**3DEditor**

**Compile**

**VS 2013 + boost**

3DEditorVS2013.sln

Download boost 1.60 into => include/boost folder:



**Prerequisites**

Compile FreeType library (ft28.zip), e.g.

\ft28\freetype-2.8\builds\windows\vc2010\freetype.sln

In Debug/Release x64 and replace in

3DEditor\lib\x64 => freetype28.lib, freetype28d.lib

**VS 2019**

3DEditor.sln