



Download link: https://github.com/liballeg/allegro5/releases

▼ Assets 9	
♦ allegro-5.2.7.0.7z	6.28 MB
♦ allegro-5.2.7.0.tar.gz	7.54 MB
♦ allegro-5.2.7.0.zip	8.55 MB
allegro-i686-w64-mingw32-gcc-10.2.0-posix-dwarf-dynamic-5.2.7.0.zip	20.2 MB
allegro-i686-w64-mingw32-gcc-10.2.0-posix-dwarf-static-5.2.7.0.zip	31 MB
allegro-x86_64-w64-mingw32-gcc-10.2.0-posix-seh-dynamic-5.2.7.0.zip	21.4 MB
allegro-x86_64-w64-mingw32-gcc-10.2.0-posix-seh-static-5.2.7.0.zip	32.9 MB
Source code (zip)	
Source code (tar.gz)	

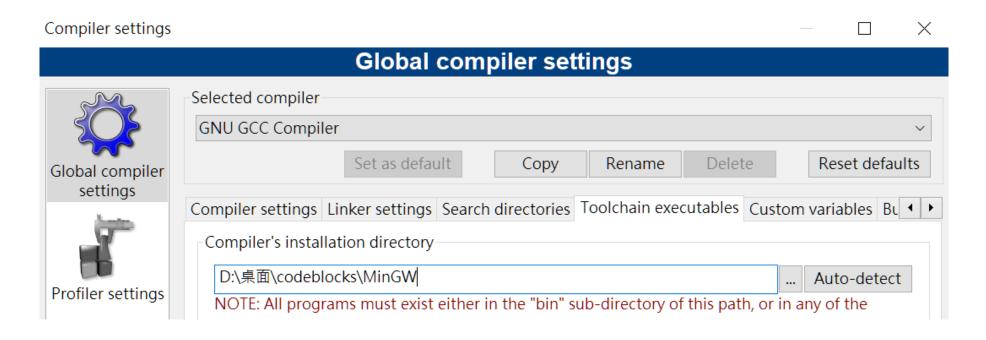


- Unzip I2P1\_Final\_project-master
- Unzip Allegro
- Put them in a same dictionary!

名稱 个	修改日期	類型	大小
allegro	2021/3/8 下午 06:37	檔案資料夾	
font	2021/5/21 下午 02:34	檔案資料夾	
image	2021/5/21 下午 02:34	檔案資料夾	
sound	2021/5/21 下午 02:34	檔案資料夾	
tutorial	2021/5/21 下午 02:34	檔案資料夾	
allegro-x86_64-w64-mingw32-gcc-10.2.0-po	2021/5/21 下午 02:56	ZIP 檔案	33,728 KB
charater.cpp	2021/5/21 下午 02:34	CPP 檔案	5 KB
charater.h	2021/5/21 下午 02:34	H 檔案	1 KB
🖶 final_project.cbp	2021/5/21 下午 02:34	CBP 檔案	2 KB

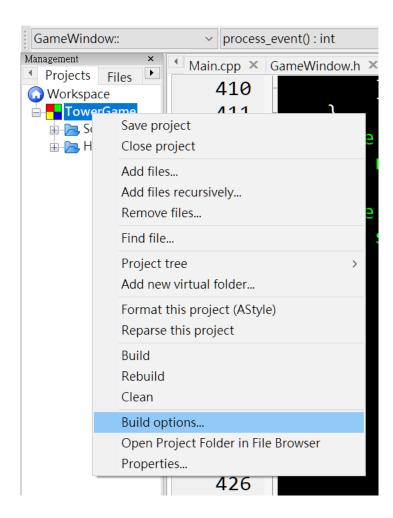


Make sure your MinGW is the one you download with codeblocks!



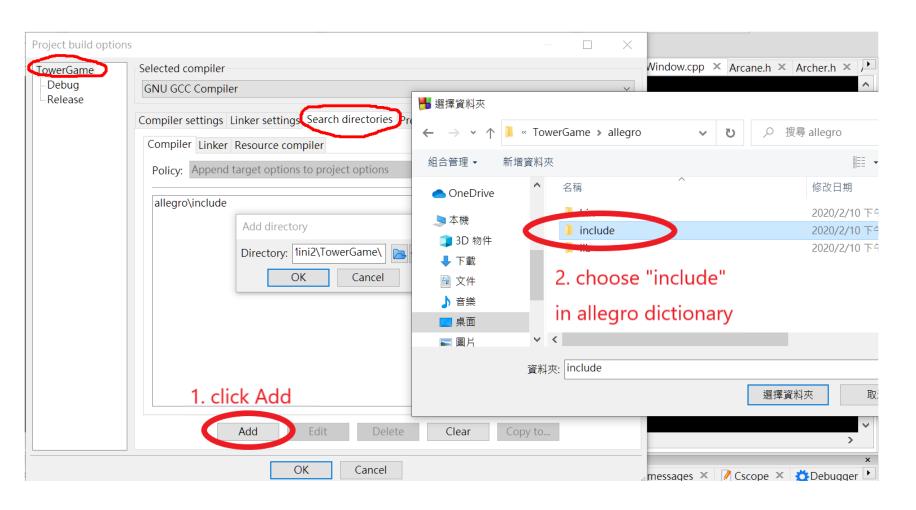


Right click your project, and select build options



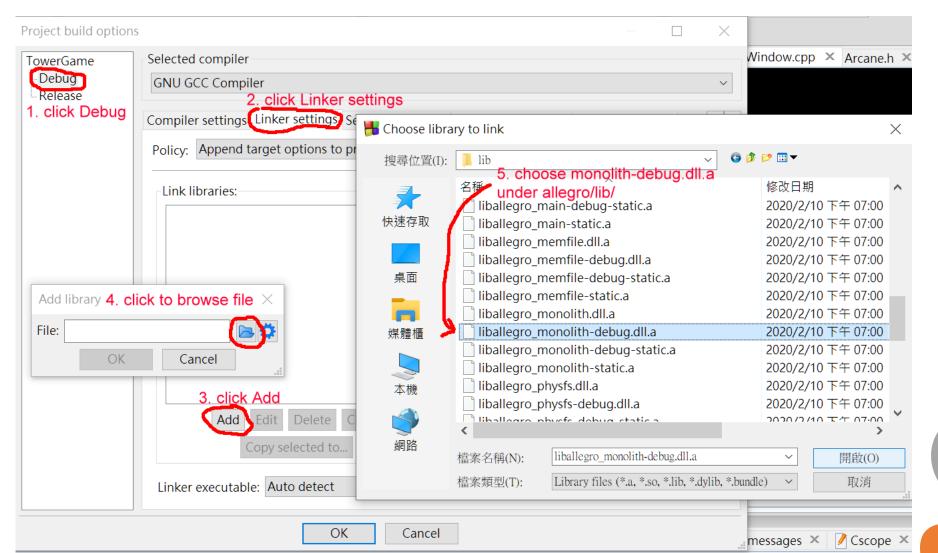


Click TowerGame and click search directories.



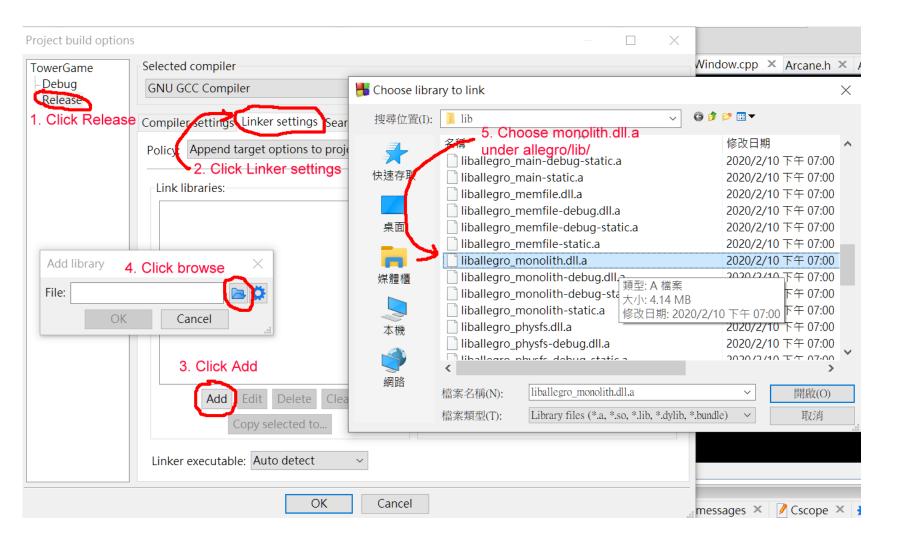


Click Debug -> Linker settings





Click Release -> Linker settings





#### Common issue

Can't find .dll

TowerGame.exe - 系統錯誤



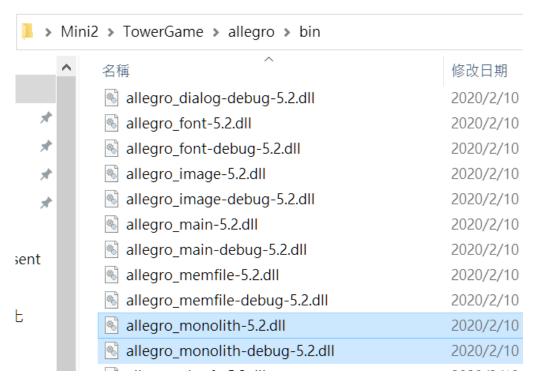
程式碼執行無法繼續,因為找不到 allegro\_monolith-5.2.dll。重新安裝程式或許可以修正此問題。

確定



#### Common issue

- Can't find .dll
- Move the two file under allegro/bin/ into the dictionary same as your .cbp project





#### Common issue

- Circle::overlap undefined......
- Rebuild the project

```
GameWindow.cpp [TowerGame] - Code::Blocks 20.03
File Edit View Search Project Build Debug Fortran wxSmith Tools Tools+ Plugins DoxyBlocks Settings He
                                                Release
 GameWindow::
                    v process event():int
Management
                Main.cpp × GameWindow.h × Attack.cpp × Circle.cpp × Monster.cpp × Menu

◆ Projects Files 
▶

                     410
TowerGame
                     411
   else if(event.type == ALLEGRO_E
                     412
  Headers
                     413
                                      return GAME_EXIT;
                     414
                                 else if(event.type == ALLEGRO_E
                     415
                                      switch(event.keyboard.keyco
                     416
                     417
                                            case ALLEGRO KEY P:
                     418
                                                 /*TODO: handle paus
                     419
                     120
```



