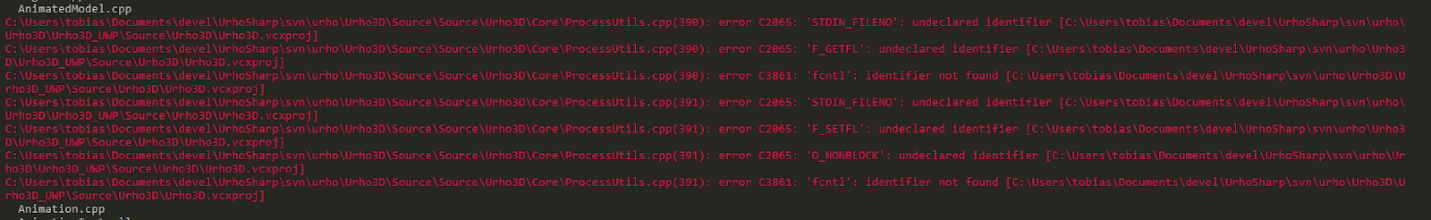
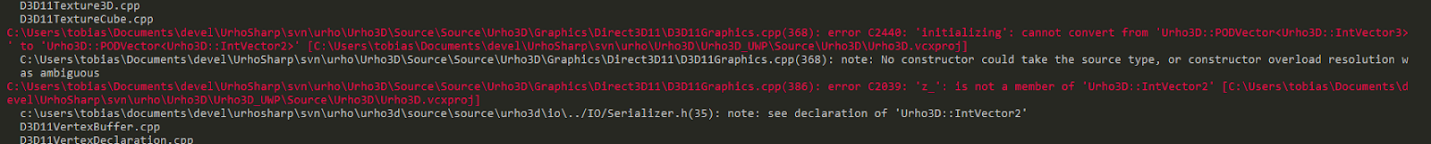
Execute in urho (base directory)

 MakeUWP.bat x86 Debug 2017

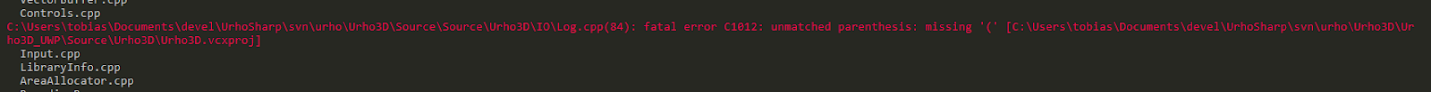


- Comment urho\Urho3D\Source\Urho3D\Source\Urho3D\Core\ProcessUtils.cpp:390:399 . This is done just to compile. Must to be fixed later.

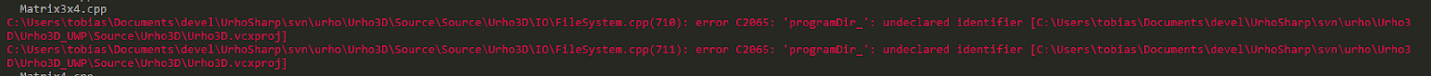


- Change IntVector2 to IntVector3 urho\Urho3D\Source\Urho3D\Source\Urho3D\Graphics\D3D11Graphics.cpp:368

    PODVector<IntVector3> resolutions = GetResolutions(monitor);

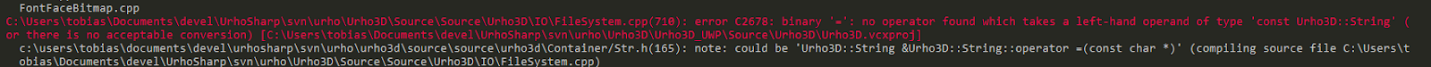


- Remove extra ) urho\Urho3D\Source\Urho3D\Source\Urho3D\IO\Log.cpp:84



- Add programDir\_ urho\Urho3D\Source\Urho3D\Source\Urho3D\IO\FileSystem.h:123

    String programDir\_;



- Replace urho\Urho3D\Source\Urho3D\Source\Urho3D\IO\FileSystem.cpp:710:711 with

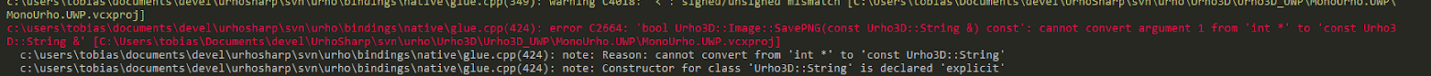
    wchar\_t exeName[MAX\_PATH];

    exeName[0] = 0;

    wcscpy(exeName, SDL\_UWP\_GetResourceDir());

    return AddTrailingSlash(exeName);

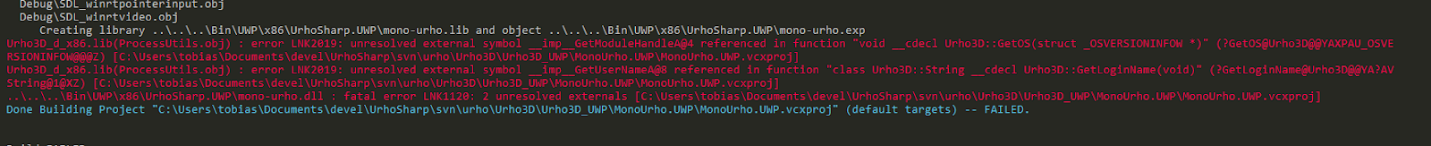
- With current native bindings were lots of errors but regenerating  them only one was found



to fixed just commented urho\Bindings\Native\glue.cpp:421:424

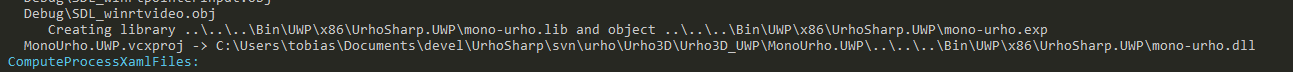
After execute this command in urho\Urho3D\Urho3D\_UWP directory

msbuild MonoUrho.UWP\MonoUrho.UWP.vcxproj /p:Configuration=Debug /p:Platform=x86



- Added this kernel32.lib;advapi32.lib in MonoUrho.UWP.vcxproj:65

After this binding is generated



Then the nuget package is generated and used to test the FeaturesSamples from Samples repository. When some sample is selected, this exception is launched but this function (SDL\_WINRT\_InitSdl) wasn't found in urho\Urho3D\Source\Source\ThirdParty\SDL or urho\Urho3D\Urho3D\_UWP\MonoUrho.UWP\SdlStub\SDL

