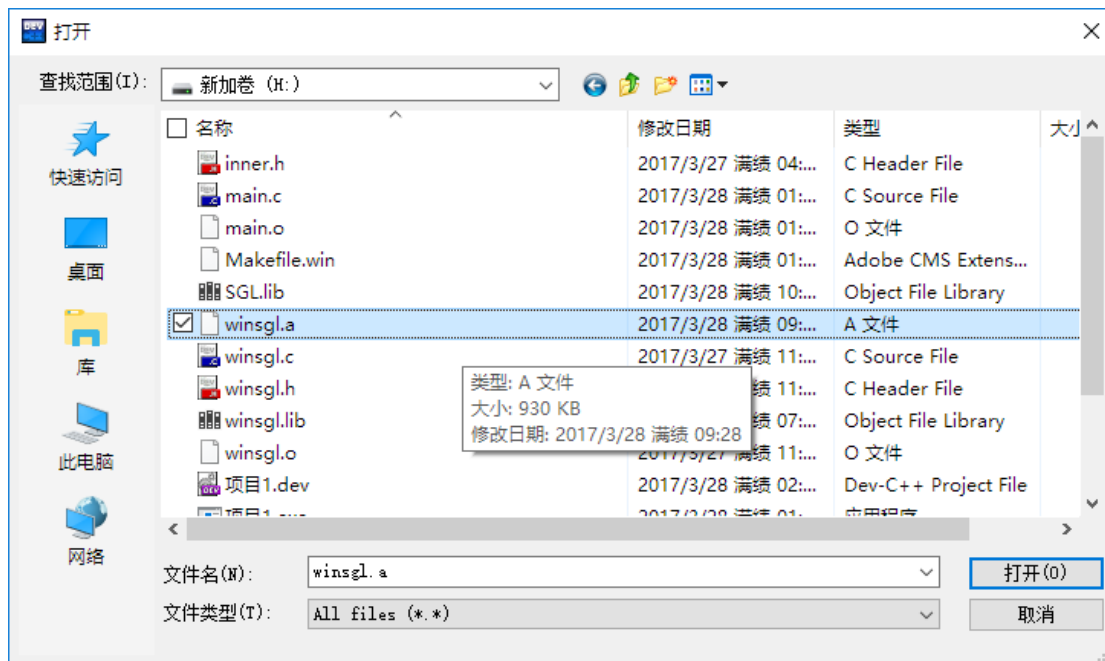
Then we choose Windows Application. It doesn't matter you choose C or C++. Then choose a directory to save your project.

Then clear the default project.

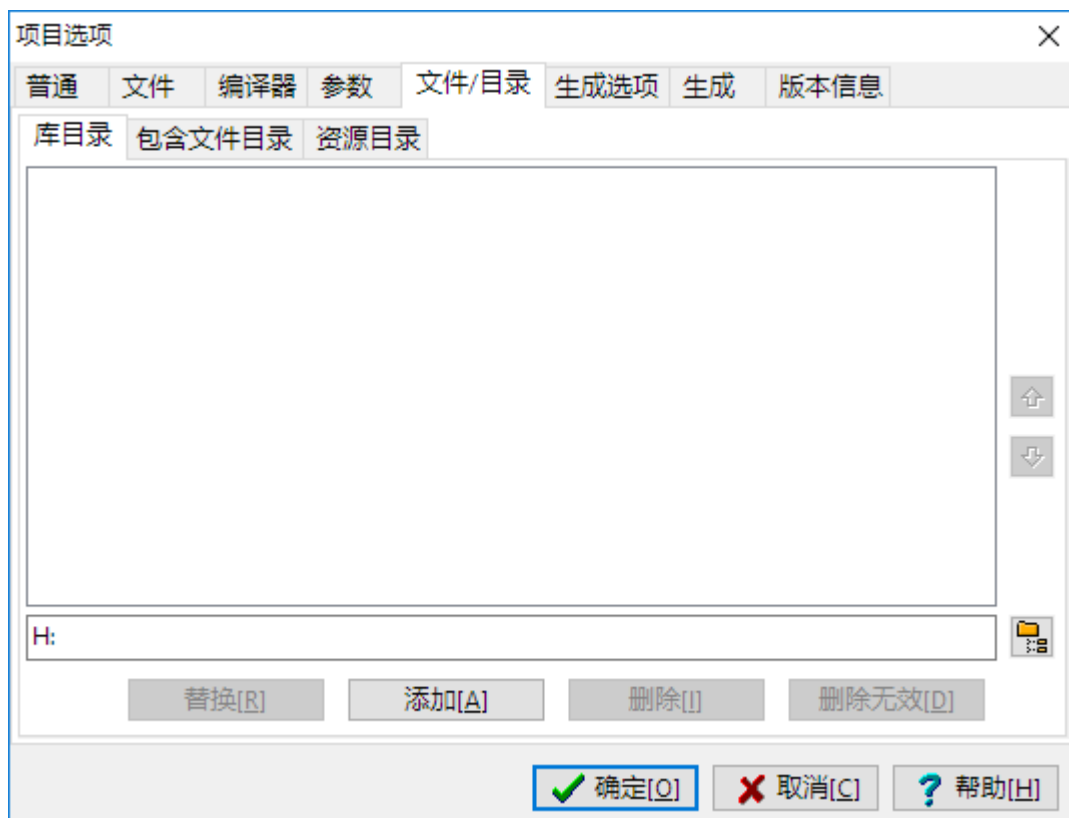


choose 项目->项目属性->参数->加入库或对象 and
select winsgl.a. The format of static library of mingw
is .a not .lib.





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.