YaneSDK3rd'lZ"/Toa'tz'70 for Visual C++ 6.0

Introduction.

When using YaneSDK, we will summarize the method of creating a game project by dividing it into several netsummer projects.

Basically, I will follow the same procedure as insideYaneSDK's explanation for VC++7.0.

I have not been able to find any information on this site that I would like to share with you.

I hope you will understand that there may be some unforeseen lies in this article due to lack of knowledge or other reasons. If we find any such statements, we will correct them accordingly.

I would appreciate it if you could give me a good warning.

YaneSDK3rd dunloading and configuration

First, down-mouth the sauce.

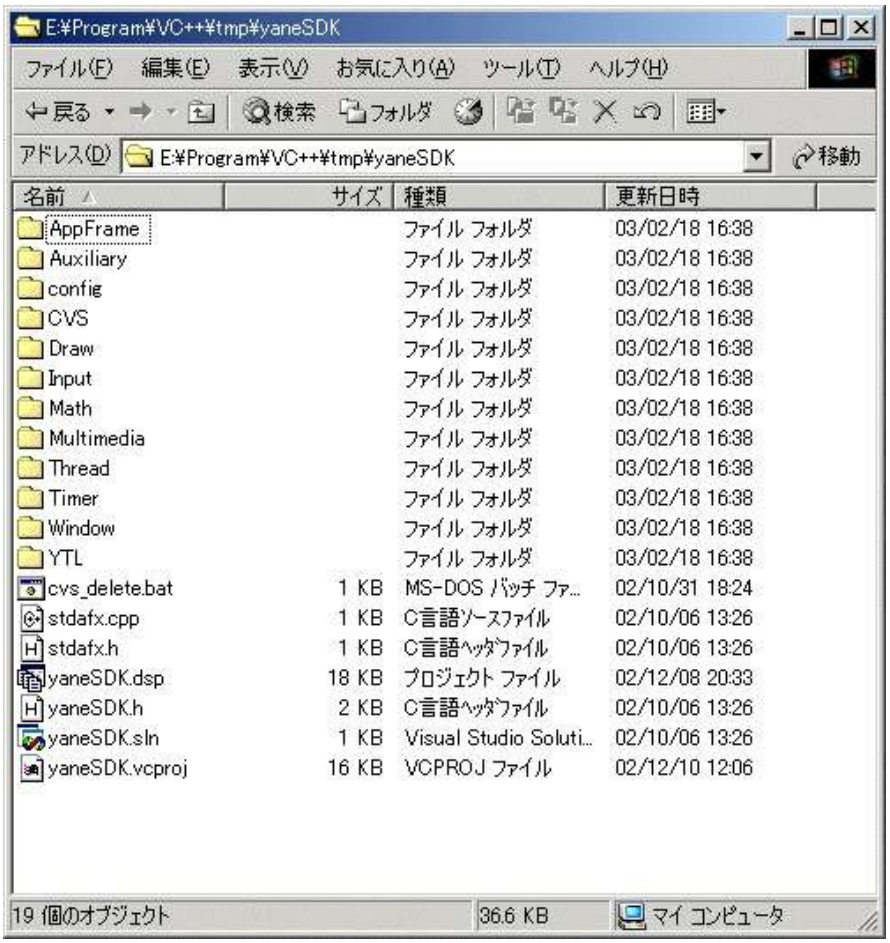
Please take a look at the source of the "Saijo Katafan" from the downlinked section of Yaneurao's page.

http://yaneura0.hp.infoseek.co.jp/yaneSDK3rd/

YaneSDK3rd is still under development, so you may want to check back periodically to see if there are any version updates.

Maybe.

Now, extract the downloaded file to a suitable folder` and it should look like this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Draw ファイル フォルダ 03/02/18 16:38
Input ファイル フォルダ 03/02/18 16:38
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Multimedia ファイル フォルダ 03/02/18 16:38
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cvs_delete.bat 1 KB MS-DOS バッチ ファ... 02/10/31 18:24
stdafx.cpp 1 KB C言語ソースファイル 02/10/06 13:26
stdafx.h 1 KB C言語ヘッダファイル 02/10/06 13:26
yaneSDK.dsp 18 KB プロジェクト ファイル 02/12/08 20:33
yaneSDK.h 2 KB C言語ヘッダファイル 02/10/06 13:26
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yaneSDK.vcproj 16 KB VCPROJ ファイル 02/12/10 12:06
19 個のオブジェクト
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マイ コンピュータ

The "cvs_de-gte.bat" file is a file for the cvs (which seems to be a version of the North software) that is included in the expanded file.

A batche file that deletes an isle.

I don't think it will do any harm even if the cvs files are still there, but if you want to make sure that the cvs files are not misused, you can delete them by executing "cvs_de-ete.bat".

The extracted file already contains a project for YaneSDK3rd, so you will need to create a file named "yaneSDK.dsp". Duff" will launch the Visua C++ development environment.

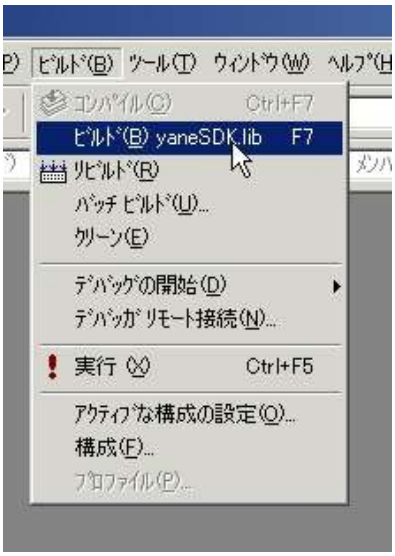
I'm sure you'll get a warning like the one below, but don't worry, it's a good thing.

This is the project of the YaneSDK book.

I have done all the complicated blind passages that are harmful to YaneSD's manuals.

I wish I could do it again. "Re一ease..両木琶成でビルドするだけで。Kです。

By default, the "Debug" kipa should be set to "Debug", so let's build it. Press F7 or select "Build" > "Build" from the menu.

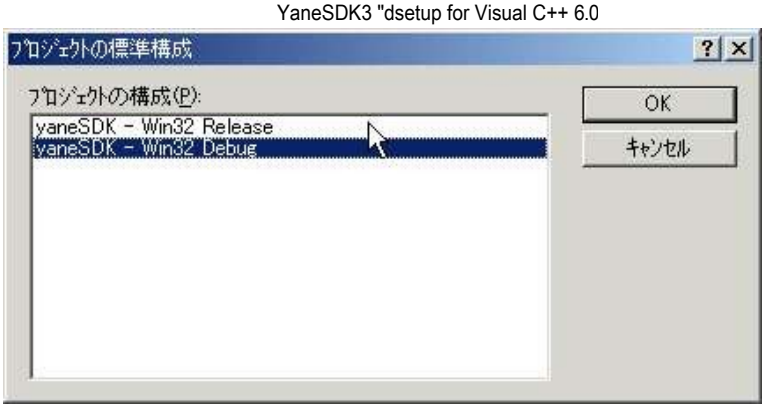


This will create a sub-folder **called** "Debug" in the directory where you have deployed your project, and in that directory you will find the "YaneSDK" ib.

It should have been created.

Then, in the menu `Build` > `Settings for active lpas`, switch the active lpas to "Re-ease".

The following is a summary of the results of the study.



If you build the same directory as before with the same capacity, you will find the "Release" subfolder in the "Release" directory, which contains the "YaneSDK" library.

Yes.

This completes the first true reception level.

Continue to use YaneSDK for your own project and create your own project.

Go to "File" > "Win32App.cati.n" in the menu and borrow the workspace for "Win32App.cati.n" from the "Win32App.cati.n" workspace.

I'd like to wish you the best of luck.

If the source code is too complicated, you may have to create a new folder in a different folder than the one where you deployed the YaneSDK.

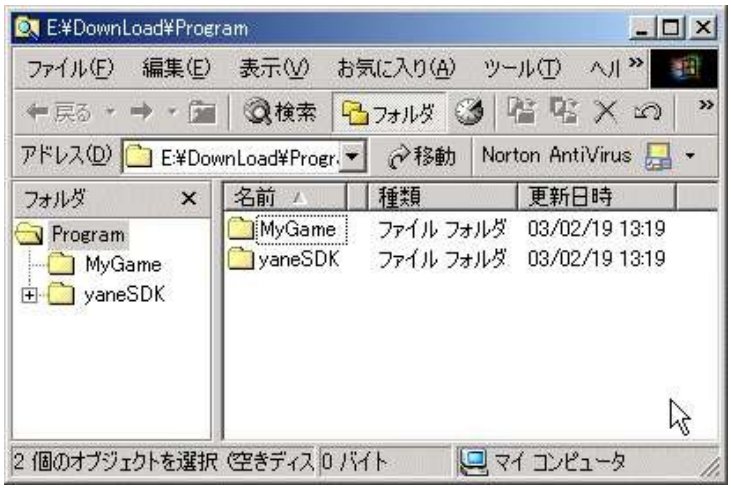
It would be better to use the "I" in the following way.

For the purpose of this explanation, we will create a folder for the project in the same hierarchy as the "YaneSDK..." folder.

The following is a summary of the results of the study.

The projector selects "empty project".

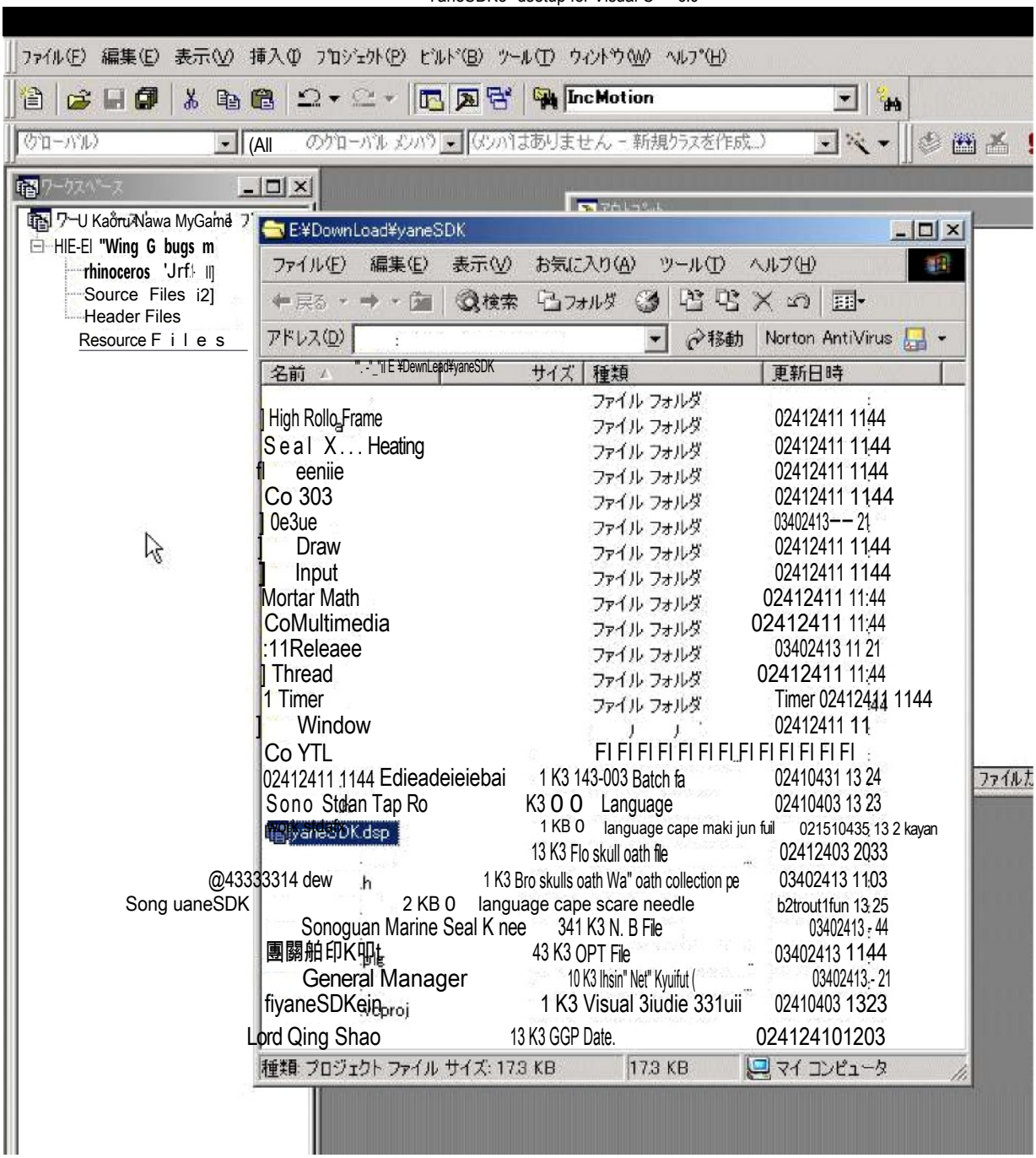
プロジェクト7 オルダの階層木琶造は＼ このようになつています。



Now, let's take a look at the ``YaneSDK. Let's import YaneSDK into this project.

The method is very simple: open up Explorer and drag and drop the file "YaneSDdep" into the `Visua-C++ workspace window.

Please do not mistake it for "YaneSDK.dsw".

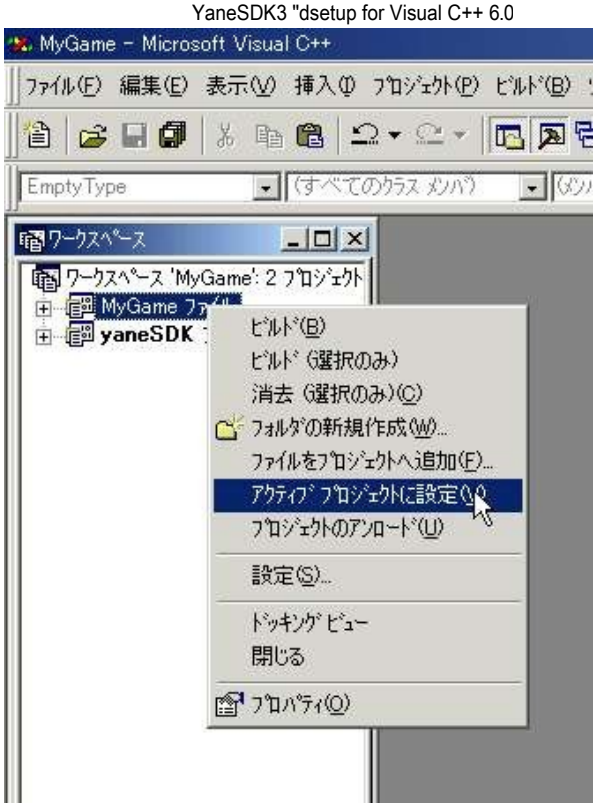


The following warning message will appear. Please select "0K" .

You have now added the YaneSDK project to your own project. Next, let's associate your project with YaneSDK.

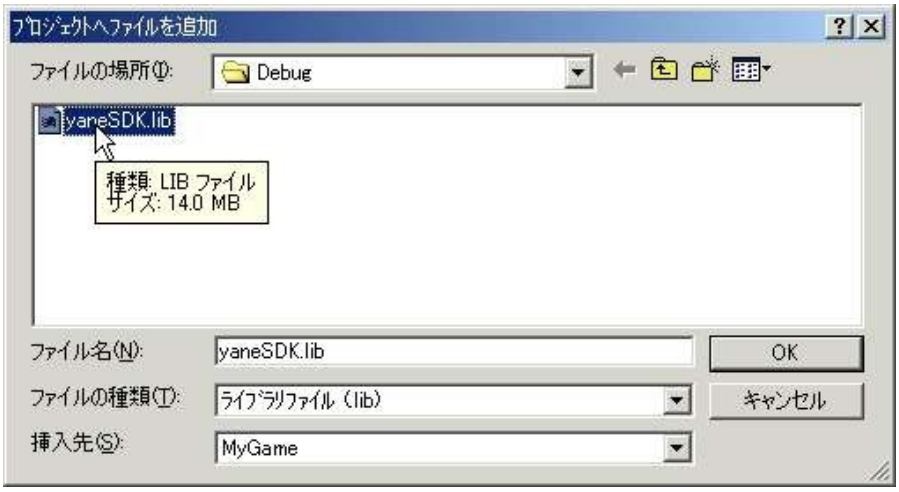
Simply put, it sets up the project to say, "This project requires this project.

In the workspace window, right-click on your project (in the example "MyGame...") and select "Blindly accept as active project" to activate your project (the name will be displayed in bold).



You can find the file in the menu > "Tracking files" > "Files" > "File" and then click on the file you just borrowed. YaneSDKJib" for both "Debug" and "Re-ease".

Since both files have the same file name, it is important to remember which file was oriented first (here I wish you all the best in your " Debug" builds.)



Next, you need to specify which libraries you want to build at which ` We need to determine which libraries to build at which time. This is where things get a little complicated.

Since there are two "YaneSDK, ib", the whispering temple of the "Debug" build is "Debug" for your project. YaneSDK~-ib"` " Re-ease" build, use "YaneSDK "ib" for "Re-ease".

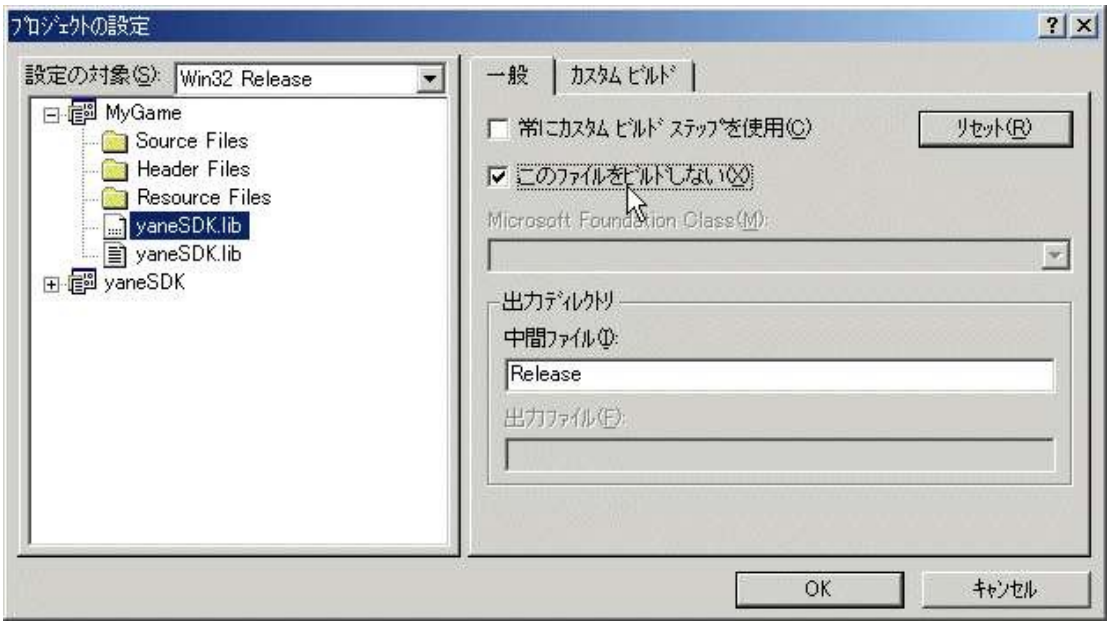
At the moment, I wish I could just make sure that both are built, so that you don`t build the one you don`t need. This is the case.

Right-click on "YaneSDK.ib" at the top of the workspace window and select "I accept".

The "YaneSDK" ib" selected here is a library for "Debug" (the one you have already added).

Therefore, do not build this file when you " Re-ease" build.

Select "Win32Release" from the combo pop-up menu in Serito and check "Do not build this file" on the right side.



This completes the configuration of the " Debug" library.

Do the opposite for the "Re-ease" library.

In the right-click " Settings" **window**, set the combo box to "Win32Debug" and select " Do not build this file".

Let's blindly accept the most rare relationship.

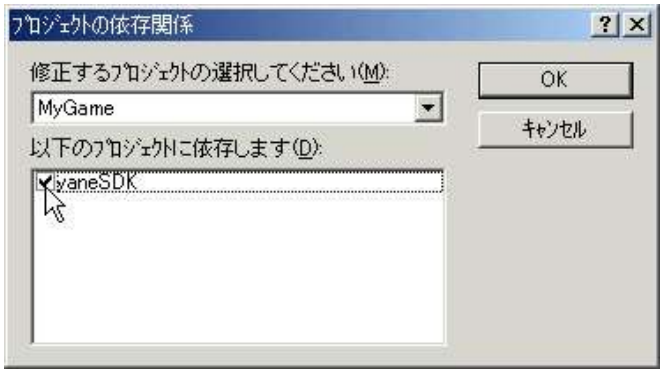
A dependency is a configuration setting that says, "When you build this project, you must first build this project.

If you do not do this, you will have to redo the above steps a g a i n w h e n y o u change the YaneSDK source code, for example, by "versioning up.

To blue-patch a dependency, select "Project" > "Dependencies" in the menu.

Make sure that the combo box is set to the name of your project (in this case, MyGame) and click on the "List" button below.

Check "YaneSDK" in the "YaneSDK".



Change the settings of the libraries linked to your project.

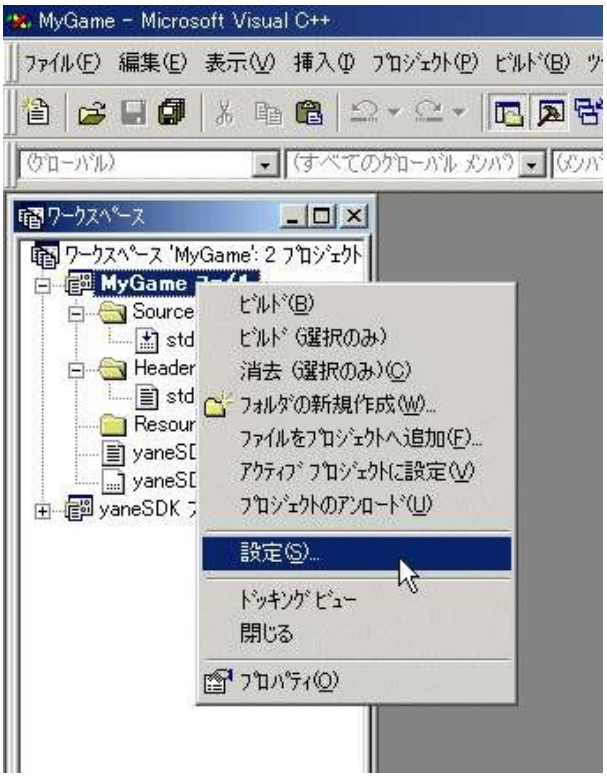
In VC10.6.0, the default is to link with the single threaded library, but I'm not sure if this is a problem or not.

The YaneSDK is designed to use multi-threaded libraries.

If this is not corrected, an error (wamingL-NK4098) will be generated, indicating that there is an inconsistency in the library rink blind acceptance.

Change the blind acceptance of the project for the minute.

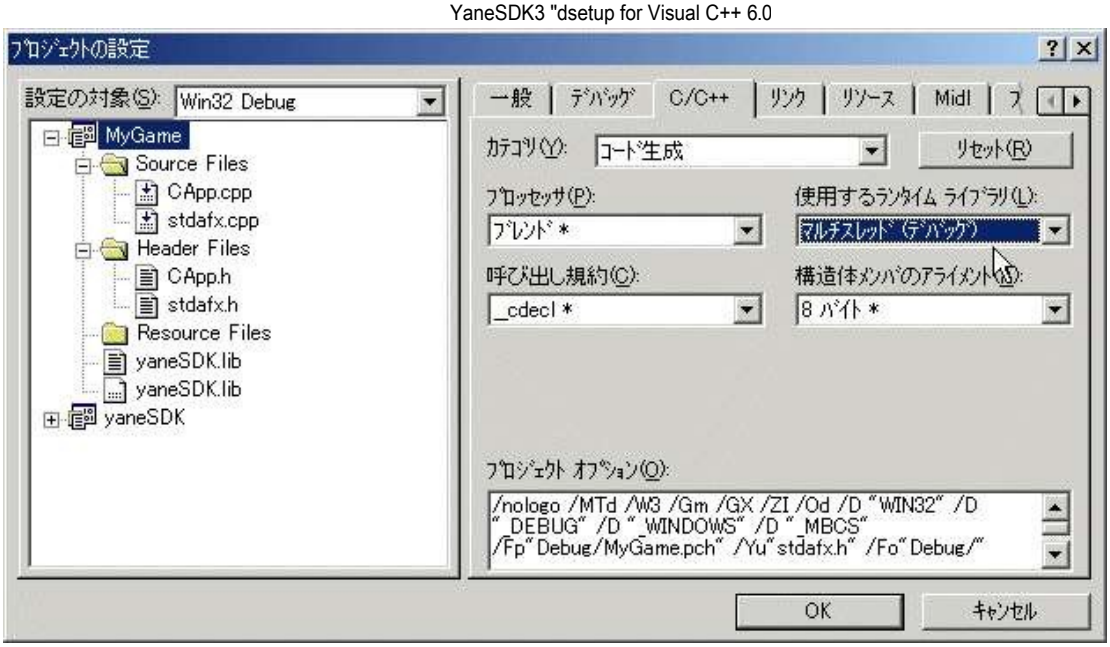
Right-click on your project in **the** workspace window and select "I accept".



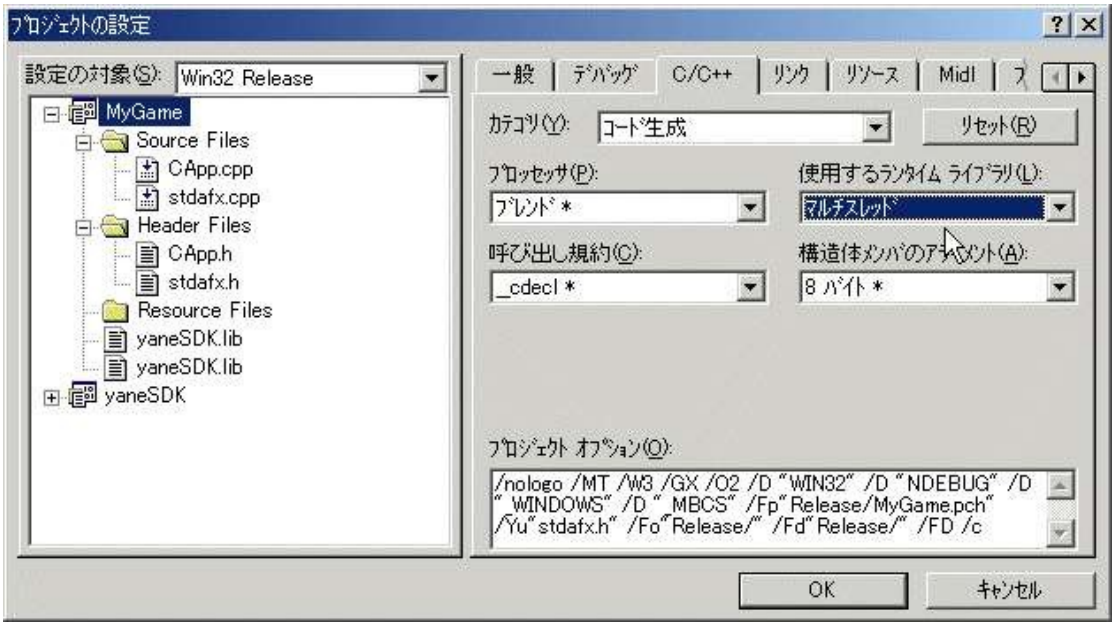
Select "Win32Debug" from the combo box in the upper left corner to open the "C/C10" tab.

Select the "Code Generation" combo box in the "Power" combo box.

Set the "Runtime library to use" checkbox to "Multi-threaded (denoised)".



Select "Wm32 Re-ease" from the Serito combo box and set the **s a m e** checkered "multi-threaded".



This completes the association between your project and

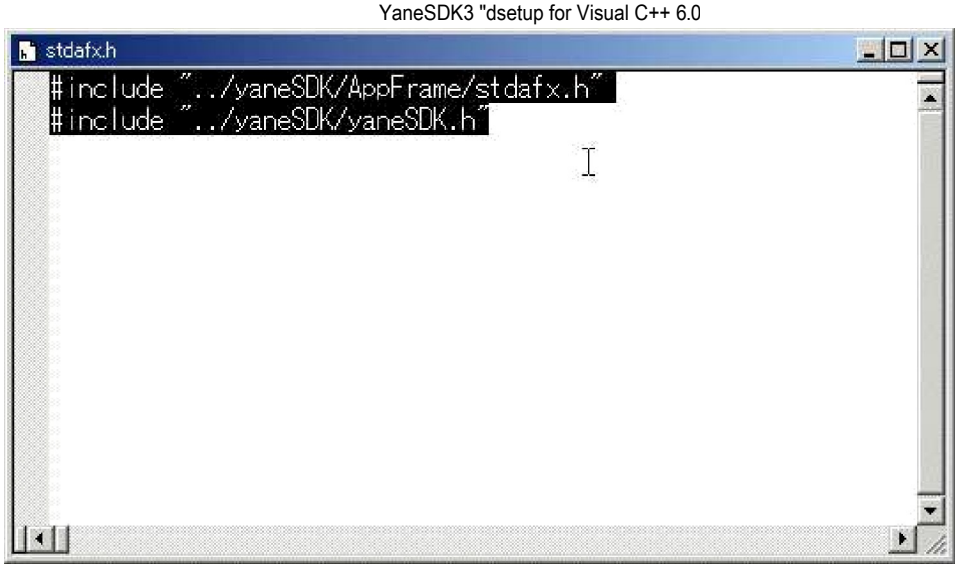
YaneSDK. Setting up your project

The project has been blindly accepted, but the project is still empty.

To use YaneSDK, you must include a library header file. In addition, you will need to set up a precompiled header file for your library.

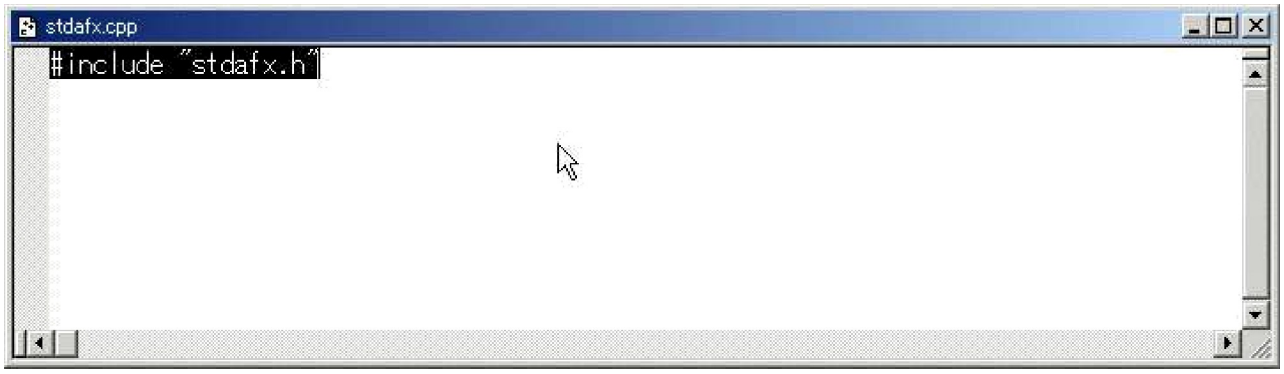
First, please add the file "stdafx.h" to your project and write the following two lines.

```
#include "... /yaneSDK/AppFrame/stdafx.h"
#include ". /yaneSDK/YaneSDK.h"
```



Next, add a file named "stdafx_cpp" to the project and write the following line

```
#i11<:111de "stdafx.11"-
```



2'Redundant f"h.

Va_. kui(one of the trigrams of the I Ching: earth, southwest)

ku (one of the trigrams of the I Ching: earth, southwest)

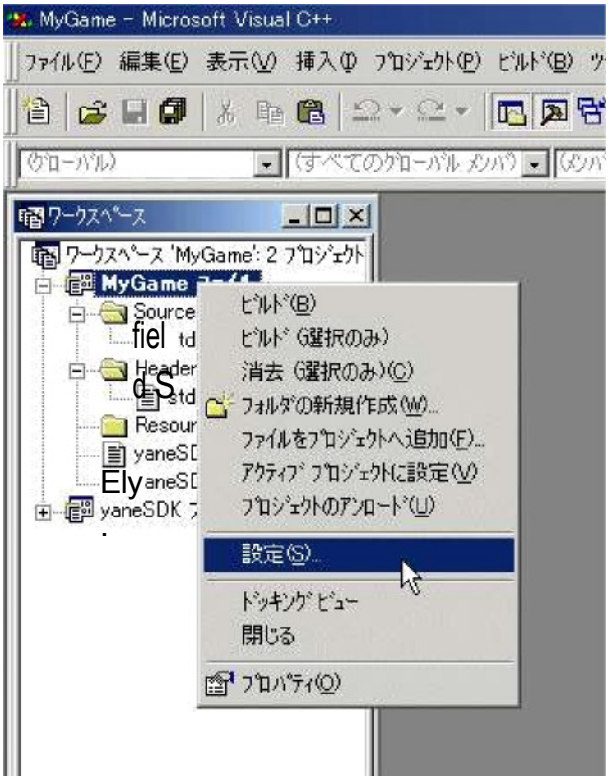
Kay Seals. Irn·

I'm going to make a comet.

"ODE-"H

The right side of the sword is the right side **of the knife.** The following is a list of the most common right hand of the sword is the right hand of the sword.

types of "Plugs".



Select "All Hopa" from the combo box in the upper left corner and open the "C/C+10" tab.

Select "Precompiled headers" in the "Power" combo box.

Select "Use a precompiled header file (pch)" and specify "stdafx.h" as the file name.

Yes.

Next, right-click on " stdafx,cpp" in the workspace window and select " Blind Accept".

Select "All Mokuyosei" from the Serito combo box and open the "C/C++" tap.

Select "Precompiled headers" in the "Power" combo box.

Select "Borrow a precompiled header file (pch)" and specify "stdafx.h" as the file name

Yes.

I've finished all the accepting and writing, but I don't even have a WinMam function at this point, so I'm not sure if I'll be able to compile the file.

No, it is not.

Since we want to make a simple application, let's try to make a simple application.

Please enter the following source code in the "CApp.h" project file.

ist- - CApp-h

```
#pr'agma once

class CApp..public CAppFr'ame {
      virtual void MainThr'eadO;
}...
```

Add the file "CApp.cpp" and type the following

I wish you all the best, and I wish you all the best in the future.

list-2 CApp.cpp

```
#include "stda-Fx.h"
#include "CApp.h"

void        CApp: :MainThread() {

      CFastDr'aw dr'aw;
      dr'aw. SetDisplay( );

      CFPSTimer' t;.

      // (close all other windows when exiting)      Make this the main app ( close all other windows
      when exiting)
      SetMainApp(true);
      CKeyl key;

      while〈工sThPeadVa-id(〉){

            dr'aw.GetSecondar'y( ) - >C1ear'( );
            draw.OnDraw(); draw.

            key.Input();
            if ( key.IsKeyPr'ess(6)) r'etur'n
            //E$C      End when E$C kiichi is pressed

            t.WaitFr'ame();
      }
}

//      This is the class for        ma伽 Wind0W.
class CAppMainWindow : public CAppBase {              //class CAppMainWindow        Derived
from application class
      virtual void MainThr'ead(){                        //      This is the workforce thread.
            CApp().StaPt〈);
      }
//    Blind nMaKa
}
int   APIENTRY WinMain(HINSTANCE hInStance,HINSTANCE hPr'evInstance, LPSTR lpCmdLine,int nCmdShow)
{
      CAppInitializer'  init(hInstance,hPr'evInstance,lpCmdLine,nCmdShow);
      //      Be sure to harm them.

      CSingleApp sapp;.
      if    (sapp.construction sVa-id〈)〉{
            CThPeadManageP..CPeateThPead(neW CAppMainWindow);
                  //Create the main window defined on the

      }
      //      This is where the CApp-nitia-izeP scoops out the fork.
      //      Waiting for all threads to finish
      return 6;
}
```

Let's build and try it out.

If a blank window is displayed, the blind acceptance is a successful completion.

Release Date ... 2003-03-06

Geng to program-related articles

Manager2