Please kindly follow the tutorial of UAlbertaBot as a general guideline:

<https://github.com/davechurchill/ualbertabot/wiki/Installation-Instructions>

Hao Pan uses Visual Studio 2017 Community and BWAPI 4.4.0. Please follow their respective installation guidelines to make sure they are properly installed/built.

Next you would need to set up environmental variable in your system to point to where the BWAPI repo is. One example environmental variable could be:

Variable Name: BWAPI\_DIR

Value: C:\Users\phoen\Documents\BWAPI440\BWAPI\Release\_Binary

Open …Halo\src\Halo\Halo.vcxproj and choose **Release** mode from the dropdown menu.

Right click on your project in VS2017, properties -> C/C++ ->General -> Additional Include Directories -> Edit, and add the following directories (if not there):

$(BWAPI\_DIR)\include

Also under project properties -> Linker -> Input -> Additional Dependencies -> Edit, and add the following (if not there):

$(BWAPI\_DIR)\Release\BWAPILIB.lib

Then build the project.