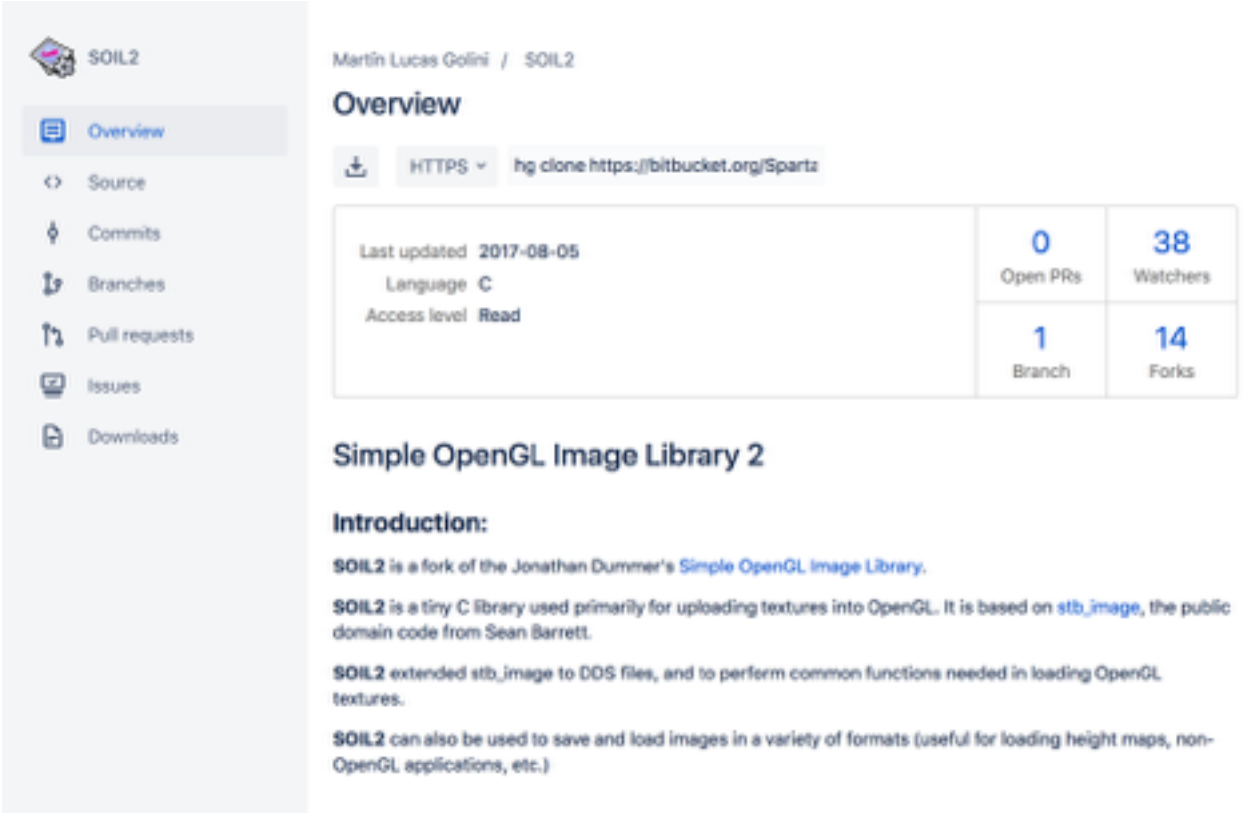
OpenGL SOIL

Mac User:

Download SOIL2
SpatanJ SOIL2.xxx->scr, copy the whole SOIL2 folder, and paste it in with your main function in the project. Drag it into the xcode like what we did for res folder, but click copy file. (Do forget to add to the target)

Windows User:

Download SOIL2 from the website (google SOIL2, click download from the left bottom and click

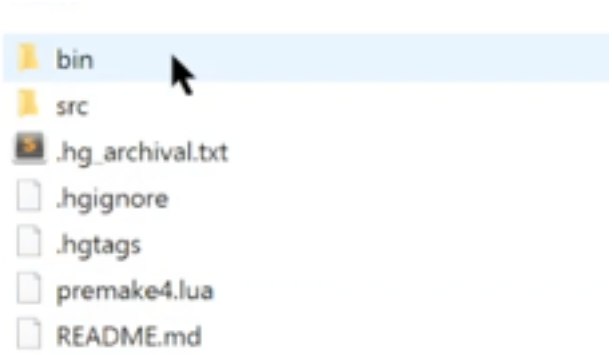


Download repository)
It might called SpartanJ-soil2-xxxxx

Download Premake Version 4.4 beta from the website (beta version is always better)

Extracting these two zip file.

Go to the premake 4.4 beta5 windows folder, copy the premake4.exe and paste it into the SOIL2 folder where you can see

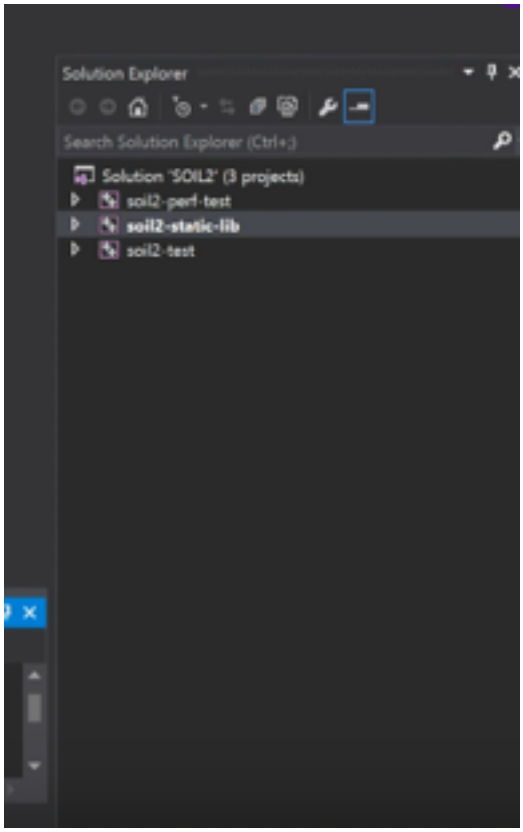


Now Open “Command Prompt” from Windows Start -> Search ->Type Command Prompt

In Command Prompt, go to the folder where you just paste the file in.
It is better you put SOIL2 folder under C: driver. So just type cd filepath
If SOIL2 is in D: driver, type D: first, then type cd filepath

type premake4.exe vs2012 (It is OK since we are using vs2015, you will update it later)

Go to the folder in the above figure, you could see a folder called make, double click, you can see



a folder called windows, double click again. Open SOIL2.sln, a Review Solution Actions window pop out, this is the updates we mentioned before. Click OK.

Right click soil2-static-lib and choose build and this will build this project. You can close VS2015 now. Go back to the SOIL2 folder, there is a lib folder, within it, you can see windows folder and a soil2-debug.lib file in it.
Go to the folder where you put you glew and glfw folder, create a new one called SOIL2, within the SOIL2 folder, create one called lib, copy the soil2-debug.lib file to here.

Go back to the SpartanJ SOIL2 folder->src, copy the SOIL2 folder and paste it to the place you have main.cpp in your project.

In your project, setup the lib file for the project. Right click project, choose perperty, Linker->General Additional Library Directories, new and add the path to the lib file which has soild2-debug.lib in it

Linker->Input in Additional Dependencies, type soil2-debug.lib

Now #include “SOIL2/SOIL2.h”
It should be no error.