Compilation Instructions

Required: SVN Client, VS 2005/08

1. Get latest SVN version of irrlicht, preferably revision 2400
   1. Svn checkout <https://irrlicht.sourceforge.net/svnroot/irrlicht/trunk>
2. Install Directx March 2009 SDK <http://msdn.microsoft.com/en-us/directx/default.aspx>
3. Open irrlicht/source/Irrlicht/Irrlicht9.0.sln or 8.0 if you use 2005
4. Add DirectX 9 SDK include and lib directories to your VS2005/08 VC++ directories settings
5. Switch to Release configuration and build
6. Add Irrlicht/include and Irrlicht/lib/Win32-VisualStudio to VC++ directories
7. Download and install PhysX SDK 2.81 build 13 <http://developer.nvidia.com/object/physx_downloads.html>
8. Download and complile IrrPhysx 0.2 <http://www.mediafire.com/?ztnmnvl4gtt>
9. Add IrrPhysx include and lib directories to VC++ directories
10. Add NVIDIA Physx SDK PhyssXLoader, Physics, Foundation, Cooking, NxCharacter include directories to VC++ directories (C:\Program Files\NVIDIA Corporation\NVIDIA PhysX SDK\v2.8.1\SDKs)
11. Add NVIDIA Physx lib directory (C:\Program Files\NVIDIA Corporation\NVIDIA PhysX SDK\v2.8.1\SDKs\lib\Win32)
12. Download irrKlang 1.1.3 and add include and lib directories (<http://www.ambiera.com/irrklang/downloads.html>)
13. (Optional) Download and install PhysX System Software 8.09.04 (NOT THE NEW VERSION)
14. Open GrimePrototype.sln
15. Open Project properties and add/modify linker dependancies to point to PhysXLoader.lib and IrrPhysx.lib
16. Copy Irrlicht.dll, irrKlang.dll (especially if Irrlicht is a different revision to 2400) from their respective directories to: Debug/, Release/, GrimePrototype/
17. Select either Debug or Release configuration, set #define DEBUG flag if necessary and rebuild GrimePrototype.