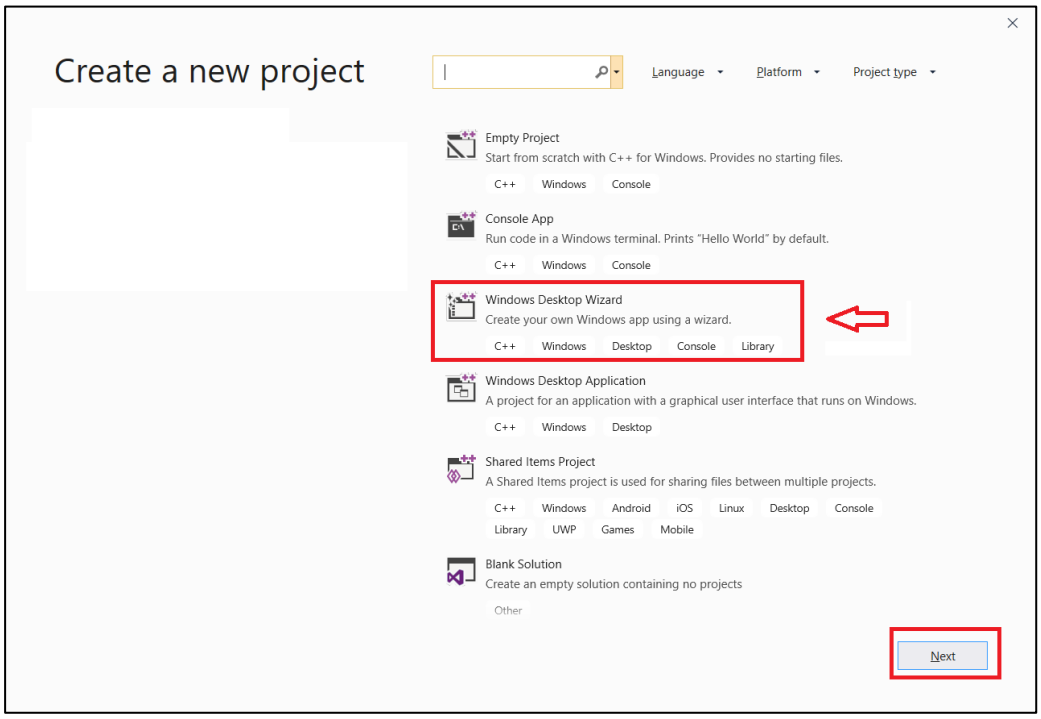
How to create a project

1. Content

2. Create the project

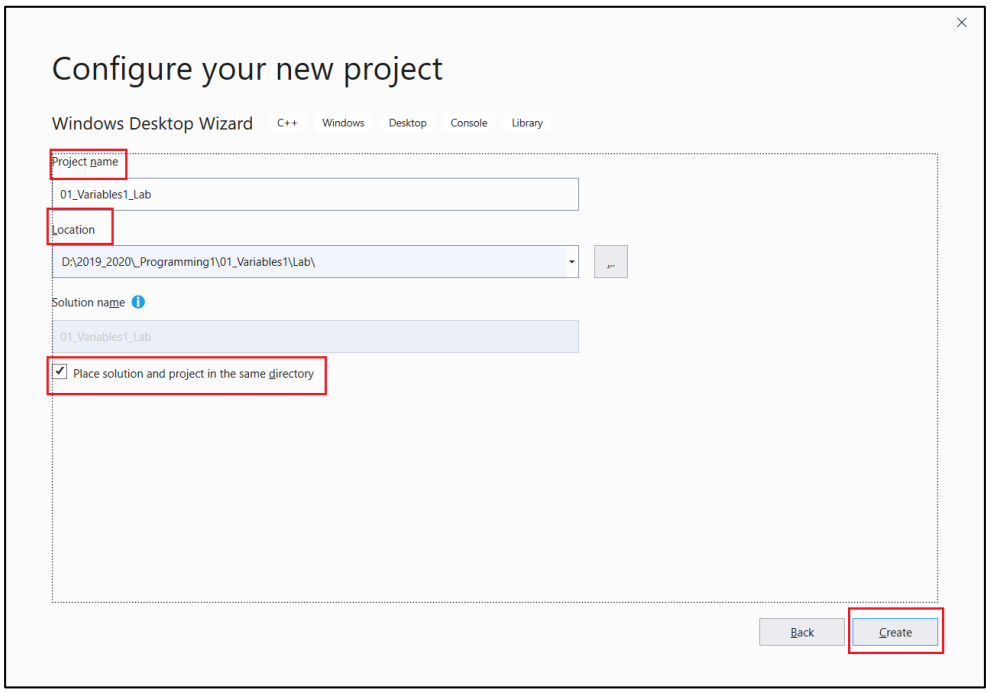
In the "Create a new project" window, select "Windows Desktop Wizard" and press "Next". If you don't have this window, you get it by selecting File/New/Project.



3. Configure the project

Specify:

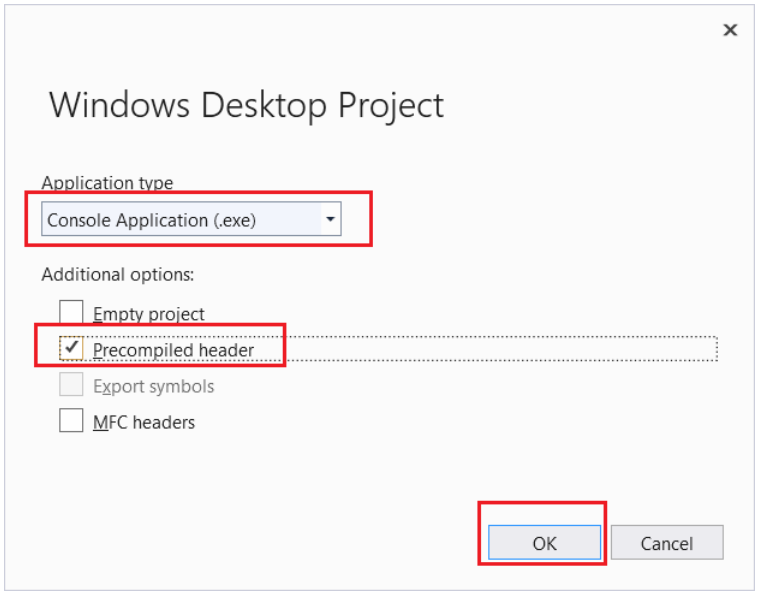
- The project name
- The Location -> organize your projects to avoid chaos
- Check "Place solution and project in the same directory"
- Press "Create"



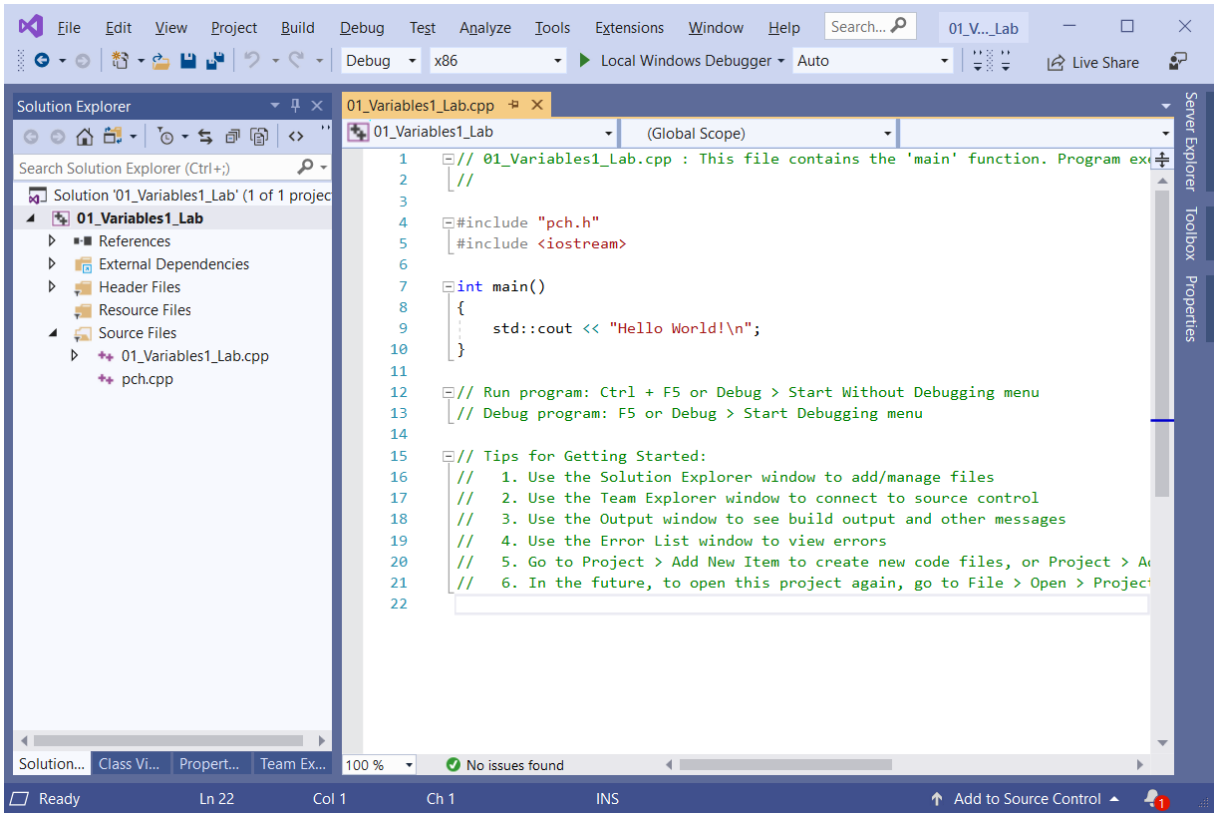
In the Windows Desktop Project dialog:

- Keep Application type "Console Application (.exe)"
- Check Precompiled Header

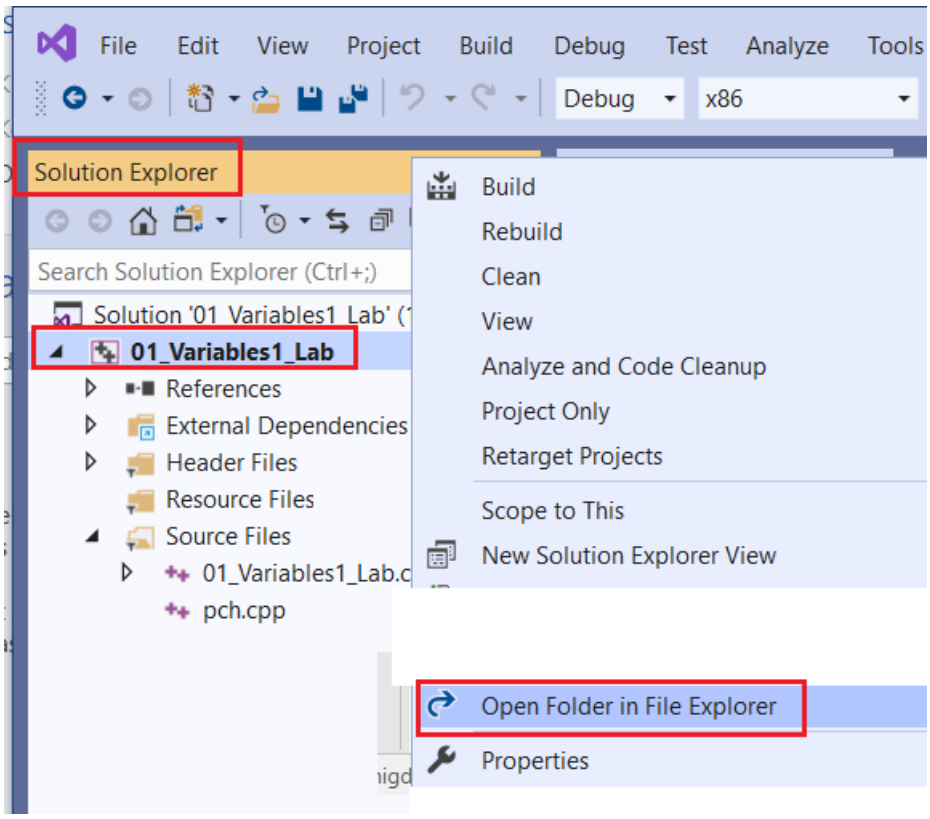
- Press “Ok”



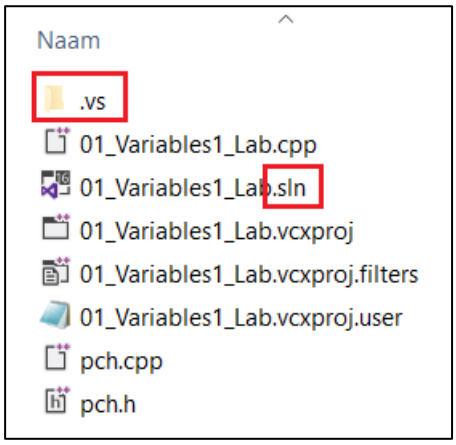
Visual Studio creates the project, a cpp file is automatically added



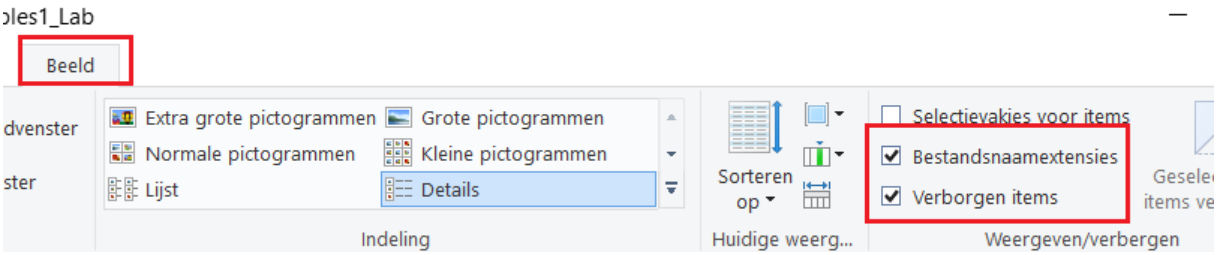
A folder with several files is created on your pc. You can open this folder in Windows File Explorer, like this: In **Solution Explorer**, select the project, press RMB (right mouse button) and select “Open folder in File Explorer”.



Windows File Explorer opens the solution folder that contains a list of files that were created.



If you don't see the hidden folder (.vs) or the extensions like .sln then activate them in the View tab.



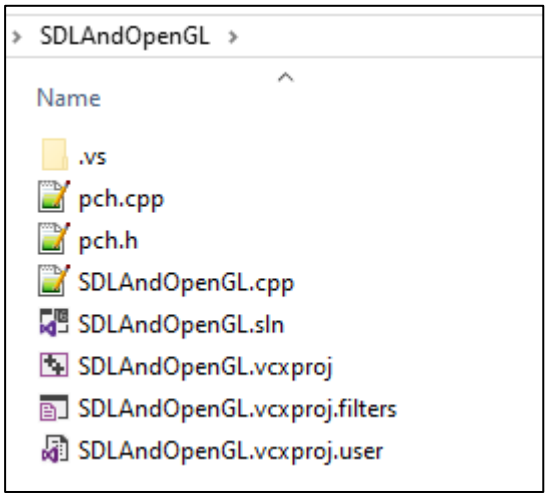
Now, continue working in the generated cpp file or remove it and add given framework file(s) to the solution as described in the following section.

4. Project that needs the framework

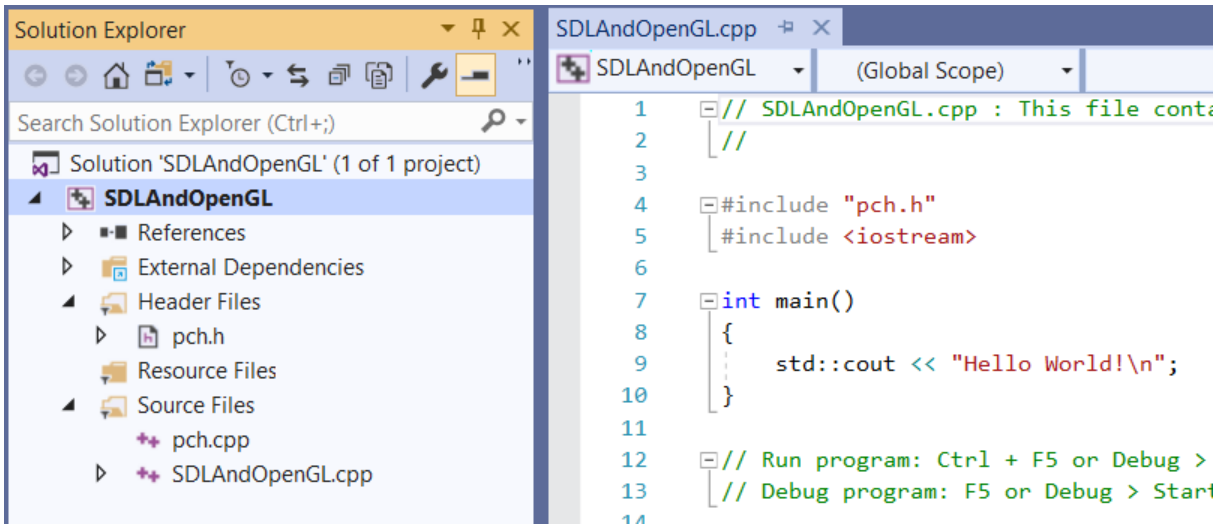
When using the framework, you follow the same procedure however an extra step is needed as described here.

Suppose you created a project named SDLAndOpenGL as described above. Then you have this situation after creation of the project.

In File explorer:

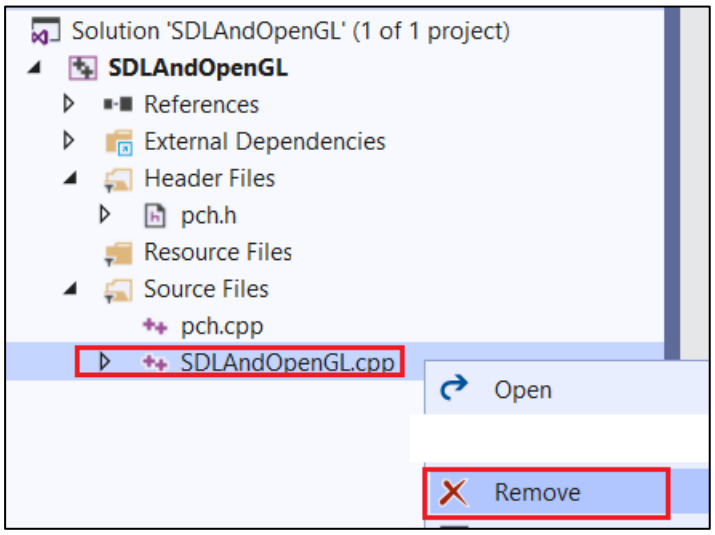


In Visual Studio:

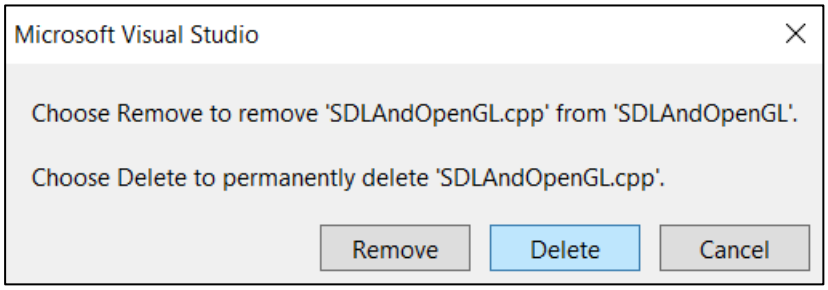


4.1. Delete the generated cpp file

In the next step we will replace the automatically generated cpp file containing the main function by the framework file(s). Delete this file, like this.

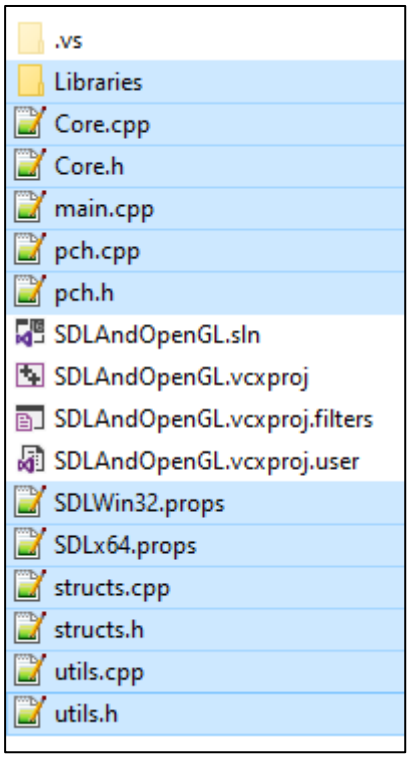


And choose delete



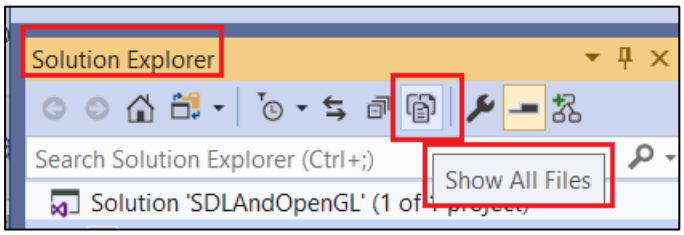
4.2. Copy the framework files

Use Windows File Explorer to extract and copy the framework files in your solution folder. You get this result in File Explorer. You will be asked to overwrite the pch files, answer yes.

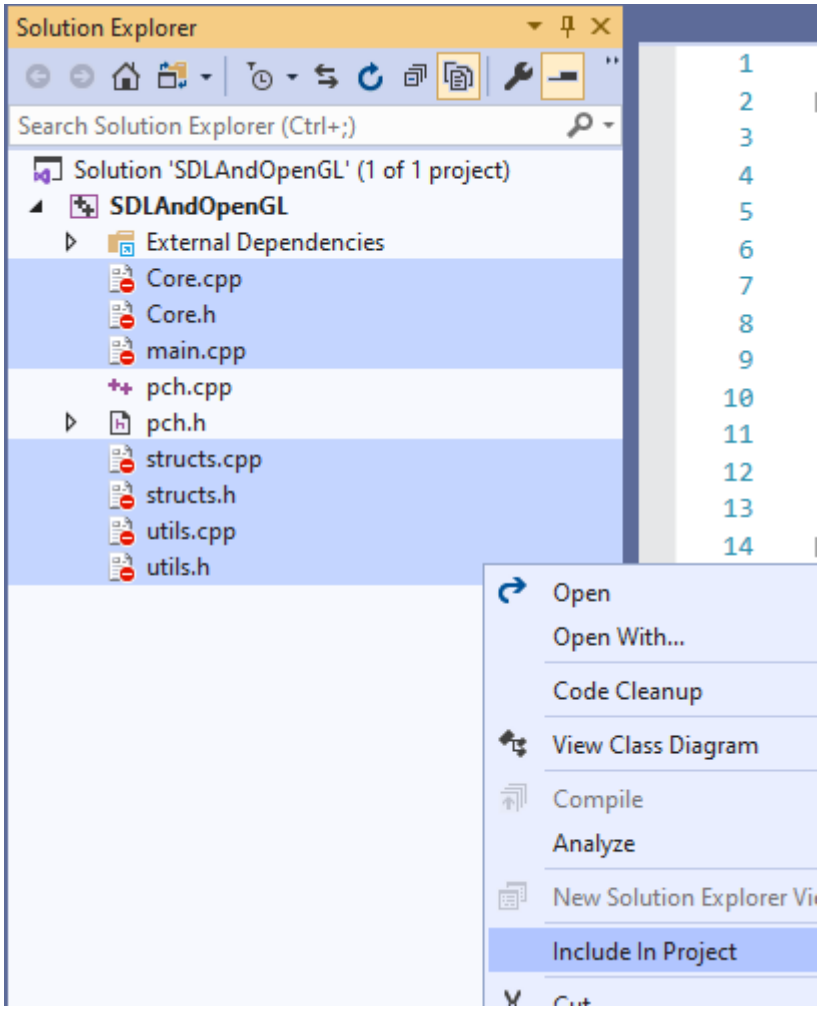


4.3. Add the framework code files to Visual Studio

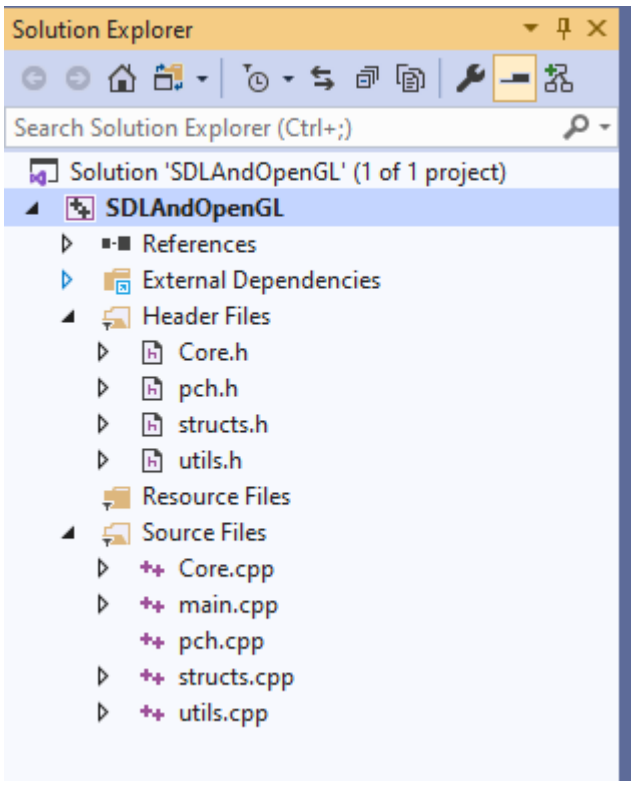
In the Solution Explorer, press the button “Show all Files”



Now all files located in the solution folder are shown, also those that are not part of the Visual Studio project. Now include the .cpp and .h files that are not part of the project: Select those files, press RMB and choose “Include in Project”.



Pressing the “Show All Files” button again, switches to the normal “Solution Explorer” view. Now the included files are part of the project.

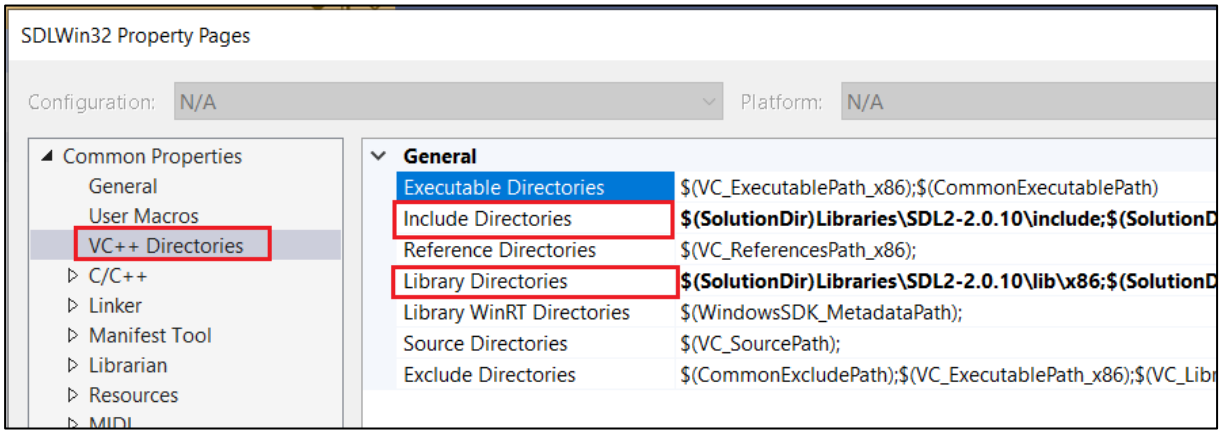


4.4. Set up the project to use SDL

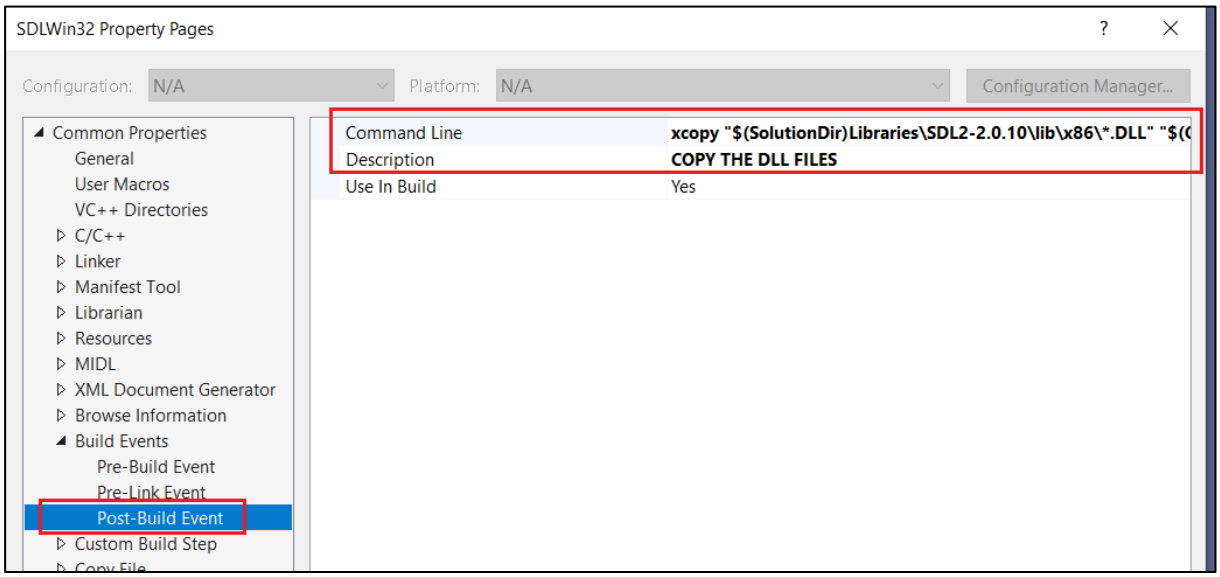
4.4.1. About the Libraries folder and .props files

The **Libraries folder** contains the header, lib and dll files necessary to build applications that use SDL.

The **.props files** change the VC++ Include and Library folders. References to the the Libraries/…/include and the Libraries/…/lib folders are added.

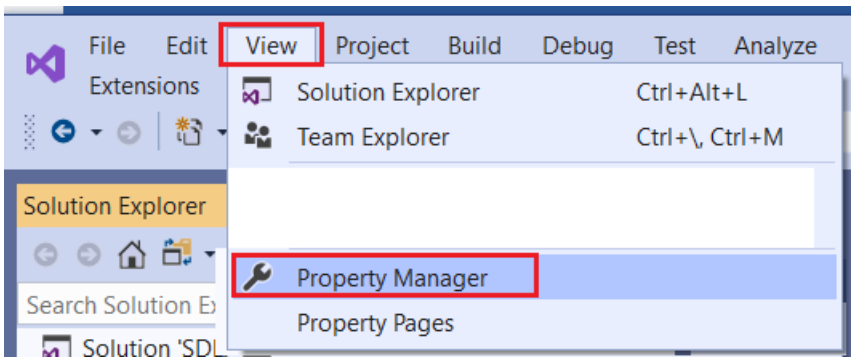


They also indicate that the Libraries/…/lib/…/*.dll files have to be copied to the folder with the exe file (this is the Debug or x64 folder).

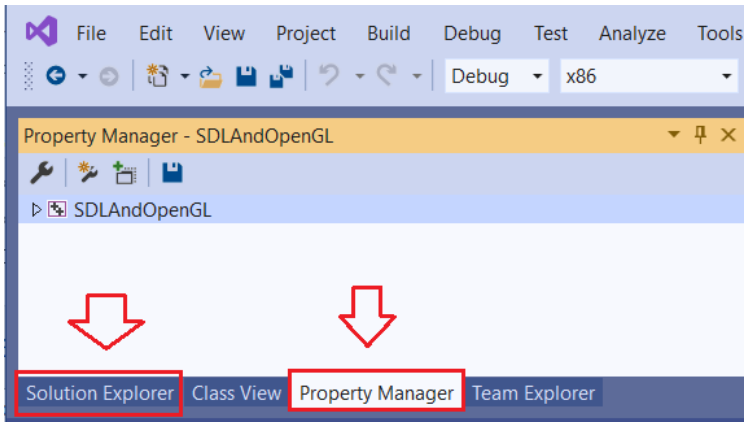


4.4.2. Activate the "Property Manager"

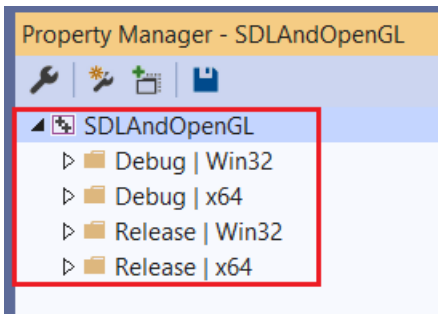
Select View/Property Manager (if it's not there, go to View/Other Windows/Property Manager).



Now the **Solution explorer** is hidden, the **Property manager** is shown instead. You can later restore the Solution explorer view by clicking its tab below.



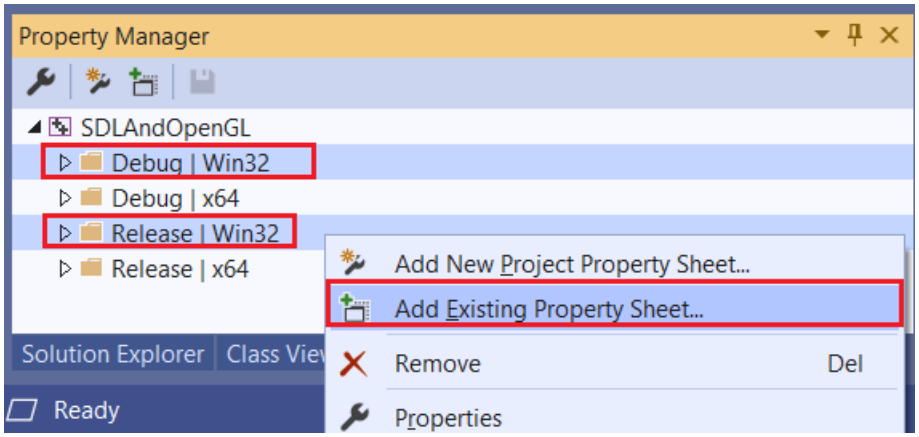
When expanding the project, a list of possible build configurations appears

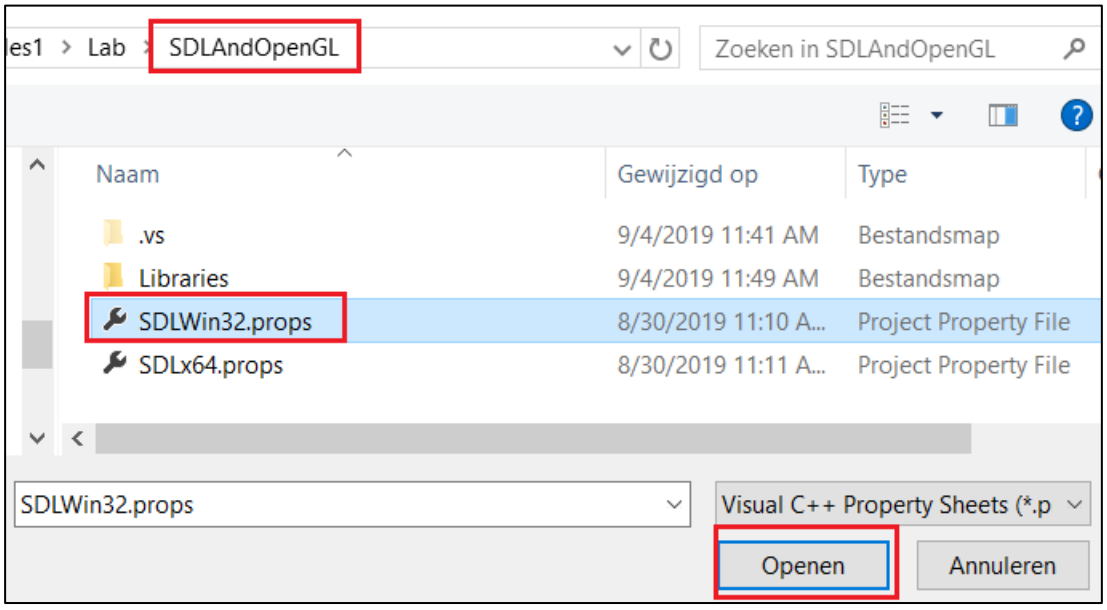


4.4.3. Change the properties of the X86 configurations

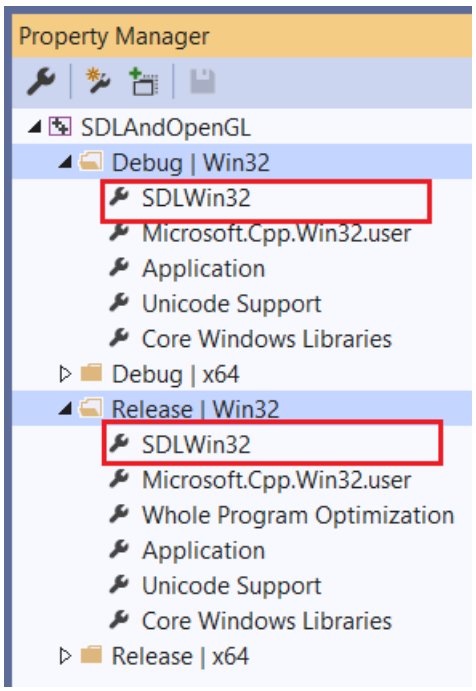
These configurations allow the building of 32-bit applications.

Select both **Debug | Win32** and **Release | Win32**, press RMB and select **Add Existing Property Sheet**. Then select the file **SDLWin32.props** and press the **Open** button.

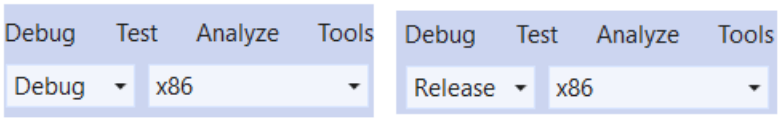




Now it should be added to both configurations in the Property manager.



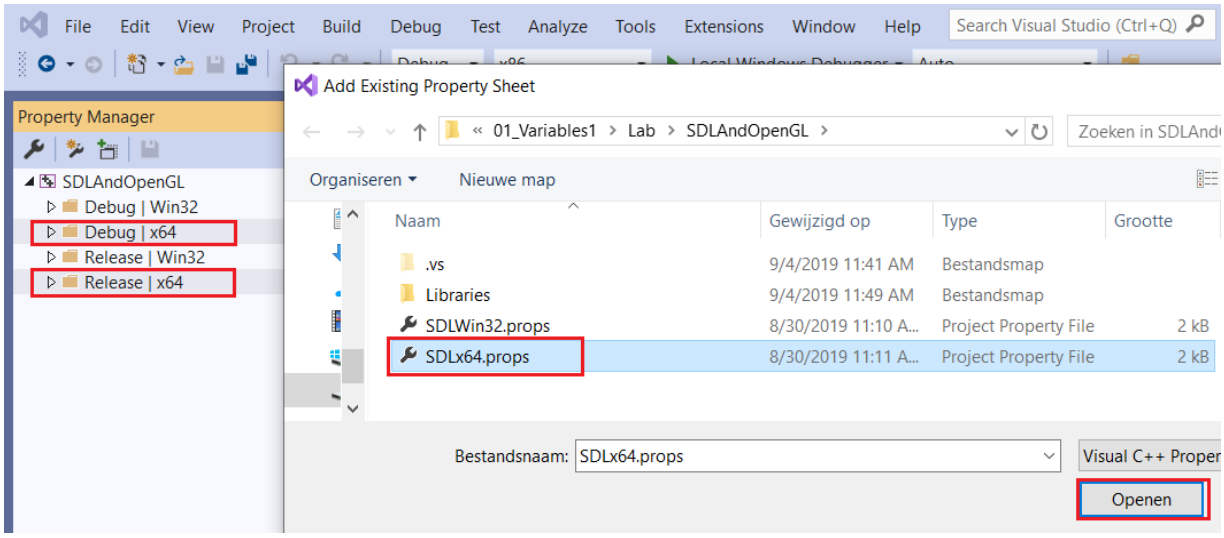
Now you can build SDL applications in win32 Debug and Release mode.



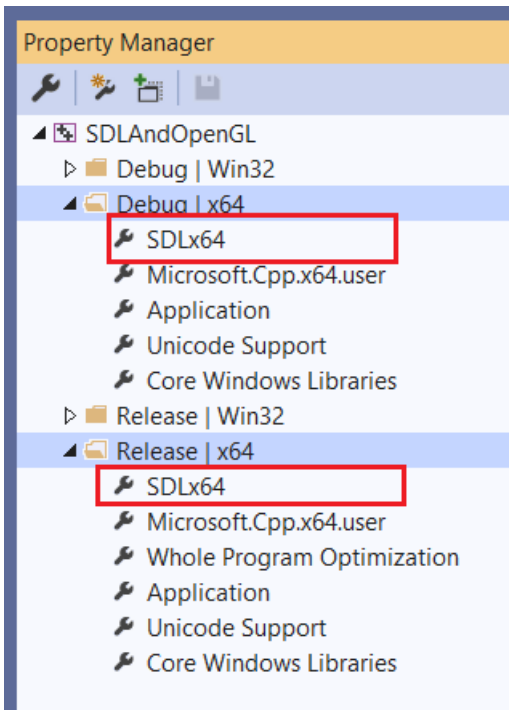
4.4.4. Change the properties of the X64 configurations

These configurations allow the building 64-bit applications.

Select both **Debug | x64** and **Release | x64**, press RMB and select **Add Existing Property Sheet**. Then select the file **SDLx64.props** and press the **Open** button.



Now it should be added to both configurations in the Property manager.



Now you can build SDL applications in x64 Debug and Release mode.

Building and running the application in any of these 4 configurations shouldn’t result in any problems.