











TackEngineLibExamples

Contained within this repository are examples of how to use the TackEngine game engine library found [here](#).

Setup

Step 1: To start using the repository, first clone it into an empty directory on your computer.

Step 2: Then, navigate into the TackEngineLibExamples folder. You should see something like below

	.git	31/03/2022 10:02 AM	File folder	
	.vs	30/03/2022 6:34 PM	File folder	
	AdditionalFiles	31/03/2022 10:00 AM	File folder	
	Documentation	31/03/2022 10:08 AM	File folder	
	FlappyBirdGameExample	30/03/2022 9:15 PM	File folder	
	Libraries	30/03/2022 6:38 PM	File folder	
	TackEngineLibExamples	30/03/2022 6:34 PM	File folder	
	.gitignore	31/03/2022 10:01 AM	Text Document	1 KB
	README.md	31/03/2022 10:08 AM	MD File	1 KB
	TackEngineLibExamples.sln	30/03/2022 6:59 PM	Visual Studio Solu...	2 KB

This downloads the example projects but DOES NOT download the TackEngine library.

Step 3: Download the TackEngine library by opening a git bash window inside the above directory and run a git clone command like below:

```
git clone https://github.com/danielbob999/TackEngineLib.git
```

Alternatively, you can just download the source code zip file and extract it into this folder. Ensure you unzip the correct folder (Called TackEngineLib).

Step 4: Open TackEngineLibExamples.sln with Visual Studio 2022 and enjoy developing 😊

Note: Each example project is configured to run the `post_build.bat` file as a Post Build Event. This copies the *TackEngineLib/Resources/tackresources* folder and any files in the *TackEngineLib/Resources/additional_files* folder to the output directory of the project.

The Post Build Event command to run the batch file is shown below if you want to run the `post_build.bat` file on a custom project file:

```
call "$(SolutionDir)post_build.bat" $(ProjectName) $(SolutionDir) $(ProjectDir) $(OutDir)
```

If you create any new projects, ensure that the above command is called in the **Post Build Event** section in the Project Properties section.