

Praktikum: Echtzeit-Computergrafik

Assignment 0 – “Hello Git, hello Visual Studio!”

This first assignment will help you with some “first steps” in your development process. It will not be graded, but make sure to solve it nevertheless – this will help you with your work on the first real assignment and might also solve problems like missing user-accounts or misconfigured environments early.

Git

- Check your login on one of the PCs in the Game Engine Design laboratories (02.13.008, 01.05.012, 01.10.020). If you don't have an existing account from last semester, get your password at the RBG Helpdesk – your username and password are usually the same as your RBG / Rechnerhalle login.
- If you plan on working on your own laptop: Install your favorite Git-Client:
 - TortoiseGit <https://tortoisegit.org/>
 - GitExtensions <http://gitextensions.github.io/>
- Register at <https://tum3d.in.tum.de:80/ged/register.php>
- This script sets access rights to the “external” repository and creates your repository
- Perform a Git clone of `https://tum3d.in.tum.de:80/git/SS20/GED/external` to the subfolder `.\ged\external\` on a folder of your choice (e.g. Desktop). If this directory already exists, perform an update of the working copy.
Your Git repository is accessible with your RBG / Rechnerhalle username and password.
- Checkout your own Git repository from `https://tum3d.in.tum.de:80/git/SS20/GED/<username>` to `.\ged<username>`. If your Git repository does not exist, please contact your tutor.
- **Important:** your personal git repository and the “external” repository must reside in the same parent folder, here “ged”. Otherwise, relative paths starting with Assignment 2 won't work
- Copy the `.gitignore` file from `.\ged\external\` to `.\ged<username>\`
- Create a new file “ReadMe.txt” inside the newly created folder.
- Add this file to your repository and commit it.
- Push changes to the server.

Visual Studio

- If you plan on working on your own laptop: Install Microsoft Visual Studio 2019
The free Community version is enough
- Start Visual Studio
- If you're asked for your build environment, select C++
- Create a new solution and a new project
 - Select "Create new project" / "Neues Projekt erstellen"
 - Select "Console application" / "Konsolen-App" and continue
 - Project name: HelloWorld
 - Location: (Path to your Git-Repository)
 - Template: Visual C++ > Win32 > Win32 Console Application
 - Name: HelloWorld
 - Location: (Path to your Git-Repository)
 - Solution name: HelloWorld
 - **Don't** tick "Place project solution and project in the same directory" / "Platzieren Sie die Projektmappe und das Projekt im selben Verzeichnis"
 - Click "Create" / "Erstellen"
- Compile and start your program by pressing "F5". It should build without any errors and terminate immediately after the start.
- Commit all of your newly created source- and project-files to the Git repository. Make sure to commit *only* the following file extensions:
*.cpp, *.h, *.sln, *.vcxproj, *.vcxproj.filters, *.vcxproj.user
If you have correctly copied the .gitignore file, only those files should be selected
- Check if everything is correct: Delete your local folder .\ged\don't forget to commit!). Don't delete anything using Git, you only want to delete your local files!
- Once again, perform a new checkout of your repository to your local folder. All added files should be restored. Open your Solution.sln and press F5 again to run the program.
- If it doesn't compile and start correctly, fix the error.

Good luck, have a good time and happy coding!
That's all, folks.



