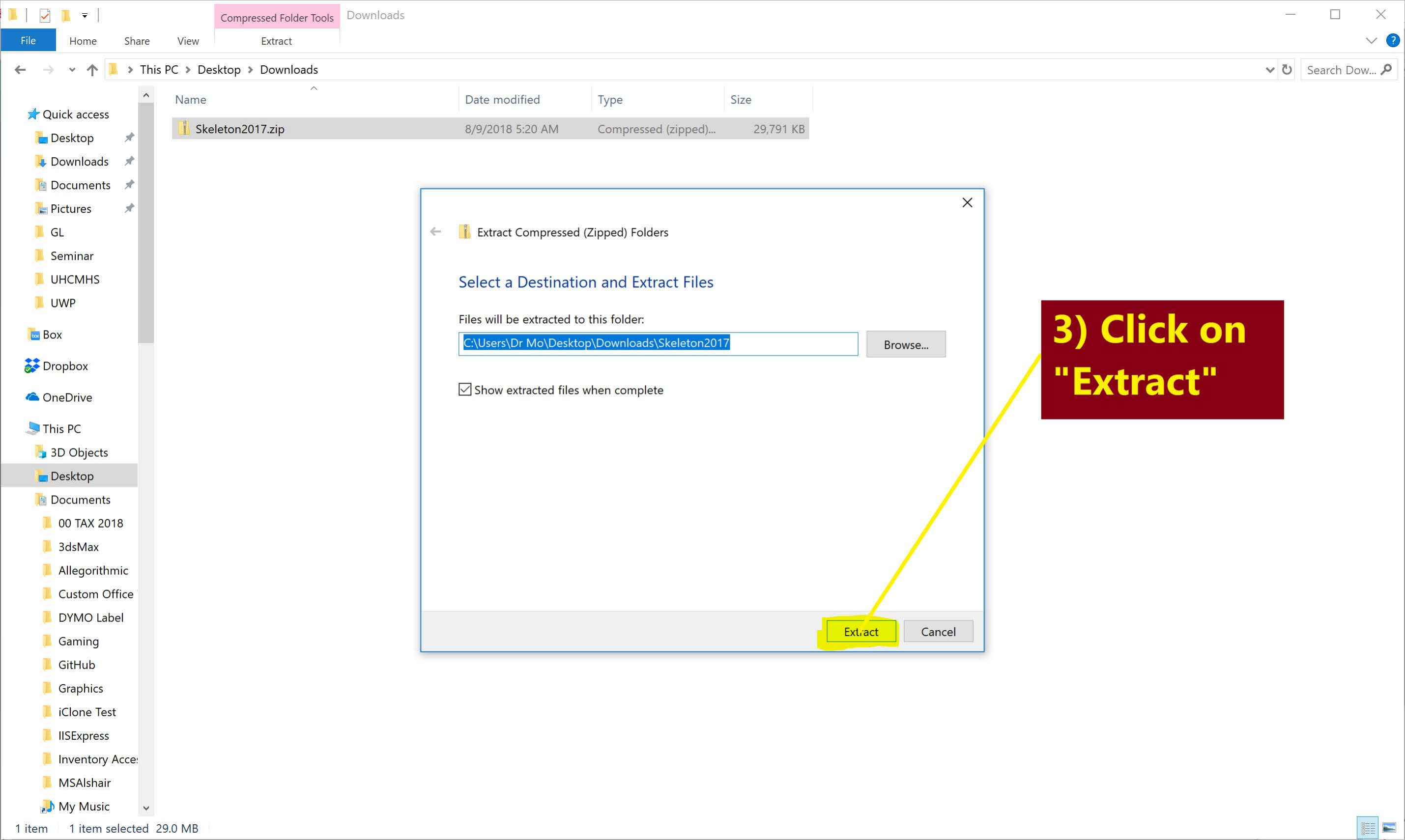
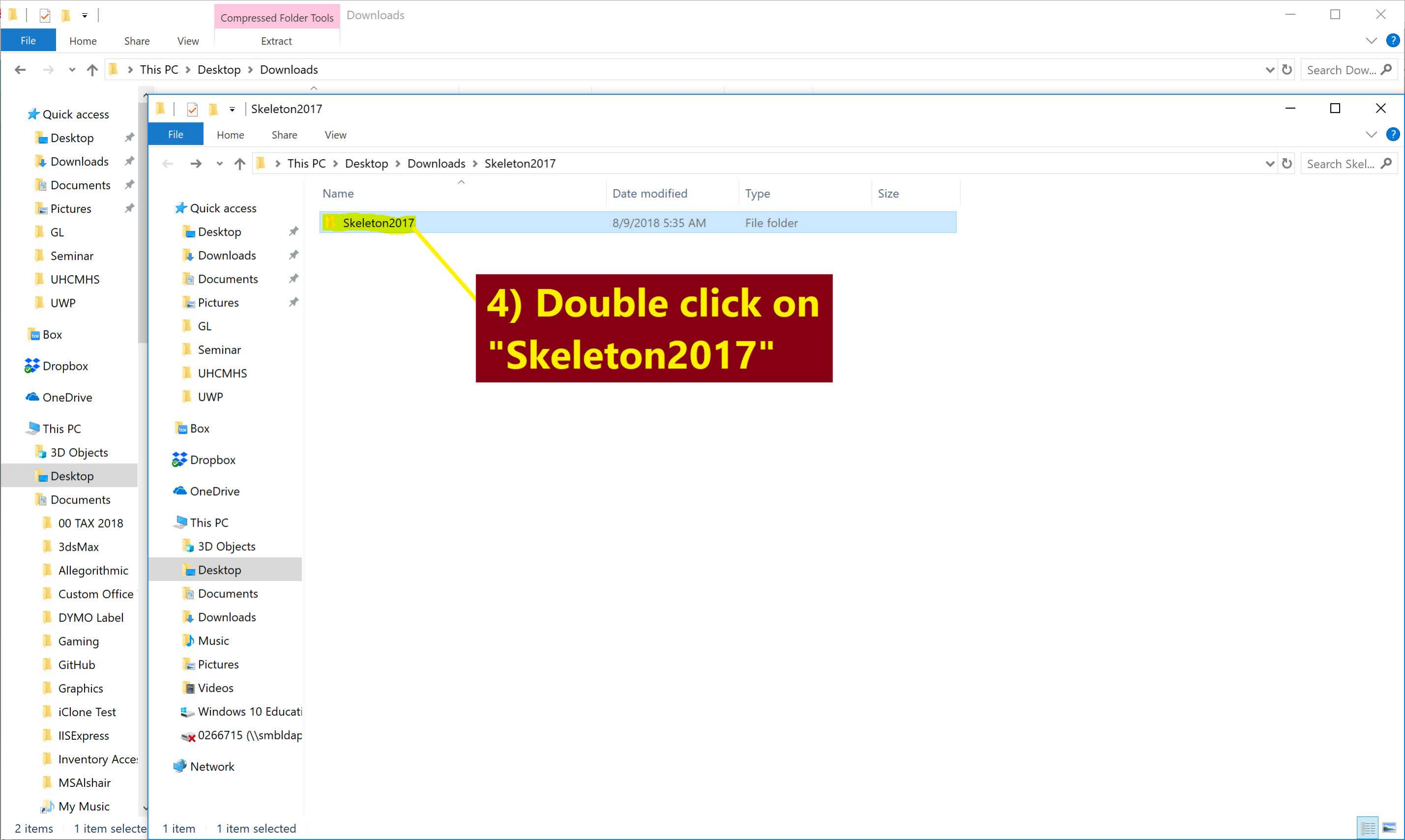


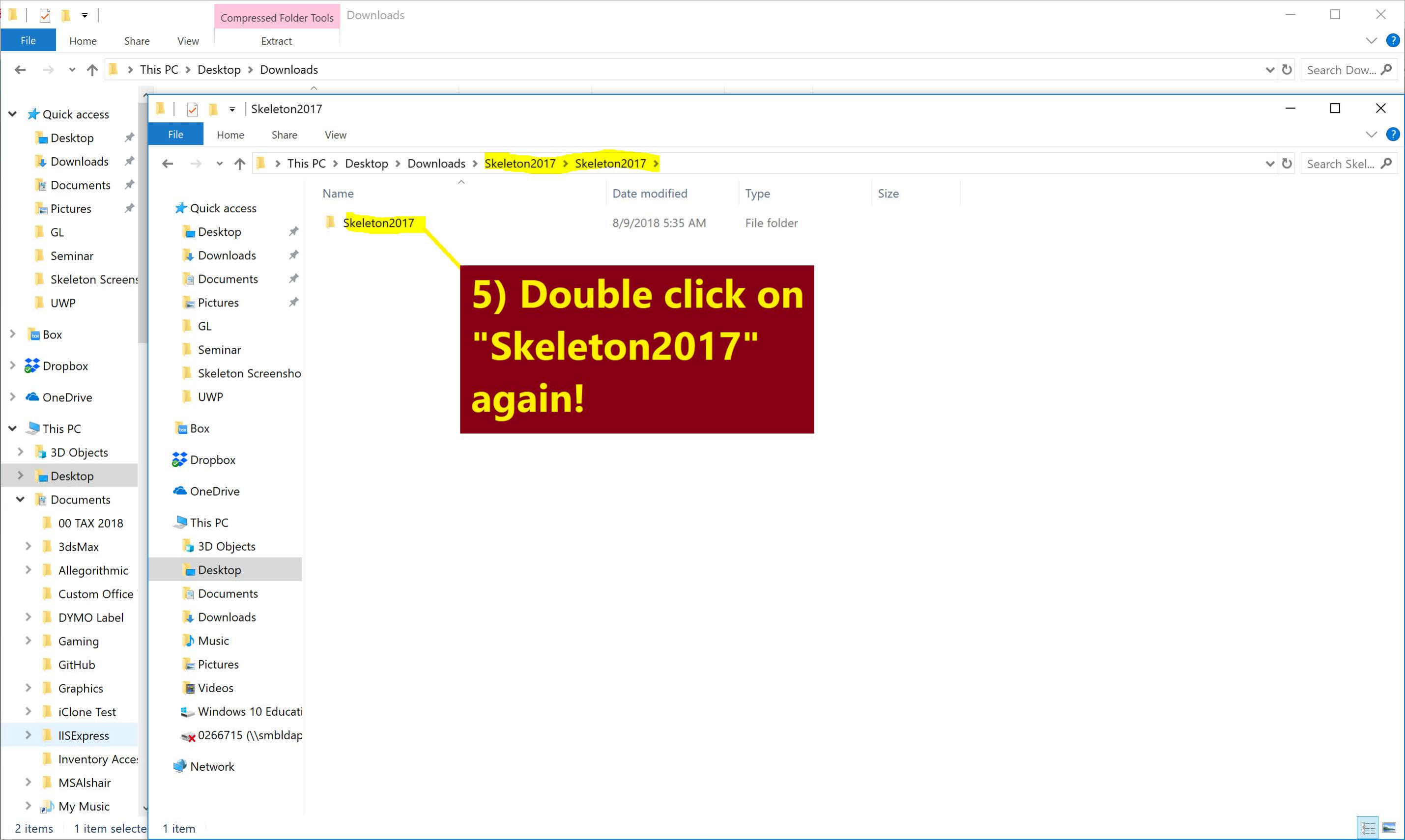
**1) Right Click on
"Skeleton2017.zip"**

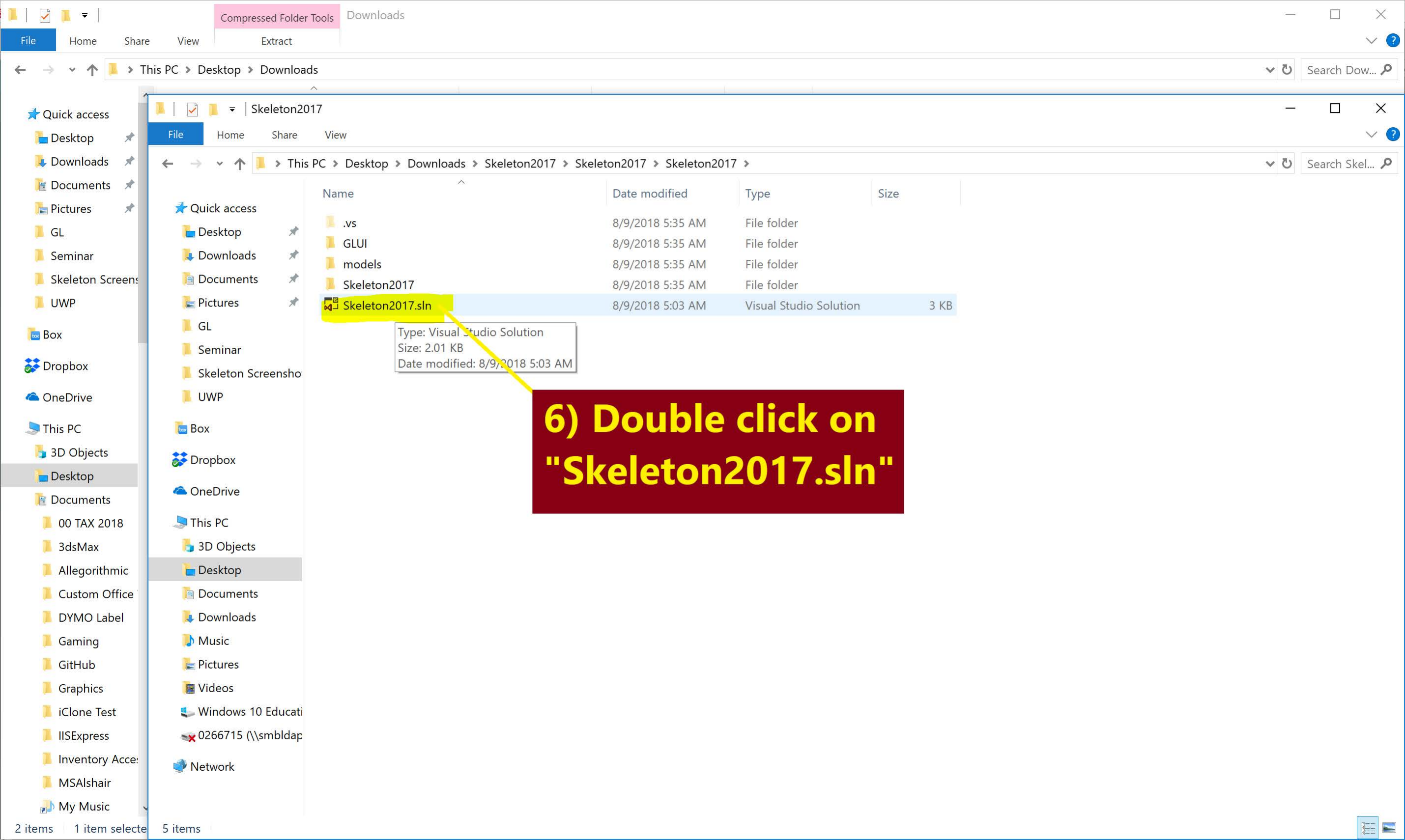
**2) Click
"Extract All..."**



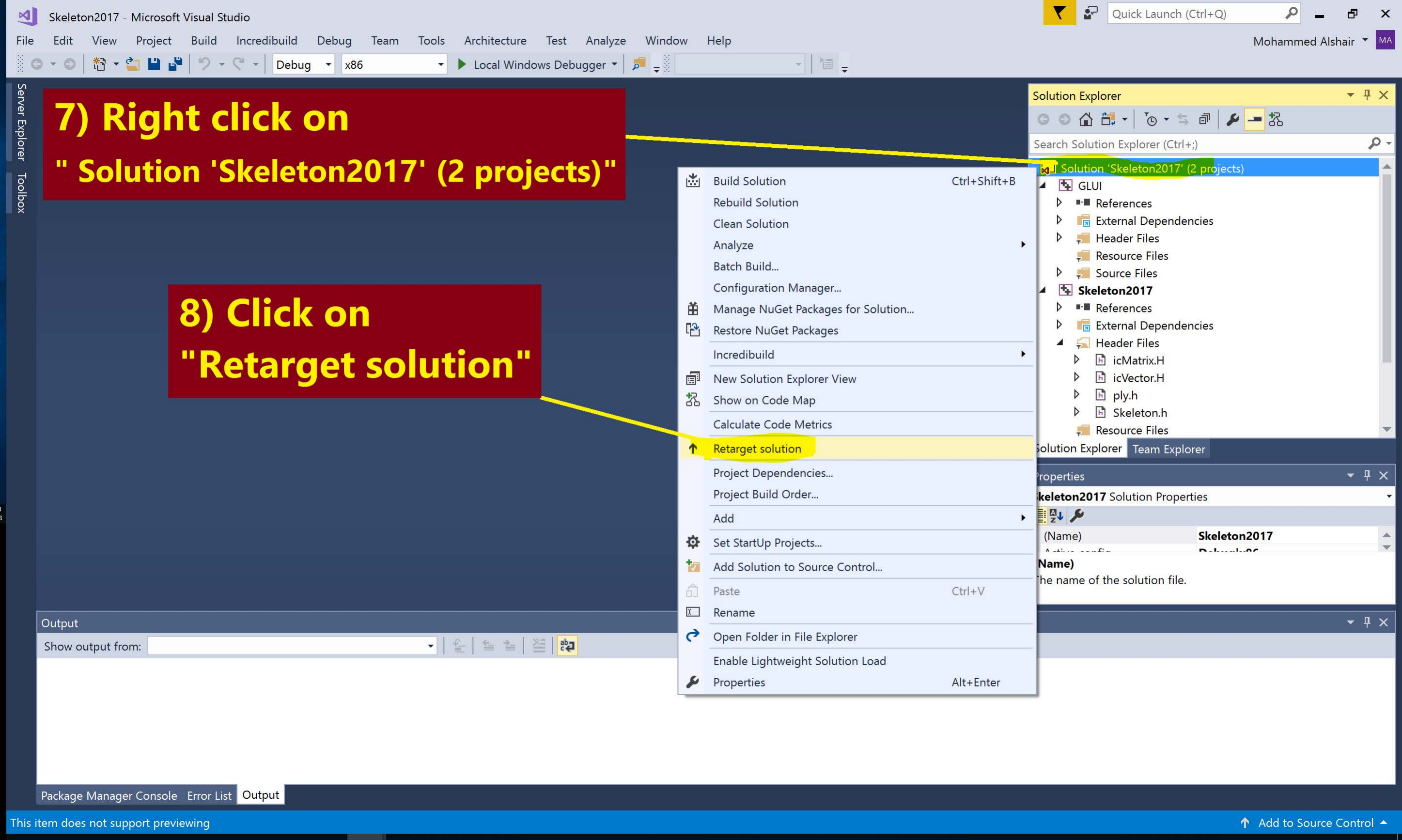


4) Double click on
"Skeleton2017"





6) Double click on "Skeleton2017.sln"



7) Right click on
" Solution 'Skeleton2017' (2 projects) "

8) Click on
"Retarget solution"

- Build Solution (Ctrl+Shift+B)
- Rebuild Solution
- Clean Solution
- Analyze
- Batch Build...
- Configuration Manager...
- Manage NuGet Packages for Solution...
- Restore NuGet Packages
- Incredibuild
- New Solution Explorer View
- Show on Code Map
- Calculate Code Metrics
- Retarget solution**
- Project Dependencies...
- Project Build Order...
- Add
- Set StartUp Projects...
- Add Solution to Source Control...
- Paste (Ctrl+V)
- Rename
- Open Folder in File Explorer
- Enable Lightweight Solution Load
- Properties (Alt+Enter)

Solution Explorer

Search Solution Explorer (Ctrl+;)

- Solution 'Skeleton2017' (2 projects)
- GLUI
 - References
 - External Dependencies
 - Header Files
 - Resource Files
 - Source Files
- Skeleton2017
 - References
 - External Dependencies
 - Header Files
 - icMatrix.H
 - icVector.H
 - ply.h
 - Skeleton.h
 - Resource Files

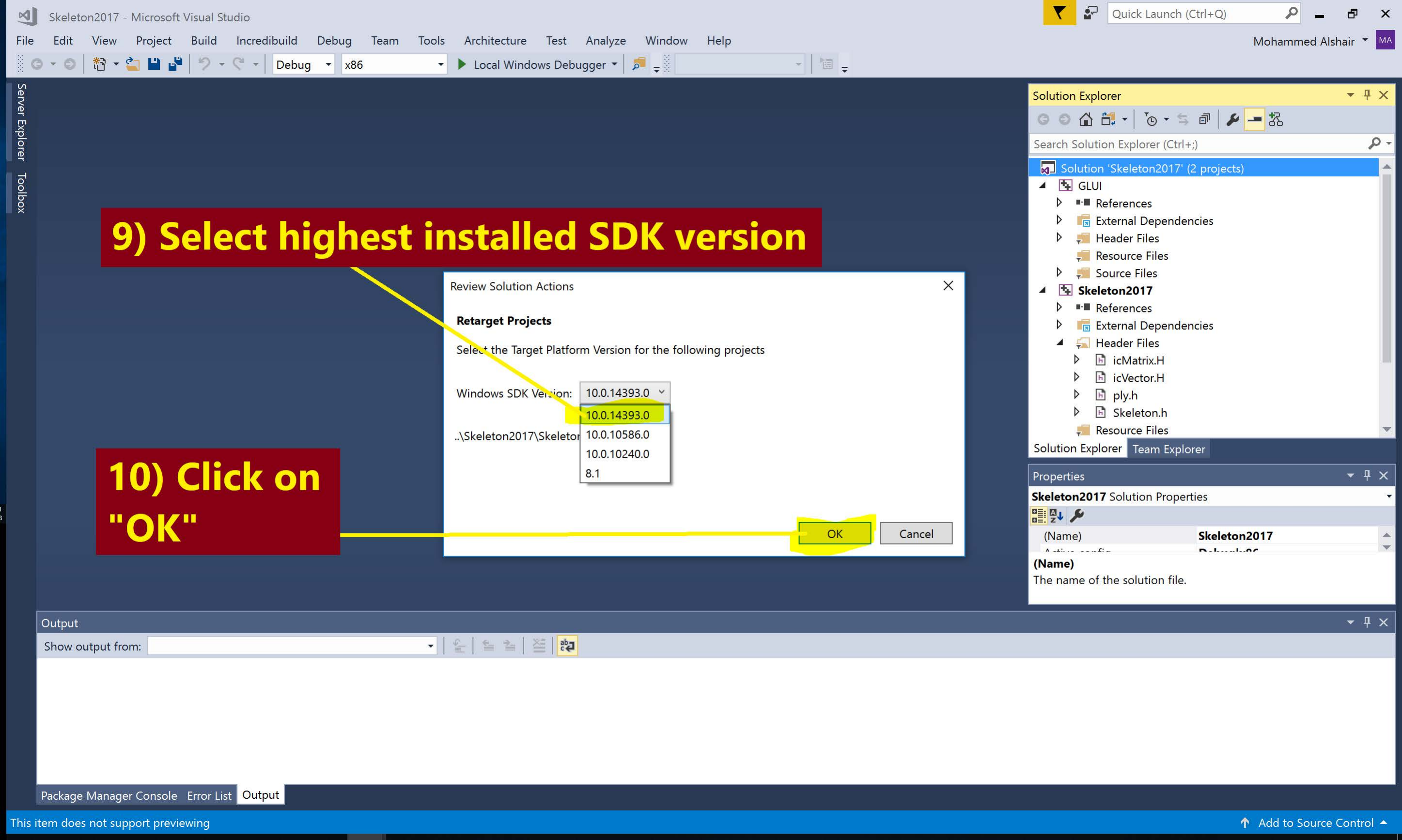
Solution Explorer Team Explorer

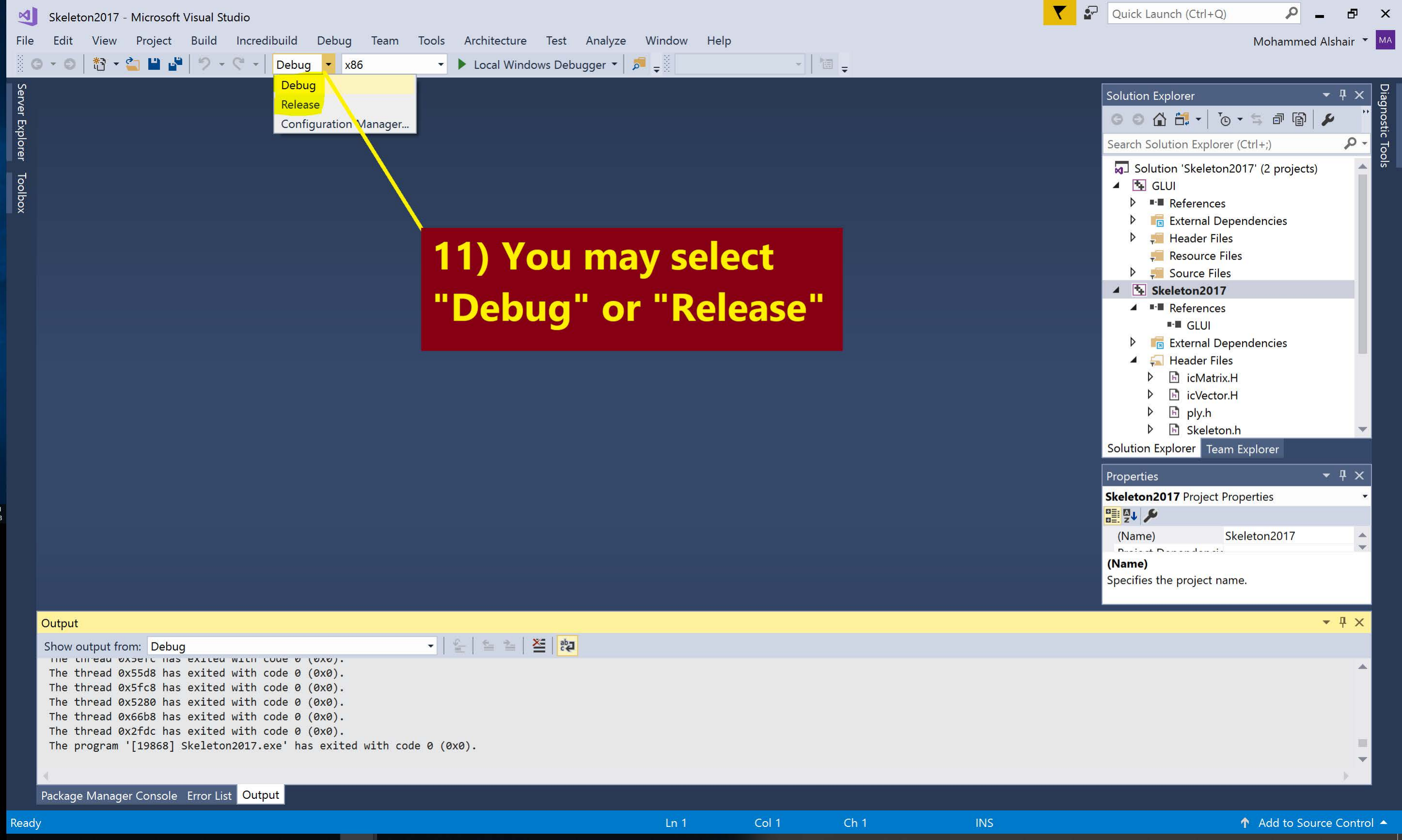
Properties

Skeleton2017 Solution Properties

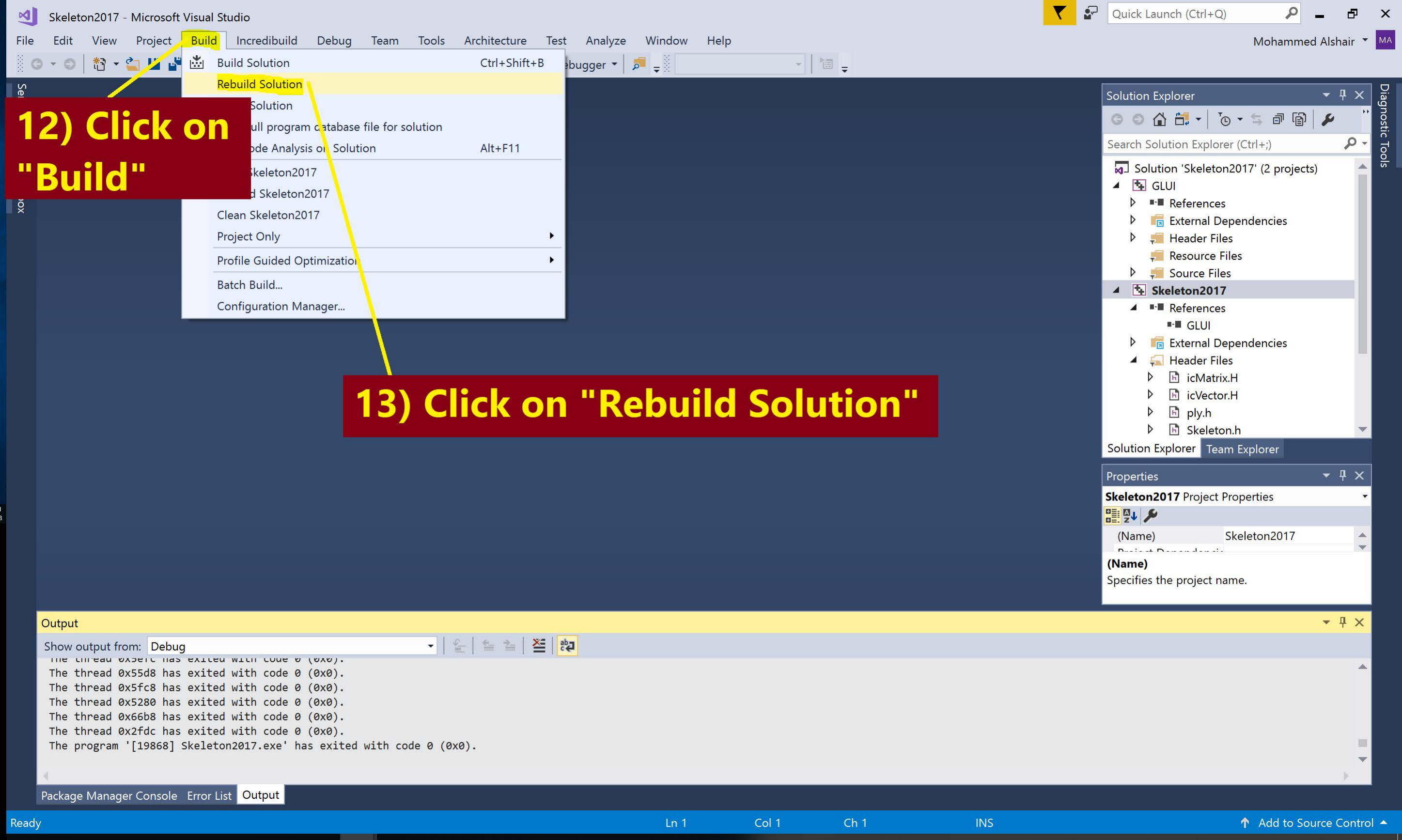
| | |
|--------|--------------|
| (Name) | Skeleton2017 |
| Name | |

Name)
the name of the solution file.





11) You may select "Debug" or "Release"



12) Click on "Build"

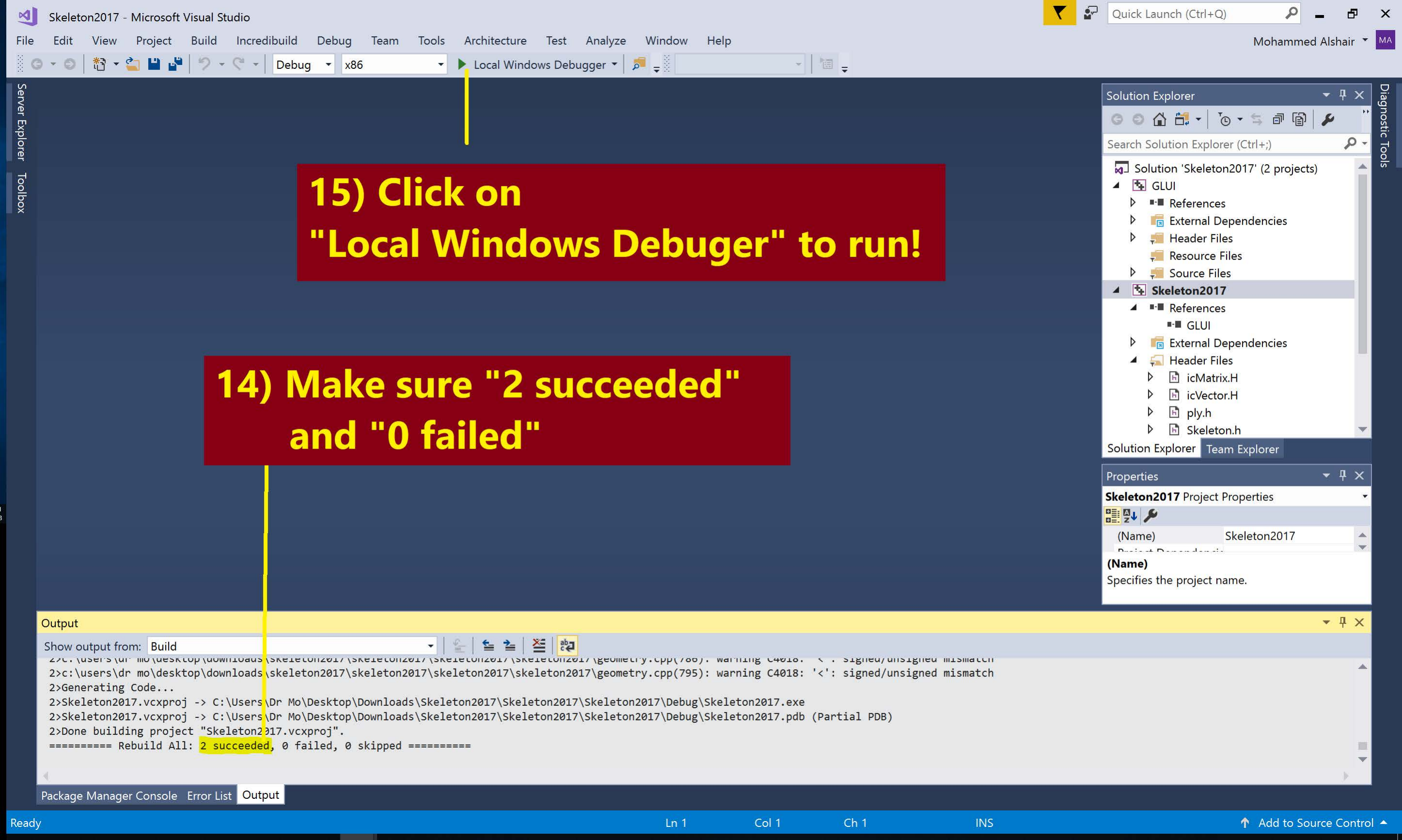
13) Click on "Rebuild Solution"

Output

Show output from: Debug

```
The thread 0x5e1c has exited with code 0 (0x0).
The thread 0x55d8 has exited with code 0 (0x0).
The thread 0x5fc8 has exited with code 0 (0x0).
The thread 0x5280 has exited with code 0 (0x0).
The thread 0x66b8 has exited with code 0 (0x0).
The thread 0x2fdc has exited with code 0 (0x0).
The program '[19868] Skeleton2017.exe' has exited with code 0 (0x0).
```

Package Manager Console Error List Output



15) Click on
"Local Windows Debugger" to run!

14) Make sure "2 succeeded"
and "0 failed"

Output

Show output from: Build

```
z>c:\users\dr mo\desktop\downloads\skeleton2017\skeleton2017\skeleton2017\geometry.cpp(706): warning C4018: '<': signed/unsigned mismatch
2>c:\users\dr mo\desktop\downloads\skeleton2017\skeleton2017\skeleton2017\geometry.cpp(795): warning C4018: '<': signed/unsigned mismatch
2>Generating Code...
2>Skeleton2017.vcxproj -> C:\Users\Dr Mo\Desktop\Downloads\Skeleton2017\Skeleton2017\Skeleton2017\Debug\Skeleton2017.exe
2>Skeleton2017.vcxproj -> C:\Users\Dr Mo\Desktop\Downloads\Skeleton2017\Skeleton2017\Skeleton2017\Debug\Skeleton2017.pdb (Partial PDB)
2>Done building project "Skeleton2017.vcxproj".
===== Rebuild All: 2 succeeded, 0 failed, 0 skipped =====
```

Package Manager Console Error List Output

Ln 1

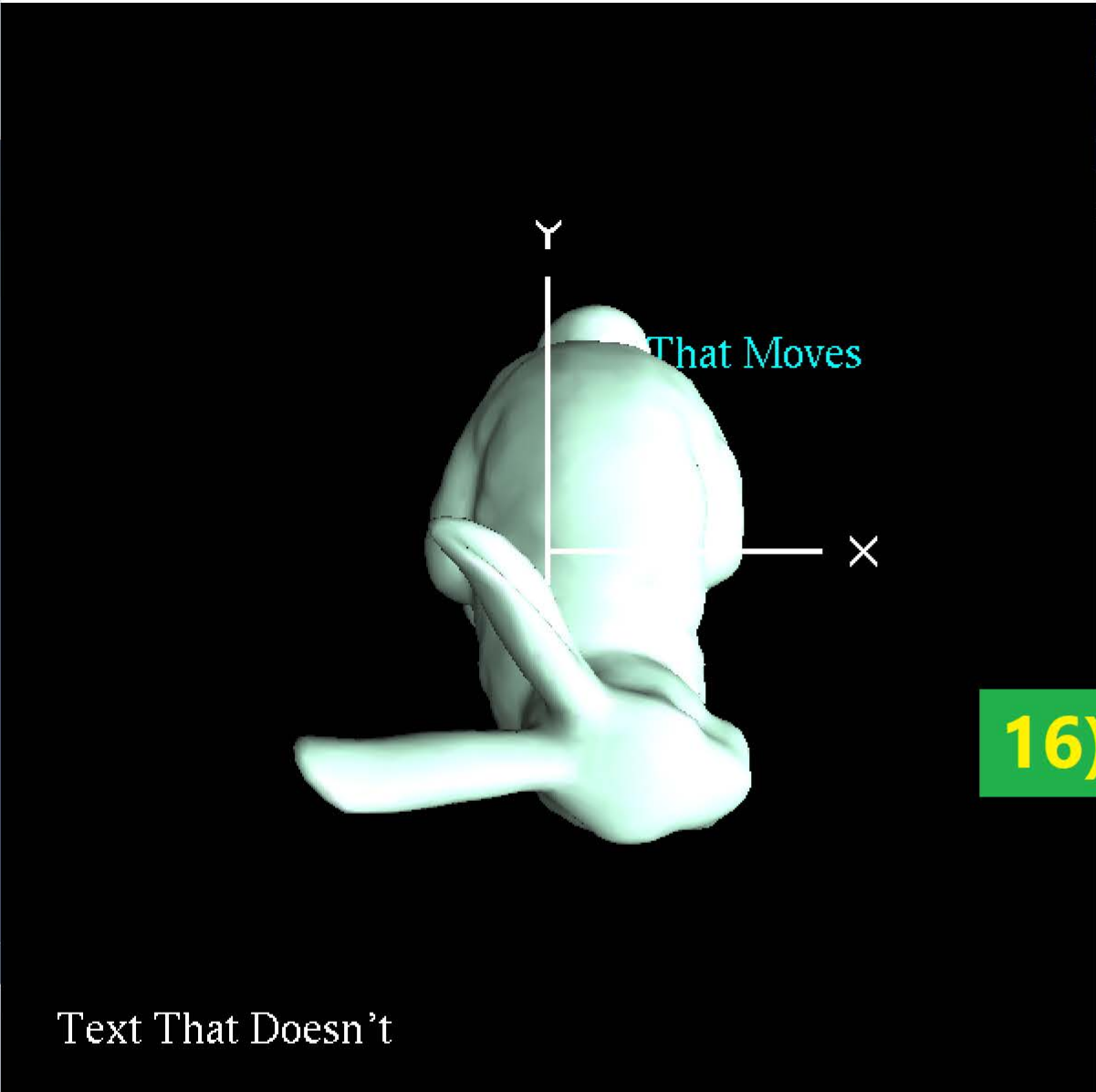
Col 1

Ch 1

INS

↑ Add to Source Control

OpenGL / GLUT / GLUT Sample -- Joe Graphics



That Moves

Text That Doesn't

User Interface W...

User Interface Window

☒ Axes

☒ Perspective

☐ Intensity Depth Cue

Choose object to open

Objects bunny

Object Transformation

Rotation

Scale

Trans XY

Trans Z

☐ Debug

Reset

Quit

Diagnostic Tools

Diagnostics session: 2 seconds

Events

Process Memory (MB)shot Private Bytes

CPU (% of all processors)

Summary Events Memory Usage CPU Usage

Events

Memory Usage

Take Snapshot

Enable heap profiling (affects performance)

Ready

Ln 1 Col 1 Ch 1 INS

Add to Source Control

16) Working :)