

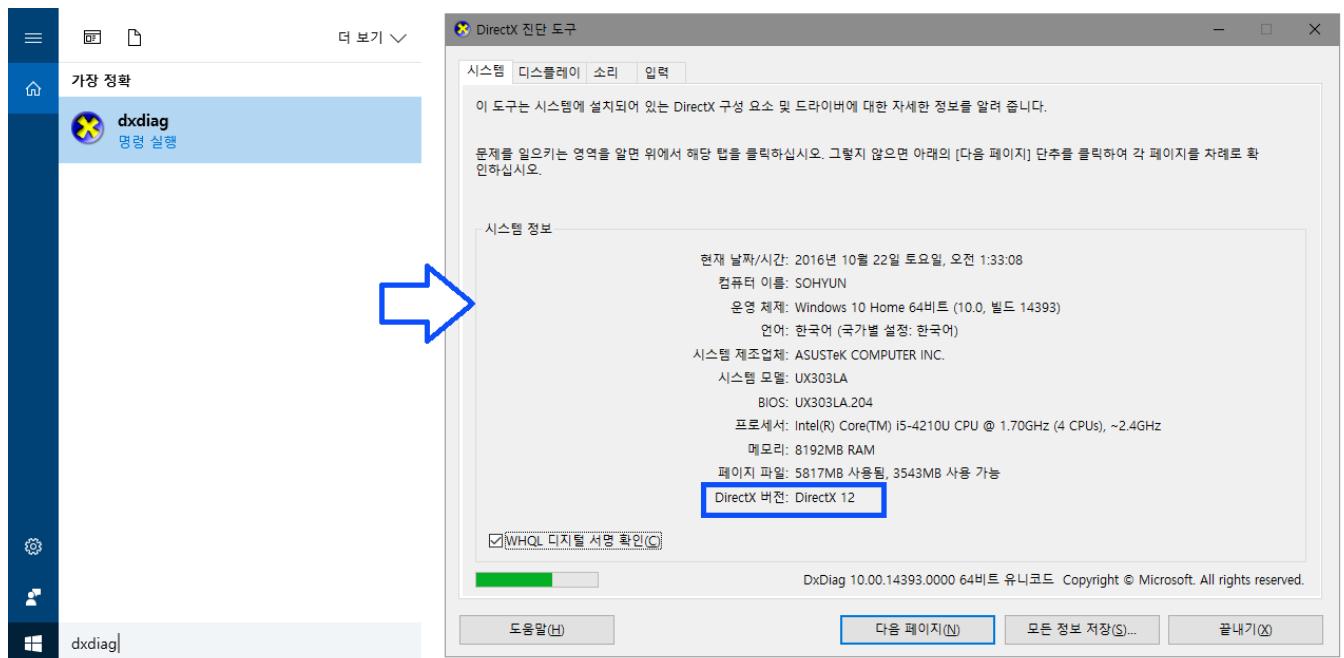
# Guide for Project#3 “OOP for Billiard Game”

1. Download the sample source code here ☺

: [http://cau.ac.kr/~bongbong/oop22/oop\\_proj3.html](http://cau.ac.kr/~bongbong/oop22/oop_proj3.html)

2. CHECK your Direct X version

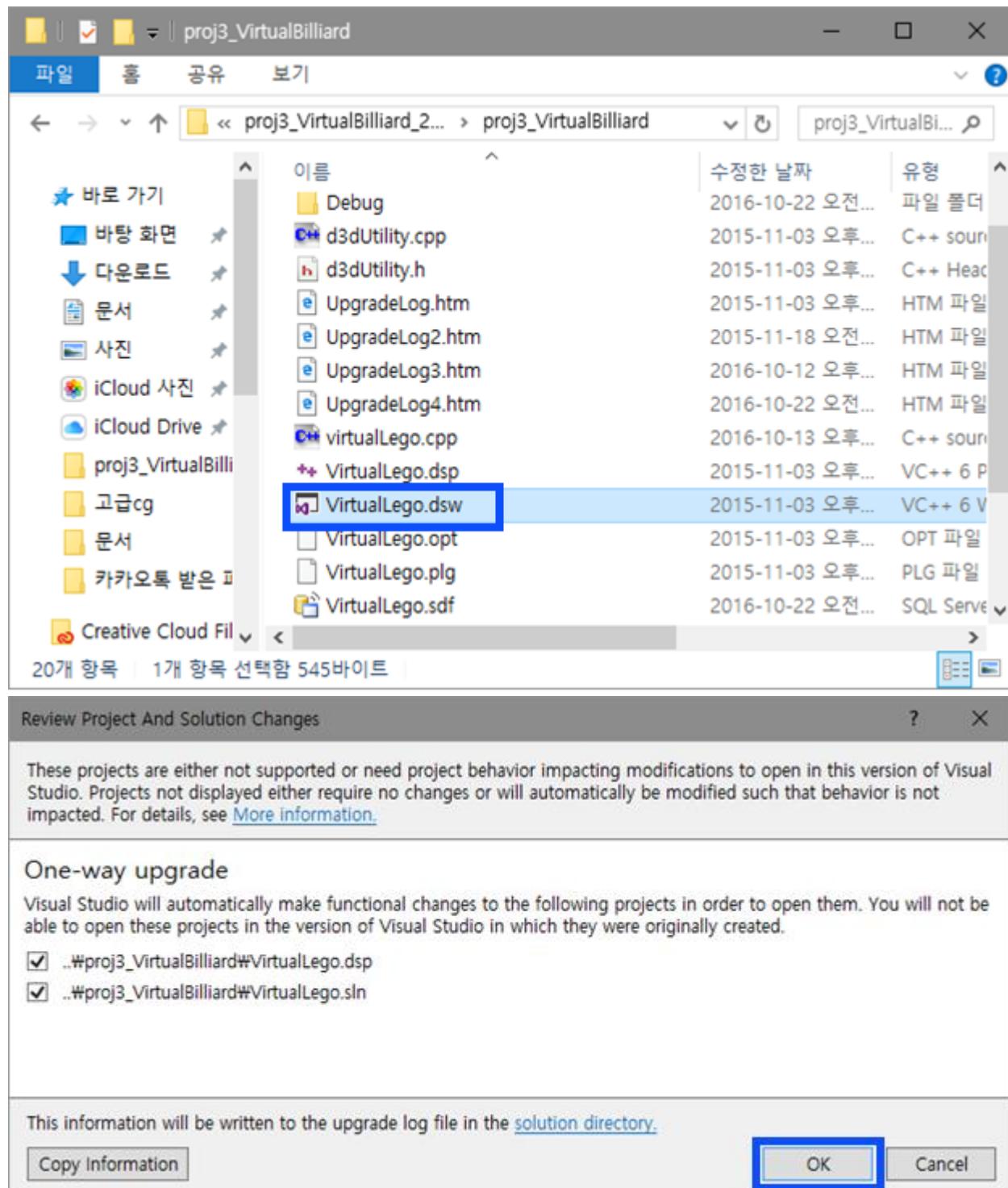
: You can check this using ‘**dxdiag**’



Execution Environment		
Window 7	Visual studio 2013	DirectX 11
Window 7	Visual studio 2013	DirectX 12
Window 10	Visual studio 2013	DirectX 12
	Visual studio 2015	

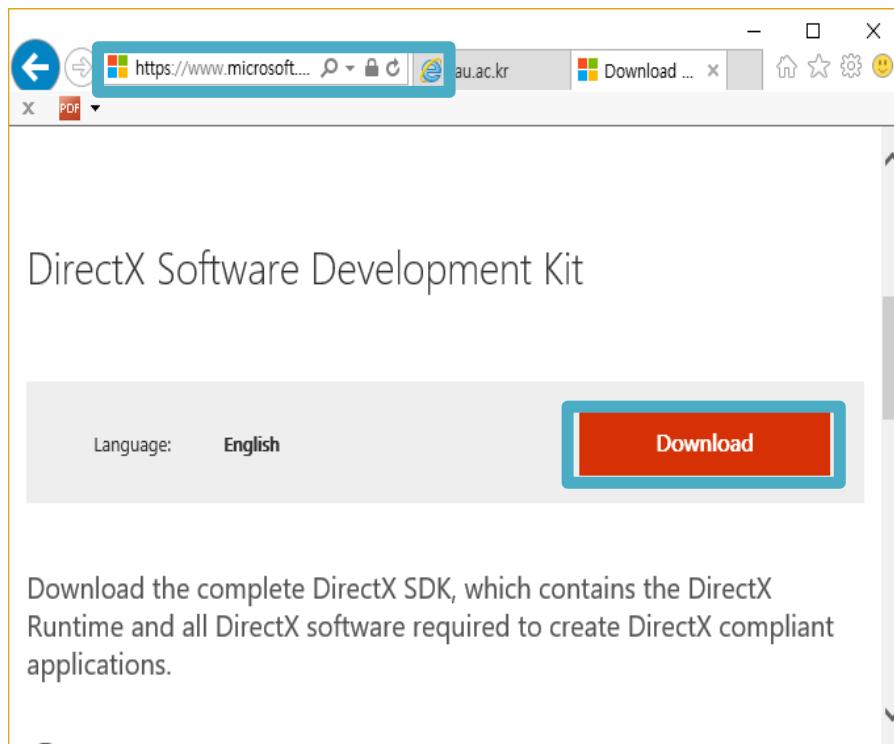
(We already tested this source code on PCs in 4th and 5th floor PC laboratory in our department)

3. Click the file '**'VirtualLego.dsw'** and convert to the project VS2013/2015

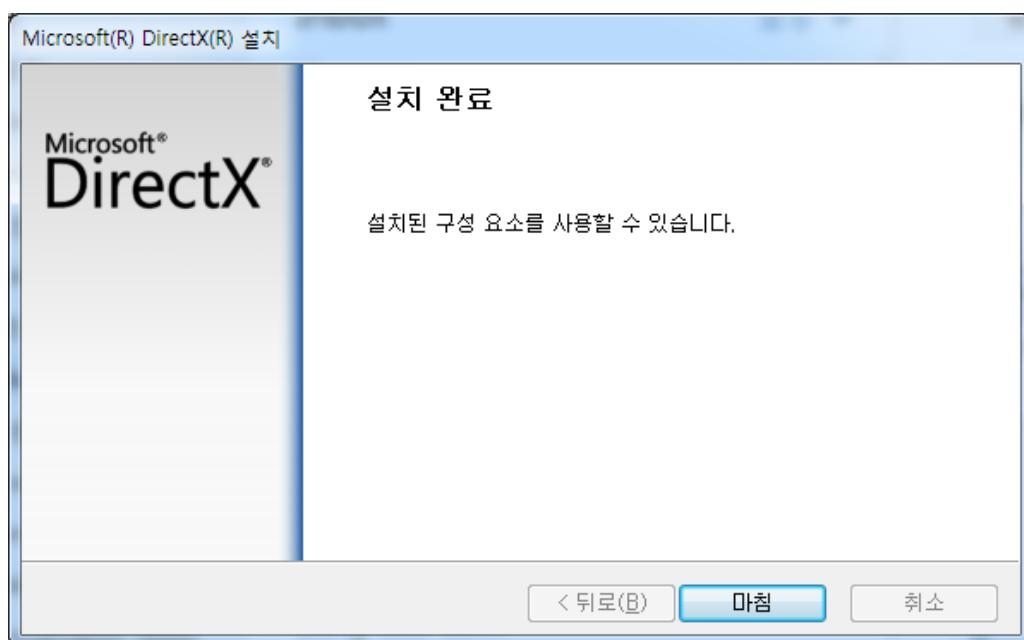


#### 4. Download the Direct X Software Development Kit (SDK)

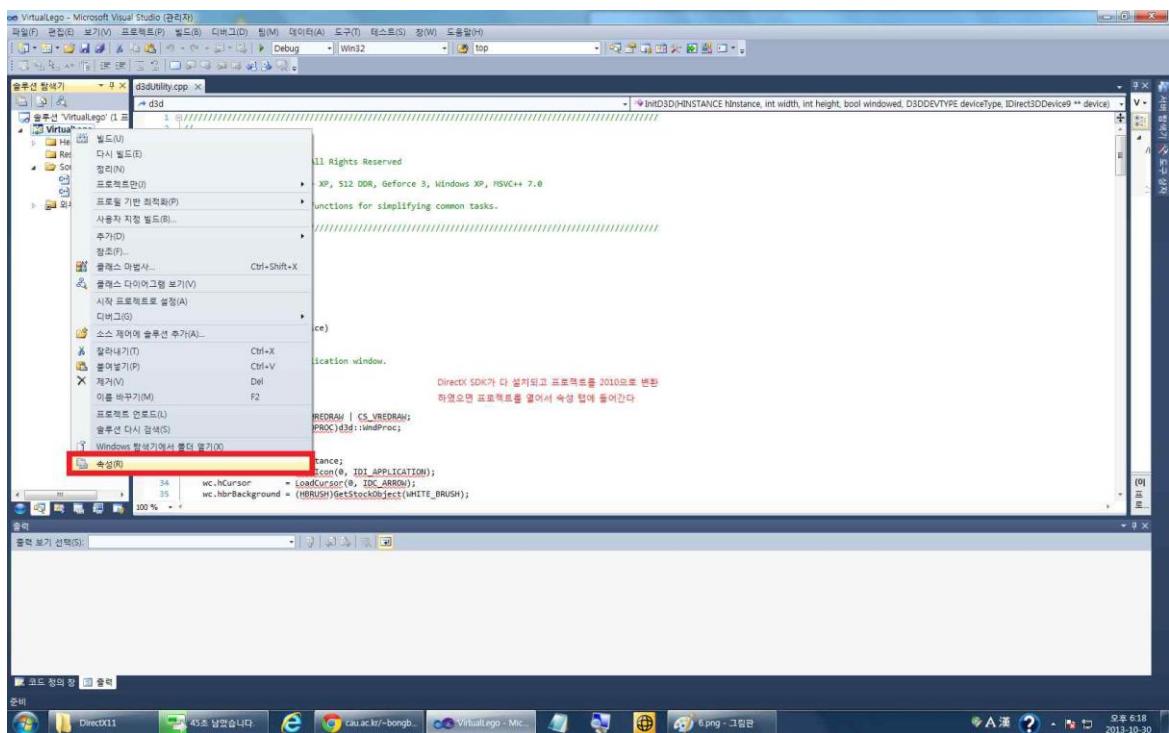
URL - <http://www.microsoft.com/en-us/download/details.aspx?id=6812>



5. Install the Direct X SDK in the folder you prefer.  
(ex: C:\Program Files\Microsoft DirectX SDK (June 2010) )  
(If you install SDK in project file, size is too big to submit the file.)



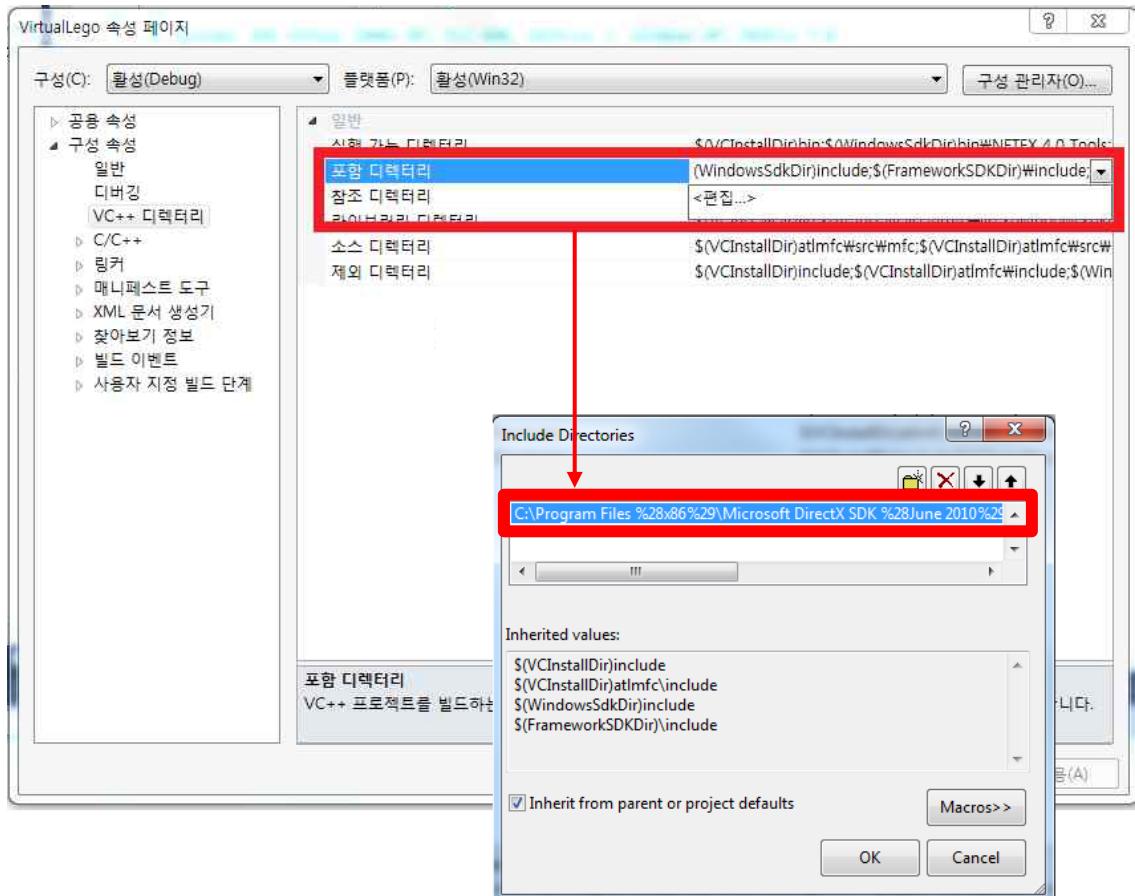
## 6. Open the project and Click the ‘Property’



7. Click the '**'VC++Directories'**'  
and you should set up '**'Include Directories'**' and '**'Library Directories'**'.

### 7.1 Edit **include Directory**

→ Choose the folder (where SDK is installed.)\Include.



### 7.2 Edit **Library Directory**

→ Choose the folder (where SDK is installed.)\Lib\x86

(Do the same way as above.)

8. If you finish this step, you can see Billiard table and Billiard balls! 😊

