Visual Studio 2010 AGK Wizard by Orac

Note: the wizard assumes that you have installed the AGK into the default location. If you have installed it elsewhere then see the note at the end of this article.

There are two versions of the wizard depending on whether you are using 32-bit Windows (e.g Windows XP) or 64-bit Windows (e.g. Windows 7). This is because the installation of Visual Studio and the AGK can either reside in "C:\Program Files\" (usually XP) or "C:\Program Files (x86)" (usually Windows 7). Check your installation path and choose the correct version of the wizard, **AGKWiz** or **AGKWiz_x86**

Inside the folder there should be two more folders, one called **"vcprojects"** and the other called **"VCWizards"**. Select both folders and copy/paste them to the appropriate location i.e.

**"C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC"**   or

"C:\Program Files\Microsoft Visual Studio 10.0\VC

If you have done this correctly you should get the following warning (this is a Windows 7 screenshot, XP will be similar)
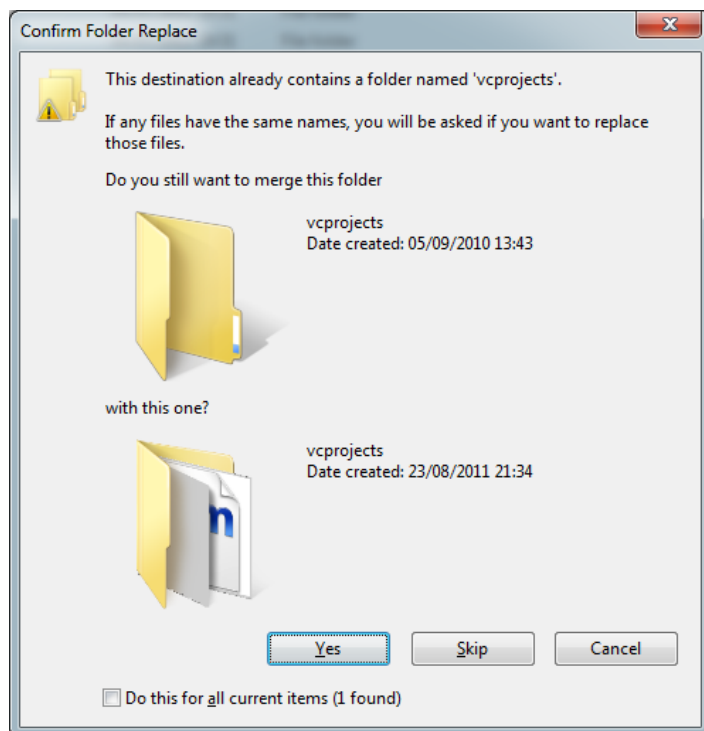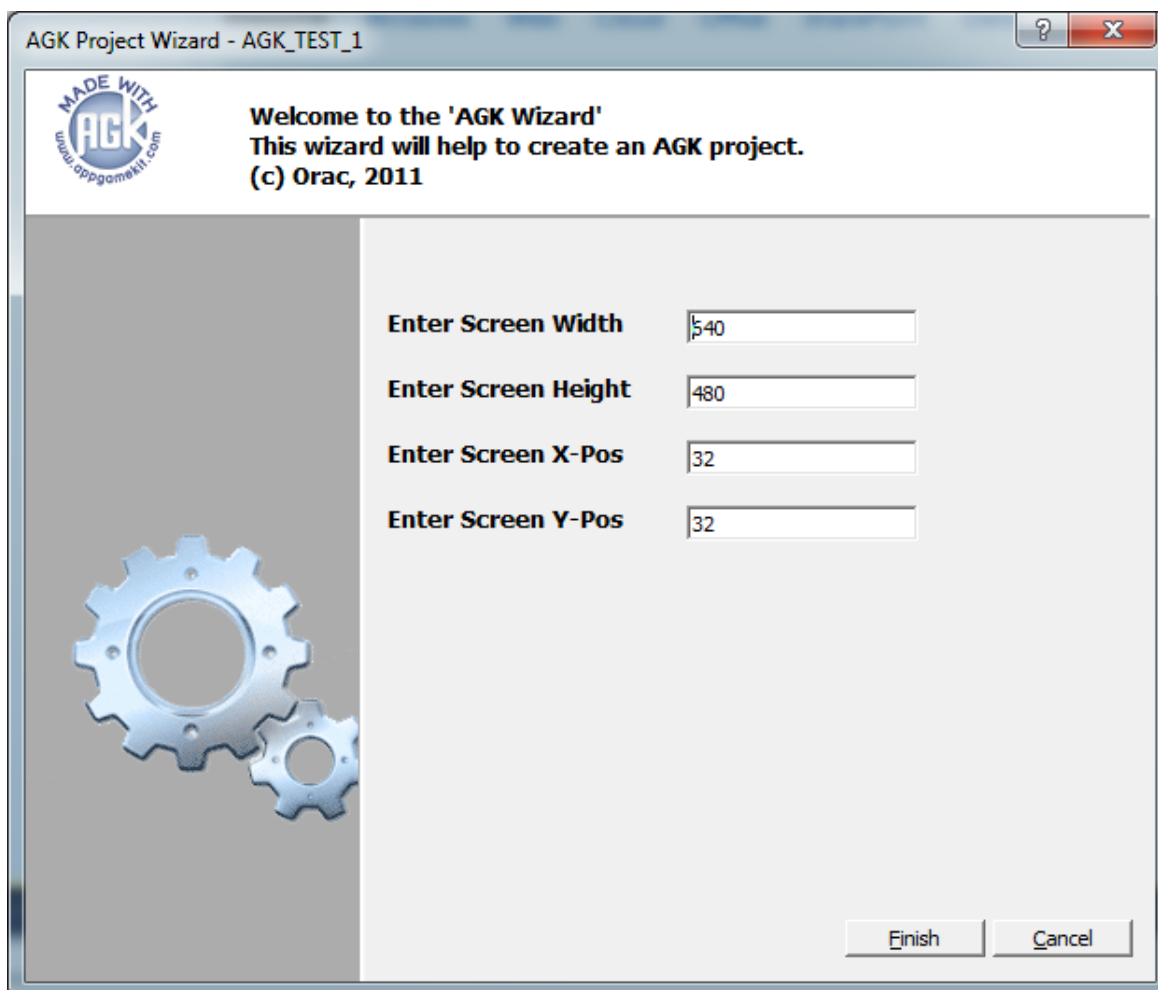

Hit OK and the contents of the 2 folders will be merged with the existing folders.

That's it! Go ahead and open Visual Studio 2010, select "New Project" and there should be a new AGK Wizard available as shown in the following screenshots:
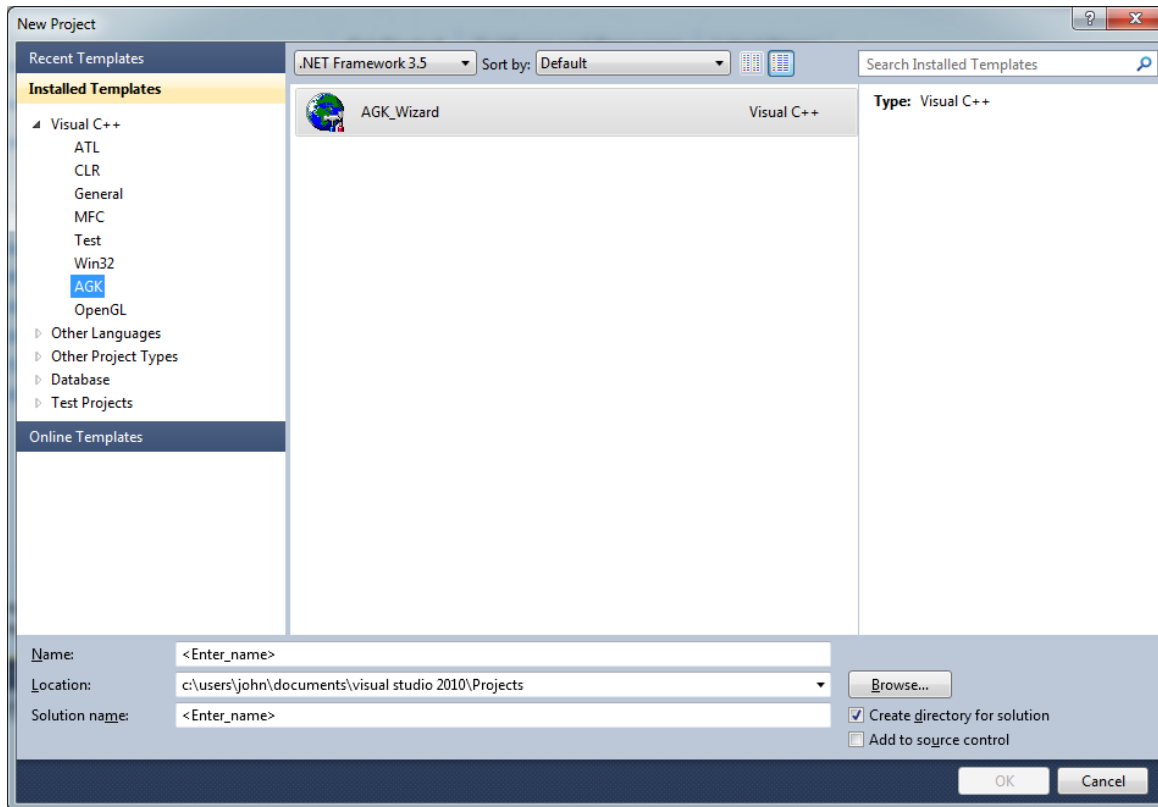
Enter a name for the project, hit OK and you should be presented with:

Make any adjustments to the defaults, click finish and the wizard will generate a framework project which, if you hit **F7**, should compile OK (albeit with a few warnings) and then run in debug mode by pressing **F5**. The result should be (if you left the settings at default)
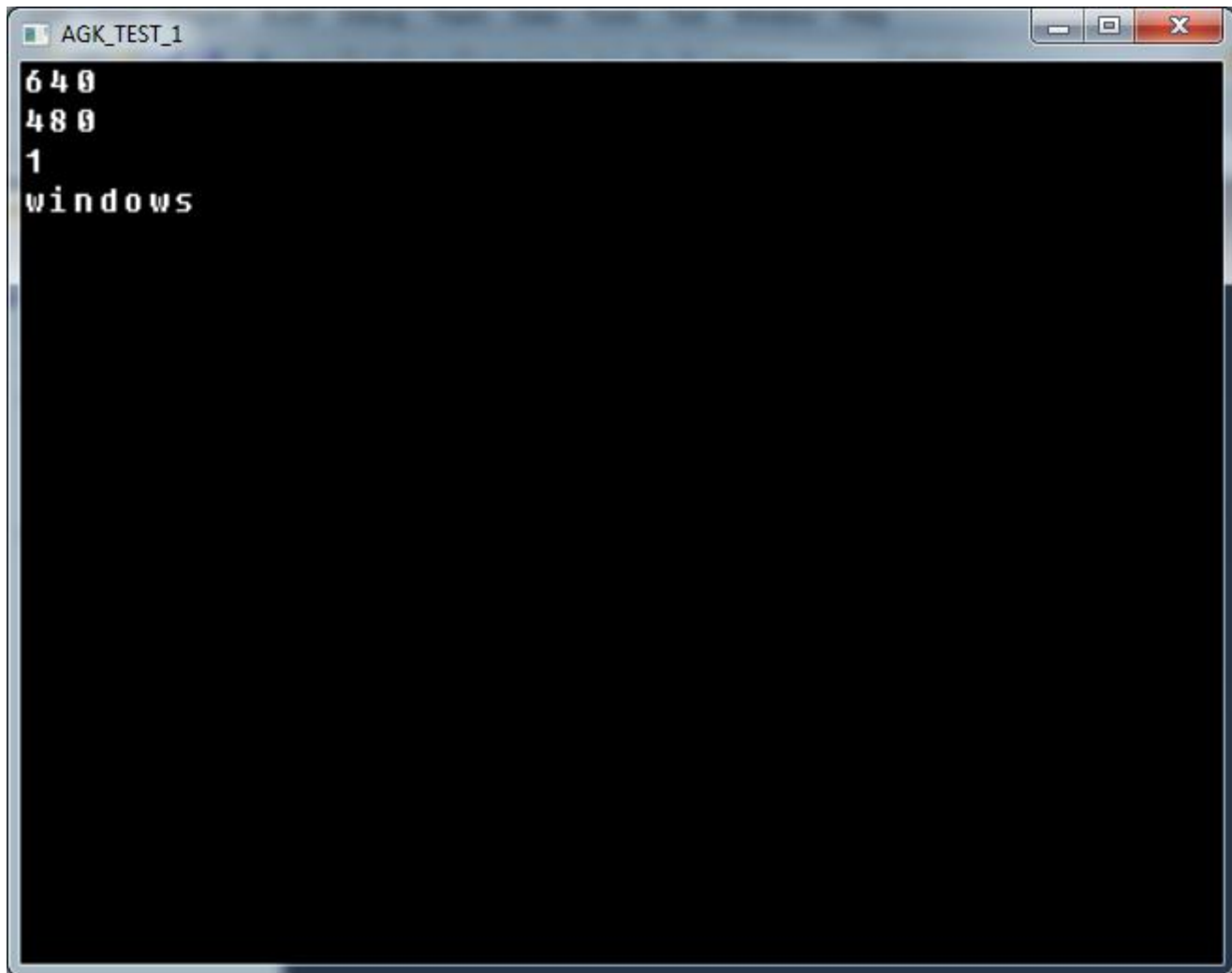
Note that at the time of writing this (August 2011), only the DEBUG version will compile and run correctly. The release version throws up errors about the library having been built with an earlier version of the compiler. I believe TGC are aware of this and are working on it.

Note if you installed AGK to a directory other than the default

Most of the work of the wizard is done in a file called **"default.js"** which resides in the **"C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\VCWizards\AppWiz\AGK\Application\scripts\1033"** directory.

If you open the file in a text editor, inside the function "**AddConfig"** is where you can specify the include directories and library dependencies.

Search for the line **"CLTool.AdditionalIncludeDirectories = "** and change this to suit the location where you installed AGK. Note that this line appears twice, once for the Debug configuration and once for the Release configuration. Also note the double backslashes used to separate items, these are required!

Now do the same thing for the libraries by searching for **"LinkTool.AdditionalLibraryDirectories = "**. Once again there should be two entries.

I hope this helps, I actually learned quite a lot from this exercise and it was quite satisfying when it all came together. Now I just need to think of an idea for a killer game and I can get coding and make myself a million!

If you find any bugs/problems or ideas for enhancements please feel free to reply through the forum.

Orac, 2011