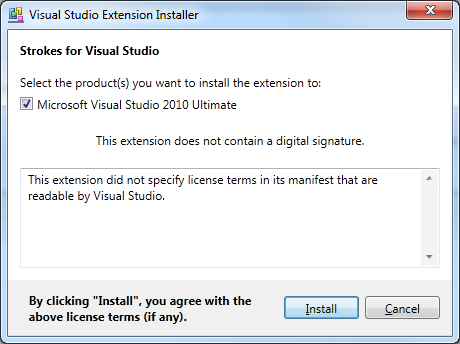
# Getting started with Strokes

***Disclaimer: The current version of Strokes is still in alpha stage. Using this software is at your own risk.***

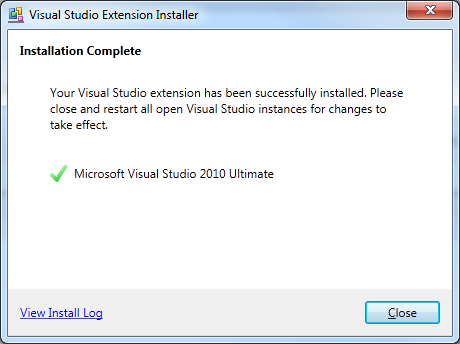
## Installation

To get started, make sure you closed all instances of Visual Studio 2010

* Download the latest stable version from <https://github.com/jonasswiatek/strokes/downloads>
* Run the downloaded .vsix file by double clicking it.
* A Visual Studio Extension Installer shows up. Make sure you select the correct version on which to install Strokes (only compatible with Visual Studio 2010)



* Click “Install”
* If all went well you should get the following prompt

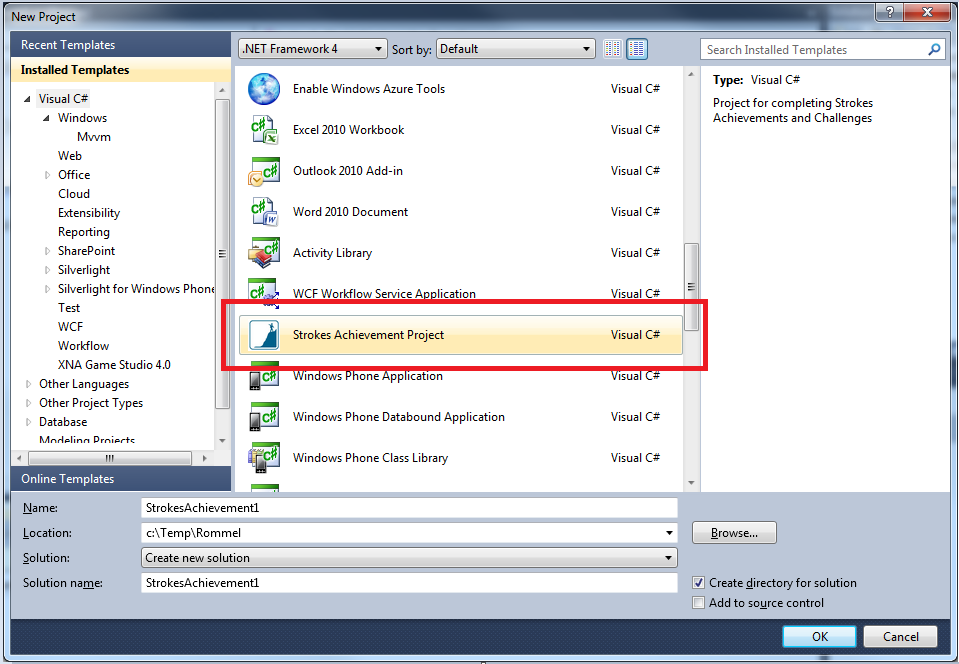
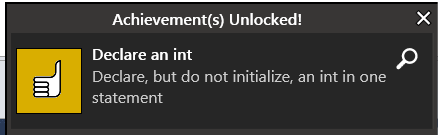


**If something went wrong and you get an installation error. Please click the ‘View Install Log’ and mail the full log that is shown to on of us (see** [**http://githuh.com/jonasswiatek/strokes**](http://githuh.com/jonasswiatek/strokes) **for more information)**

## Using Strokes

### Unlocking achievements

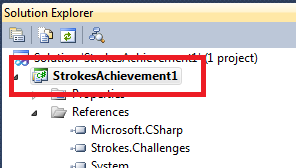
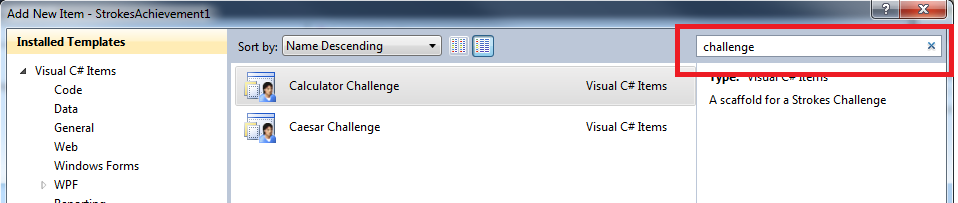
To start getting achievements, you need to make sure that you write your code in the Strokes template. In the future we will have the ability to also unlock achievements in other project.

* Start a new project in Visual Studio.
* In the Visual C# templates, select the “Strokes Achievement Project”  
  
* Create the solution by clicking ok (after filling in the Name, Location and Solution Name fields ofcourse)
* You are now ready to start getting achievements by simply writing code in the Main method or elswhere in this solution.  
   Evertytime you now Build your current code which contains something achievable a new popup shows up. You can click the “Magnifier glass”-icon to see what code made you unlock the achievement.  
  

### Unlocking challenges

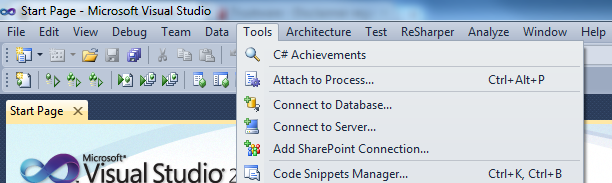
Besides basic achievements (and some silly achievements such as writing an infinite loop), the Strokes project also supports “Challenges”. Just like the “Pex for Fun” challenges, the Strokes challenges are programming tasks where the user has to write a certain class according to the challenge description. Basically, the user needs to implement the interface of the given challenge and the Strokes program will then test whether the class in fact works as was intended.

Currently two proof-of-concept challenges are defined. In order to achieve these challenges, you need to perform the following steps:

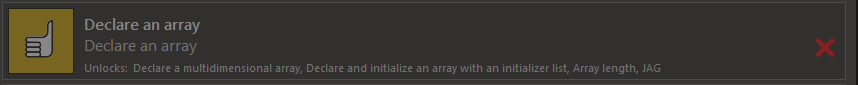
* Create a new or open an existing Achievement project as described previously.
* Richtclick in the Solution Explorer on your project  
  
* In the contextmenu that pops up, click Add -> New item…
* In the ‘Add New Item’ window. Type ‘challenge’ in the search box in the upperright corner  
  
* Pick the Challenge from the main list that you wish to solve.
* The necessary files and code are generetad. You can now try to solve the challenge by ‘filling in the missing code’

### Viewing your statistic and settings

To show your current progress of unlocked achievement, you can at any time when using Visual Studio 2010 open a full summary of what you’ve achieved so far.

* In the menu, click the Tools menu
* Next choose “C# Achievement”  
  
* A new tab will show where you can see , per category, what achievement you have unlocked and which ones you can unlock. Some achievements will need another achievement to be achieved before they can be unlocked. These ‘second tier’ achievement will only show in the list once you have achieved the ‘first tier’ achievement.

For example: The following achievement will only be unlockable once you achieve the “Declare an array” achievement: Declare a multidimensional array, Declare and initialize an array with an ainitializer list, Array length and Jag.



* Clicking each category on the left will show the relevant achievements for that category.
* Clicking on the Settings button will give you three possibilities:
  + Reset achievement progress: this will delete all your unlocked achievement
  + Enable strokes in all projects: this button doesn’t work yet
  + Select language: this button doesn’t work yet