











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

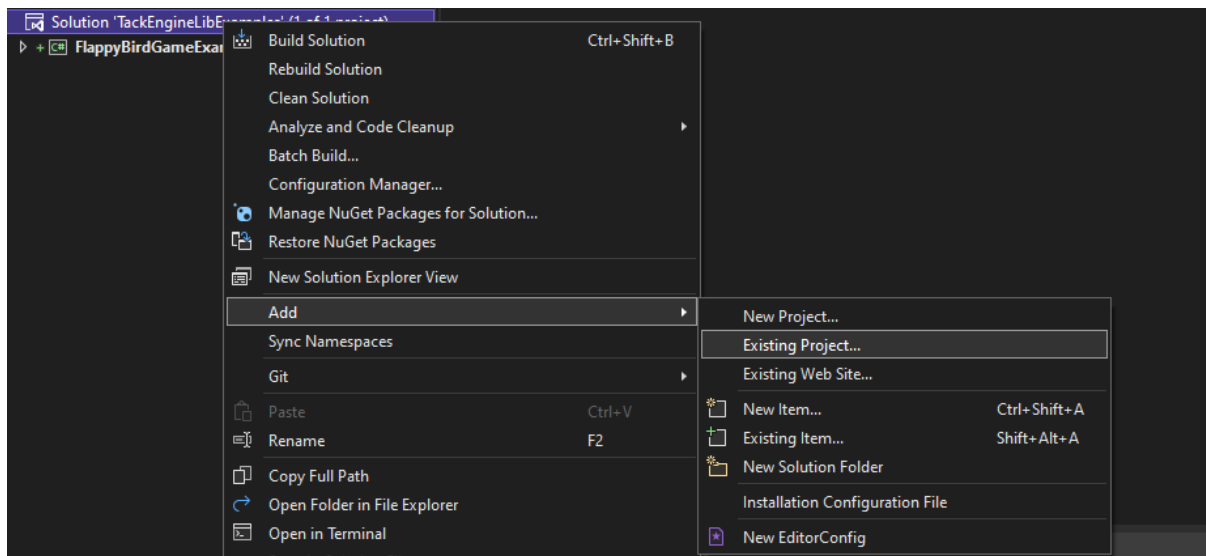
This downloads the example projects but DOES NOT download the TackEngine library.

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 the solution file using Visual Studio and add the TackEngineLib project to the solution.

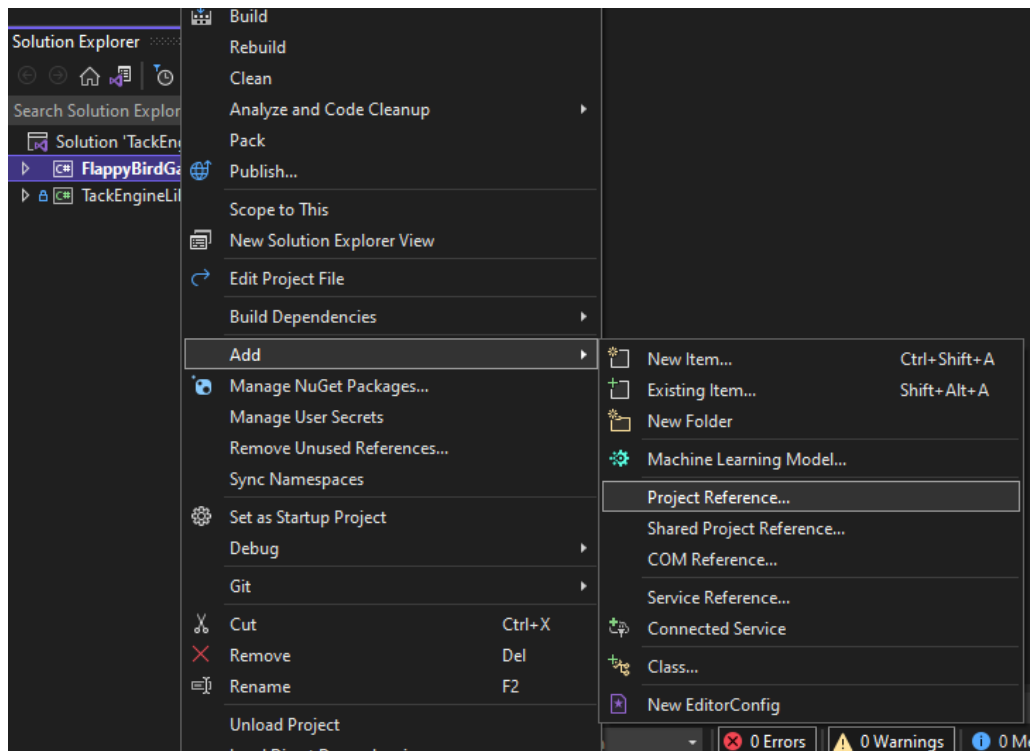


Right click on the Solution in the Solution Explorer window, then *Add -> Existing Project*.

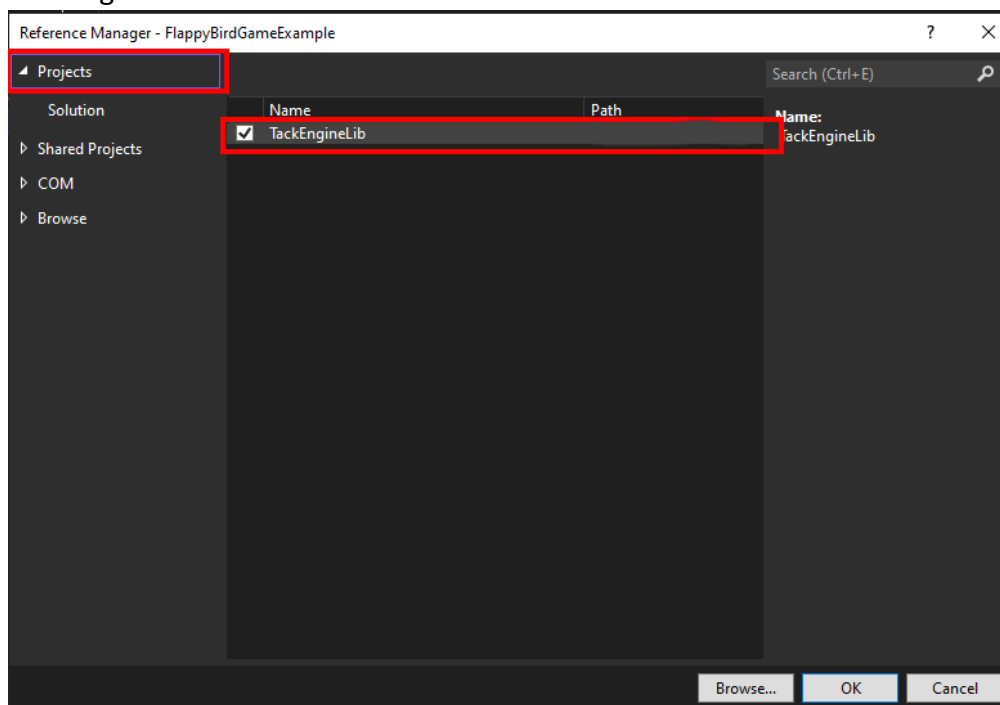
Navigate to the directory of your solution and where you cloned the TackEngineLib folder to. Navigate into the TackEngineLib folder and choose the TackEngineLib.csproj file.

Click the Open button.

Step 5: Now we need to add TackEngineLib as a project reference to all example projects. To do this, we right click on a project, *Add -> Project Reference*.



This will open a dialog box to select which projects we want to reference. Ensure you click on Projects on the left hand side to view all the projects in this solutions. Then ensure TackEngineLib is selected. The click Ok.



You should now be ready to reference TackEngineLib in the example projects and all projects should compile and run as intended.

Note: Each example project runs 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

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

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