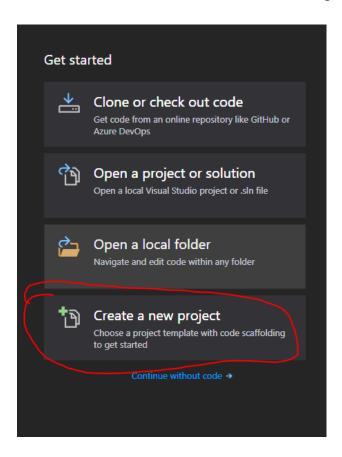
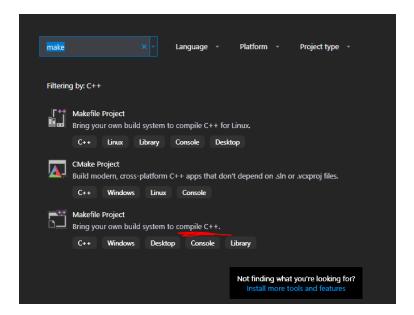
## **Compiling with Visual Studio**

When you downloaded the SOFTWARE folder, you need to store it into C: drive as "C:\SOFTWARE"

Then we come to the Visual Studio configurations:



Then search and choose makefile project (c++):



Name it as rtos\_1 and VS prompts the "Debug settings". Setting as the picture below and "Finnish"

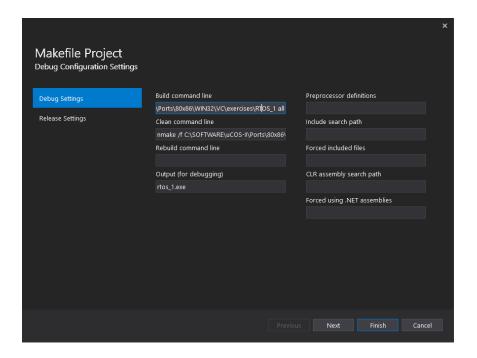
Copy and paste these commands:

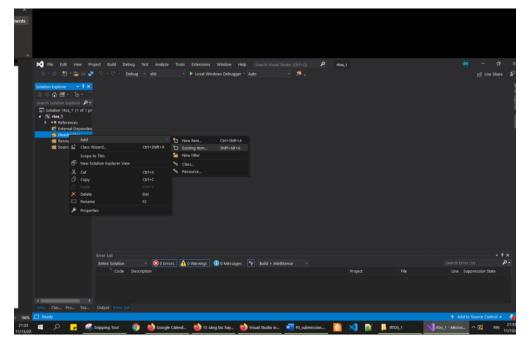
## **Build Command Line**

 $nmake \ / f \ C:\ SOFTWARE \ uCOS-II\ Ports\ 80x86\ WIN32\ VC\ exercises\ RTOS\_1\ makefile.vc\ all\ NOS-II\ Ports\ NOS-II\ P$ 

## Clean Command Line

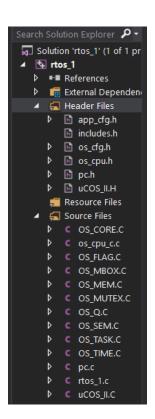
 $nmake /f C:\SOFTWARE\uCOS-II\Ports\80x86\WIN32\VC\exercises\RTOS\_1\mbox{\makefile.vc clean}$ 



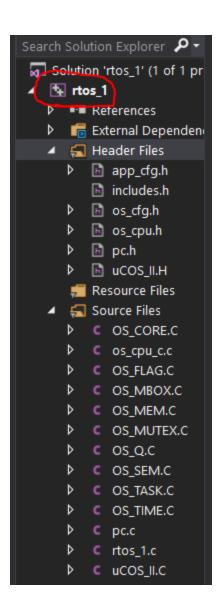


Add existing header files and c file on RTOS\_1 Ports/src SOURCE into project as above.

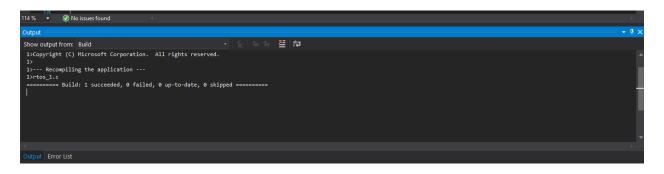
Note that all the header files should be small character NOT capital.



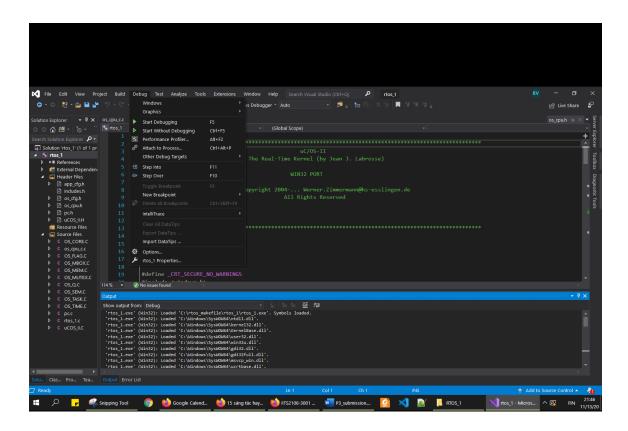
Then build the project by pressing F7 or Build -> Build Solution or right-click on project name at the left-hand side corner and Build



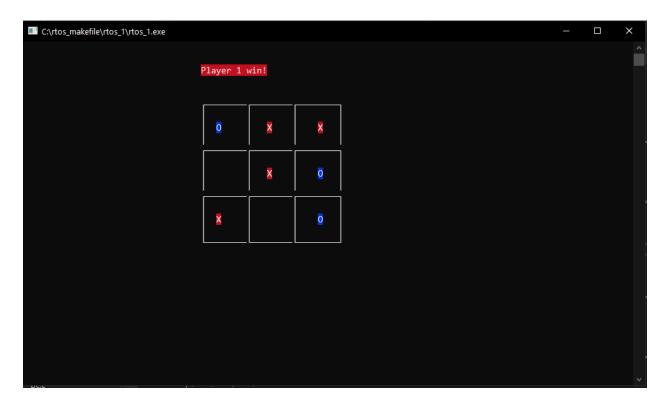
If every configuration is OK, the Output should be



After Build successfully, Run the project by going to Debug -> Start Debugging or pressing F5



Now, you can copy the source code for the tictactoe game and paste it into rtos\_1.c to see how the game generated.



If there is any problem with "makefile", right-click on project name -> Properties > NMake. Then, we can modify the configuration.

