IN4089 - Data Visualization - Volume Visualization - Release Mode

Release Mode

Release Mode removes code to inspect the application on-the-fly and runs multi threaded. Therefore, it is significantly faster to run the application in Release Mode than in Debug Mode at the expense of not being able to set break points, etc., as described above. To enable it, we have to make an addition to the project.

Visual Studio Code

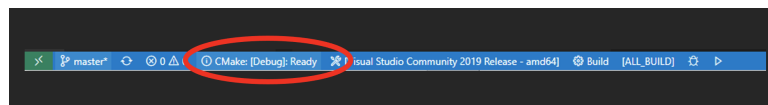In Visual Studio Code, we add release mode with the following steps:

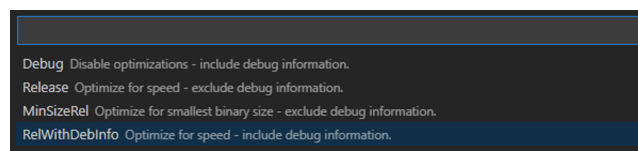Figure 1: In the bar at the very bottom of Visual Studio code, click on *CMake: [Debug]: Ready*

Figure 2: In the selection bar at appears at the top of VS Code, select *RelWithDebInfo*

Visual Studio

In Visual Studio, we add release mode with the following steps:
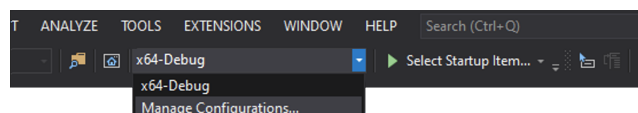

Figure 3: Click on the dropdown that says *x64-Debug* and in the opening menu click on *Manage Configurations*.
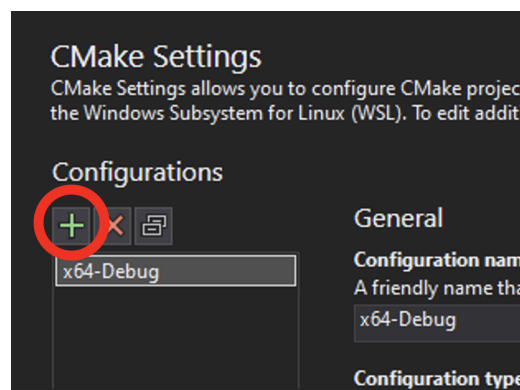

Figure 4: In the file that opens, click on the green plus symbol
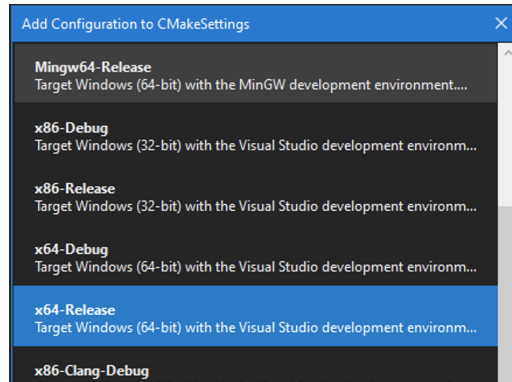
Figure 5: In the popup, select *x64-Release* and then click on the *Select* button
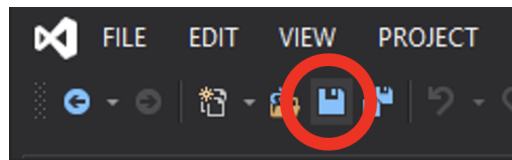

Figure 6: Save the configuration file (`ctrl+s` or click on the save icon in the top-left corner of Visual Studio)
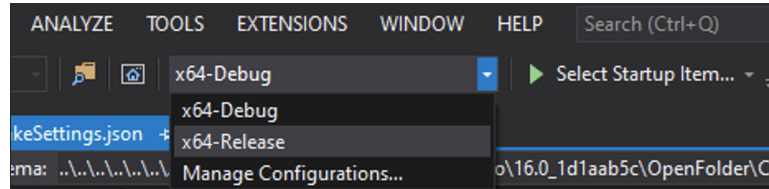

Figure 7: Wait for CMake to reconfigure (watch the output window), then click on the *x64-Debug* dropdown again and select *x64-Release*. Again, wait for CMake to reconfigure (this may take a while). Then, click on *Select Startup Item* and select *Viewer.exe*
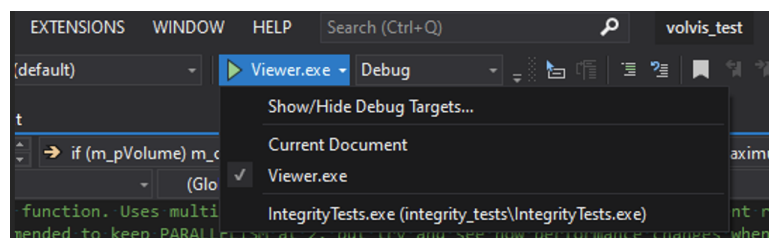

Figure 8: If you now click the green run button, *Viewer.exe* will be compiled & run in Release mode. Use the dropdown to go back to Debug Mode if you need to.