# Linking Assimp

Look back at Lab 1 on how we set up and linked to freeglut, the same principle applies here for assimp. I will step through some of the main parts here:

*Before you can build the project, you first need to install the assimp library:*

- Copy assimp folder from the sample code on blackboard into your project
- now, go back to Visual Studio and go to the solution Explorer and right-click on your project name (which is written in bold-text) -> Properties (the bottom item in the Project menu).
- Select the configuration: "Release"
    - go to *Configuration Properties* -> C/C++ -> General
    - go to the *Additional Include Directories* field and first add the **include** directory of your assimp folder
    - go to *Configuration Properties* -> Linker -> General
    - go to the *Additional Library Directories* field and first add the **lib\Release\** directory of your assimp folder
    - go to *Configuration Properties* -> Linker -> Input
    - go to the *Additional Dependencies* field and type "assimp.lib " (but omit the " ")
- Select the configuration: Debug
    - Repeat for debug, but with the lib\Debug\ directory

Your application will also need Assimp32.dll to be included in your application folder.

- Copy the Assimp32d.dll file from the sample code to your "Debug" directory
- Copy the Assimp32.dll file from the sample code to your "Release" directory
- When you run the program, you should see two green monkey heads rotating around eachother



...............................................................................
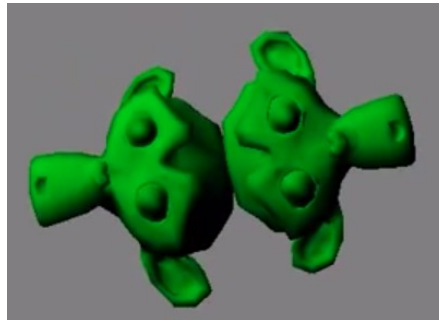
Note: If you would like to directly download assimp (e.g. if you are having problems with the sample code dlls and libs), do so here:

- Download Assimp 3.0 from here:
  https://sourceforge.net/projects/assimp/files/assimp-3.0/
- Download assimp--3.0.1270-full.zip since it gives you the prebuilt binaries for Windows/Visual Studio 32 and 64 bit
- If you are having problems with assimp, try downloading the source-only version and building the project to get the libraries associated with your version of Visual studio