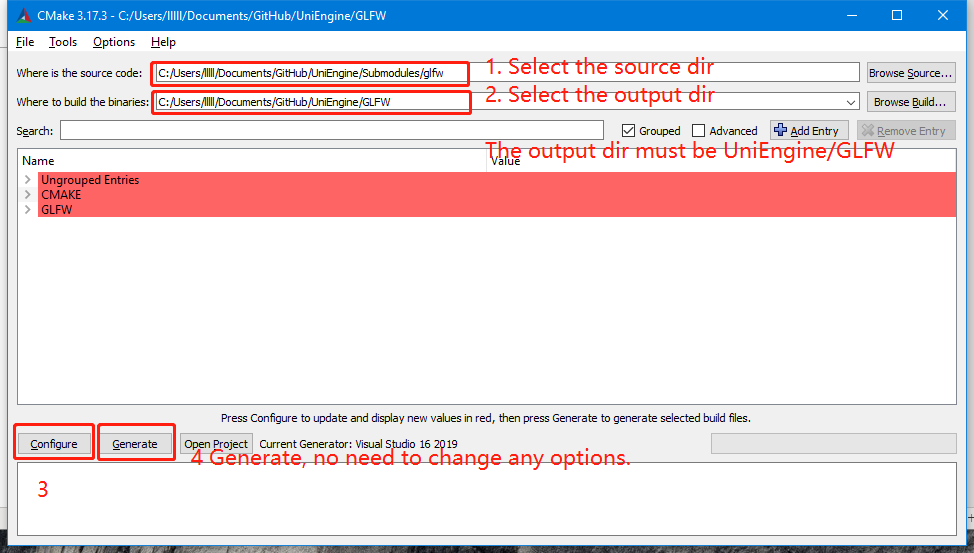
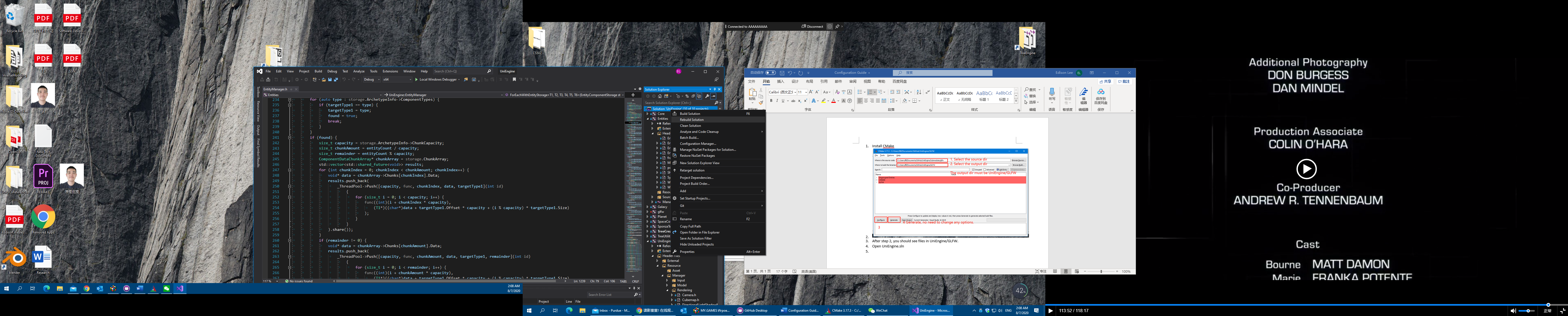
1. Install CMake.
2. Run CMake and create glfw project, which is a dependency of UniEngine.
3. After step 2, you should see files in UniEngine/GLFW.
4. Open UniEngine.sln
5.  Rebuild solution.
6. If all succeed, run project with: 
7. You can run project in Release mode instead of Debug mode as chosen above. It will give you a big performance boost while you can’t set breakpoint sometimes.
8. The runnable projects are: Galaxy, Planet, SpaceColonizationTree, SponzaTest, TreeCreator.
9. If you want to run another project, right click and select “Set as startup project.”