Running the Course Software on Windows

To complete the course work in this course, you'll be running either MonoDevelop or Visual Studio to implement your console apps and the Unity editor to implement your Unity games. This document describes how to run those applications.

For convenience, I've just added shortcuts to my desktop as shown below. I can run the software by double-clicking the appropriate shortcut.

Adding a Shortcut to the Desktop

Navigate to the executable for the software, right click the executable, and select Copy. Go to the desktop, right click, and select Create shortcut.

Where's MonoDevelop?

MonoDevelop is installed automatically when you install Unity. I just accepted the default location for the installation, and my MonoDevelop executable is located at

"C:\Program Files\Unity\MonoDevelop\bin\MonoDevelop.exe"

Where's Unity?

I just accepted the default location for the Unity installation, and my Unity editor executable is located at

"C:\Program Files\Unity\Editor\Unity.exe"

Where's Visual Studio?

I just accepted the default location for the Visual Studio Community 2017 installation, and my Visual Studio executable is located at

"C:\Program Files (x86)\Microsoft Visual Studio\2017\Community\Common7\IDE\devenv.exe"