**Inter Process Communication Project**

**How to compile:**

Open InterProcessCommunication.sln using visual studio. First build the entity editor project and then the entity display project.

**How to operate:**

First, Find and execute “EntityEditorRELEASE.exe”, and then secondly, find and execute “EntityDisplayRELEASE.exe”. Alternatively, an executable can be built in visual studio for the entity editor project by building the entity editor project. After locating and running that built executable, build and run the entity display project. NOTE: The entity display project will only run correctly IF the entity display project is already running first!. Otherwise it will display an error and close.

After running both, changing the entities can be done in the entity editor program, and the entities can be seen in the entity display program.

***This project was completed using github as source control. To view all commits, progress and source code, go to*** <https://github.com/rabbet35> ***And browse to the repository named “InterProcessCommunication”***

***Alternatively, see provided screenshot for commit history.***