

CS 174a Template Instructions for Windows

Visual Studio 2013 OpenGL Project Setup:

1. Press **Ctrl+Shift+N** (new project). Select **empty project**. **Name it**.
2. Press **Ctrl+Alt+L**, then right-click the **Solution icon** and say "**Open Folder In File Explorer**" to navigate to the Solution folder that got created. Into there, **paste** the whole group of files we've provided.
3. Back in Visual Studio, right-click **Project icon** and click **Properties**. Fill in the following fields:

1. Select "**All Configurations**" at the top.

2. Configuration Properties > General > Output Directory:

..\Exe (\$(Platform) \$(Configuration))

Configuration Properties > General > Intermediate Directory:

Build (\$(Platform) \$(Configuration))

Build Events > Post-Build Event > Command Line:

xcopy "..\GL\\$(Platform)*.dll" "\$(OutDir)" /i /r /y

4. Press **Shift+Alt+A** (add existing item), navigate to the "**my code**" folder from the ones we pasted, and choose **Animation.cpp**. Compile it to make sure the whole template works.

You're set up; now in **Animation.cpp** you can insert your main code into **display()**, any helper functions above it, any other changes you decided for that file's other glut callbacks, and your extra shapes into **Shapes.h**.