# User Guide / Installation

This project developed in Visual Studio 2019 (v142)

1. Extract “Advanced Graphics Framework.7z”

To run the application:

**\_Framework** -> Folder **Tutorial01** -> Run **Tutorial01.exe**

To open the framework’s solution:

**\_Framework** -> Run **Tutorials\_2017.sln**

## Dependencies

This project will need the DirectX11 SDK installed as well as the ImGui library:

ImGui, GitHub: <https://github.com/ocornut/imgui>

DirectX SDK found in: <https://www.microsoft.com/en-gb/download/details.aspx?id=6812>

## Key Inputs

|  |  |
| --- | --- |
| Key | Function |
| W/S | Move forwards/backwards |
| A/D | Strafe left/right |
| I | Enable mouse input |
| O | Disable mouse input |