**Instructions for Compiling Crowd Simulation Code**

1. Create an empty project File > New > Project
   1. Select Win32 Console Application and type in the name of the project
   2. When the application wizard comes up hit Next and then select Empty Project
2. Copy project files to your folder
   1. Right click in the solution explorer at the application name you created
   2. Select Open Folder in File Explorer
   3. Copy the CrowdSim folder to this folder
3. Add source files to project
   1. Project > Add Existing Item…
   2. Select all the source files: Agent.{h,cpp}, Basic.{h,cpp}, cal3dmodel.{h,cpp}, Color.h, Environment.{h,cpp}, Point.h, Simulator.{h,cpp}, and Vector.h
4. Add OpenGL to project
   1. Project > Manage NuGet Packages
   2. Search for OpenGL
   3. Install nupengl core
5. Add Cal3dLibrary to libraries that will be linked in (Release and Debug)
   1. Project > Properties > Linker > Input
   2. Under Release add Cal3dLibrary.lib
   3. Under Debug add Cal3dLibraryDebug.lib
   4. Project > Properties > Linker > General
      1. Additional Library Dependencies – Select Edit…
      2. Release: navigate to your project folder\Cal3dLibrary\Release
      3. Debug: navigate to your project folder\Cal3dLibrary\Debug
6. Add Cal3d Library Include directory
   1. Project > Properties > C/C++ - select edit
   2. Navigate to project folder \Cal3dLibrary\Cal3dLibrary
   3. Select OK
7. You should be able to build your project now.
8. Copy env.txt to your project folder
9. Move cal3ddata to this same folder (where env.txt was copied).