Exercise #3 instructions			
Download & unzip CosmicProtector	Slide 2		
Create a new Code::Blocks project	Slide 3		
Remove main.cpp from project	Slide 4		
Add source files	Slide 5		
Add include files	Slides 7-8		
Make 32 bit application	Slide 9-10		
Add liballegro library	Slides 11-12		
Open cosmic_protector.cpp source file	Slide 13		
Make the application as a GUI app	Slide 14-15		
Build the game	Slide 16		
Copy the data folder	Slide 17-18		
Run the game	Slide 19-20		

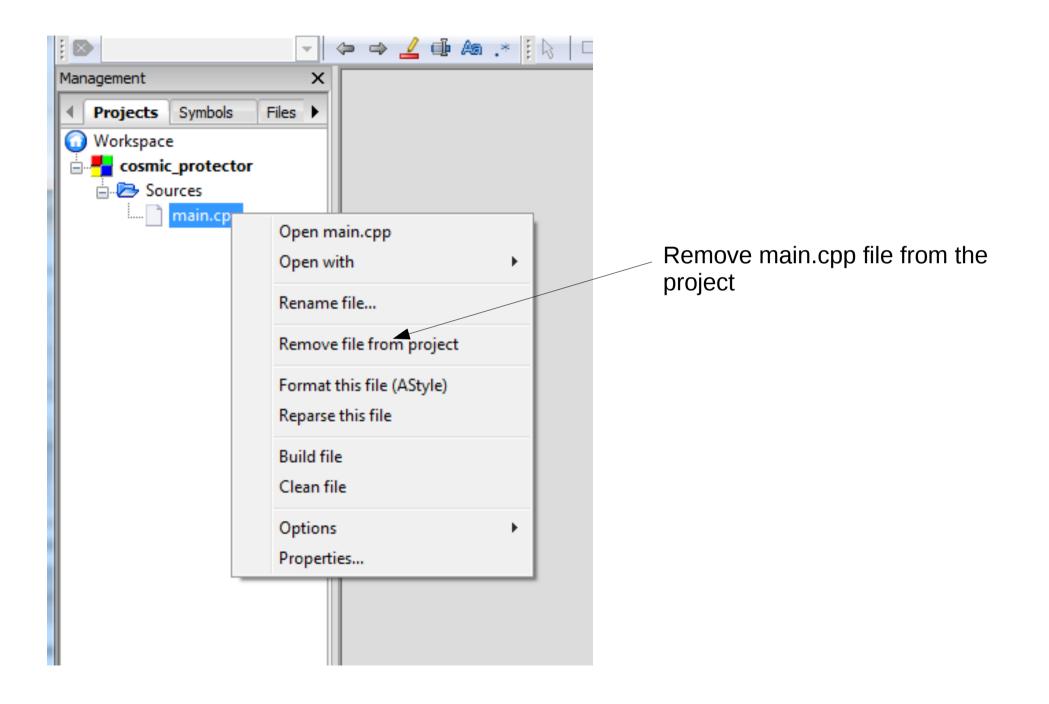
Download CosmicProtector zipped archive from the class web site. Extract into its own folder

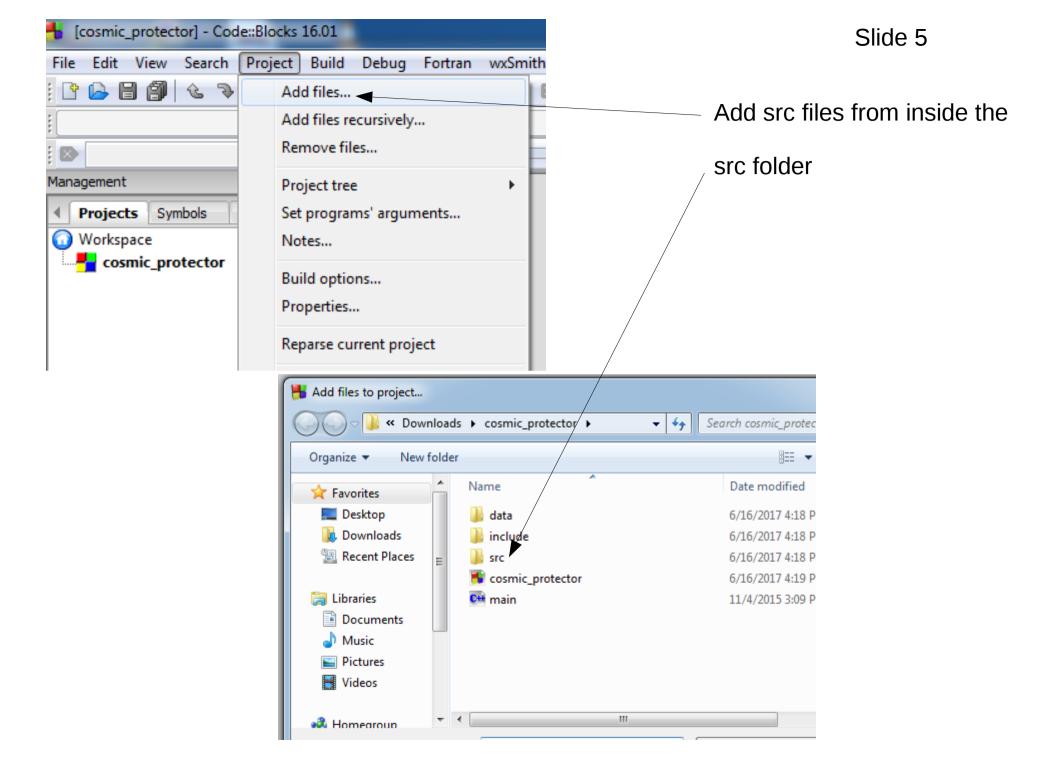
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Slide 2

Create a new Code::Blocks Console C++ project in the target folder with the exact same name as the unzipped folder

Console application	
🐻 Console	Please select the folder where you want the new project to be created as well as its title.
	Project title:
	cosmic_protector
	Folder to create project in:
	C:\Users\Lenovo\Downloads\
	Project filename:
	cosmic_protector.cbp
	Resulting filename: C:\Users\Lenovo\Downloads\cosmic_protector\cosmic_r
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	< <u>B</u> ack <u>N</u> ext > <u>C</u> ancel





1 Enter the cosmic_protector folder 2 Enter the src folder

5 Confirm under Projects Tab 23 Add files to project... Management × « cosmic_protector + src **- - ↓ ↓** Search src م Projects Symbols Files Workspace New folder 0 Organize 🔻 distriction and the sector sec Sources . Name Date modified Type 😭 Favorites 📩 🔁 src 🔲 Desktop C++ Asteroid 1/13/2015 2:30 PM C++ sour Asteroid.cpp C++ BitmapResource Downloads 1/13/2015 2:30 PM C++ sour BitmapResourc Recent Places C++ Bullet C++ sour 1/13/2015 2:30 PM Bullet.cpp C++ ButtonWidget 1/13/2015 2:30 PM C++ sour ButtonWidget. Libraries C++ collision 1/13/2015 2:30 PM C++ sour collision.cpp Documents CH cosmic_protector 1/13/2015 2:30 PM C++ sour cosmic_protec Music 🕶 Debug 1/13/2015 2:30 PM C++ sour Debug.cpp 🕶 DisplayResource Pictures C++ sour 1/13/2015 2:30 PM DisplayResourc C++ Entity H Videos 1/13/2015 2:30 PM C++ sour Entity.cpp C++ Explosion 1/13/2015 2:30 PM C++ sour Explosion.cpp 💻 Computer C++ FontResource FontResource. 1/13/2015 2:30 PM C++ sour C++ Game Local Disk (C:) Game.cpp 1/13/2015 2:30 PM C++ sour 👝 System Reserved C++ GUI GUI.cpp 1/13/2015 2:30 PM C++ sour 👝 System Reserved 👻 🕢 Input.cpp ш LargeAsteroid. File name: "Asterøid" "BitmapResource" "Bullet' 🔻 All files (*.*) LargeBullet.cp LargeSlowBull(Open Cancel logic.cpp MediumAsterc Player.cpp Logs & o PowerUp.cpp

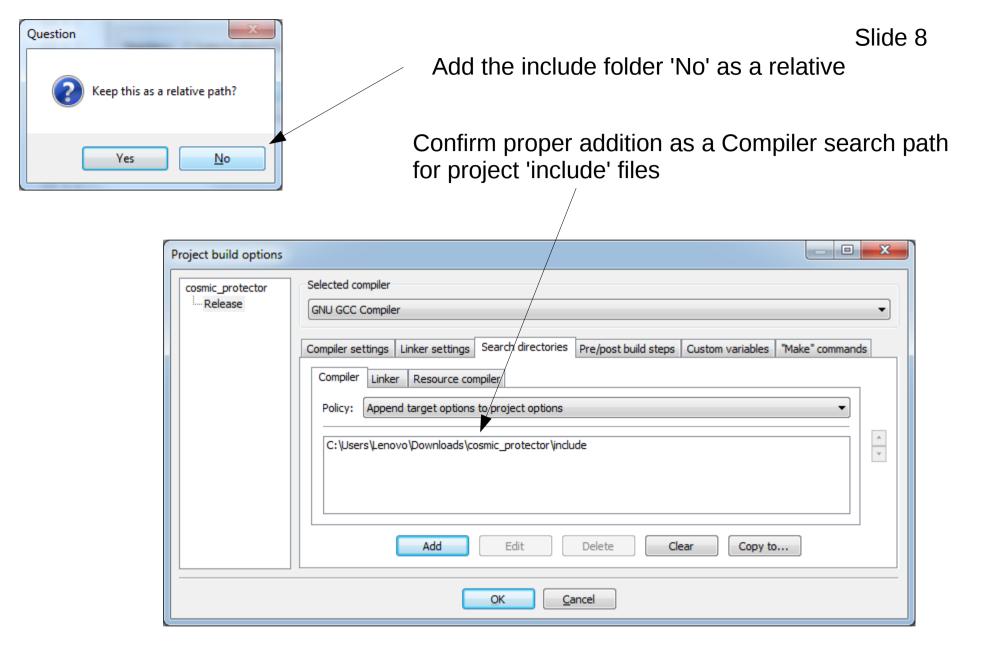
3 Ctrl-A – select all files in src folder / 4 Click 'Open' button to add all src files Slide 6

1 Project build options

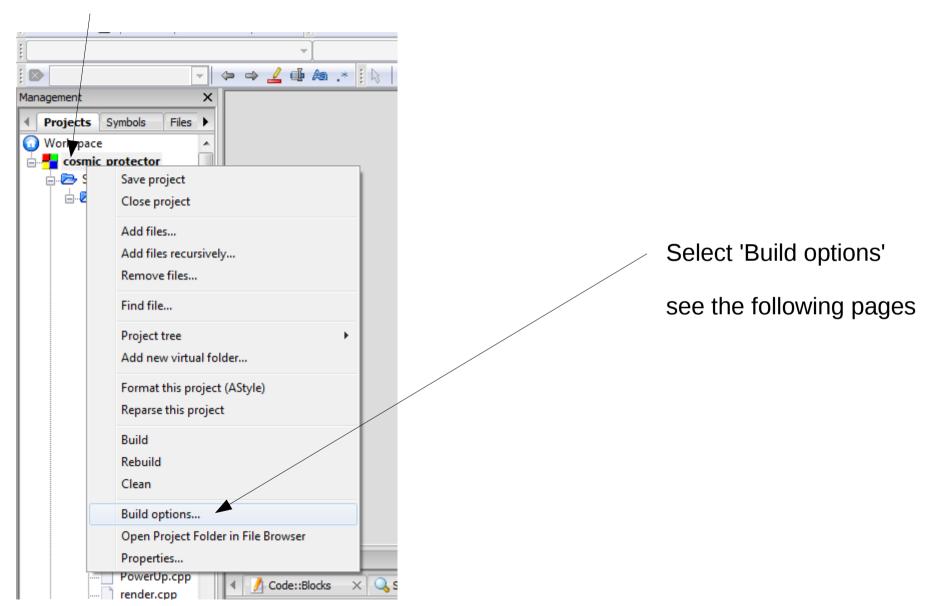
Slide 7

	2 C	compiler Search directories tab
Project build options	Selected compiler GNU GCC Compiler Compiler settings Linker settings Search directories Pre/post build steps Cupile Add directory State Policy: Directory: C:\Users\Lenovo\Downloads\cosmic_protector\	om variables "Make" commands Browse For Folder
	OK Cancel	4 in the Cosmic Protector folder
gs & others	🔍 Search results 🛛 🏹 Cccc 🗙 🔇 Build log 🗙 📌 Build message	
	ne Message 3 Add folder	Make New Folder OK Cancel
		`

...next slide



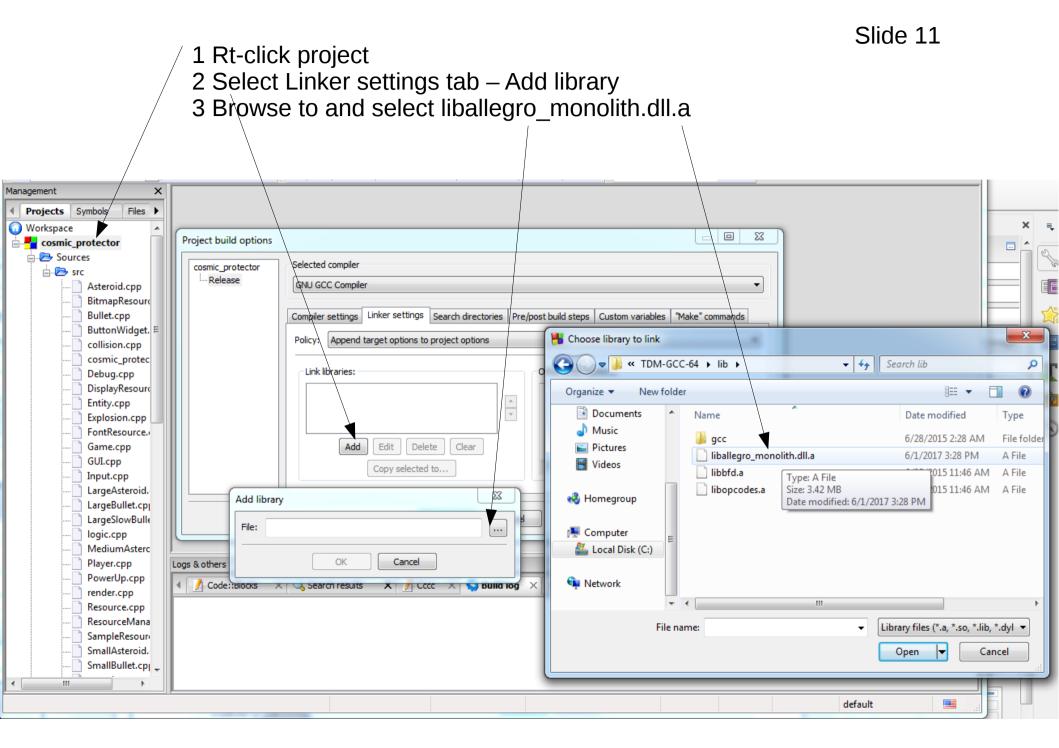
Right click on the CosmicProtector project



1 Project build options 2 Compiler Settings

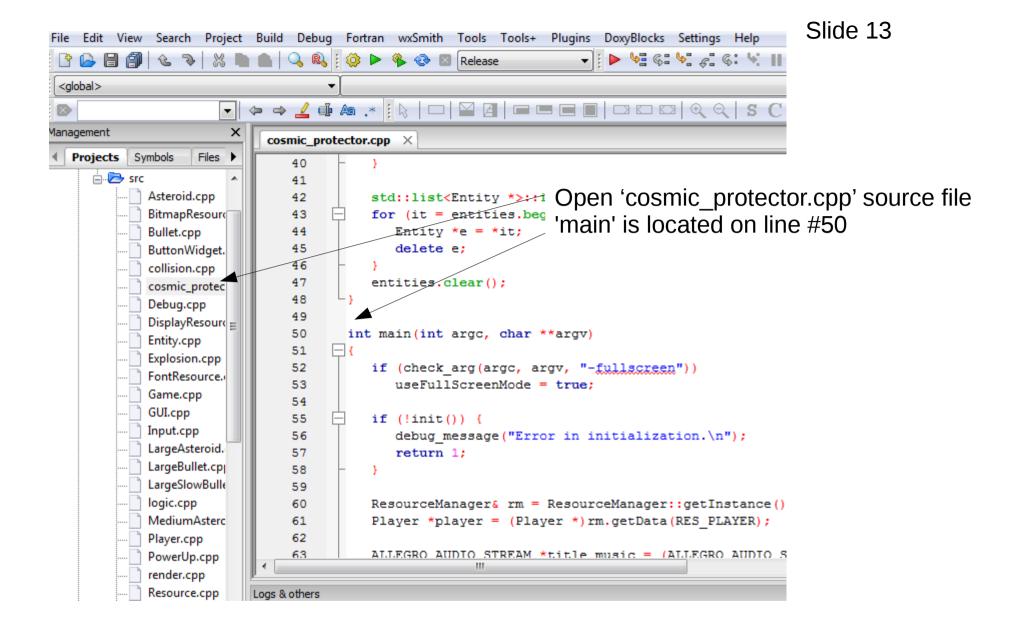
Project build options CosmicProtector Image: Release GNU GCC Compiler Compiler settings Linker settings Selected compiler Compiler settings Dicy: Append target options to project options Compiler Flags Other compiler options Other compiler options Other compiler options Other compiler options Have gcc follow the 1999 ISO C language standard [-std=c] Have gcc follow the 1999 ISO C language standard [-std=c99] Linker sector
GNU GCC Compiler Compiler settings Linker settings Search directories Pre/post build steps Custom variables Make" commands Policy: Append target options to project options Compiler Flags Other compiler options Other
In C mode, support all ISO C90 programs. In C++ mode, remove GNU ext Target x86 (32bit) [-m32] Target x86_64 (64bit) [-m64] NOTE: Right-click to setup or edit compiler flags.

⁷ 3 Check box for: Target x86 (32 bit) [-m32]



Confirm the correct addition of all the libraries

roject build options							
cosmic_protector	Selected compile						
	Compiler settings	; Linker	settings	Search directories	Pre/post build steps	Custom variables	"Mak
	Policy: Append target options to project options Link libraries: Other linker options: C:\TDM-GCC-64\ib\iballegro_monolith.dll.a Image: Copy selected to Add Edit Delete Clear Copy selected to						
				OK Ca	ancel		

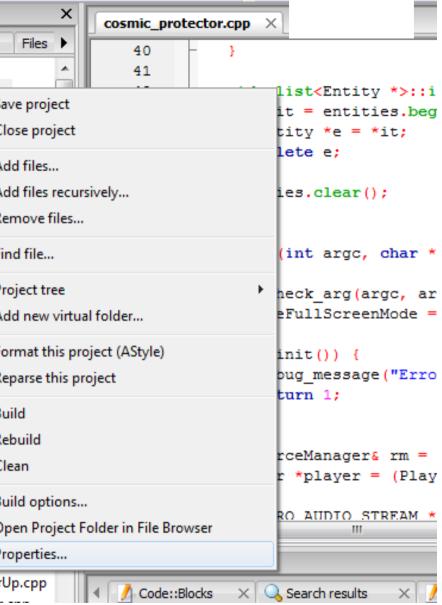


	- Workspace	- 1
		Save project Close project
		Add files Add files recursively Remove files
Make the application a GUI applica		Find file
1 right click cosmic-protector project	ct	Project tree Add new virtual folder
2 select 'Properties'		Format this project (AStyl Reparse this project
		Build Rebuild Clean
		Build options Open Project Folder in Fil
		Properties werUp.cpp

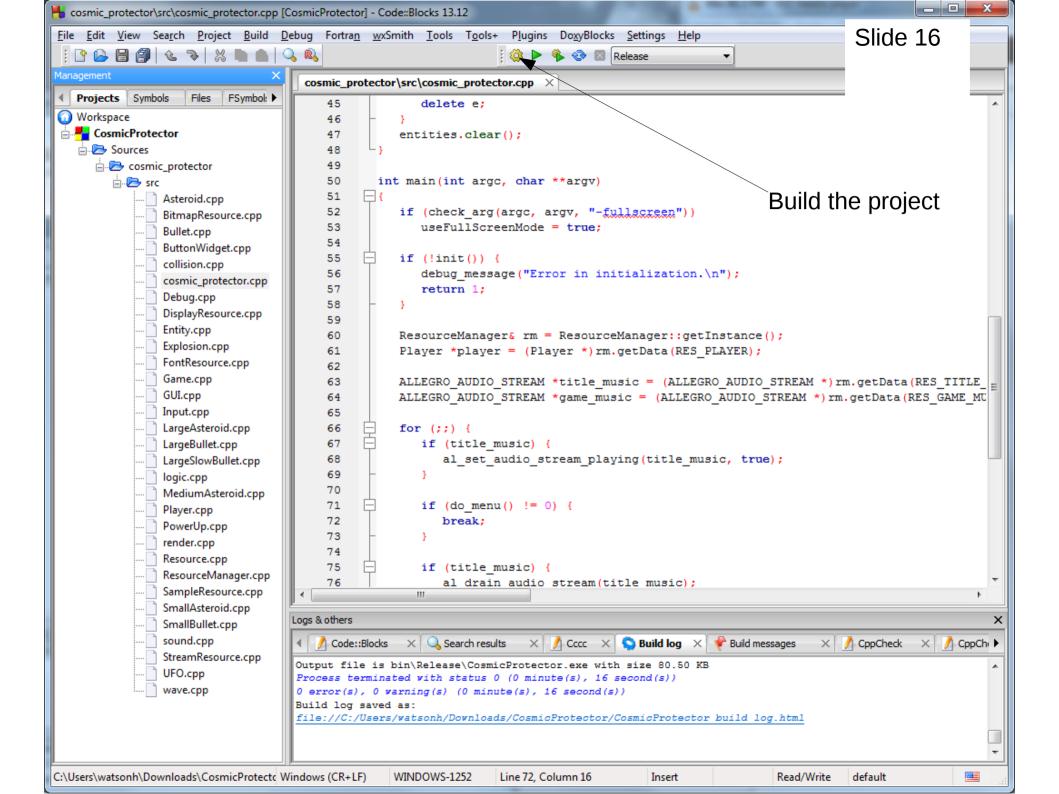
Management

Workspace

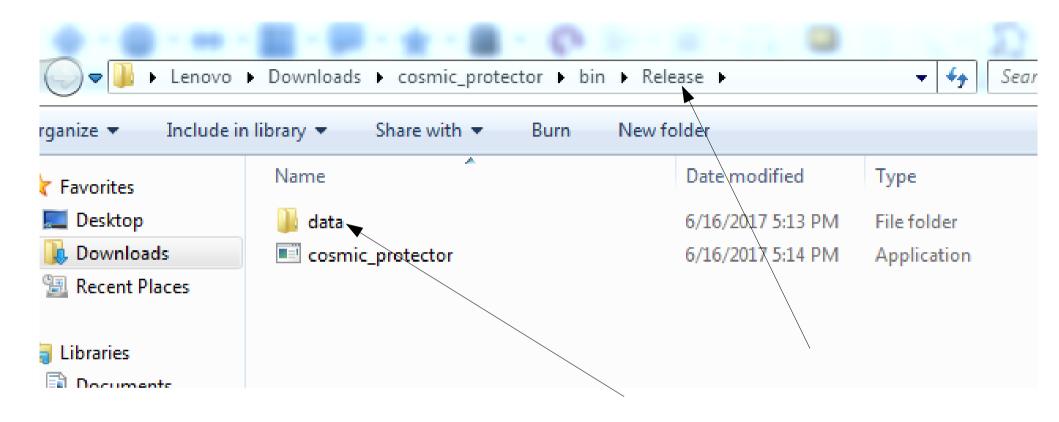
Projects Symbols

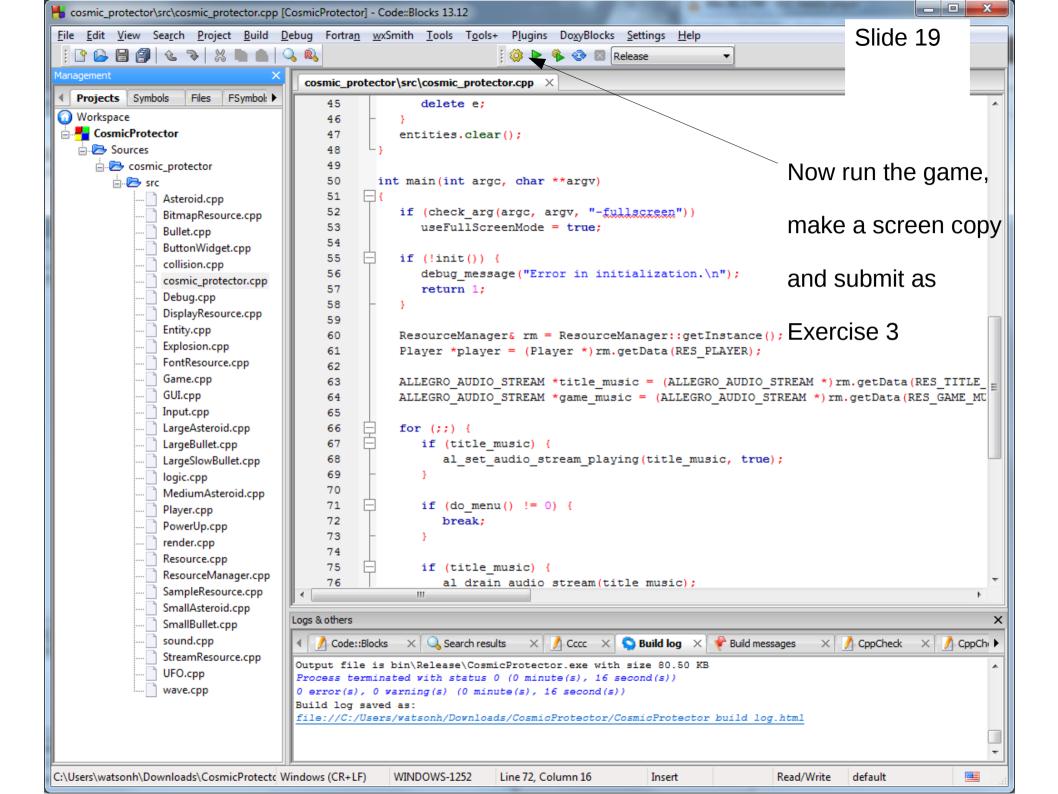


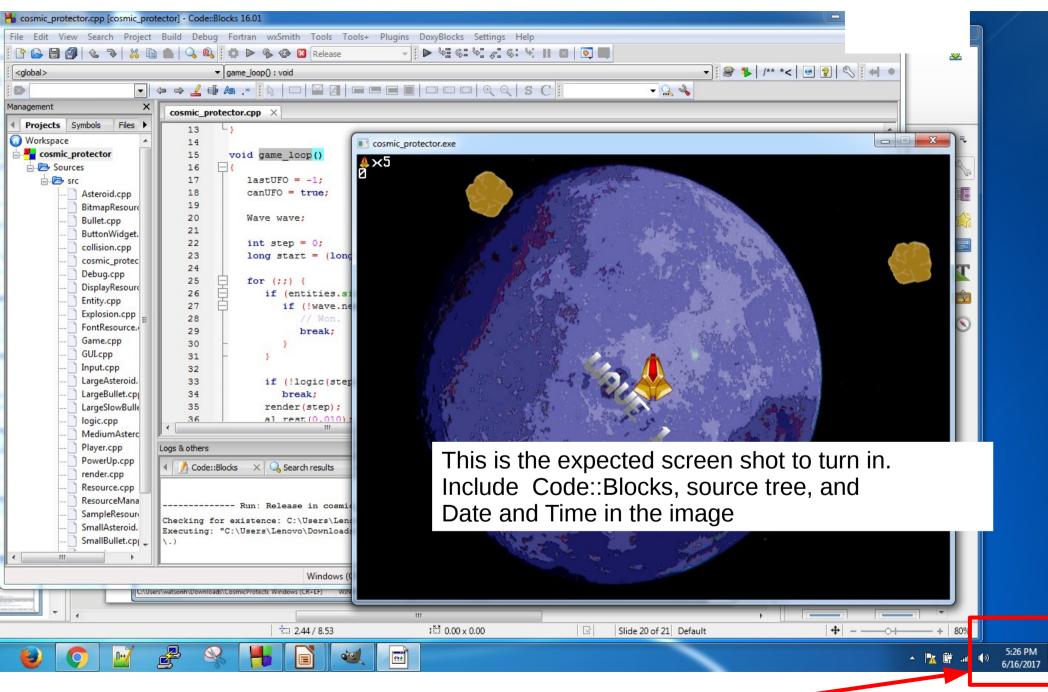
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	Build targets		Selected build target o	ptions			<u> </u>	
	Release	Add	Platforms:	All				
		Rename	Type:	Console application				
		Duplicate		GUI application Console application	ends			
		Delete		Static library Dynamic library	ile			
		Virtual targets. Dependencies. Re-order Build options		Commands only Native \$(TARGET_OUTPUT_L \$(TARGET_OUTPUT_L Auto-generate filer Auto-generate filer obj\Release\	DIR)\$(TARGET_OUTP			
		Create project from target	t cosmic_protector\s	rc\BitmapResource.cpp rc\Bullet.cpp	/? off	Selected file pro	operties	
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 Libraries Documents Music Pictures Videos Homegroup 		src src cosmic_protector cosmic_protector.depe main	Use 'Windows explor from the project folde into the 'bin/Release/ program .exe nex	er' to copy th r folder with th	
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Make sure to include Date and Time