How to compile the game:

1.

Create a subdirectory in \XINU4WIN\NEWSRC, say game

md game

2.

Download game2.c, clkint.c to \XINU4WIN\NEWSRC\game2

3.

cd \xinu4win\newsrc

4.

Copy xinu.lib into \XINU4WIN\NEWSRC\game2

5.

copy xinu.lib to \XINU4WIN\NEWSRC\game2

copy ..\xinu.lib .

6.

Set path

path c:\tc\bin;%path%

7. Create clkint.obj and insert it to xinu.lib:

tcc -I.. -c clkint.c > errs

type errs

tlib xinu.lib -+ clkint.obj

8.

Compile the game:

tcc -I.. game2.c xinu.lib > errs

type errs

9.

Run the game:

game2.exe