Mini Project 3 Gomoku Al

Environment Settings Tutorial

Introduction

• This tutorial shows how to install required software to compile and execute this project

There are also some troubleshooting steps

Tutorial for Windows and Mac are both included

For All Students

- Please do not use IDEs to compile and run this project
 - Code Blocks, Dev-C++, Visual Studio, Xcode

- Please use command line interfaces to compile and run this project
 - Cmd, PowerShell, Terminal

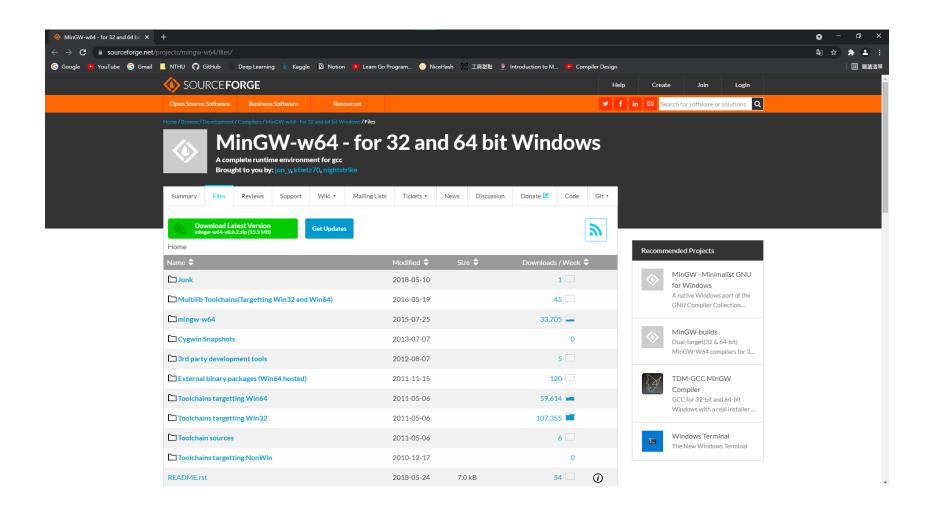
- You can use anything to write your code
 - We recommend VSCode

For Windows Users

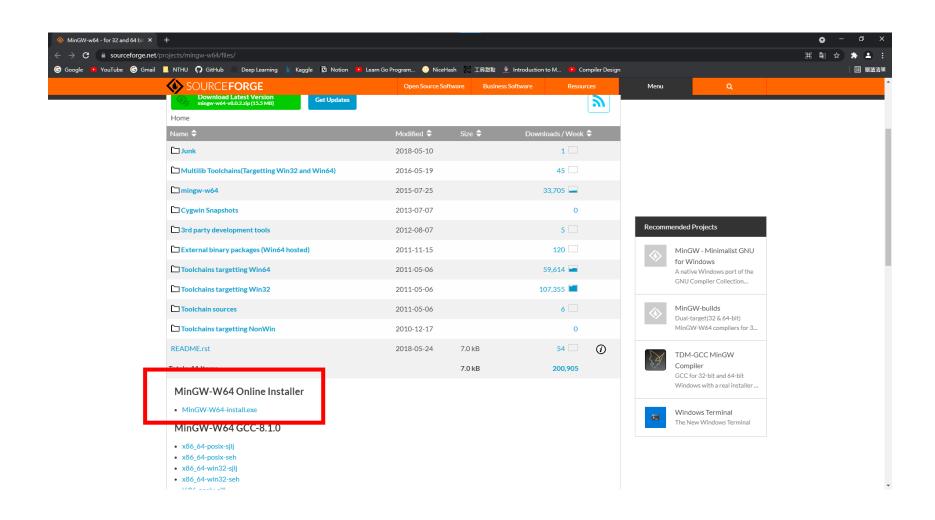
For Windows Users

- 1. Install mingw-w64
- 2. Compile your code
- 3. Execute your code
- 4. Troubleshooting

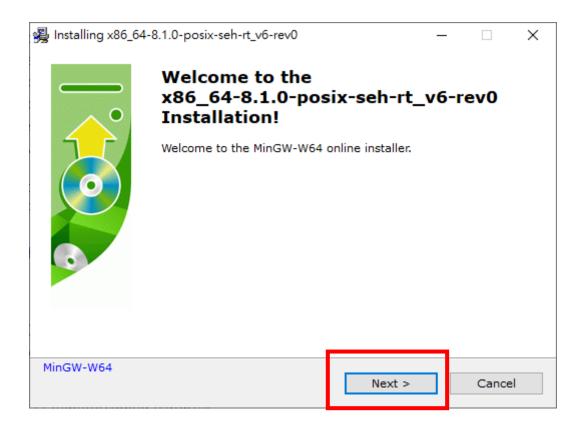
Go to MinGW-W64 Download Page



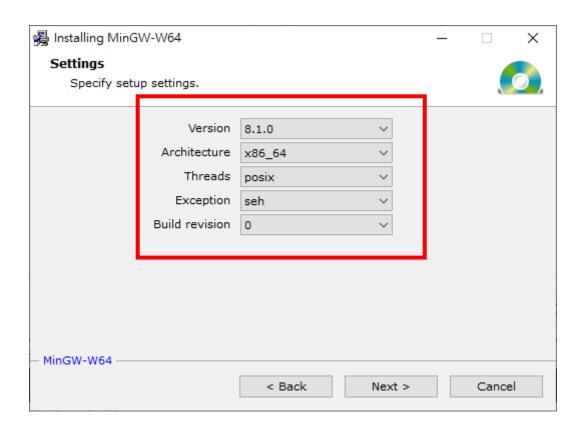
Download MinGW-W64 Online Installer



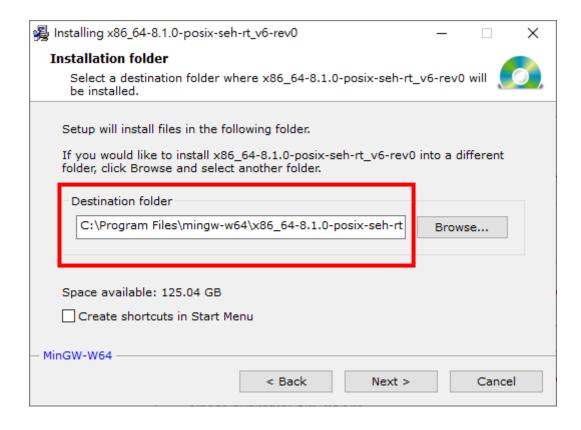
Start the installer, click next



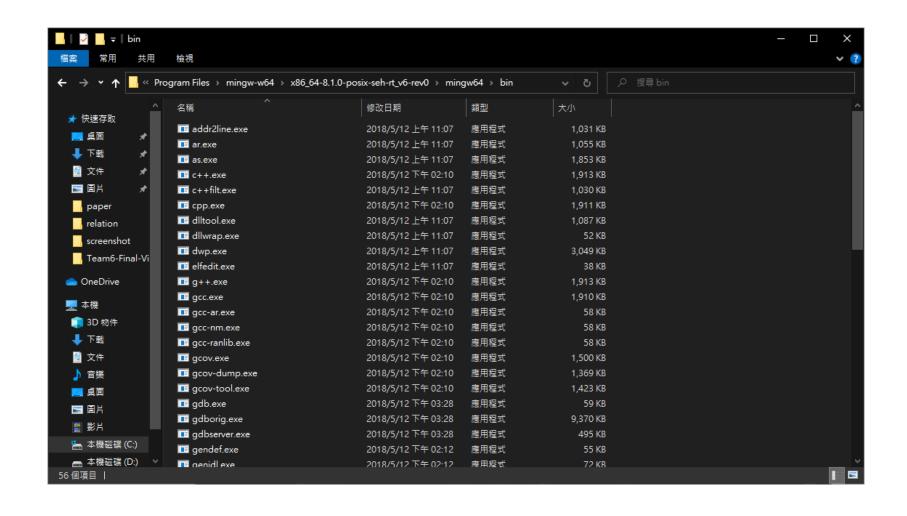
Pick right options according to the screenshot



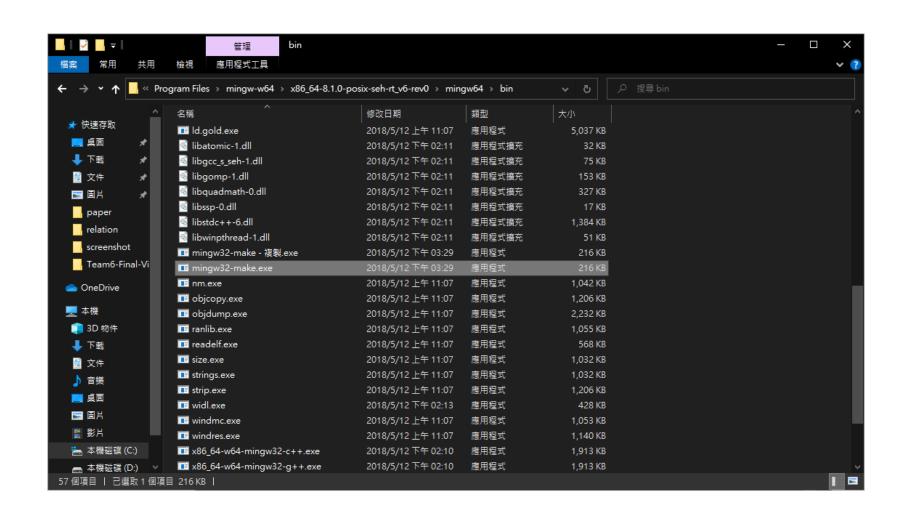
Make sure you remember the install path



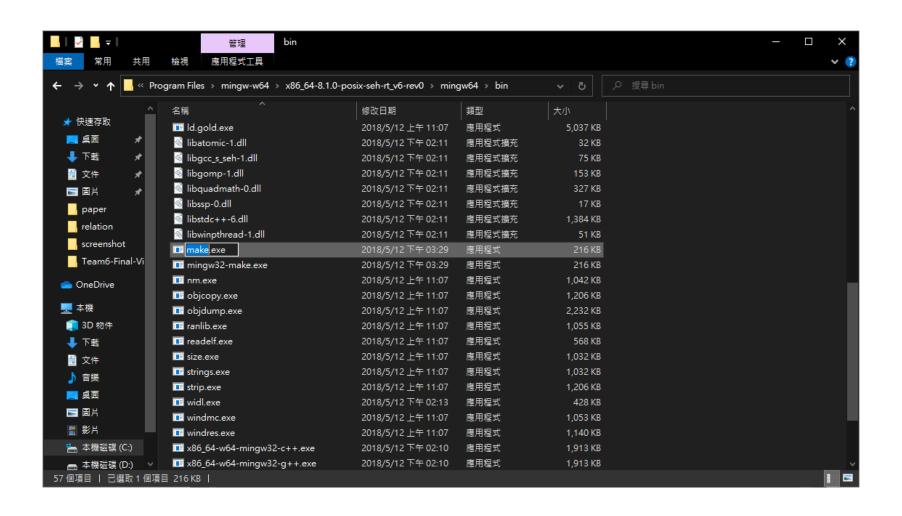
Go to "[install_path]/mingw64/bin"



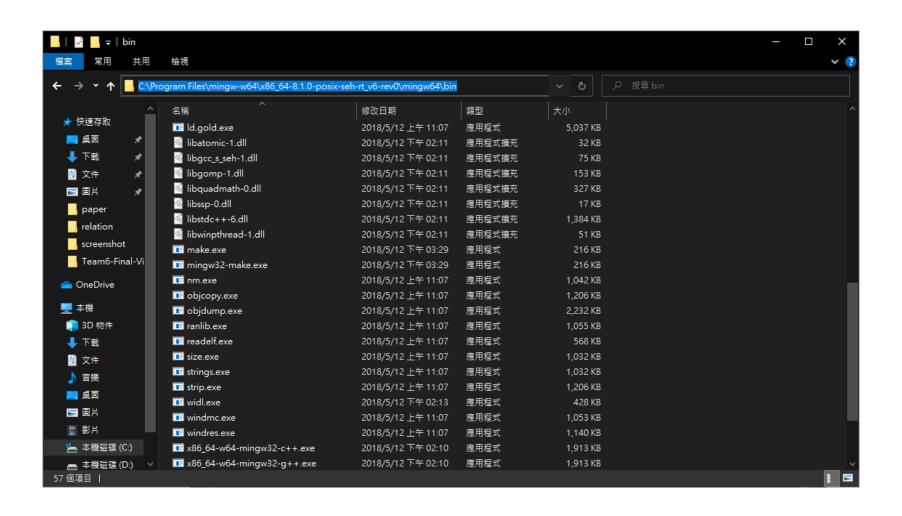
Find "mingw32-make.exe" and copy it



Rename the copied file to "make.exe"



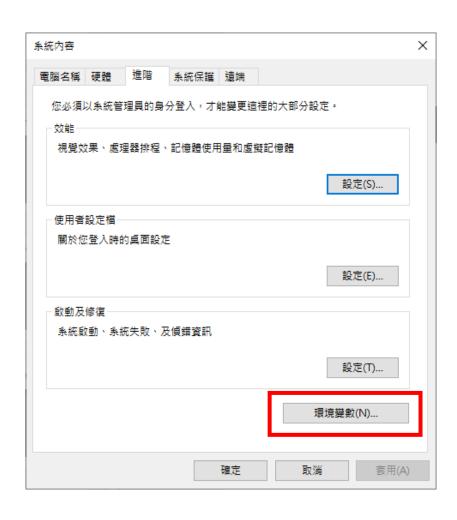
Copy the path of this folder



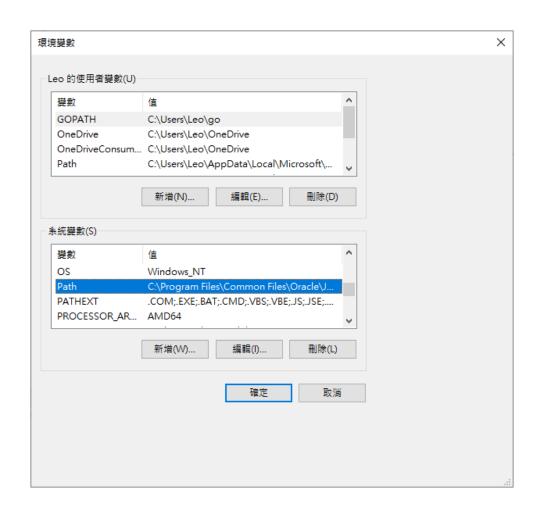
Search for environment variable



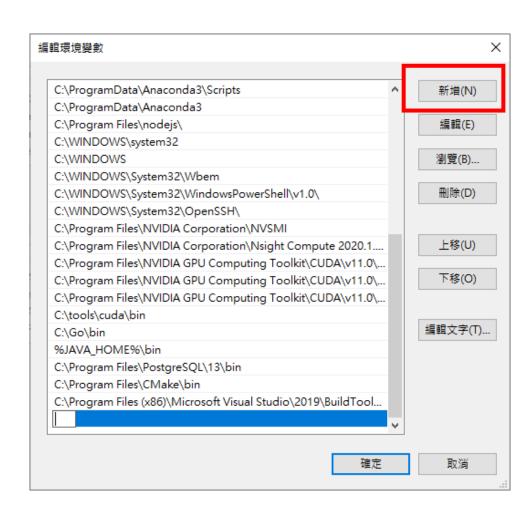
Click the "environment variable" button



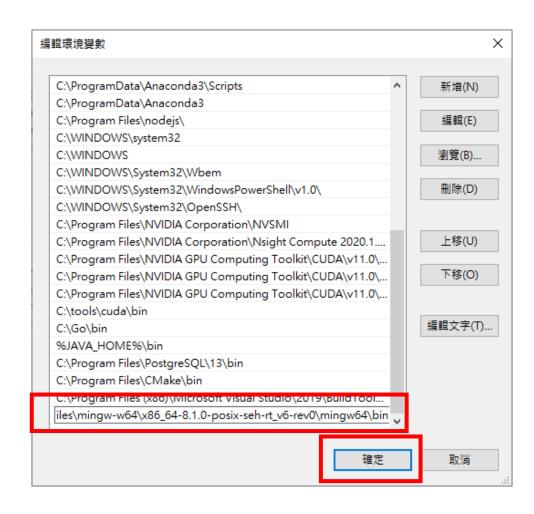
Double click "Path"



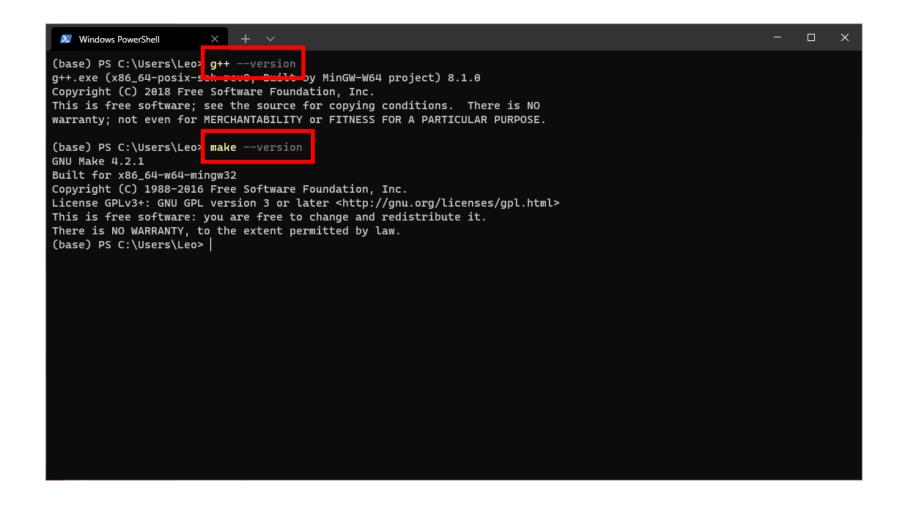
Click "New"



Paste the path and click "OK"



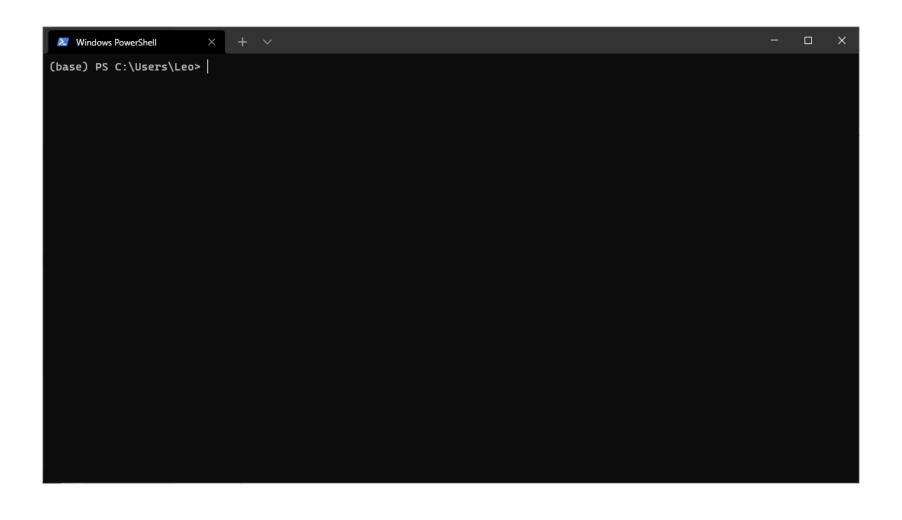
Open cmd or PowerShell to validate installation



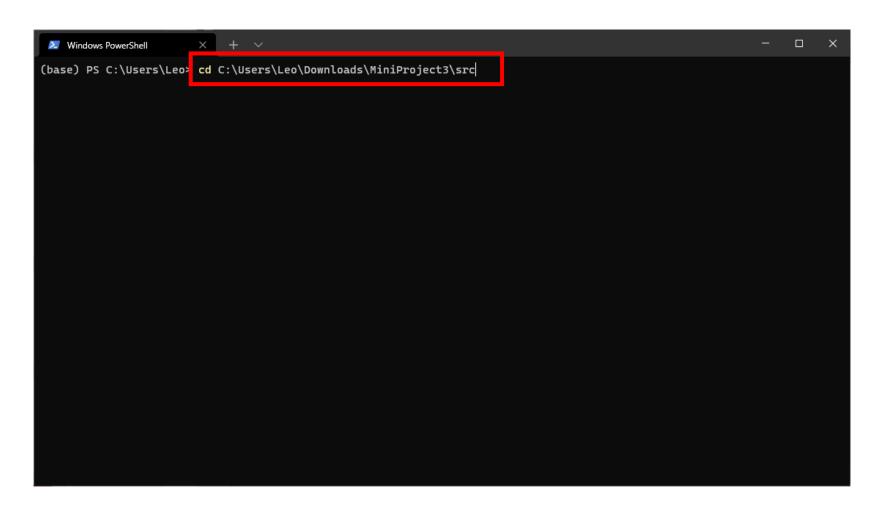
For Windows Users

- 1. Install mingw-w64
- 2. Compile your code
- 3. Execute your code
- 4. Troubleshooting

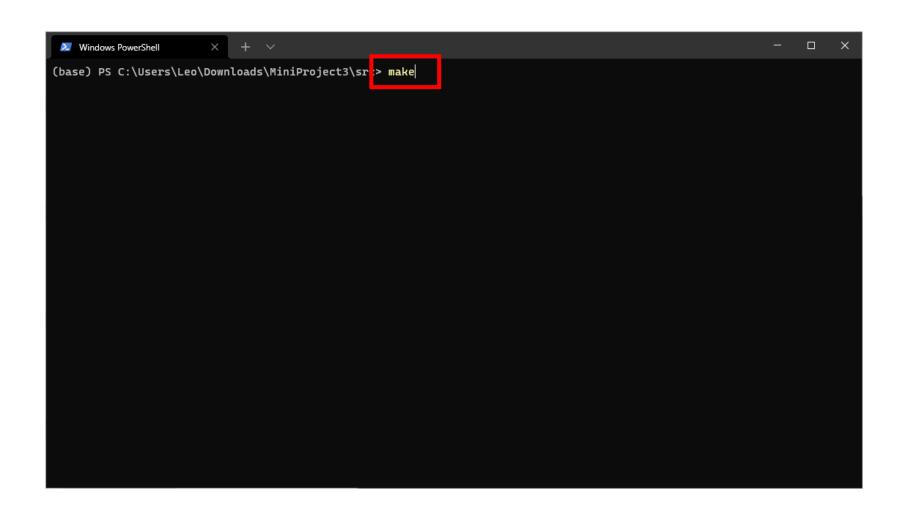
Open cmd or Powershell



Change directory by entering "cd [project_path]/src"



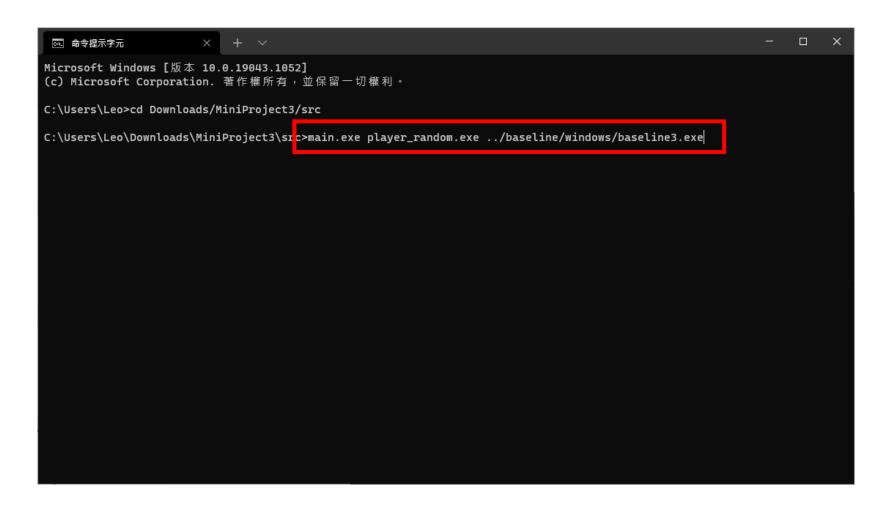
Type "make" to compile your code



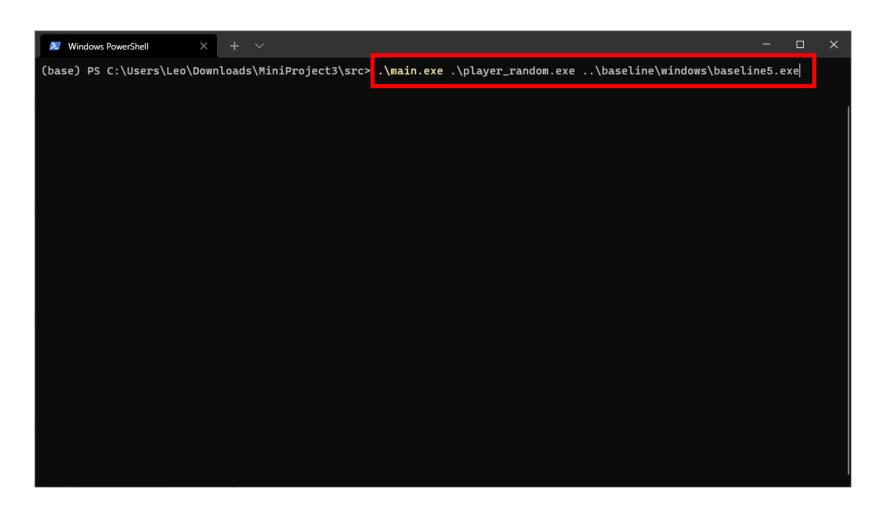
For Windows Users

- 1. Install mingw-w64
- 2. Compile your code
- 3. Execute your code
- 4. Troubleshooting

If you use cmd, type "main.exe [Al1].exe [Al2].exe" while in the "src" folder of your project



If you use PowerShell, type ".\main.exe [Al1].exe [Al2].exe" while in the "src" folder of your project



For Windows Users

- 1. Install mingw-w64
- 2. Compile your code
- 3. Execute your code
- 4. Troubleshooting

Error removing file: (state/action)

- If you encounter this problem, do these steps and compile again
- 1. Comment line 255, 256 in main.cpp

```
// Reset action file
if (remove(file_action.c_str()) != 0)

std::cerr << "Error removing file: " << file_action << "\n";

// Take action
```

2. Comment line 271, 272 in main.cpp

```
// Reset state file
if (remove(file_state.c_str()) != 0)

std::cerr << "Error removing file: " << file_state << "\n";
return 0;</pre>
```

Error removing file: (state/action)

- If the solution on the previous page still cannot solve the problem
- You can try increasing the defined timeout limit on line 9 to 5 ~ 10

```
8
9 #define TIMEOUT 10
10
```

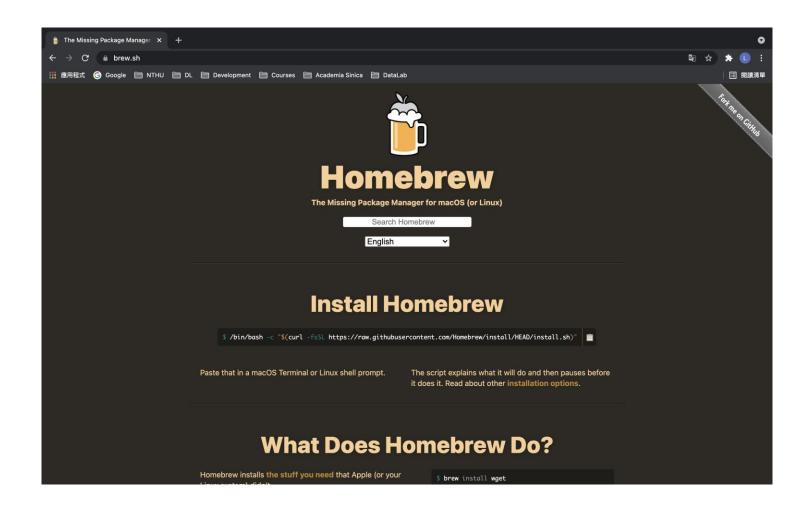
• This might solve the problem

For Mac Users

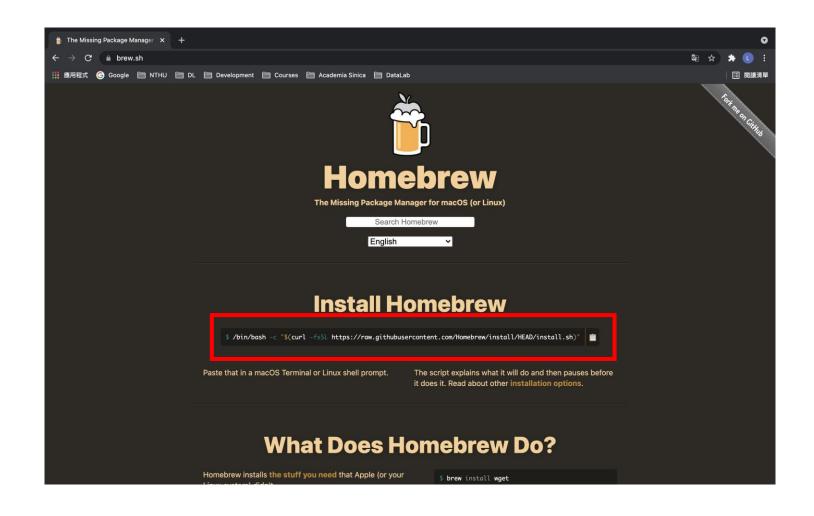
For Mac Users

- 1. Install Homebrew
- 2. Install Coreutils
- 3. Modify file permissions
- 4. Compile your code
- 5. Execute your code

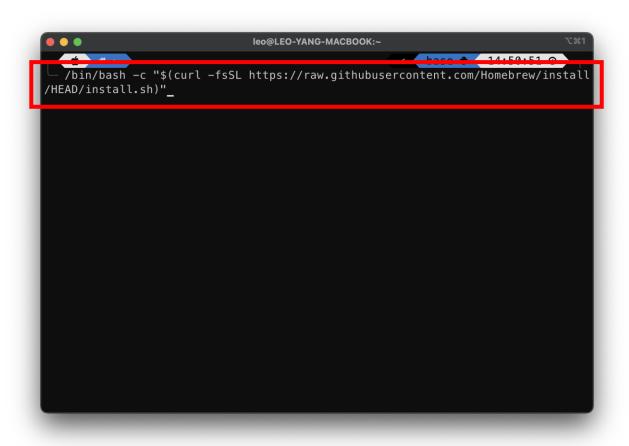
Go to Homebrew homepage



Copy the install command



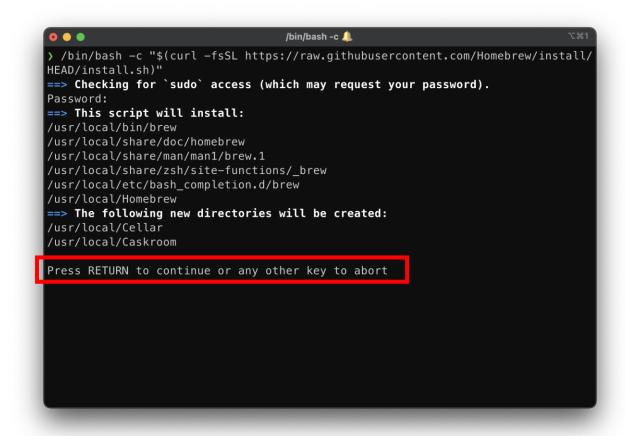
Paste the command in terminal and enter



Enter your password

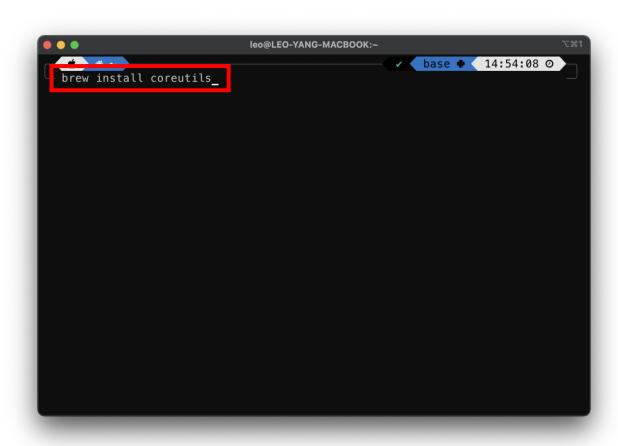
```
> /bin/bash -c "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/
--- Checking for `sudo` access (which may request your password).
Password: ?
```

Press enter to install

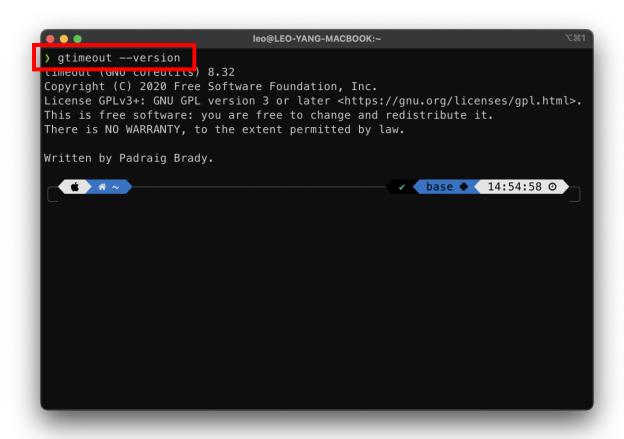


- 1. Install Homebrew
- 2. Install Coreutils
- 3. Modify file permissions
- 4. Compile your code
- 5. Execute your code

Type "brew install coreutils" in terminal

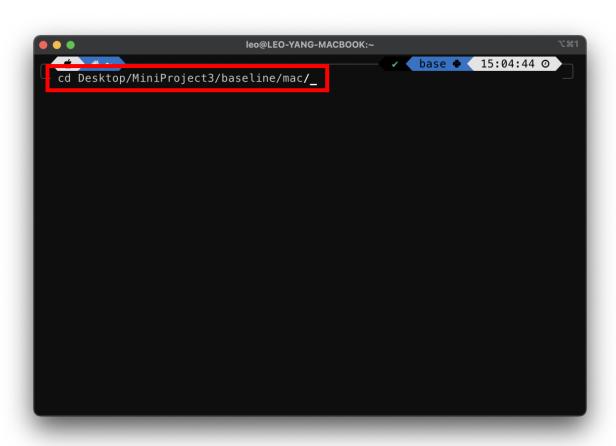


Type "gtimeout --version" to check if it works properly

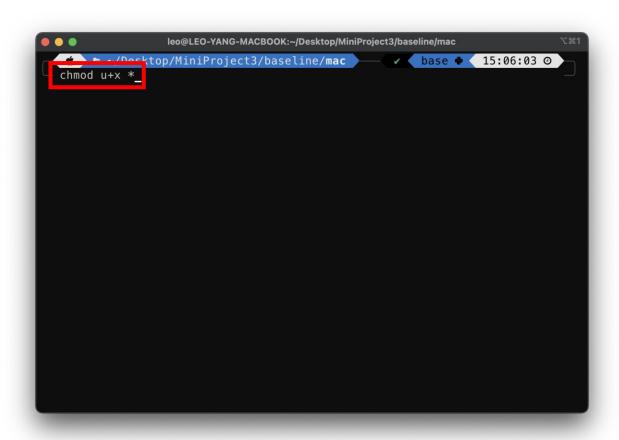


- 1. Install Homebrew
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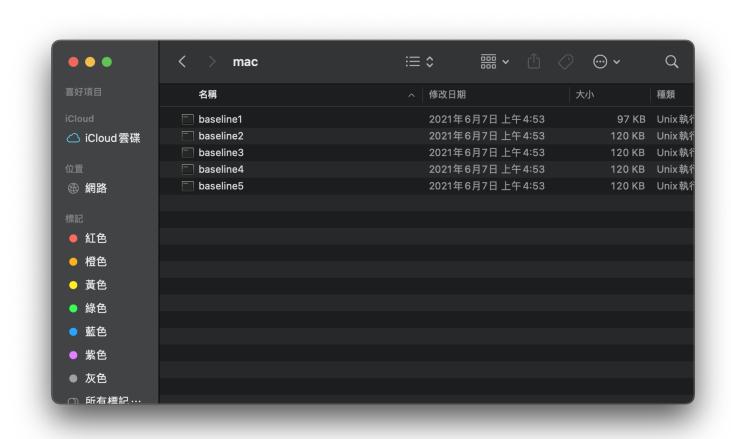
Change directory by entering "cd [project_path]/baseline/mac" in terminal



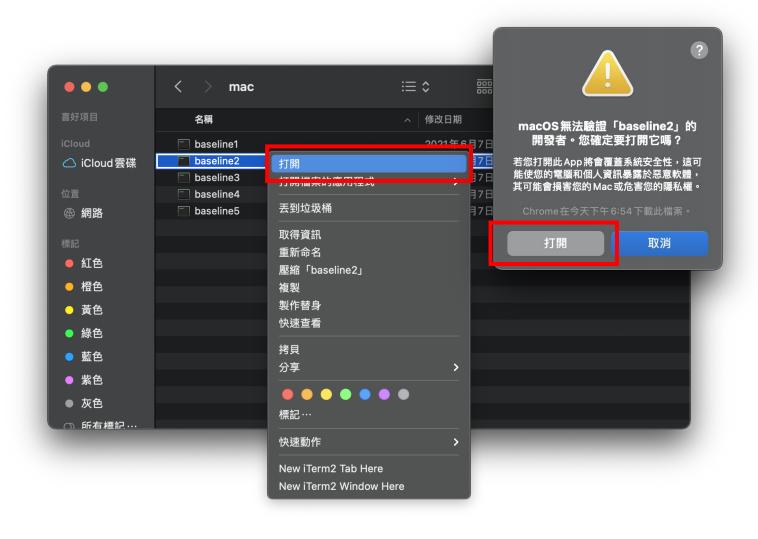
Type "chmod u+x *" in terminal to enable execution permission



Open "[project_path]/baseline/mac" in Finder

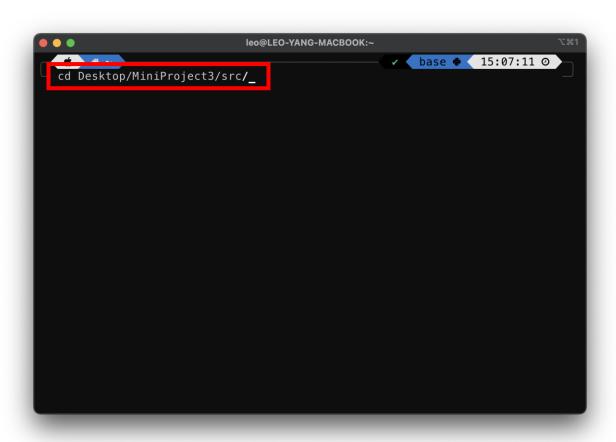


For all baselines, right click on the file and click "open", then click "open" on the pop-up window

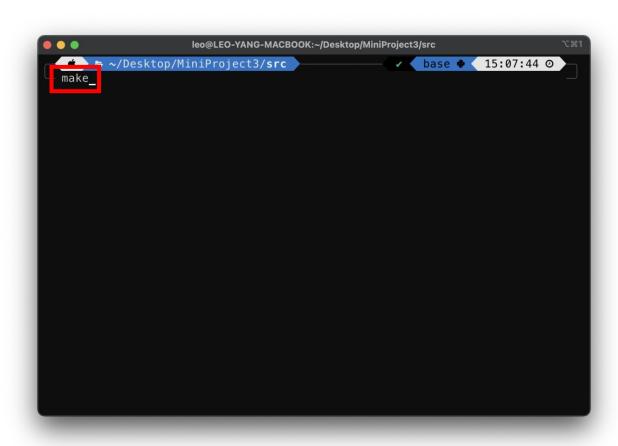


- 1. Install Homebrew
- 2. Install Coreutils
- 3. Modify file permissions
- 4. Compile your code
- 5. Execute your code

Change directory by entering "cd [project_path]/src" in terminal

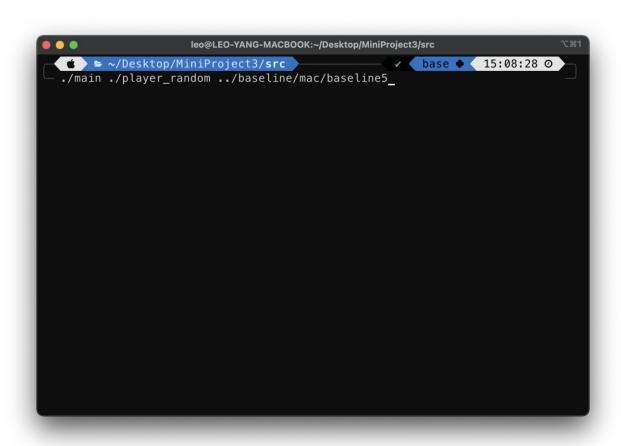


Type "make" to compile your code



- 1. Install Homebrew
- 2. Install Coreutils
- 3. Modify file permissions
- 4. Compile your code
- 5. Execute your code

Type "./main ./[AI1] ./[AI2]" in terminal to execute while in the "src" folder of your project



Happy Coding!