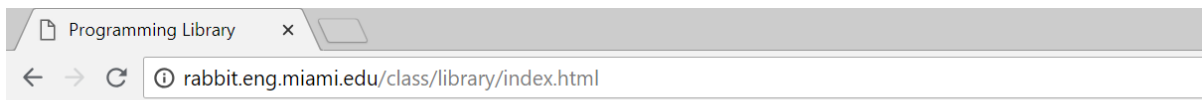


# Creating a New Project in Microsoft Visual Studio 2010

1. If you haven't already, download the graphics library files from <http://rabbit.eng.miami.edu/class/library/index.html>. There are two files to download:
  - a. Right-click on the file "library.h" and select "Save link as..." or "Save target as..." to download it. Make sure to save it in a location that you can easily find later, such as the Desktop or your Documents folder.
  - b. Download "library.obj" for Visual Studio 2010 in the same way (right-click, "Save link/target as...") and save it in the same easy-to-find location.



## Programming Library

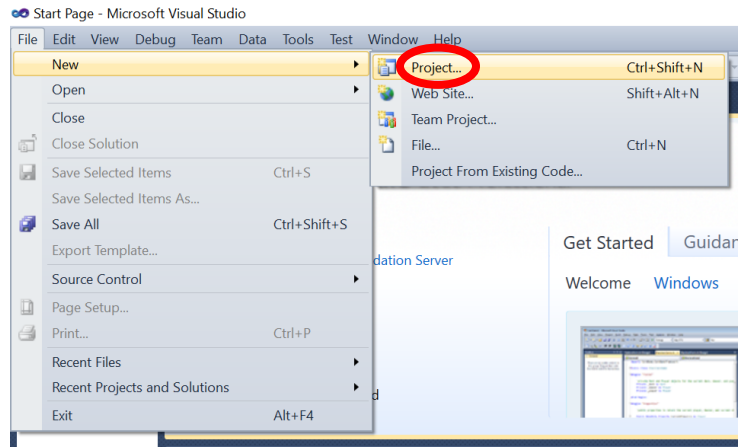
For all versions before August 2009 [follow this link](#).

### Latest Versions of Software

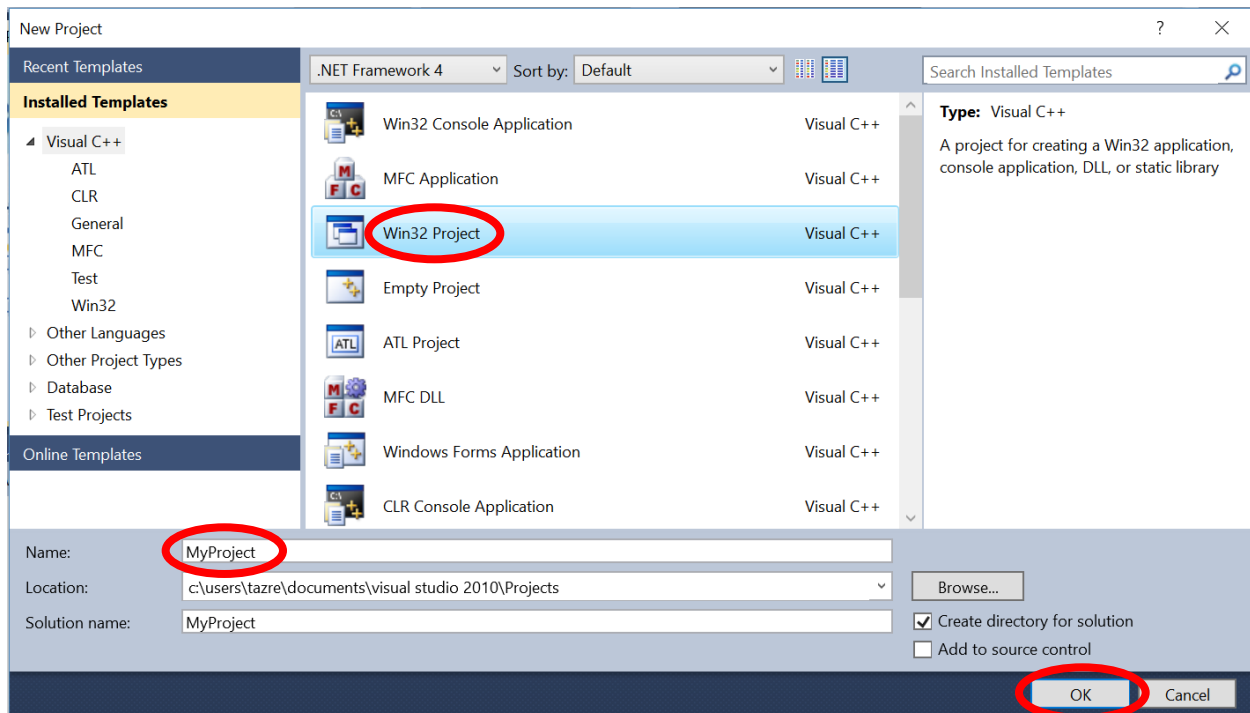
Completely rewritten August 2009, not the same as prior versions

- **For Visual C++, version 9, the full version that students can download legally from microsquid**
  - [How to set up a visual studio C++ project](#)
  - Version of 9th September 2011.  
Download by right-clicking and selecting "save target as".
  - For all version [library.h](#)
  - Plus one of (\*)
    - For Visual Studio 2017 (currently NOT recommended): [library.obj](#) (1,326,387 bytes)
    - For Visual Studio 2015: [library.obj](#) (1,425,929 bytes)
    - For Visual Studio 2013: [library.obj](#) (1,344,930 bytes)
    - For Visual Studio 2012: [library.obj](#) (1,322,361 bytes)
    - For Visual Studio 2010: [library.obj](#) (1,208,548 bytes)
    - For Visual Studio 2008: [library.obj](#) (1,257,120 bytes)
    - For Visual Studio 2005: [library.obj](#) (1,223,359 bytes)
    - For Visual Studio 2003: [library.obj](#) (1,181,450 bytes)
  - (\*) OR (advanced stuff) if you want a stand-alone executable, one of these instead:
    - For Visual Studio 2010: [library.obj](#) (1,373,814 bytes)
  - [Introductory Documentation](#).
  - [Detailed Documentation, Parts I & II, updated 13th February 2010](#).

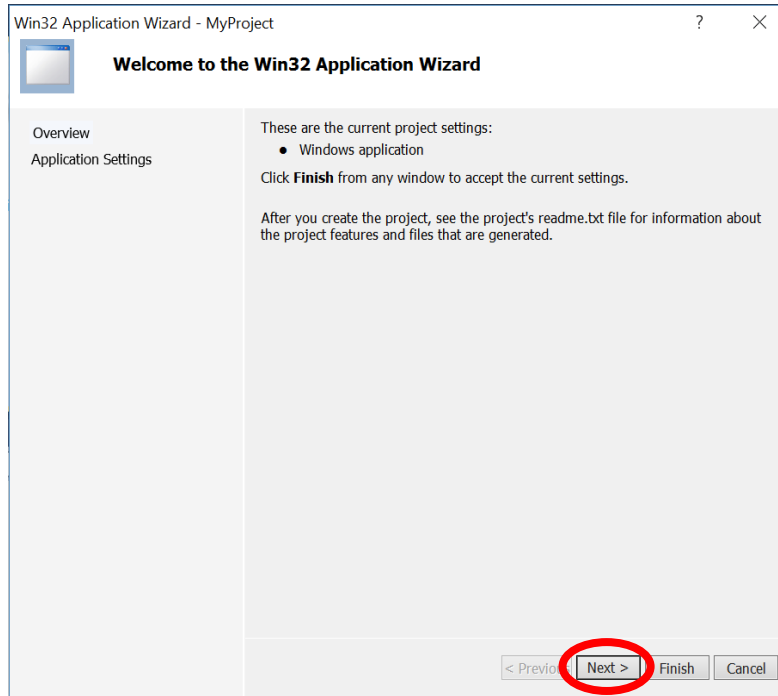
2. Open Visual Studio 2010 and click on **File > New > Project...**



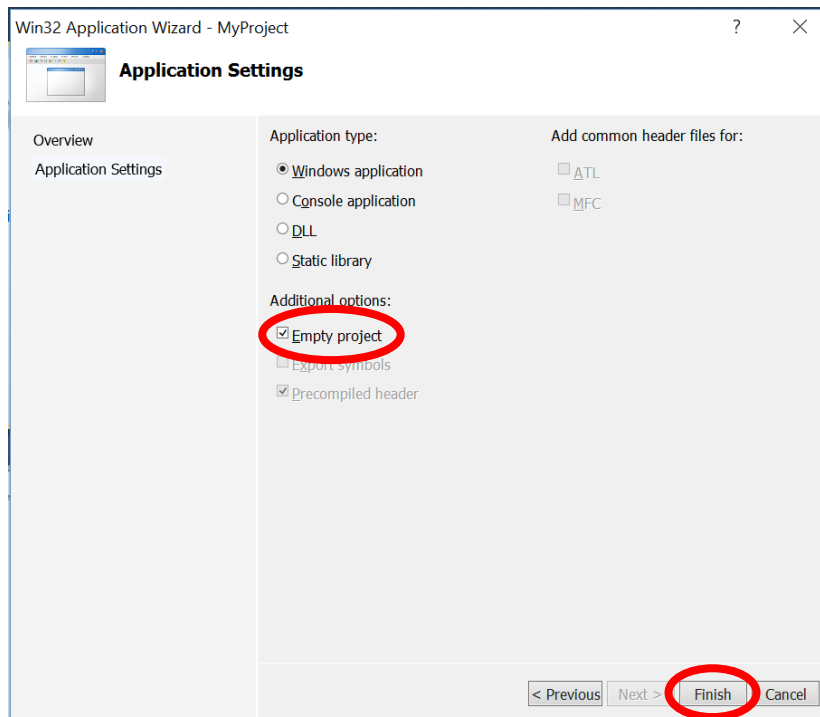
3. Enter a name for your project in the “Name” box. I named this example project “MyProject”. From the list of available C++ project types, select **Win32 Project** and click **OK**.



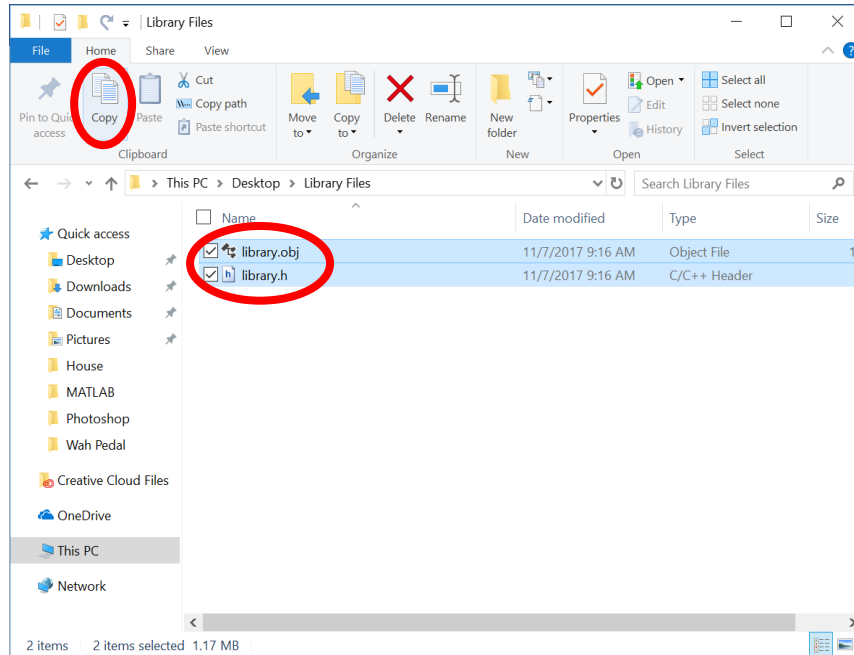
4. The Win32 Application Wizard should pop up. Click **Next**.



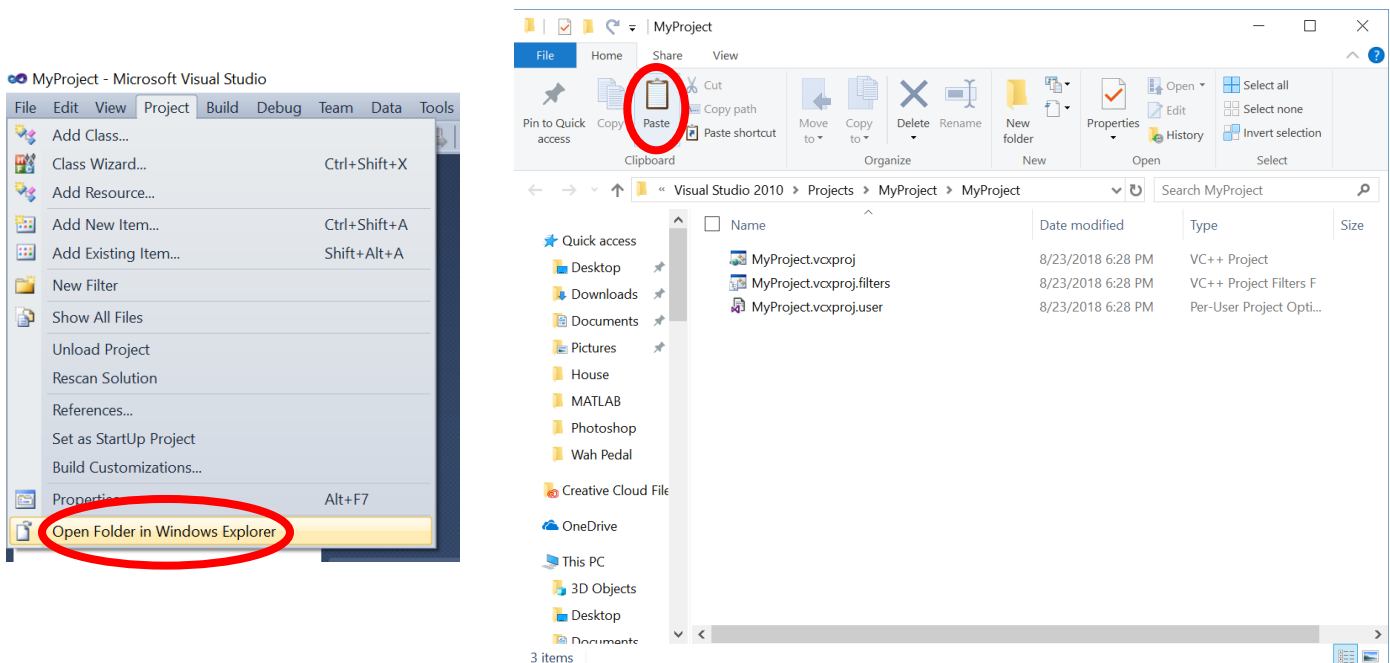
5. On the next page, check off the option for **Empty project**. Then click **Finish**.



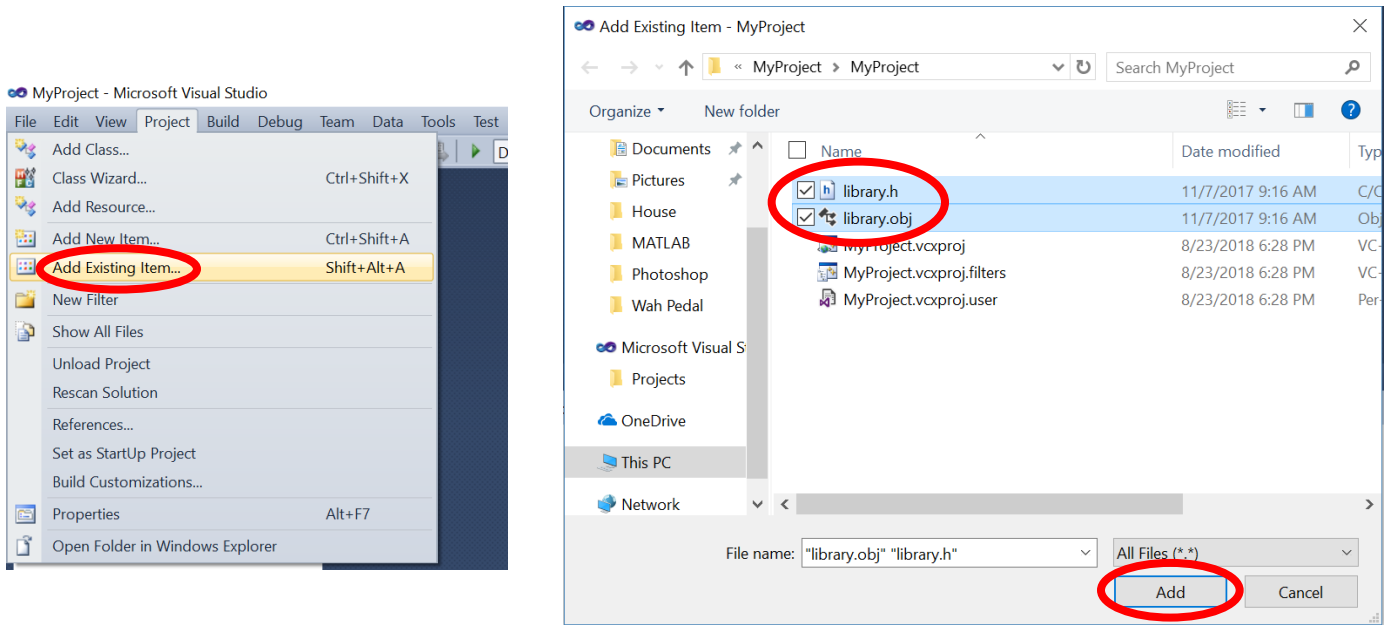
- Visual Studio should create an empty project for you. Now, you need to include the graphics library files in your new project. Open up Windows Explorer and navigate to the location where you saved "library.h" and "library.obj". Select the two files and copy them by clicking **Home > Copy** or by using the **Ctrl+C** keyboard shortcut.



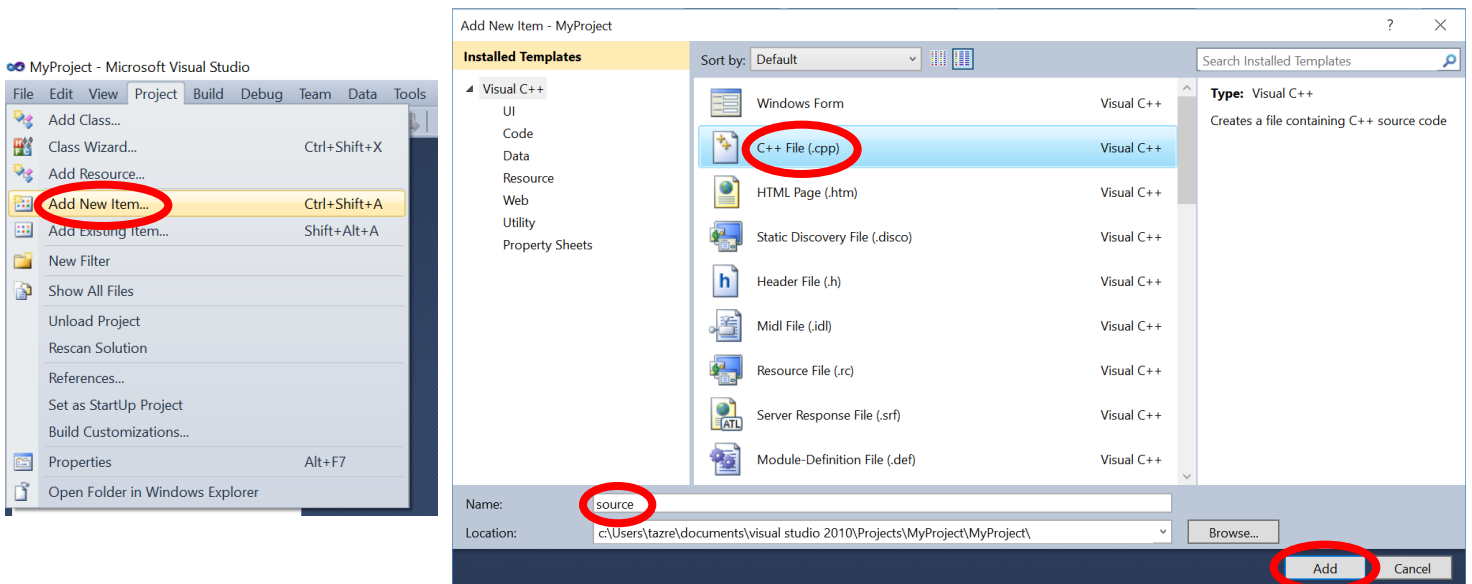
- Go back to your Visual Studio Project and click on **Project > Open Folder in Windows Explorer**. This will open your project folder. Paste the library files in this folder by clicking **Home > Paste** or using the **Ctrl+V** keyboard shortcut. Then close Explorer.



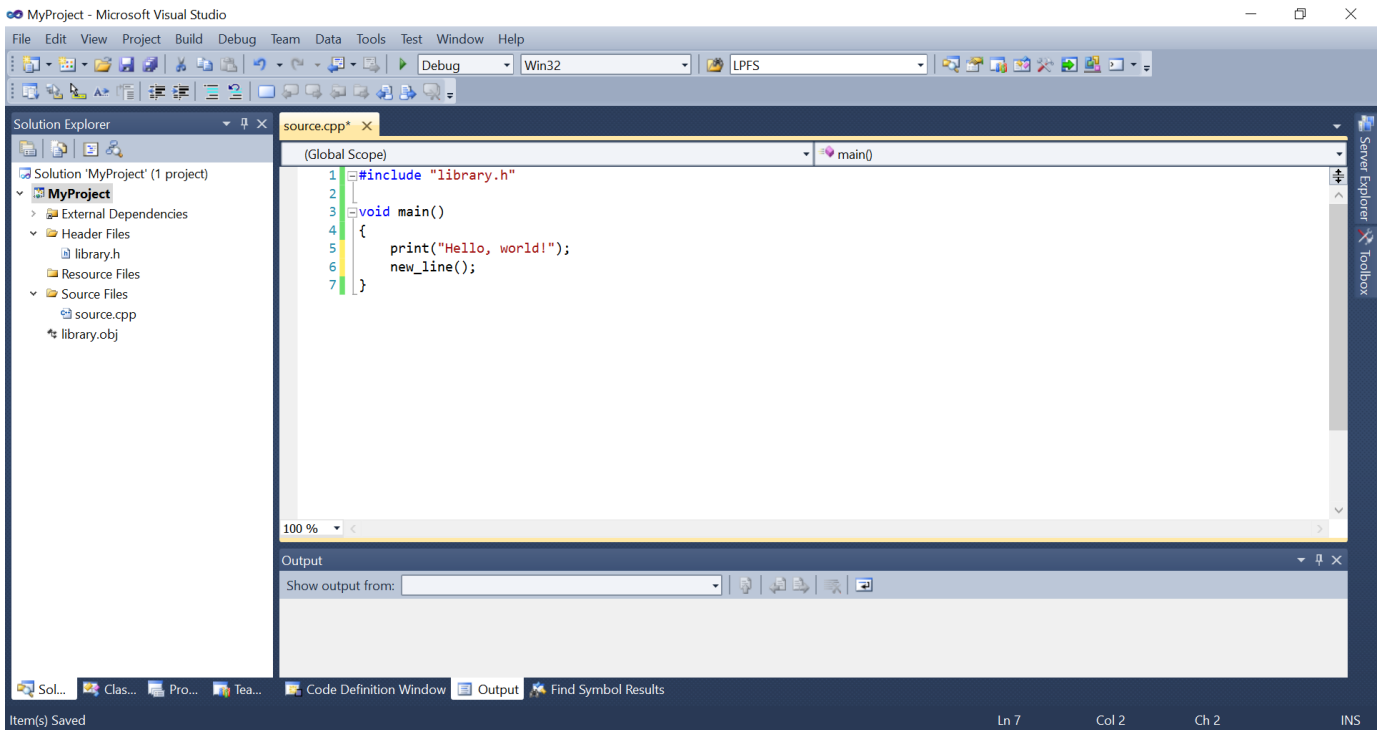
8. Back in Visual Studio, click **Project > Add Existing Item...** to add the library files to the project. Select the two library files from the project folder where they were just pasted and click **Add**. You should see the library files appear in the Solution Explorer panel of Visual Studio.



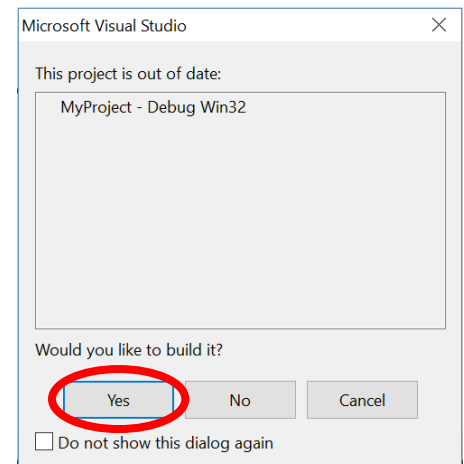
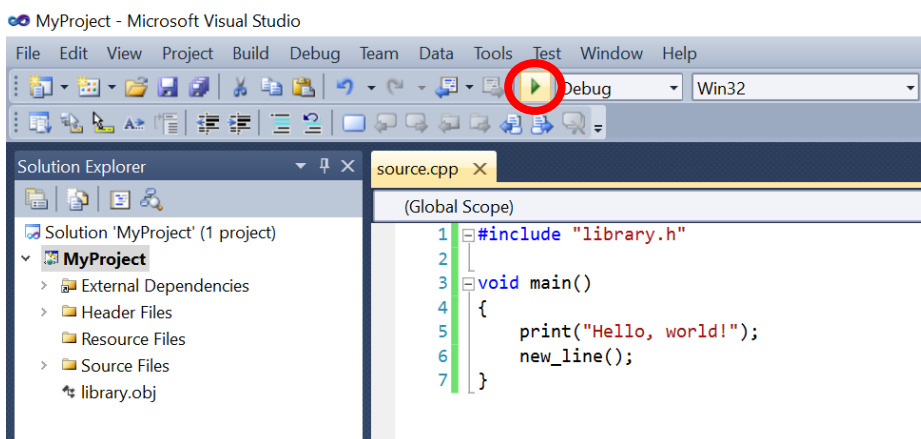
9. Create a new .cpp file to write your own code by clicking **Project > Add New Item...** and selecting **C++ File (.cpp)** from the list of file types. Give your file a name and click **Add**.



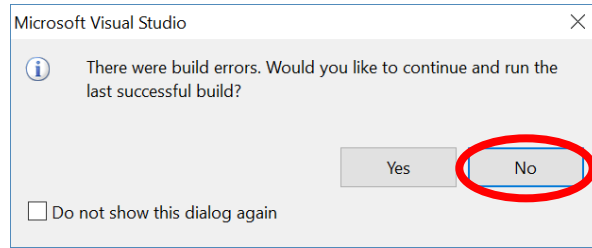
A blank text file will be created. You will type all your code in this file. Be sure to use the line `#include "library.h"` at the top of your code.



10. Once you are ready to compile and run your code, click on the “play” button (green triangle) or go to **Debug > Start Debugging**. Click **Yes** if asked if you would like to build the project.



11. Your program should now start to compile. If there are errors, you will see a dialog box pop up like the one shown below. Click **No**, fix your code, and try to run it again (Step 10).



12. If there are no errors, your program will run!

