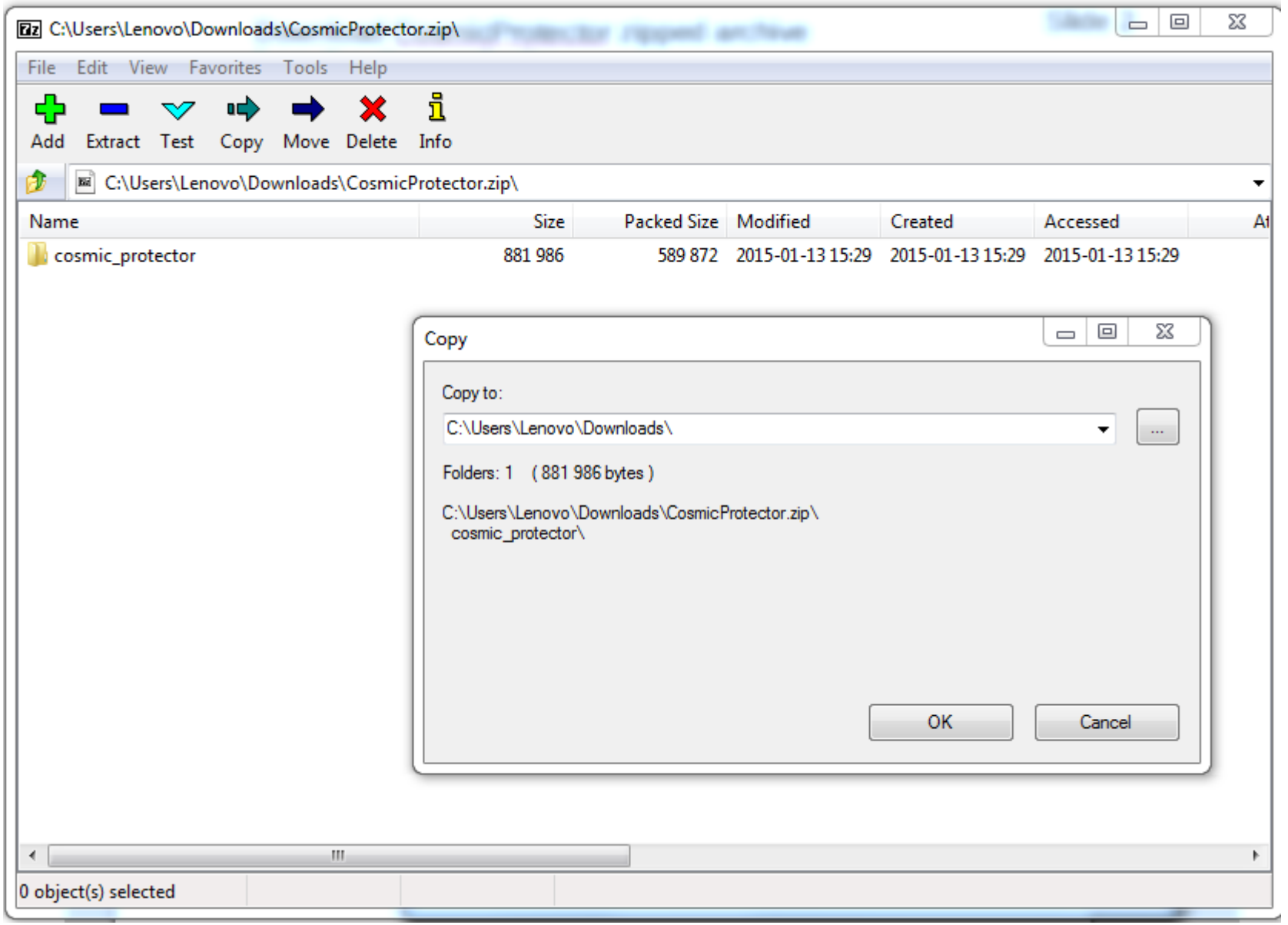
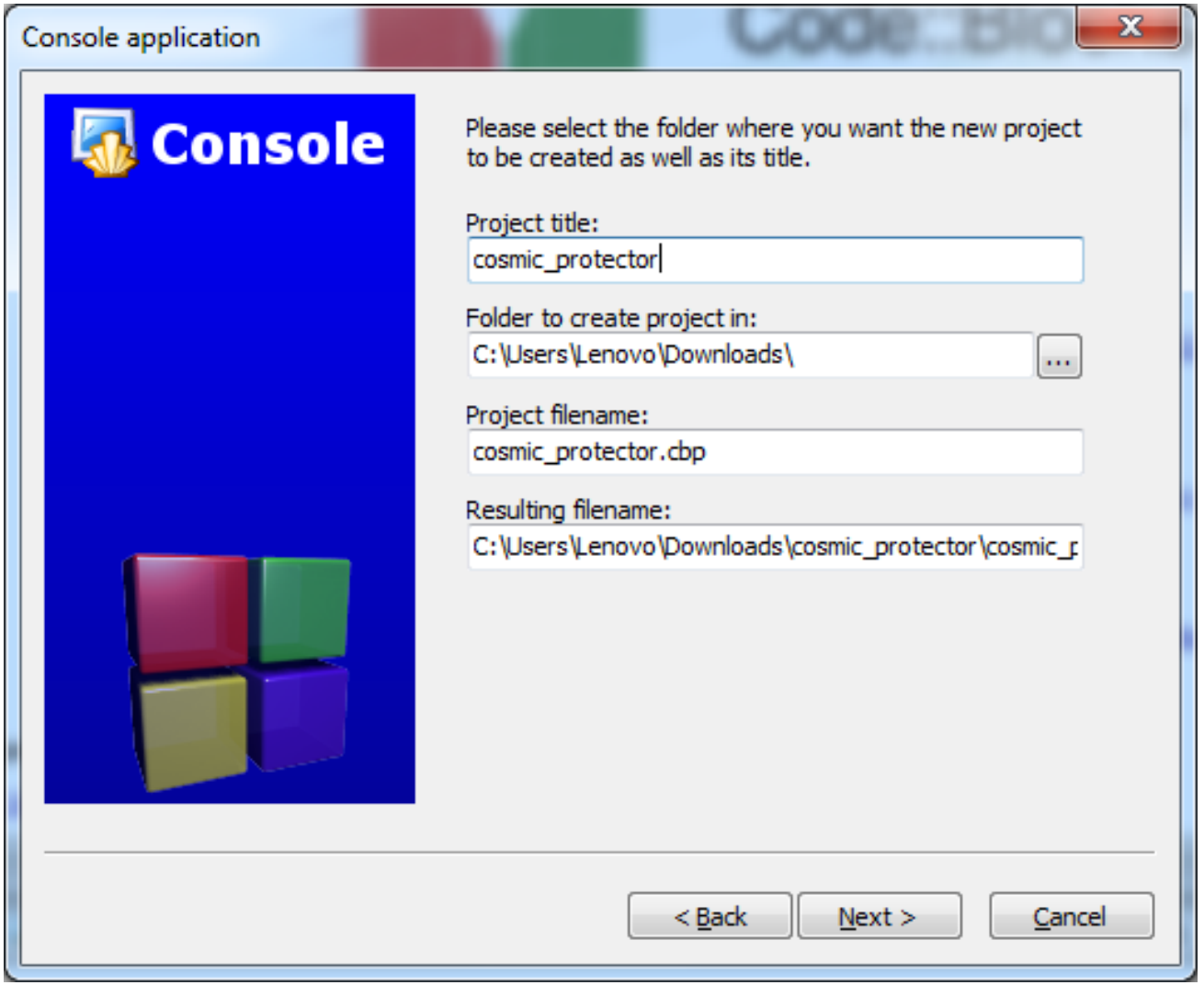
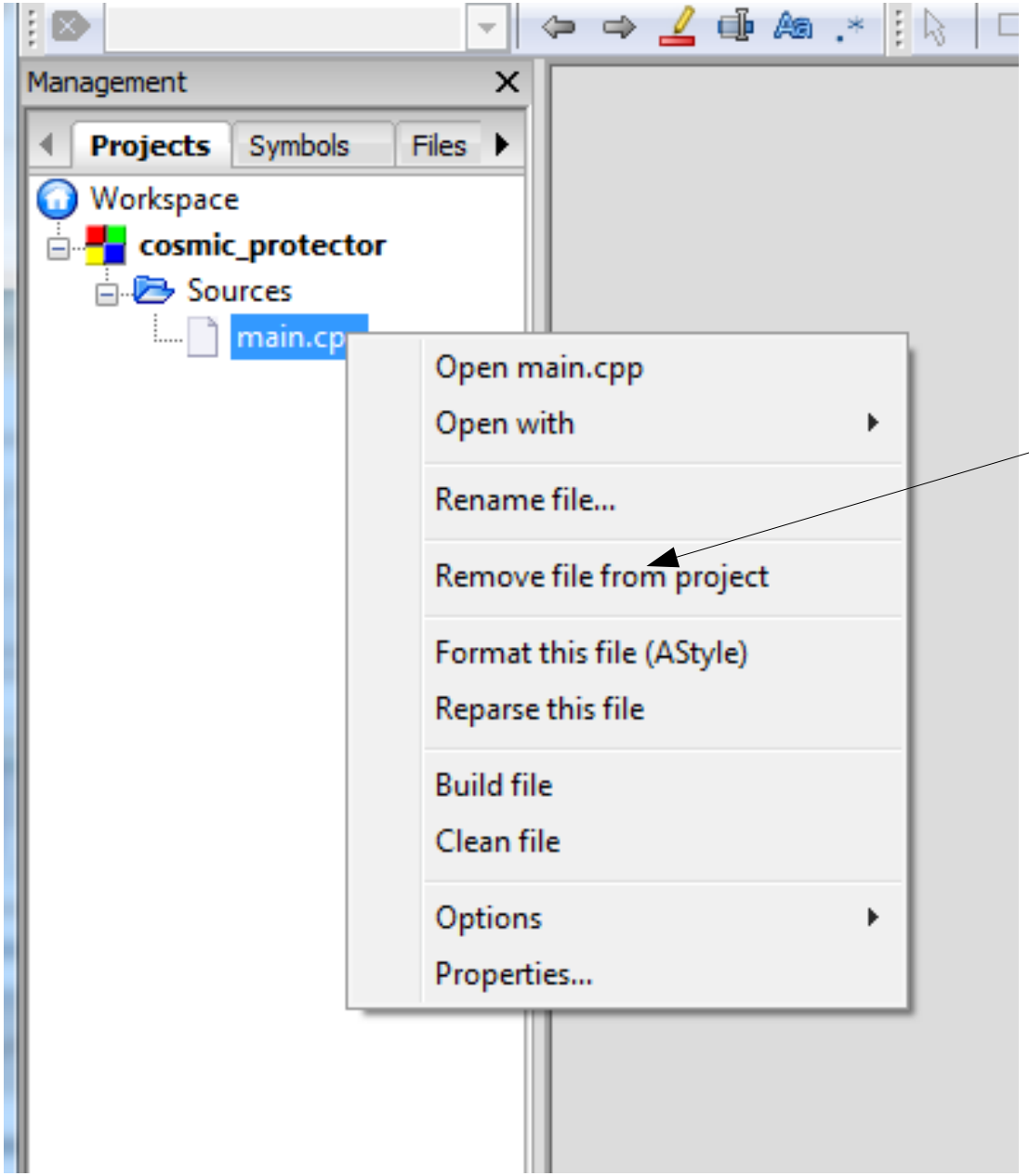
Exercise #3 instructions	
Download & unzip CosmicProtector	Slide 2
Create a new Code::Blocks project	Slide 3
Remove main.cpp from project	Slide 4
Add source files	Slide 5
Add include files	Slides 7-8
Make 32 bit application	Slide 9-10
Add liballegro library	Slides 11-12
Open cosmic_protector.cpp source 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

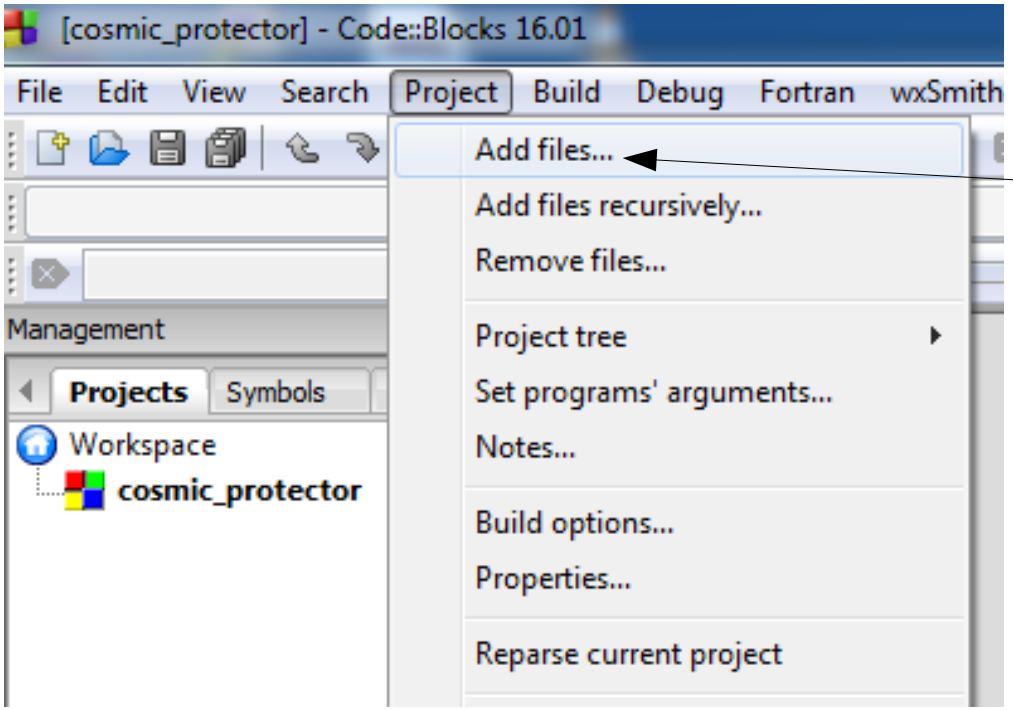


Create a new Code::Blocks Console C++ project in the target folder with the exact same name as the unzipped folder

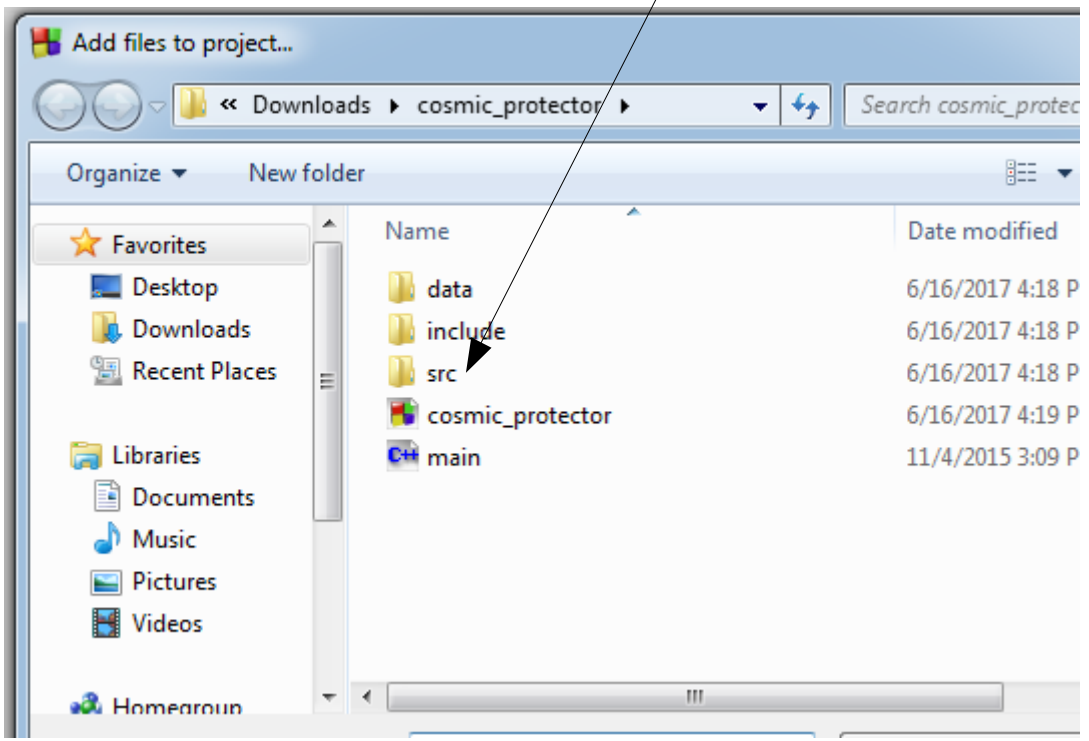




Remove main.cpp file from the project

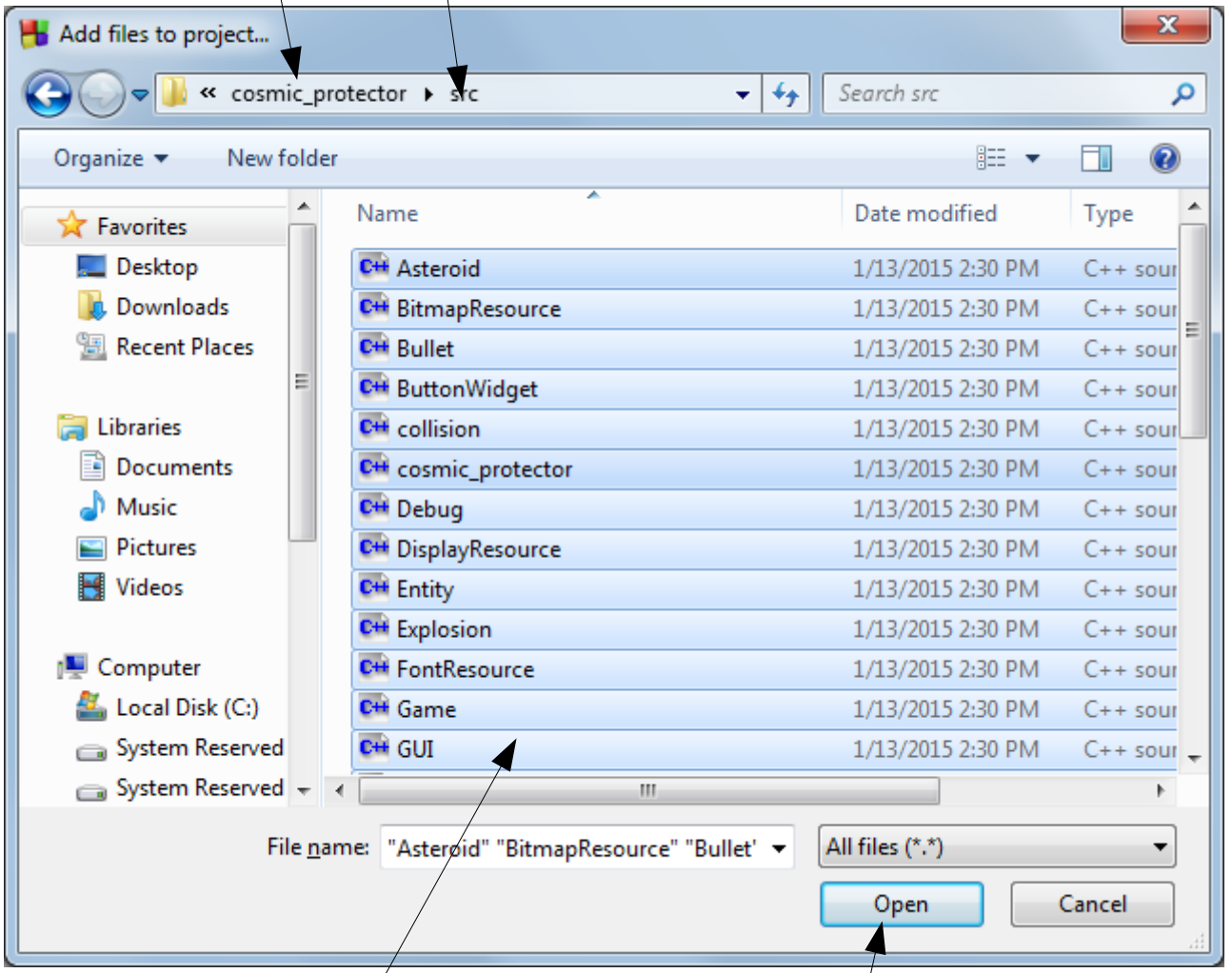


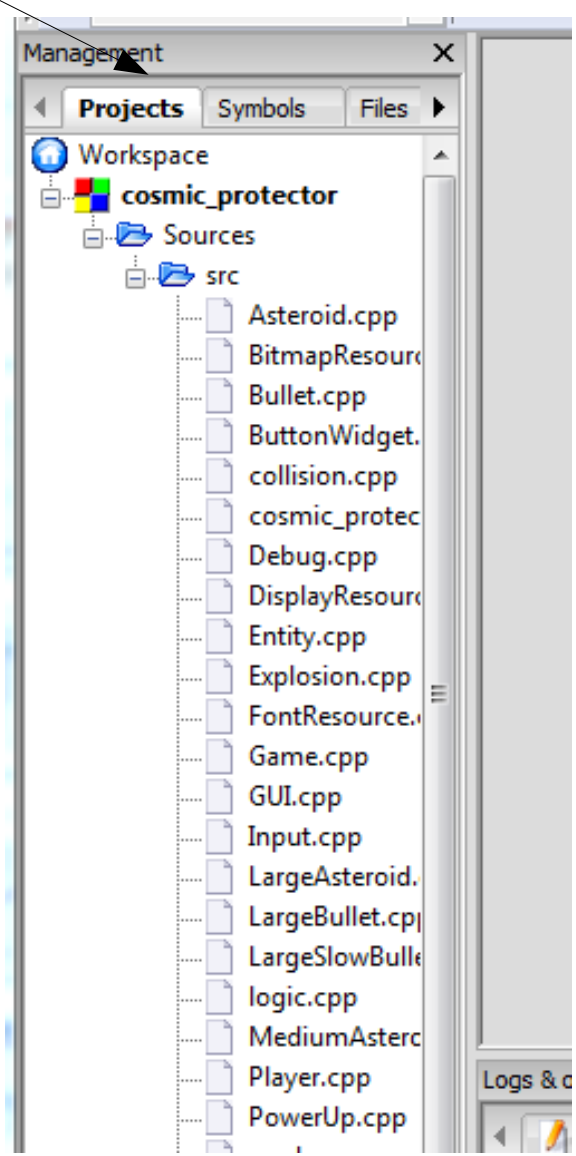
Add src files from inside the src folder



1 Enter the cosmic_protector folder
2 Enter the src folder

5 Confirm under Projects Tab

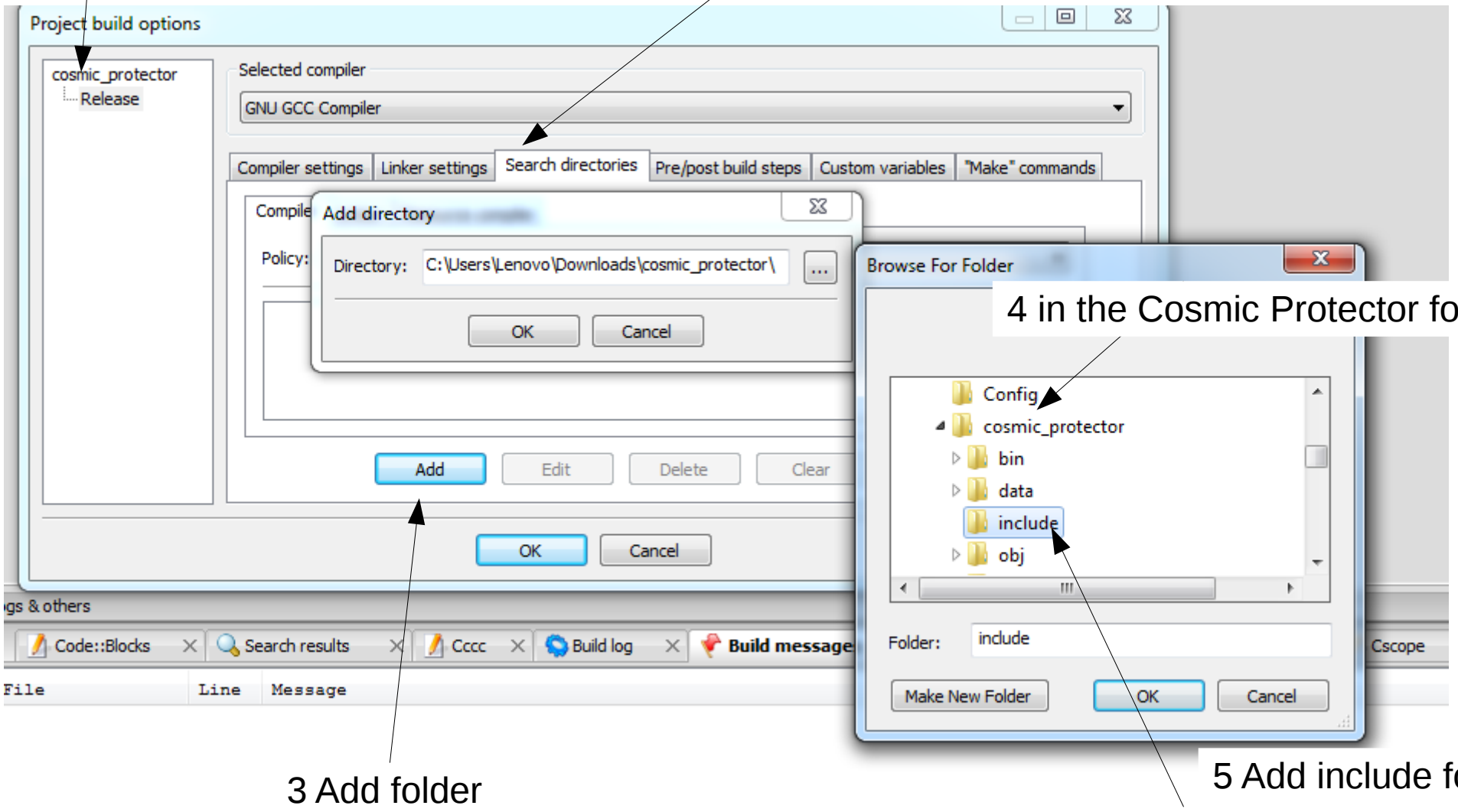




3 Ctrl-A – select all files in src folder
4 Click 'Open' button to add all src files

1 Project build options

2 Compiler Search directories tab



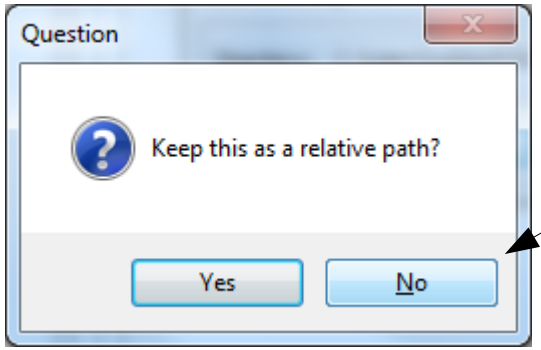
4 in the Cosmic Protector folder

3 Add folder

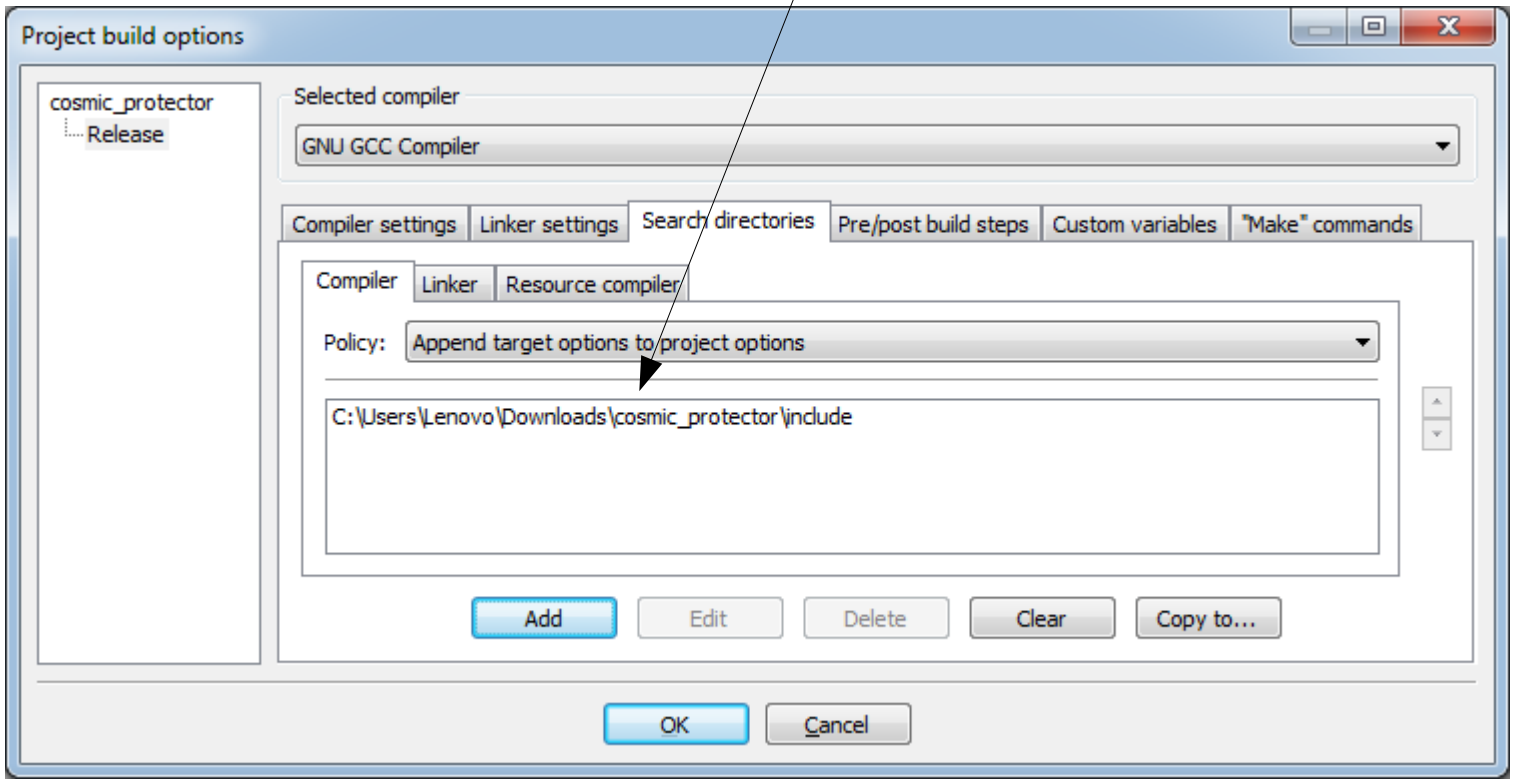
5 Add include folder

...next slide

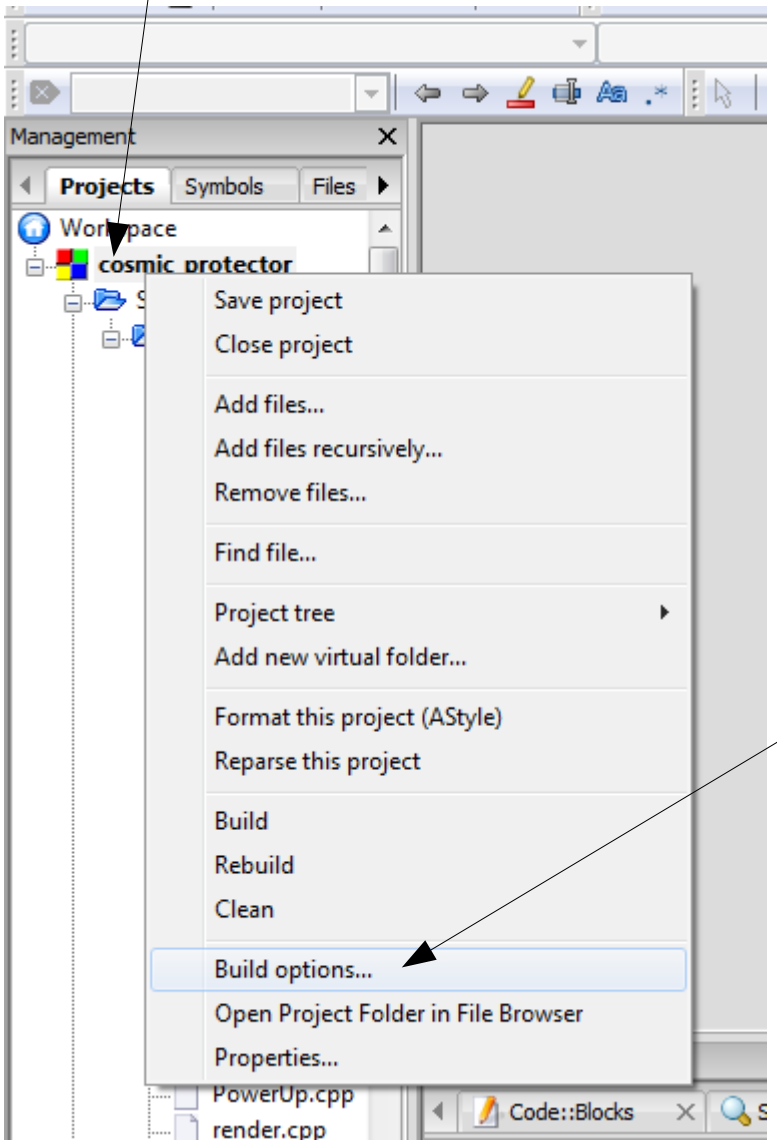
Add the include folder 'No' as a relative



Confirm proper addition as a Compiler search path for project 'include' files



Right click on the CosmicProtector project

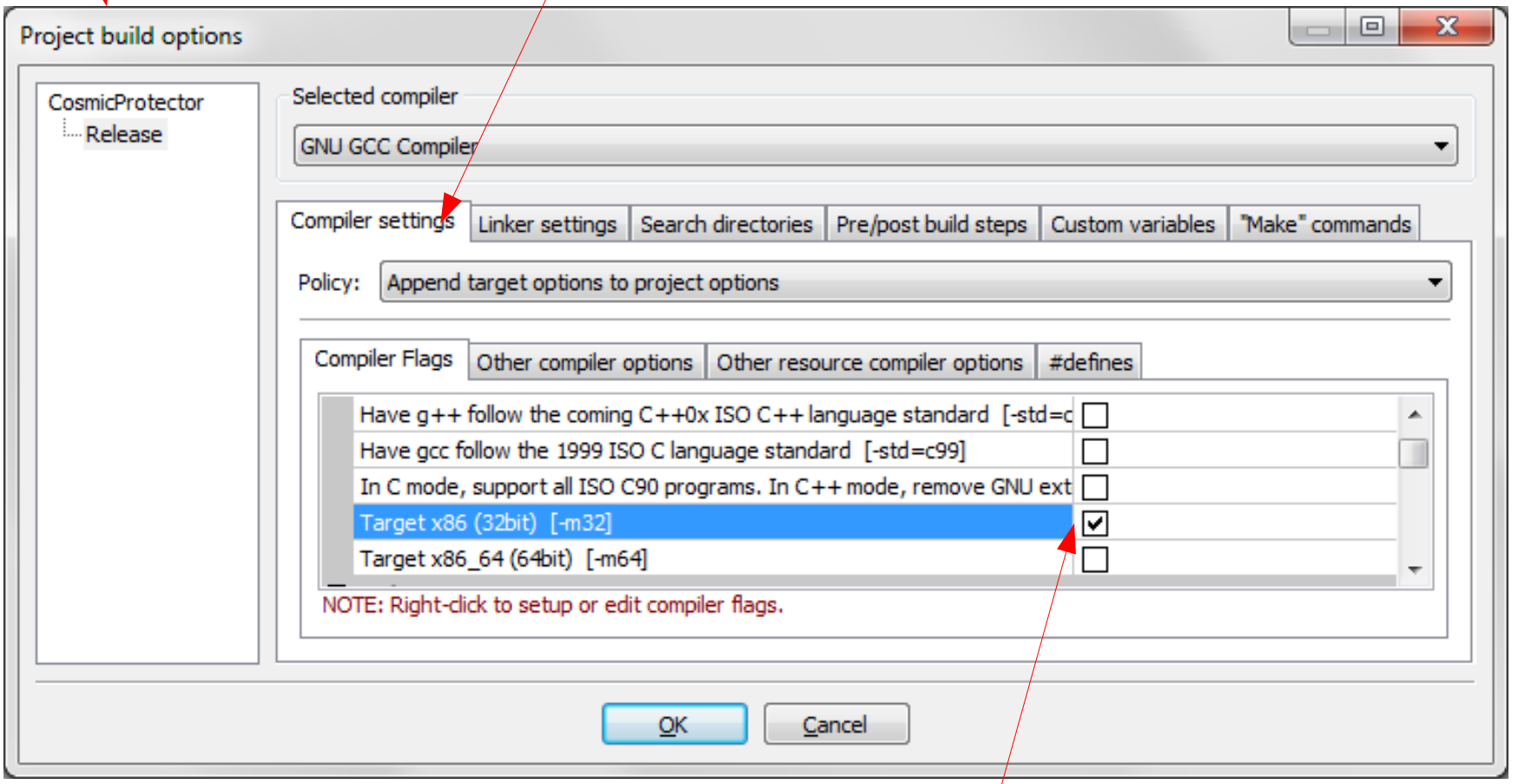


Select 'Build options'

see the following pages

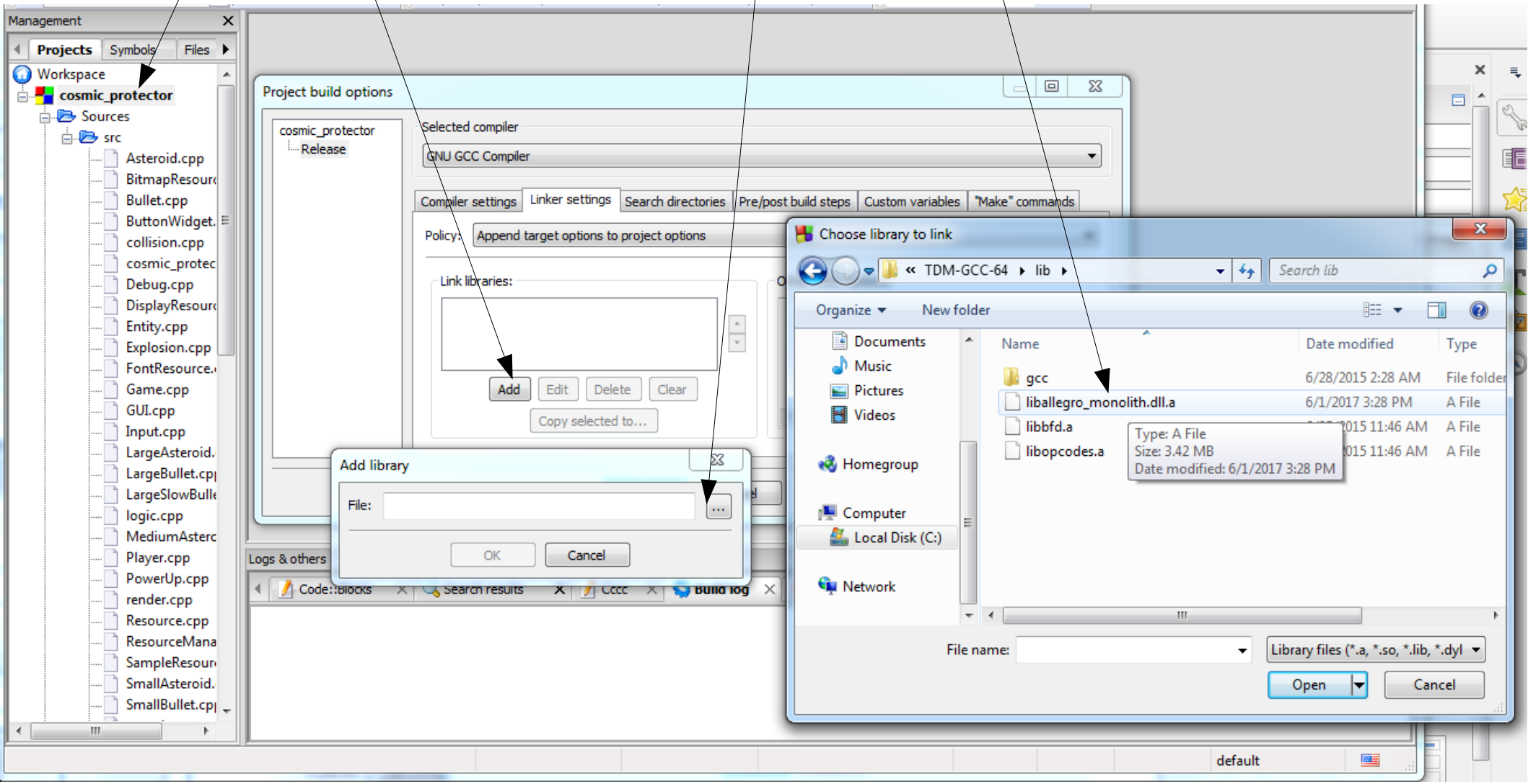
1 Project build options

2 Compiler Settings

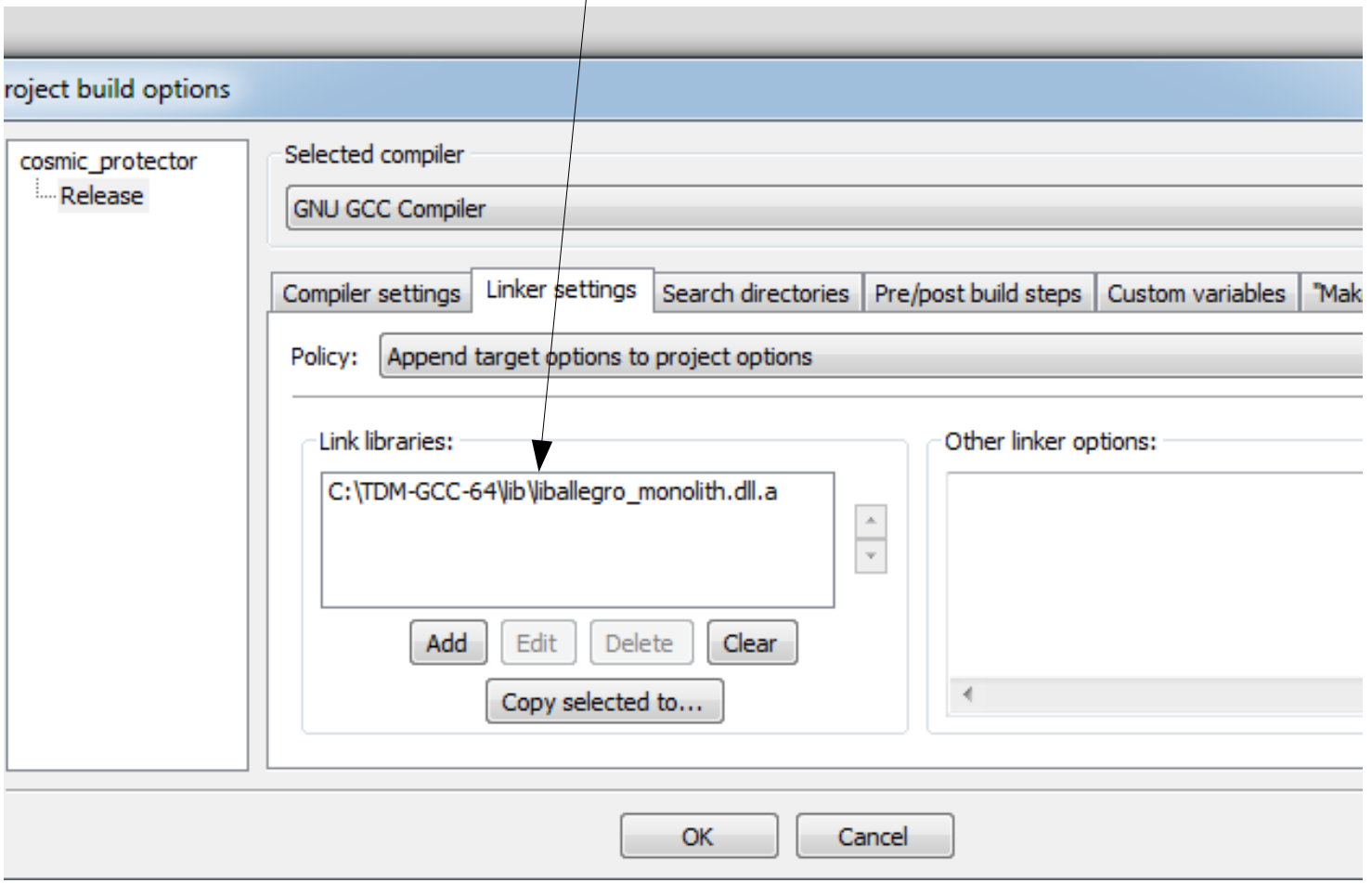


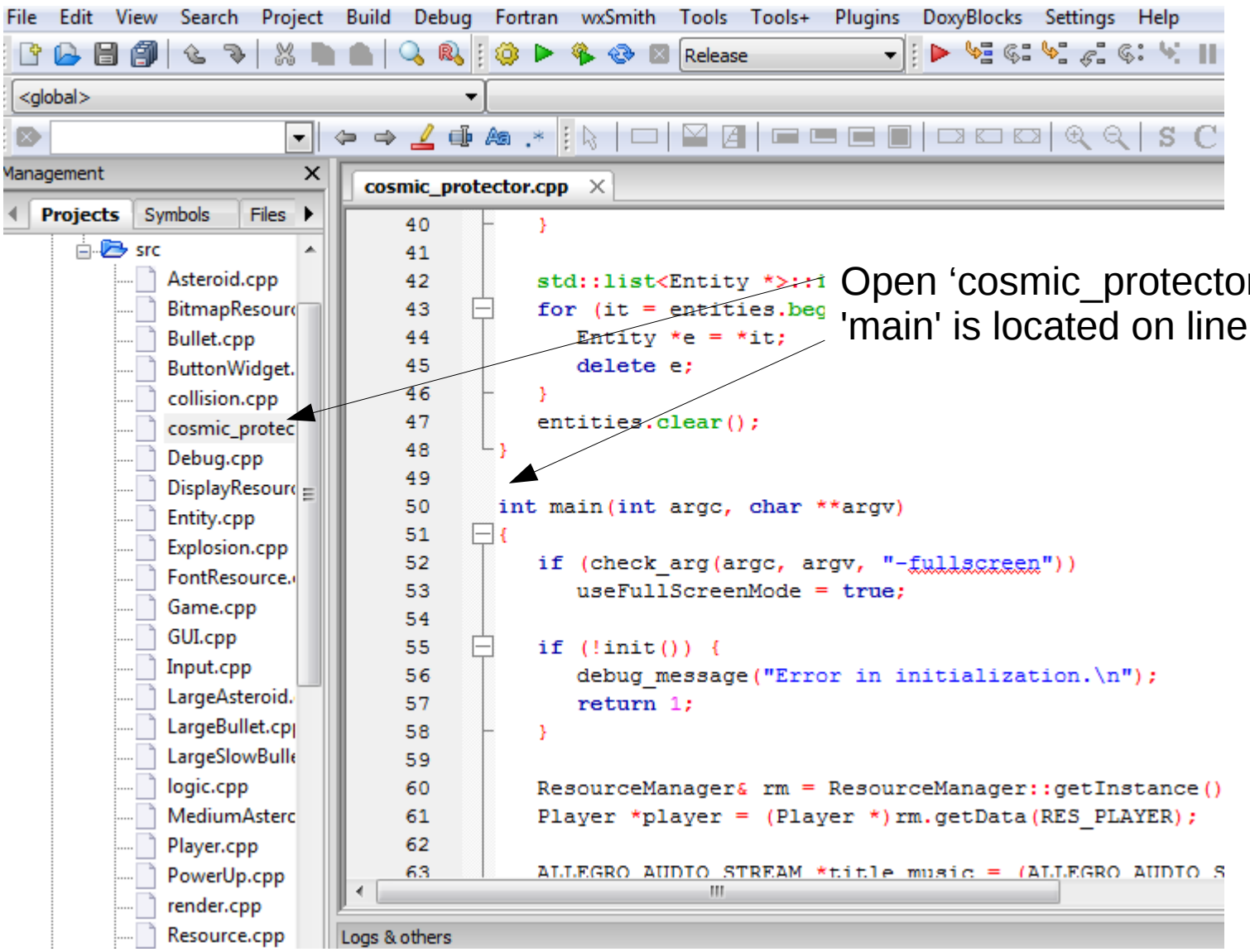
3 Check box for:
Target x86 (32 bit) [-m32]

1 Rt-click project
2 Select Linker settings tab – Add library
3 Browse to and select liballegro_monolith.dll.a



Confirm the correct addition of all the libraries



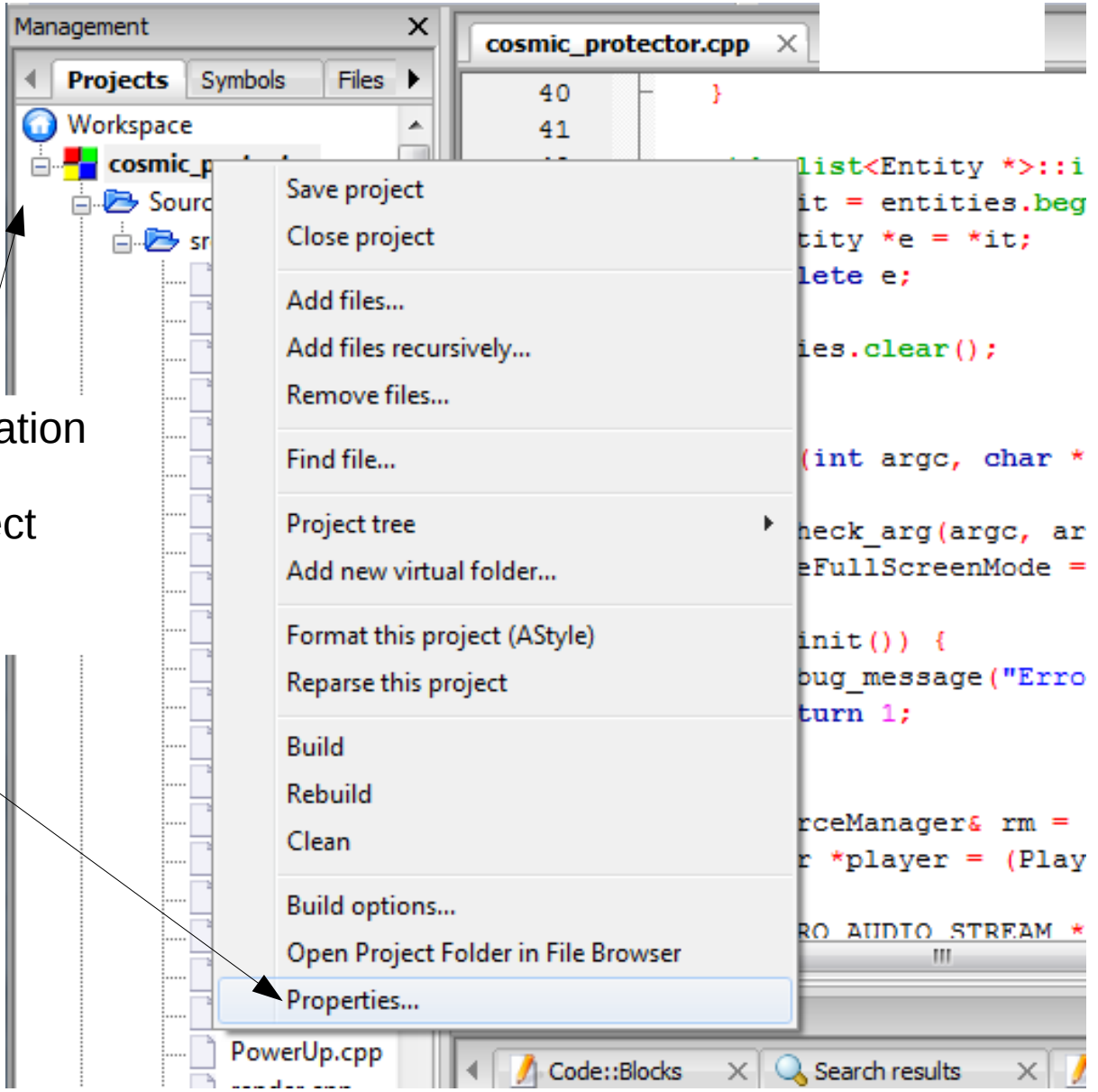


Open ‘cosmic_protector.cpp’ source file
'main' is located on line #50

Make the application a GUI application

1 right click cosmic-protector project

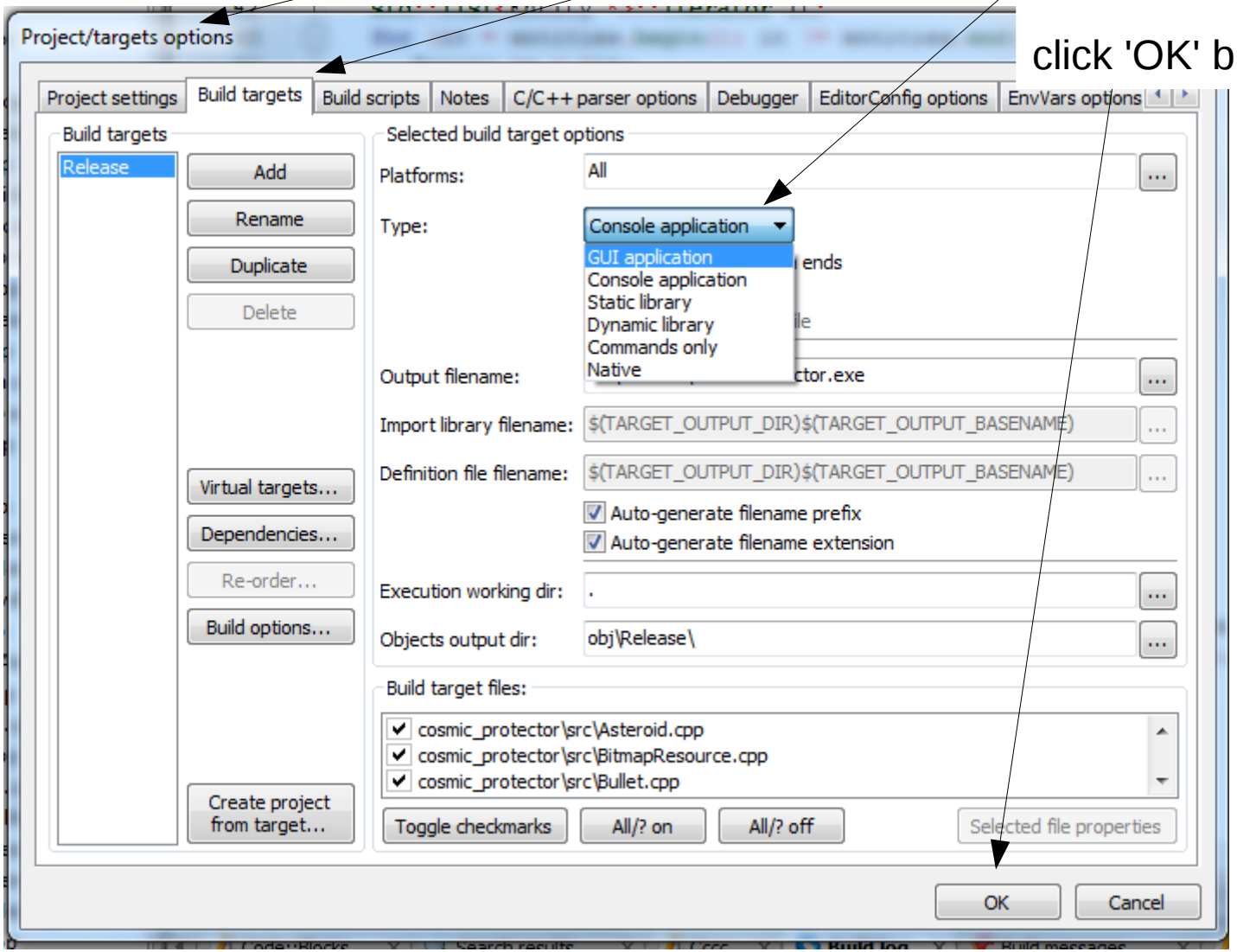
2 select 'Properties'

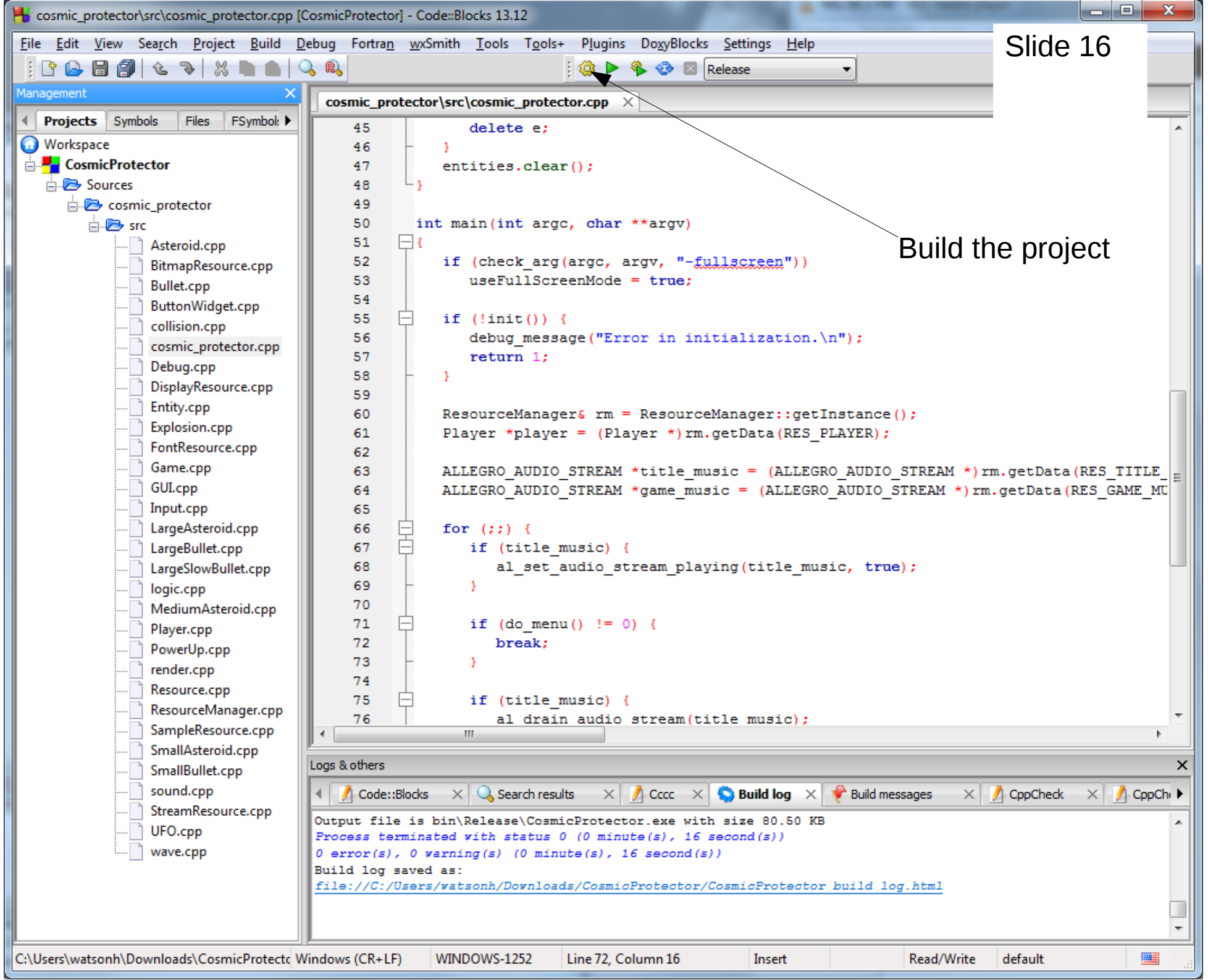


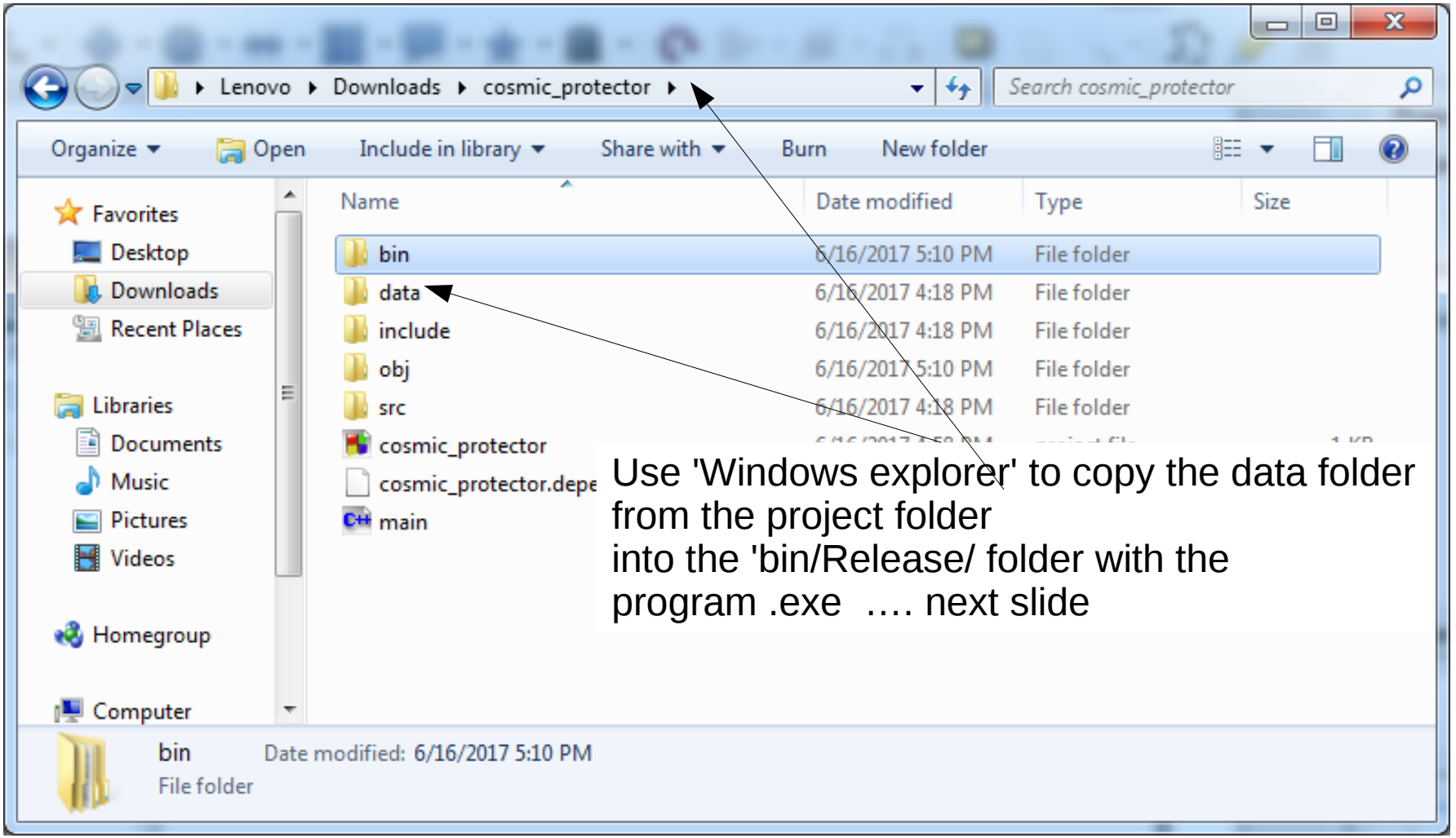
Project
Build targets tap

select GUI applicatioin

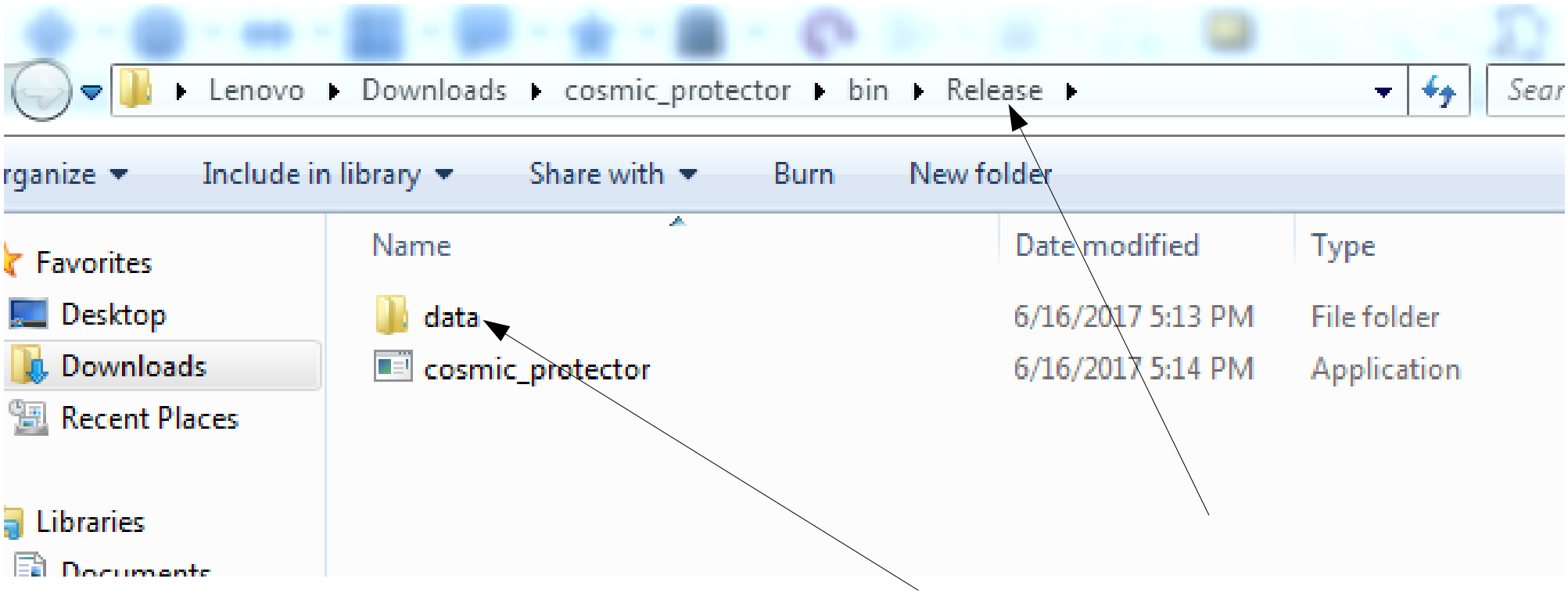
click 'OK' button



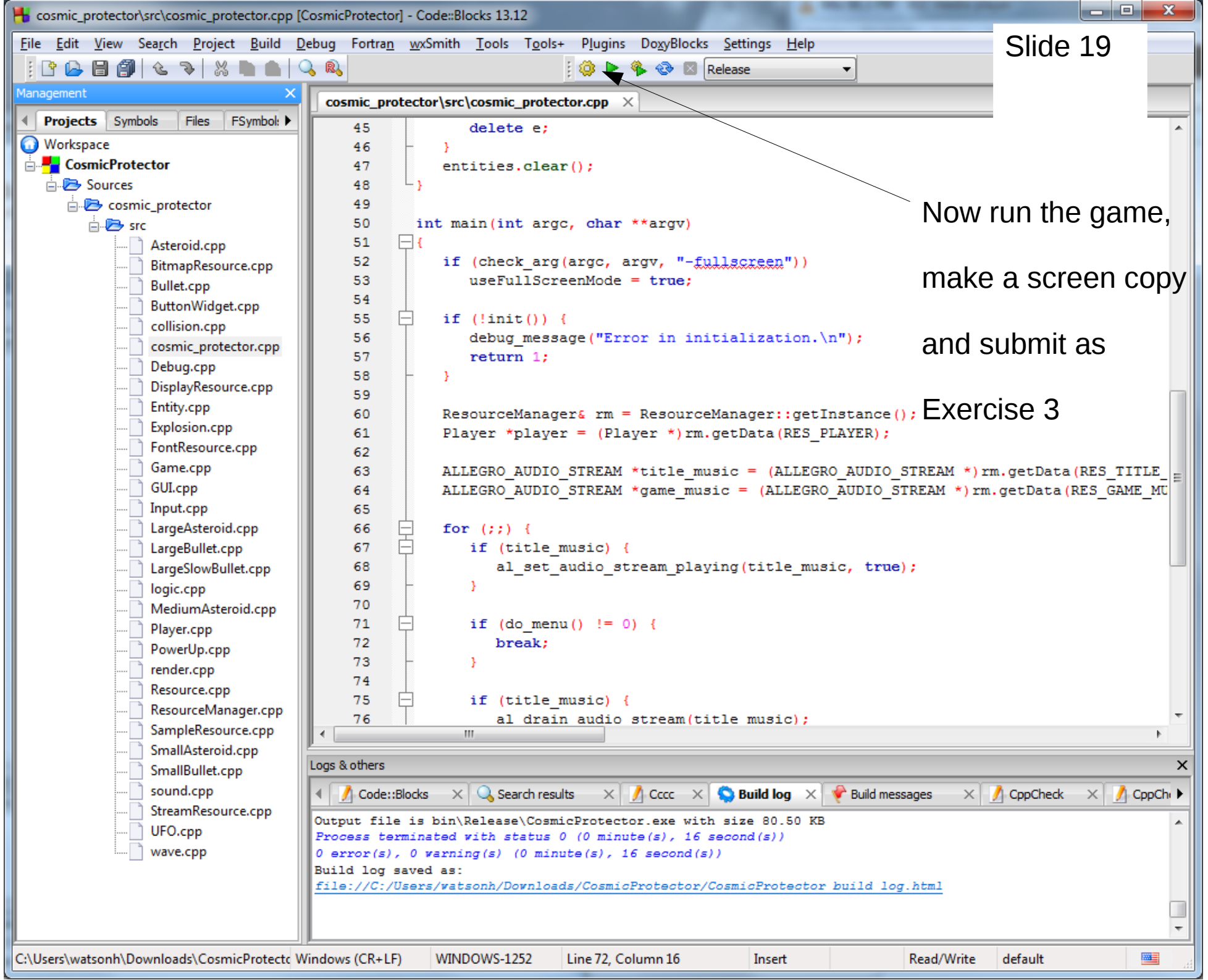

cosmic_protector\src\cosmic_protector.cpp [CosmicProtector] - Code::Blocks 13.12
File Edit View Search Project Build Debug Fortran wxSmith Tools Tools+ Plugins DoxyBlocks Settings Help
Release
Slide 16
Build the project
Management
Projects Symbols Files FSymbol
Workspace
CosmicProtector
Sources
cosmic_protector
src
Asteroid.cpp
BitmapResource.cpp
Bullet.cpp
ButtonWidget.cpp
collision.cpp
cosmic_protector.cpp
Debug.cpp
DisplayResource.cpp
Entity.cpp
Explosion.cpp
FontResource.cpp
Game.cpp
GUI.cpp
Input.cpp
LargeAsteroid.cpp
LargeBullet.cpp
LargeSlowBullet.cpp
logic.cpp
MediumAsteroid.cpp
Player.cpp
PowerUp.cpp
render.cpp
Resource.cpp
ResourceManager.cpp
SampleResource.cpp
SmallAsteroid.cpp
SmallBullet.cpp
sound.cpp
StreamResource.cpp
UFO.cpp
wave.cpp
cosmic_protector\src\cosmic_protector.cpp
delete e;
}
entities.clear();
}
int main(int argc, char **argv)
{
if (check_arg(argc, argv, "-fullscreen"))
useFullScreenMode = true;
if (!init()) {
debug_message("Error in initialization.\n");
return 1;
}
ResourceManager& rm = ResourceManager::getInstance();
Player *player = (Player *)rm.getData(RES_PLAYER);
ALLEGRO_AUDIO_STREAM *title_music = (ALLEGRO_AUDIO_STREAM *)rm.getData(RES_TITLE_
ALLEGRO_AUDIO_STREAM *game_music = (ALLEGRO_AUDIO_STREAM *)rm.getData(RES_GAME_MU
for (;;) {
if (title_music) {
al_set_audio_stream_playing(title_music, true);
}
if (do_menu() != 0) {
break;
}
if (title_music) {
al_drain_audio_stream(title_music);
Logs & others
Code::Blocks Search results Cccc Build log Build messages CppCheck CppCh
Output file is bin\Release\CosmicProtector.exe with size 80.50 KB
Process terminated with status 0 (0 minute(s), 16 second(s))
0 error(s), 0 warning(s) (0 minute(s), 16 second(s))
Build log saved as:
file://C:/Users/watsonh/Downloads/CosmicProtector/CosmicProtector build log.html
C:\Users\watsonh\Downloads\CosmicProtecto Windows (CR+LF) WINDOWS-1252 Line 72, Column 16 Insert Read/Write default



Use 'Windows explorer' to copy the data folder from the project folder
into the 'bin/Release/ folder with the program .exe …. next slide


Lenovo
Downloads
cosmic_protector
bin
Release
rganize
Include in library
Share with
Burn
New folder
Favorites
Desktop
Downloads
Recent Places
Libraries
Name
Date modified
Type
data
6/16/2017 5:13 PM
File folder
cosmic_protector
6/16/2017 5:14 PM
Application

Slide 19

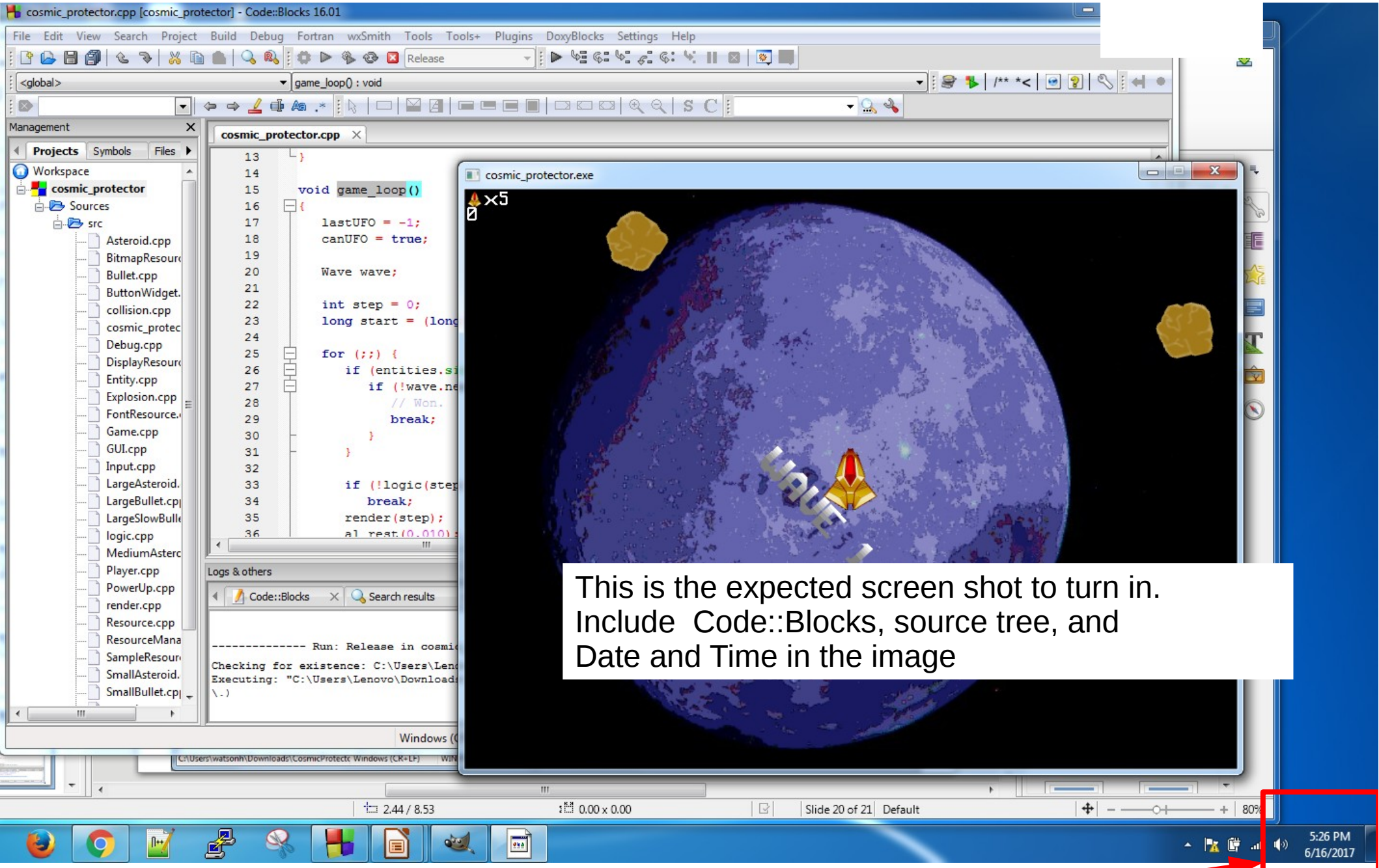


Now run the game,

make a screen copy

and submit as

Exercise 3



Make sure to include Date and Time