Introduction to Graphics Programming and its Applications

繪圖程式設計與應用

Appendix: Project Configuration

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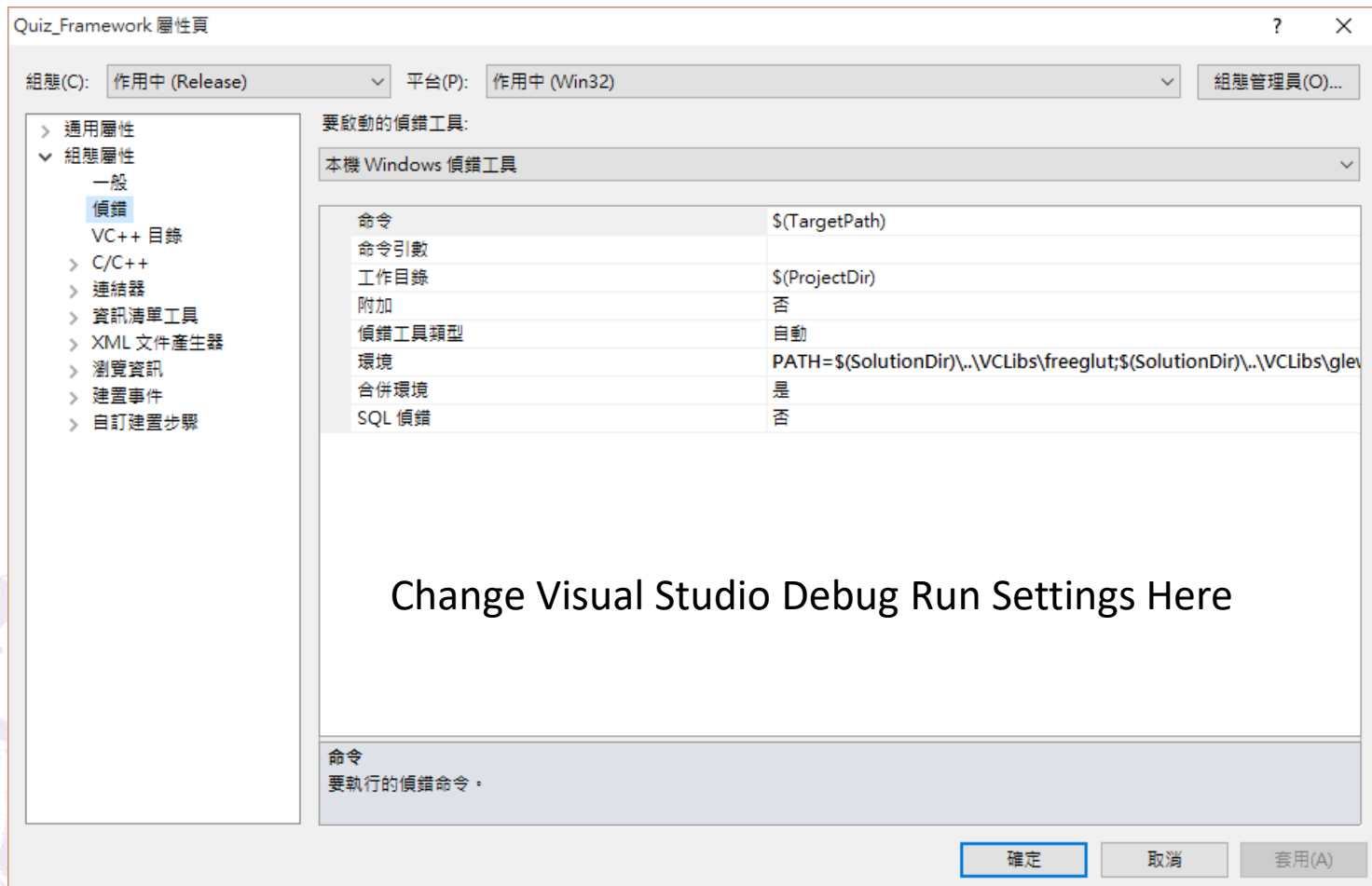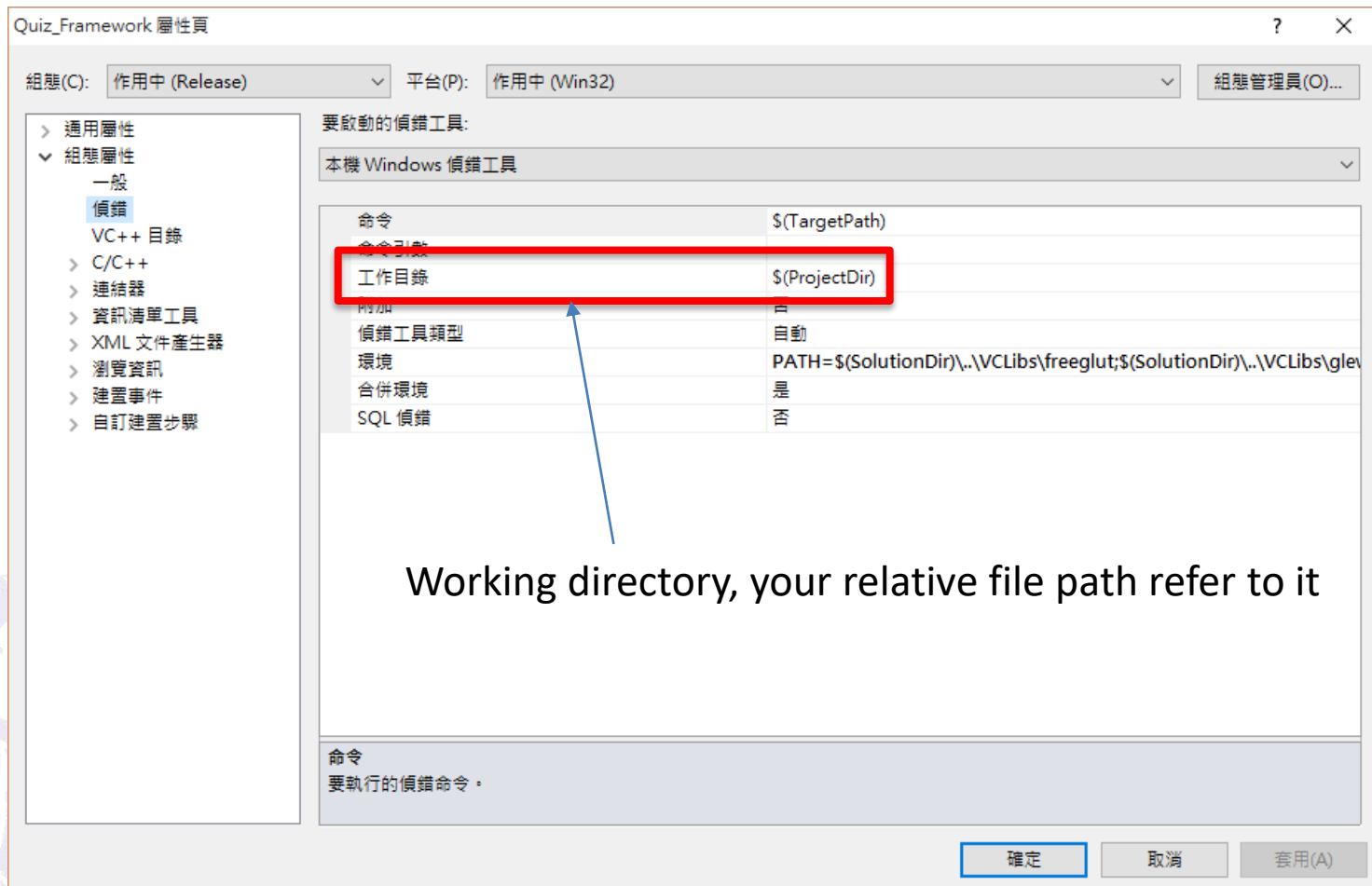# Running Your Program

- To run your program, you need:
  - Program executable
  - Dynamic linking library
    - Windows: set PATH, or link
    - Mac OS X: set LD_LIBRARY_PATH, or link
  - Input files
    - Absolute file path
    - Relative file path, relative to working directory
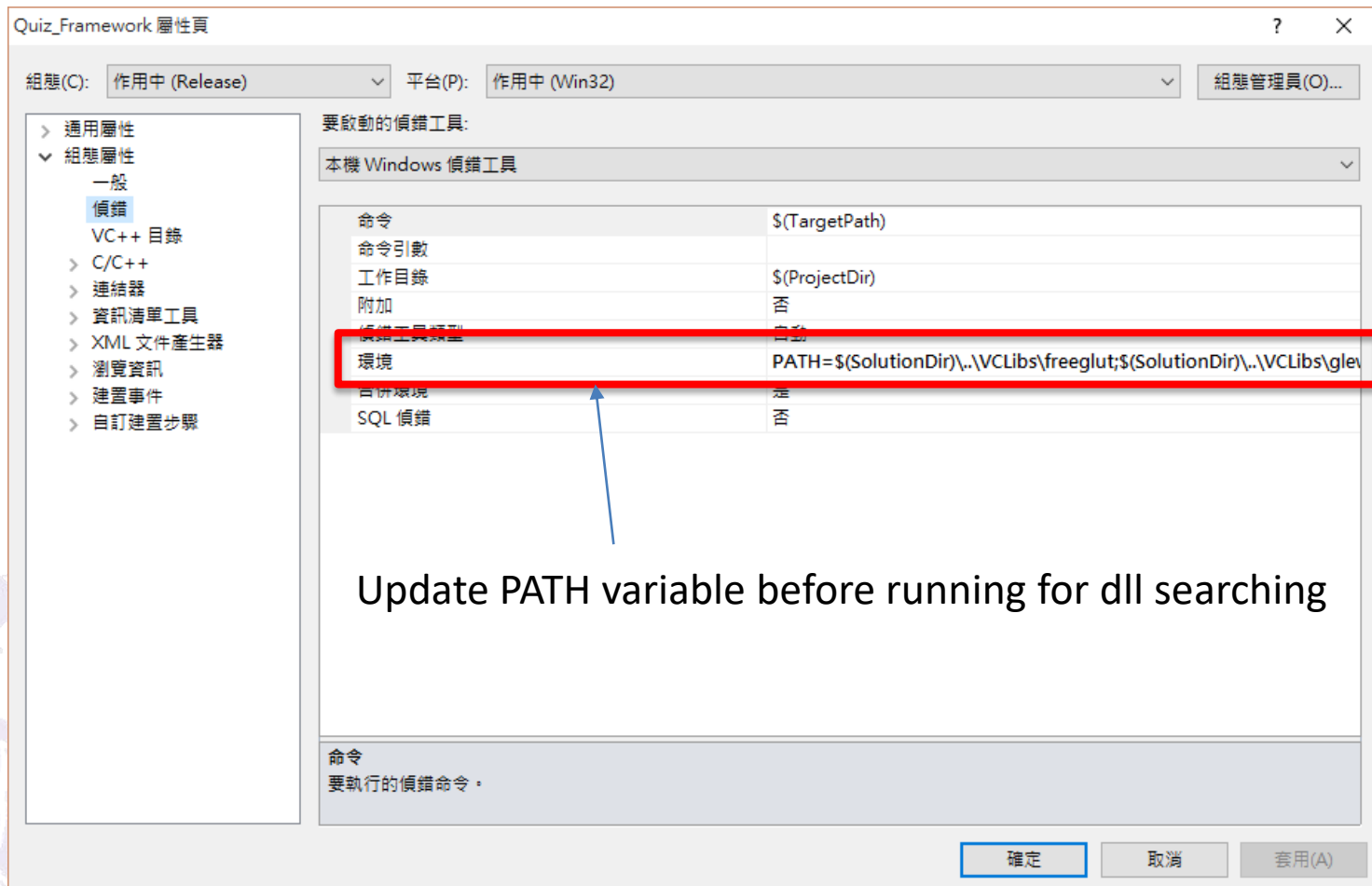
Visual Studio

Change Visual Studio Debug Run Settings Here

Visual Studio

Working directory, your relative file path refer to it

Visual Studio

Update PATH variable before running for dll searching

Visual Studio

- Put dlls and files in the same directory
- You may also need:
  - msvcr100.dll & msvcp100.dll for VS 2010
  - msvcr120.dll & msvcp120.dll for VS 2013...

名稱 ^	修改日期	類型	大小
freeglut.dll	2016/2/18 上午 1...	應用程式擴充	213 KB
glew32.dll	2015/8/10 下午 0...	應用程式擴充	395 KB
libpng16.dll	2016/3/17 下午 1...	應用程式擴充	189 KB
nthu.jpg	2016/3/15 下午 0...	JPG 檔案	42 KB
nthu.png	2016/3/15 下午 0...	PNG 檔案	36 KB
Quiz_Framework.exe	2016/3/20 下午 0...	應用程式	12 KB
texture_loader.dll	2016/3/17 下午 1...	應用程式擴充	114 KB

Xcode

- Xcode build your applications to a temporarily folder when debugging
  - /Users/user/Library/Developer/Xcode/DerivedData/Quiz-Framework-gdbslystccslvwacrgukdnuofjdu /Build/Products/Debug/Quiz-Framework

- You cannot change the debug working directory; however, you can **copy** some files to the temporarily folder

Xcode

Copy your referenced files to products directory

Xcode

- Remember, when you double click and execute your application, it may use your *home path* as working directory
- Change directory to your application path and your relative path will work!

Lecture Program

- We have done all of the above for you in our Quiz Framework and Lecture Programs

- Please refer to those projects for more details!