Hello everyone,

This is a recap of last meeting of GDC community as of 16 Oct 2015:

For the last meeting we have working on setting up a Dev environment. It includes setting up Visual Studio 2013 and installing two support libraries IrrLicth and IrrKlang. The end point of our work on that day was to create a simple application in order to make sure that all the libraries working. During next meeting we are going to start the actual project of the semester - the multiplayer pong game.

If you skip last session of the game development club that is no big deal. There is a chance to catch up with everyone`s progress by following my tutorial of how to set up Dev environment on you own. It will give you hands on installing 3rd party libraries using Visual Studio and using Git to get the files from our class repository.

1) Download and Install Visual Studio 2013 on your computer (you can find all the links in previous post).

2) Download and unzip IrrLicth and IrrKlang(32bit version) libraries.

3) Open Visual studio and create a new project, select Visual C++, empty project, give it a name, click Ok. That will create your project in Visual Studio, then Right click on Source Files folder of your solution, click add new item, select C++ file, give it a name, click add.

4) You need to build some initial solution in order for Visual Studio to generate all the folders and files. Copy the following code and paste it into your .cpp file that you have been created.

Code:

#include<iostream>

int main()

{

std::cout << "Hello World";

return 0;

}

5) Now we going to add libraries to the program. First right click on Solution in Visual Studio, then click open folder in file explorer. That will pop up a folder where your project is located (you can do it manually if you know where your project is stored). There should be a folder name called as your project name. So the path to it is something like this {where you save it}\visual studio 2013\Projects\tempproject\tempproject. Then open IrrKlang folder and follow the path {where you save it}/irrKlang-1.5.0\bin\win32-visualStudio. There locate .dll files, it should be 3 of them. Copy those .dll 3 files(ikpFlac.dll, ikpMP3.dll, irrKlang.dll) in to your project folder. Repeat the task for IrrLicth folder as well {where you save it}\irrlicht-1.8.3\bin\Win32-VisualStudio and copy Irrlicht.dll file into your project.

6) We almost there to have environment setup. The last step is to add these libraries to compiler and linker. To do that, right click on the project name in Solution Explorer, select properties. Find C/C++ tab in there and click on general. In the table shown up select very first line “Additional Include Directories”, then click edit button, in a pop up screen Folder Icon, select 3 dots button, in a pop up window direct it to the include folder of your IrrLicth folder ( typically {where you save it}\irrlicht-1.8.1\include), repeat similarly for IrrKlang (typically {where you save it}\irrKlang-1.5.0\include), click ok.

6.1) Still in properties of your project ,go under the Linker, select general, find “Additional Library Directories”, click to edit it, select folder icon again, specify to the project library, typically {where you save it}/irrlicht-1.8.1\lib\Win32-visualstudio and {where you save it}\irrKlang-1.5.0\lib\Win32-visualStudio ), click Ok, click Apply then OK. YOU ARE DONE!!!

7) Code testing. Download a file with code sample testing from our git repository: <https://github.com/ekuznets/ieeegdc.git>

You can register a git account so you would be sure not to miss any progress of GDC club. For nowjust download the file and copy all the code into your C++ project file. Compile and run it!!!

That is it!

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