

The background is a white canvas decorated with various abstract shapes. A large orange circle is the central focus, containing the text. Surrounding it are several other shapes: a large yellow circle in the top left, a blue circle in the top right, a green circle in the bottom right, and a blue circle in the bottom left. There are also smaller circles in blue, black, and grey, and a grey pill-shaped oval on the right side.

Install Allegro



# Outline

01

Mac install

02

Windows install

03

makefile usage



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# Allegro install

- Follow this [在OSX Catalina 上安裝 Allegro 5 – HackMD](https://hackmd.io/@Jiza/BkZ5a5yL2)
  - <https://hackmd.io/@Jiza/BkZ5a5yL2>
- Makefile had written for you!



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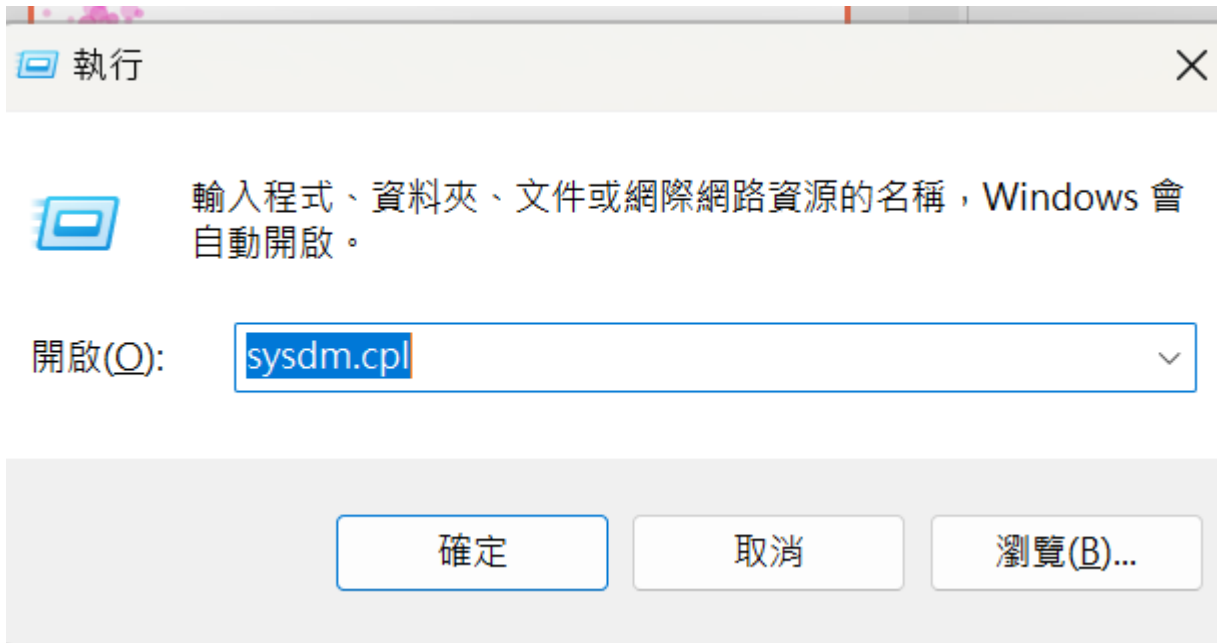
A decorative vertical bar on the left side of the slide, composed of numerous overlapping circles of various sizes and colors, including blue, yellow, orange, pink, and green.

# Set environment variable

- Test the command first, if you have no problem with “make” **then you can skip.**

# Set environment variable

1. Windows + R
2. Type "sysdm.cpl" and press Enter



# Set environment variable

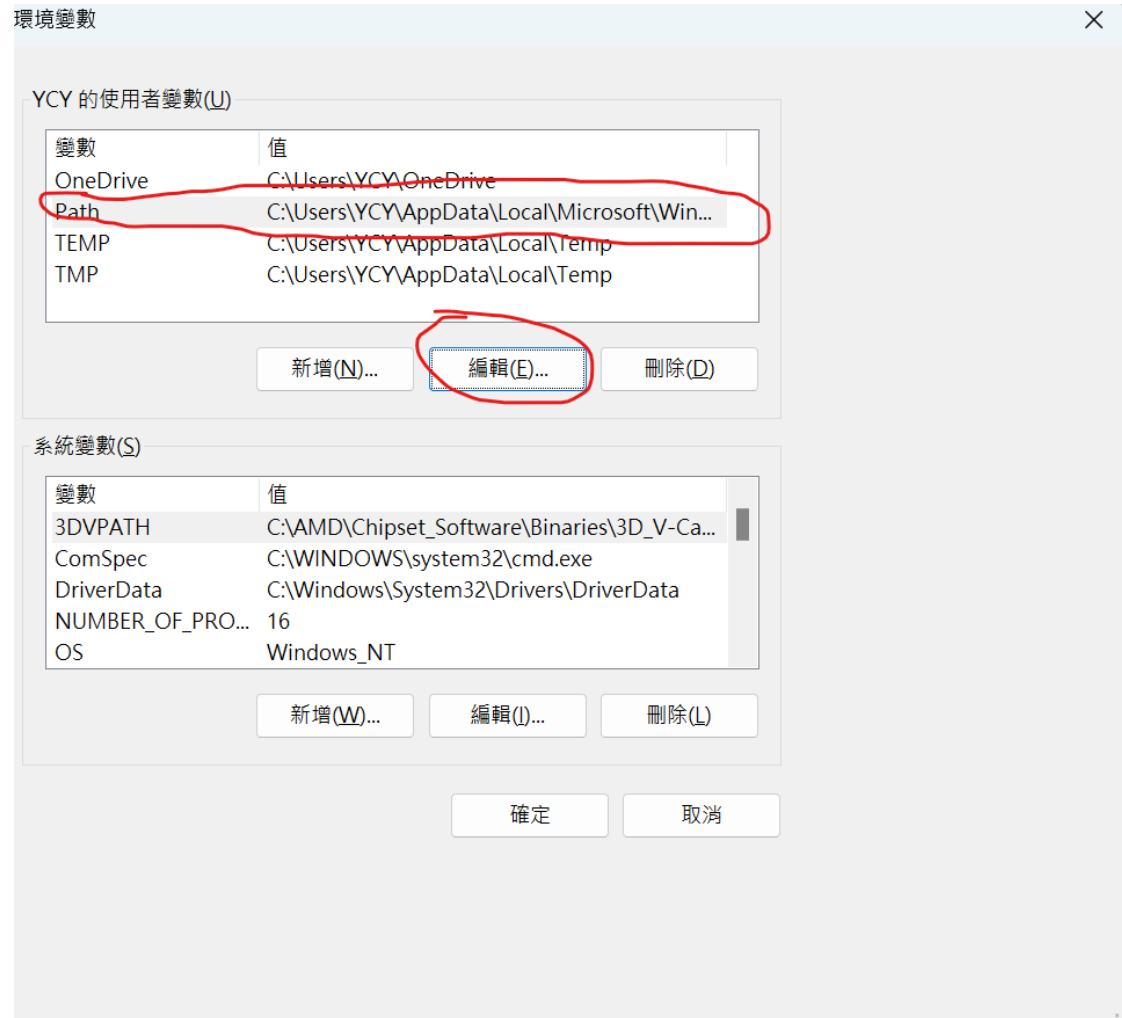
1. Got to tag "advanced"
2. Select "Environment Variables"





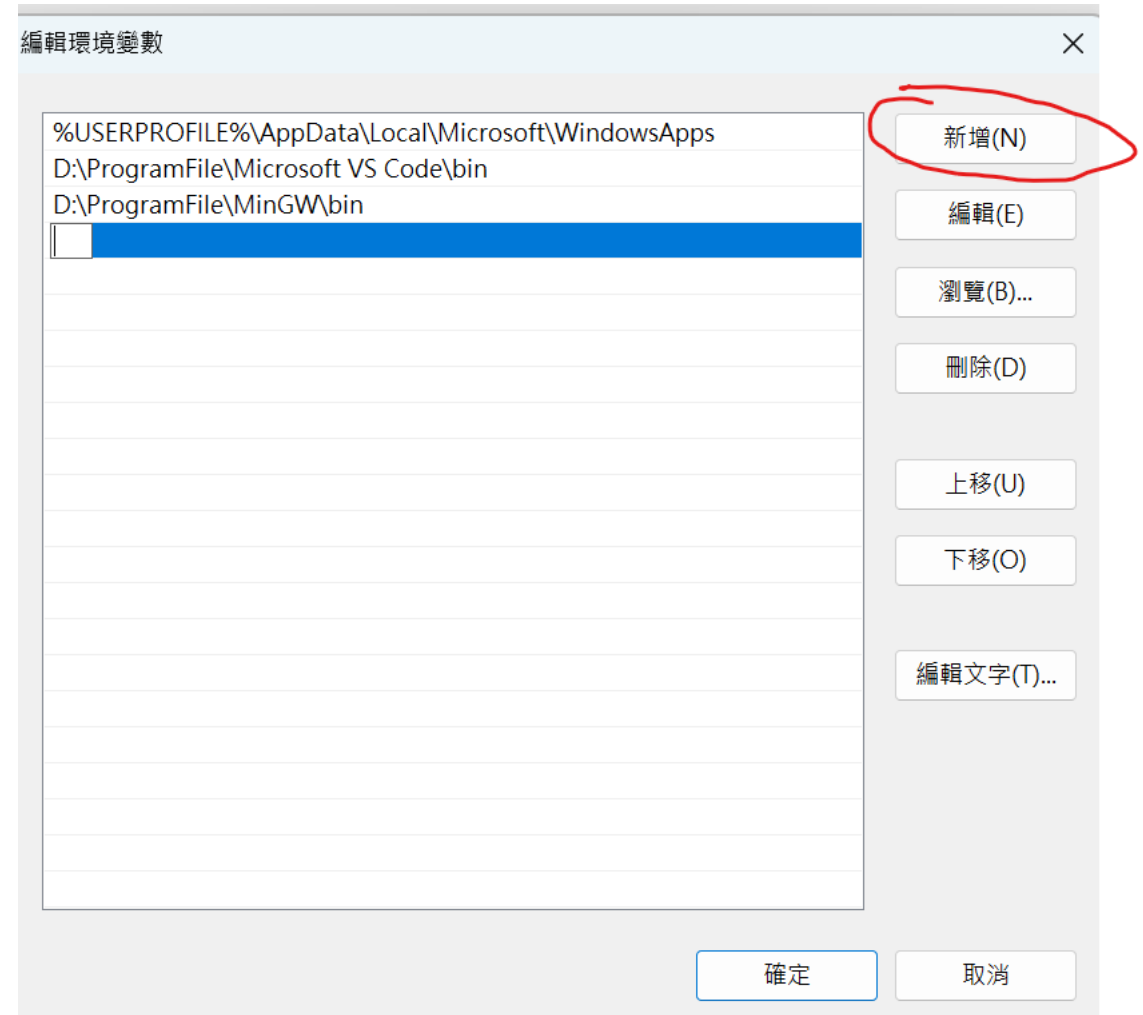
# Set environment variable

1. Click "Path"
2. Click "edit"



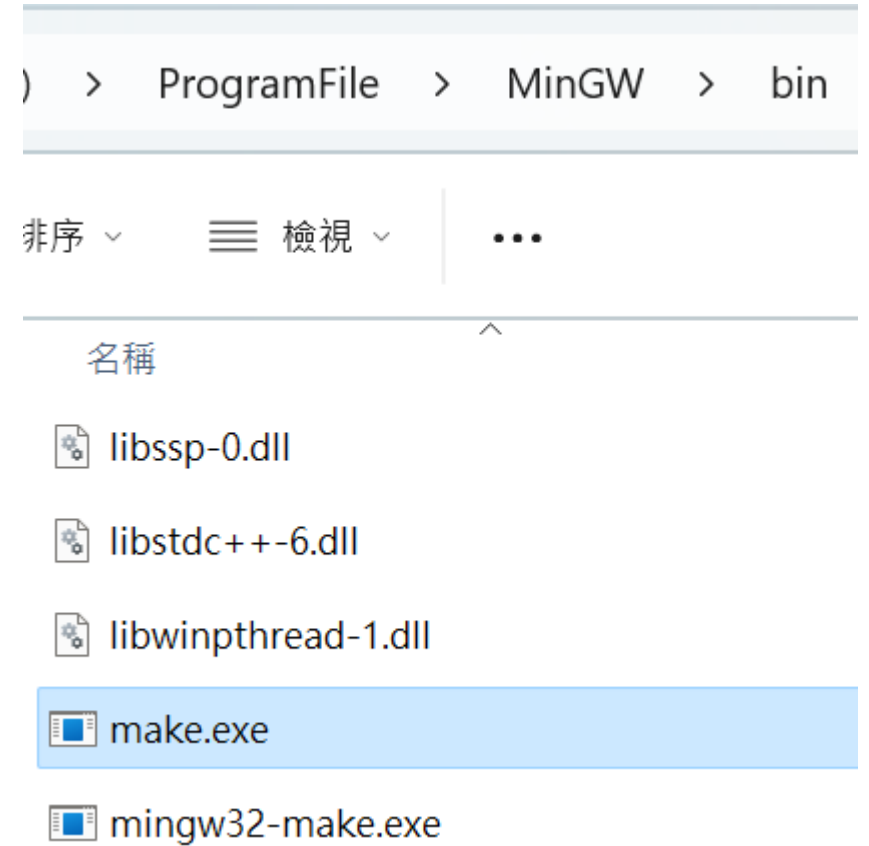
# Set environment variable

1. Click “Add”
2. Enter the path to your MinGW bin



# Set environment variable

1. Make sure you have “make.exe” in your path
2. If not, copy “mingw32-make.exe” and rename it into “make.exe”





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# Makefile usage

- Open a powershell(Only for windows)
- Change directory into “Code”
- Type “make”
- “./game.exe” to execute(Only for windows)
- “./game” to execute(For MAC)

```
\I2P1_Final_project_dev> cd Code
\I2P1_Final_project_dev\Code> make
element/tree.c element/floor.c element/teleport.c element/projectile.c element/charater.c element/element.c e
scene/sceneManager.c shapes/Shape.c shapes/Circle.c shapes/Point.c shapes/Rectangle.c algif5/src/algif.c alg
legro/include -L../allegro/lib/liballegro_monolith-debug.dll.a -D DEBUG
ow.o tree.o floor.o teleport.o projectile.o charater.o element.o Ball.o scene.o gamescene.o menu.o
algif.o bitmap.o lzw.o gif.o -I../allegro/include -L../allegro/lib/liballegro_monolith-debug.dll.a ../alle
tree.o & del floor.o & del teleport.o & del projectile.o & del charater.o & del element.o & del Ba
del sceneManager.o & del Shape.o & del Circle.o & del Point.o & del Rectangle.o & del algif.o &
\I2P1_Final_project_dev\Code> 
```

powershell

# Makefile usage

- For Tutorial
- Change directory into “Tutorial”
- Type “make test<num>” to chose a example to run.
- “./game.exe” to execute(Only for windows)
- “./game” to execute(For MAC)

```
\I2P1_Final_project_dev> cd .\Tutorial\  
\I2P1_Final_project_dev\Tutorial> make test1  
/bitmap.c algif5/src/lzw.c algif5/src/gif.c task1_ans.c -I../allegro/include -L../allegro/lib/liballegro_mono  
if.o task1_ans.o -I../allegro/include -L../allegro/lib/liballegro_monolith-debug.dll.a ../allegro/lib/liballe  
\\I2P1 Final project dev\Tutorial> .\game.exe
```

A whimsical space-themed illustration featuring a teal rocket ship with a square window and a small flag, an orange planet with rings and three dots, and two yellow stars. The background is decorated with various colored circles and shapes in shades of orange, yellow, teal, and maroon.

The End~