Team INFI

Infected Project Readme

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1. Prerequisites:

- VIsual Studio 2010 (could also work on 2008 or 2005)
- Active Steam account with Half-life 2
- Source SDK and Source SDK Base 2007 must be installed.

2. Code checkout procedures:

- You **MUST** checkout the sourcemods folder below and put it in the right place for the game to run!
- Source code checkout is available anonymously from:

    https://hl2-mod.googlecode.com/svn/trunk/

- The trunk folder has two important folders inside it:
    - **sourcemods:** this must go in **<Your Steam Folder>\steamapps**
    - **infected:** This is the same folder the README is in (current folder)

3. Compiling instructions:

- Open **HL2MP-Game-2005.sln** in the **trunk\infected\src** folder.
- If using VS 2010 it will ask you to convert it, do so.
- If using VS 2010 there are a few options you need to change:
    - Right click the client project and select properties.
    - Under General, change the Target Name to "client" (without quotes)
    - Under Debugging, change Command to **<Your Steam Directory>\steamapps\<Your Steam ID>\source sdk base 2007\hl2.exe**
    - **Note: Replace <Your Steam Directory> with the location of your steam installation**
    - Under Debugging, change Command Arguments to **-novid -windowed -allowdebug -game "<Your Steam Directory>\steamapps\sourcemods\infected"**
    - Expand Linker, and select Command Line. Under Additional Options type in **/ FORCE:MULTIPLE**
    - Under Custion Build Step type **$(TargetPath)** into Additional Dependencies

- Repeat all these instructions for the server project, substituting server for client for the Target Name
- Once done you can run the game by building and debuggin the solution