This page explains what developers need to do to start working with Frog. These steps are common to both programmers and artists. After finishing the following, programmers should proceed to Frog Programmer Setup.

Environment Variables

Various files are stored in the "WebfootUnversioned" Dropbox folder rather than on Subversion. Set the WEBFOOT_UNVERSIONED environment variable to its location on your computer. For example…

```
WEBFOOT_UNVERSIONED C:\Temp\Dropbox\WebfootUnversioned
```

This can be set by running "Setup.bat" in the WebfootUnversioned folder. You may need to log out for the change to take effect.

Typically, all Frog projects checked out on a given computer share a single checkout of the library. The projects use an environment variable to find it. If you're working on the library itself, be sure to set the FROG_LIBS variable to the checkout of the library sources. For example…

```
FROG_LIBS C:\svn\Libraries\FrogSrc
```

PSPad

PSPad can be made to do syntax highlighting for .lua and .json files. Go to Settings | Highlighter Settings. Select "JavaScript" in the left column, select the "Specifications" tab on the right, and add *.json to the "File Masks" list. Next, select one of the "<not assigned>" entries at the bottom of the left column, select the "Specifications" tab on the right, select "Lua" from the "User Highlighters" list, make sure "Lua" is checked in the left column, and click "OK".

Remember to use three spaces instead of tabs when indenting. PSPad has a global setting for the number of spaces in a tab, but it allows you to override that for different file types. To configure the global settings, go to Settings | Program Settings | Editor (part 2). Uncheck "Real Tabs", set "Tab Width" to 3, and set "Indent Width" to 3. For the file type settings, go to Settings | Highlighter Settings. Select the file type you're using from the left column (Lua, JavaScript, etc.), select the "Specifications" tab, and make sure "Tab Width" is set to either 0 or 3.

Dependencies

To run Frog builds on a PC, you'll need to install the OpenAL redistributable and the "Visual C++ Redistributable Package for Visual Studio 2013".

To run certain tools, you will need command line Subversion installed. The TortoiseSVN installer can set this up for you, but it may not be part of the default installation.

File2Dat

Builds for PC, Mac, iOS, and Android typically involve packaging a game's file system into a resource.dat archive file. These files are created by a tool called File2Dat.exe, and it can be found in WebfootUnversioned/Tools. For convenience, you can set up a 'Send to' shortcut. For example, in Windows 7, you would create a shortcut to WebfootUnversioned/Tools/File2Dat.exe in 'C:\Users \[USER_NAME]\AppData\Roaming\Microsoft\Windows\SendTo'. At that point, you can right-click on the root folder of a file system (like SolitaireMahjong/FileSystems_Classic/_TempUnpacked/iOS), select "Send to", and click File2Dat. In this example, the resulting file would be in SolitaireMahjong/FileSystems_Classic/_TempUnpacked/iOSResource/resource.dat. Be sure to delete the old resource.dat before attempting to make a new one.

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