Ethanon

1. Tá com ele no pc?
2. rodar o arquivo unpack\_vendors.bat  
   em:

\ethanon\toolkit\Source\src\gs2d\vendors

1. Tirar a classificação de warning como erro em cada modulo
2. Fazer o Build
3. Copiar a pasta data e particles de \ethanon\toolkit\Ethanon Toolkit Para #bin#Debug
4. Deveria estar funcionando

Tópicos de atenção.

Da forma como estou fazendo, Ethanon Machine tem um \_ e Está separado entre Header e Source

Olhar o CMake do Box2D, lá mostra de maneira simples como colocar tudo em belas pastas.

Boost/shared\_ptr.hpp em Platform

C:\ethanon-cmake-ogl\toolkit\Source\src\gs2d\vendors\BoostSDK\boost

Video.h do Ethanon Editor em

C:\ethanon-cmake-ogl\toolkit\Source\src\gs2d\src

Soquei essa linha

#include <C:\ethanon-cmake-ogl\toolkit\Source\src\gs2d\src\Video.h> // Aqui #include <Video.h> C:\ethanon-cmake-ogl\toolkit\Source\src\gs2d\src

#include <C:\ethanon-cmake-ogl\toolkit\Source\src\gs2d\vendors\BoostSDK\boost\smart\_ptr\shared\_ptr.hpp>

#include <C:\ethanon-cmake-ogl\toolkit\Source\src\gs2d\vendors\BoostSDK\boost\shared\_ptr.hpp>

#include <C:\ethanon-cmake-ogl\toolkit\Source\src\gs2d\vendors\BoostSDK\boost\config.hpp>

# define BOOST\_USER\_CONFIG <C:\ethanon-cmake-ogl\toolkit\Source\src\gs2d\vendors\BoostSDK\boost\config\user.hpp>

#include <C:\ethanon-cmake-ogl\toolkit\Source\src\gs2d\src\Audio\Audiere\audiere\third-party\vc6\include\speex.h>

#include <C:\ethanon-cmake-ogl\toolkit\Source\src\gs2d\vendors\zlib\_msvc\zlib.h>

#include <C:\ethanon-cmake-ogl\toolkit\Source\src\gs2d\src\Audio\Audiere\audiere\third-party\vc6\include\vorbis\vorbisfile.h>

#include <C:\ethanon-cmake-ogl\toolkit\Source\src\gs2d\src\Types.h>

#include <C:\ethanon-cmake-ogl\toolkit\Source\src\gs2d\src\Types.h>

# include <C:\ethanon-cmake-ogl\toolkit\Source\src\gs2d\vendors\BoostSDK\boost\config\select\_compiler\_config.hpp>