Install Visual Studio Code

You can download and install VSCode for free at https://code.visualstudio.com/download.
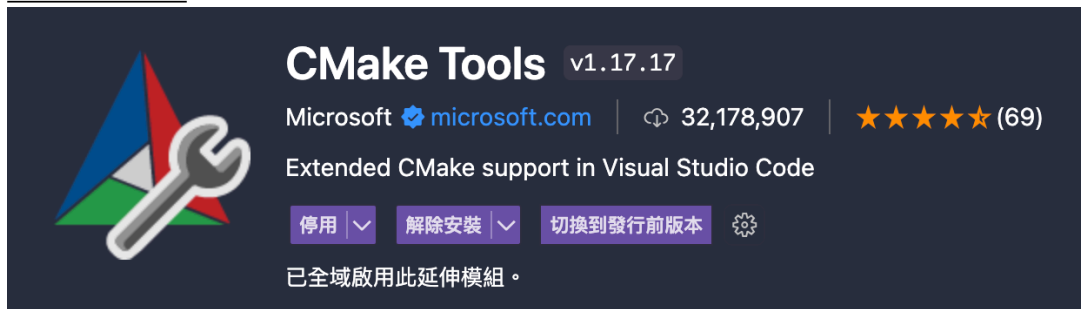
To run the project with VSCode, you might also need the following prerequisites:

• GCC & CMake (refer to **Environment Installation.pdf** of your OS)
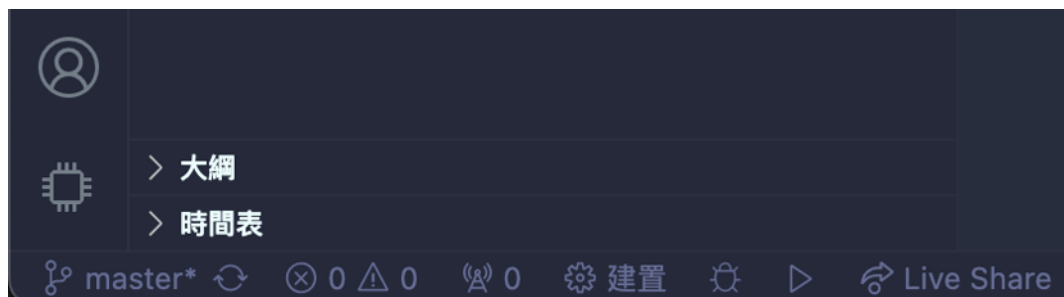
• VSCode Extensions

  – C/C++ Extension Pack

  – CMake Tools

Using VSCode to Run the Project

1. Open the project folder with VSCode. The CMake Tools extension should automatically detect CMakeLists.txt and configure the project.

2. At the bottom left corner, there should be several buttons appearing. You can press the cogwheel button to build, the debug button to debug, or the play button to run normally

Configure Include Paths

If you see squiggly red lines under **#include <allegro5/allegro.h>**, you might want to configure your include path before starting with the project.

1. There is a file called **c_cpp_properties.template.jsonc** in the project folder. Move it to **.vscode/c_cpp_properties.json**

2. Add the following content to the file:

    - Replace **<allegro_include_path>** with the path to the **allegro5** include directory, where there should be an **allegro5** directory that contains many **.h** files. For example, if you installed allegro via Homebrew on MacOS, it might be **/opt/homebrew/include**.

    - Also, replace **<your_os>** with an appropriate name for the configuration. However, it is recommended to name it as your OS name (e.g. **"Mac"**, **"Linux"**).

3. Include path errors no more!