

# SRGB LOADER

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- 1 To use build in nodes example u should first uncomment these lines from git issue description, than build a library by cmake-gui. first line is the path to our root of the irrlicht repository branch second is the build folder. than choose the 'specify toolchain file ...' under the type of system table. After installing the library u need to specify in visual studio uor solution after opening library, and choose working directory in solution properties as "outdir". For building library u need to set the irrlicht solution and for run the example, this example solution. then u can run images and check colors as well. For more info, run to library wiki or google.