

# Building Orbiter Sample Programs

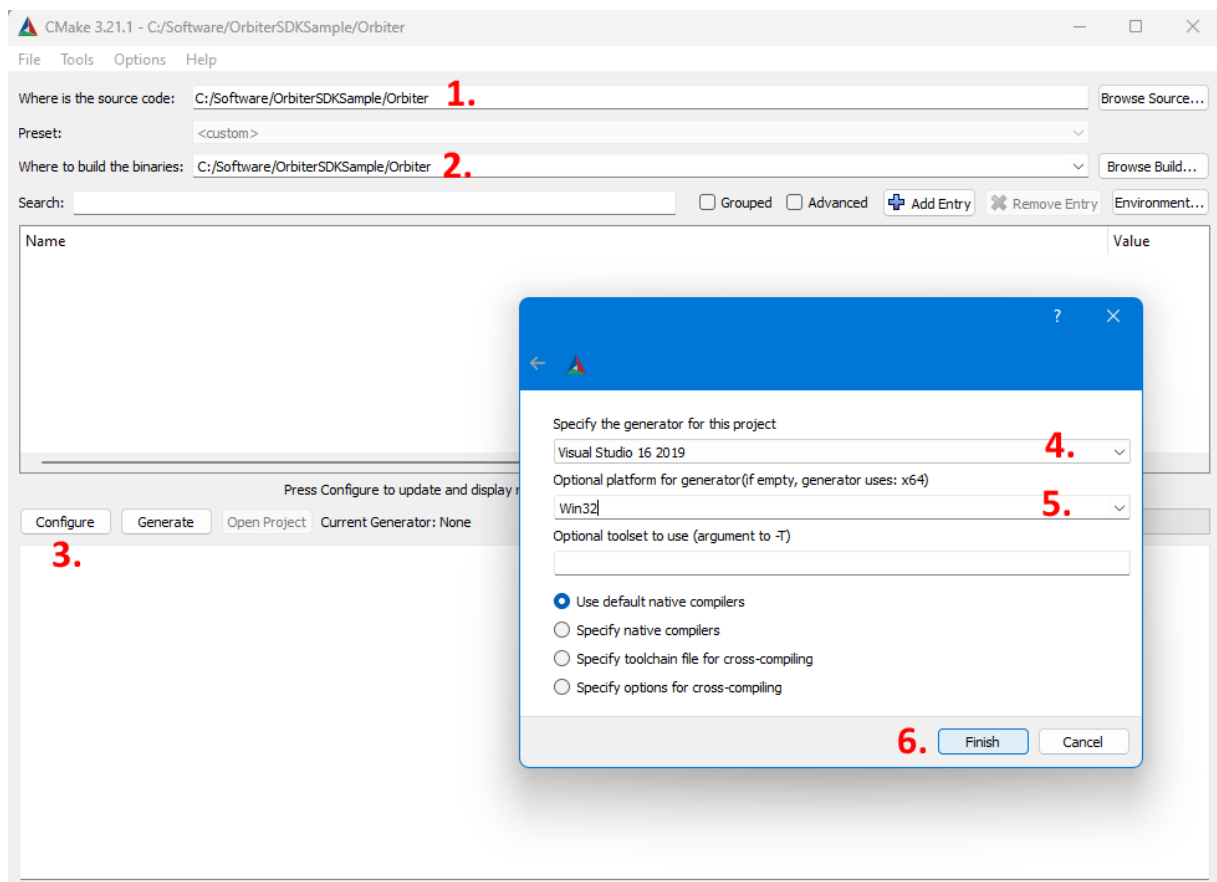
March 30, 2024

## 1 Getting everything ready

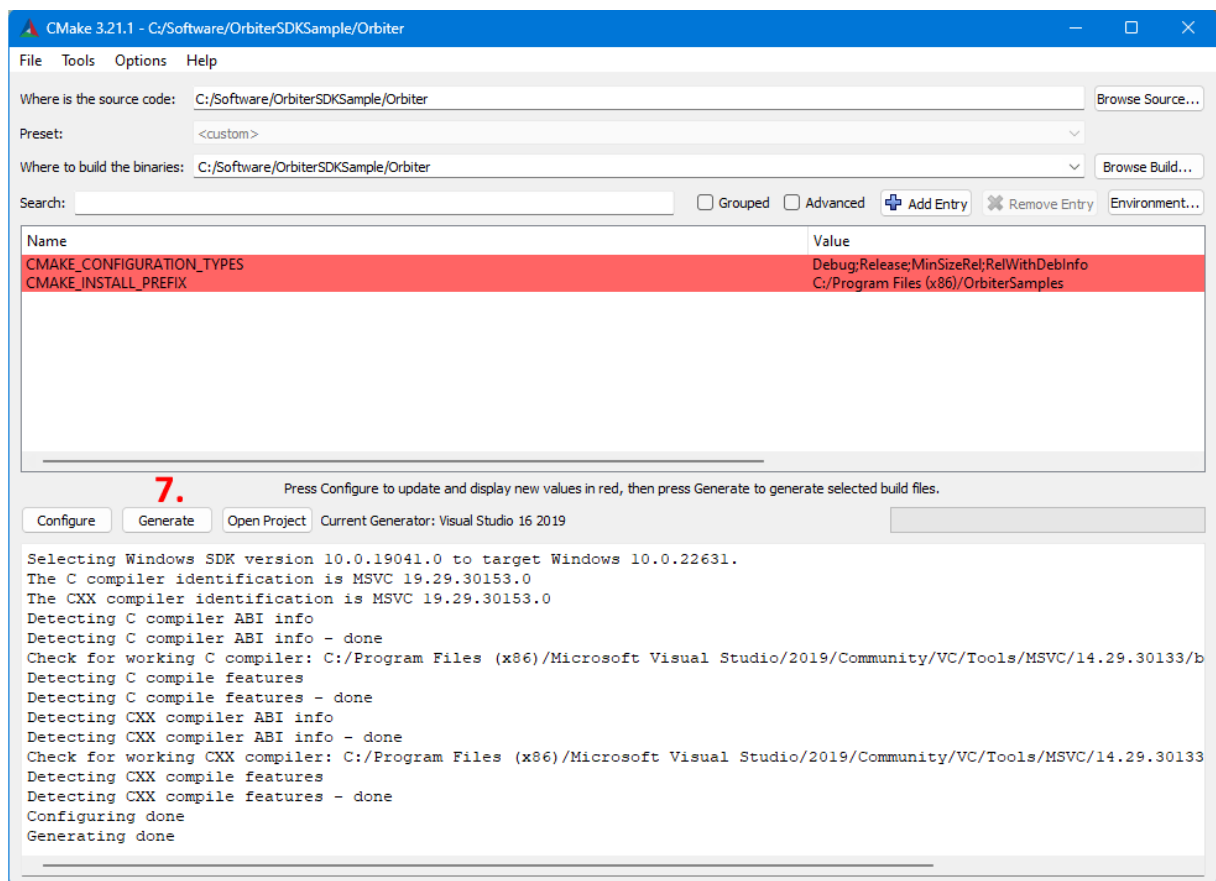
There are probably many ways to build the sample programs from a CMake scripts but I'll give instructions to a method I am most familiar with. First you need to download CMake <https://cmake.org/download/> and install it. After installation you should be seeing following icon on your Desktop. Click it.



After launching the CMake you will see CMake's VS-generator interface to pop-up.



- To position 1. setup path to Orbiter's *root* folder
- To position 2. also setup path to Orbiter *root*.
- Click "**Configure**" and a new dialog screen will pop-up.
- Select your "Visual Studio" version.
- Select "**Win32**" architecture (platform as indicated by the text) that will compile 32-bit (x86) binaries. Orbiter2024 is x86 program. Future versions may use x64 architecture.
- Click "**Finish**" when done.
- Finally press "**Generate**". As a result Visual Studio solution and project files will be placed in Orbiter *root* and *Orbitersdk/samples* folder.



Current CMake configuration scripts are using your Orbiter's installation folder as build directory. This removes a need of separate install procedure but it will add some pollution to Orbiter *root* and much more in *samples* folder. When done go to Orbiter *root* and launch "'**OrbiterSamples.sln**'" which should open Visual Studio program. Don't worry about the red lines shown in the application. The "*install prefix*" would be important if an installation procedure would be in use but it's not.

