

Graphics_Framework

This repository will house a graphics framework that can chose between 2 api's open_gl and directX

External libs

- DirectXTK : <https://github.com/Microsoft/DirectXTK>
 - include in the project as a static lib.
- SOIL2 : <https://github.com/SpartanJ/SOIL2>
 - included in the project as a static lib.
- GLM : <https://github.com/g-truc/glm>
 - NOT include in the project
 - *only requires* that you have the headers
 - path is `$(DEVLIBS)glm`
- GLFW : <https://github.com/glfw/glfw>
 - included in the project as a dynamic lib.
 - ALL the '.dll' files are already in the places where the '.exe' will be generated.
- ImGui : <https://github.com/ocornut/imgui>
 - included in the project.
- Assimp : <https://github.com/assimp/assimp>
 - included in the project.
- GLEW : <http://glew.sourceforge.net/>
 - NOT included in the project
 - is used as a static lib
 - lib path is `$(DEVLIBS)glew\lib\$(PlatformTarget)`

Environment variable

- DEVLIBS : `C:\c++libs\`
 - aka in the folder where **YOUR** libs.
- PlatformTarget : in windows this should be x64 or x86 depending on the configuration.