

Pressing The Visual Studio Easy Button

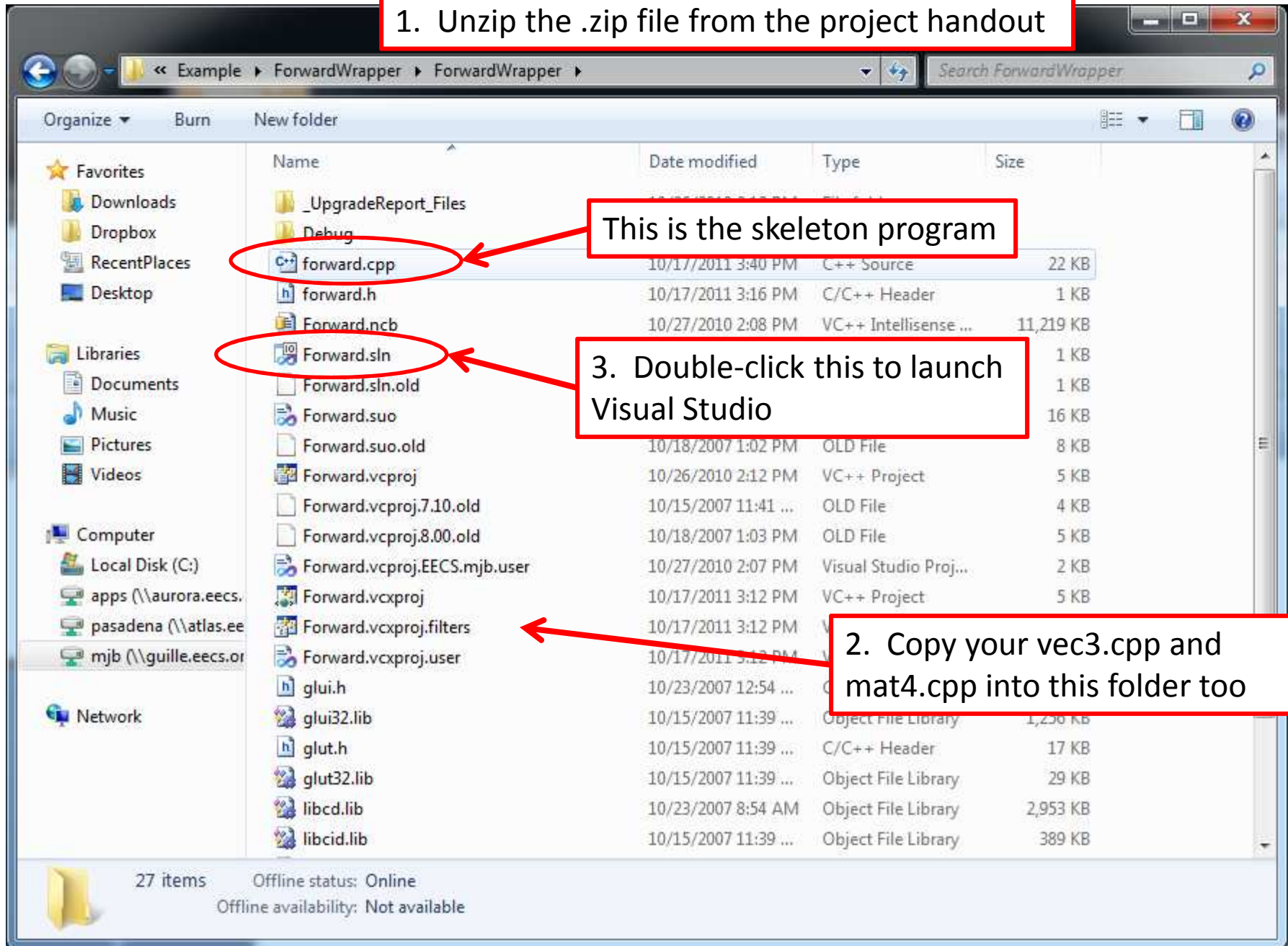


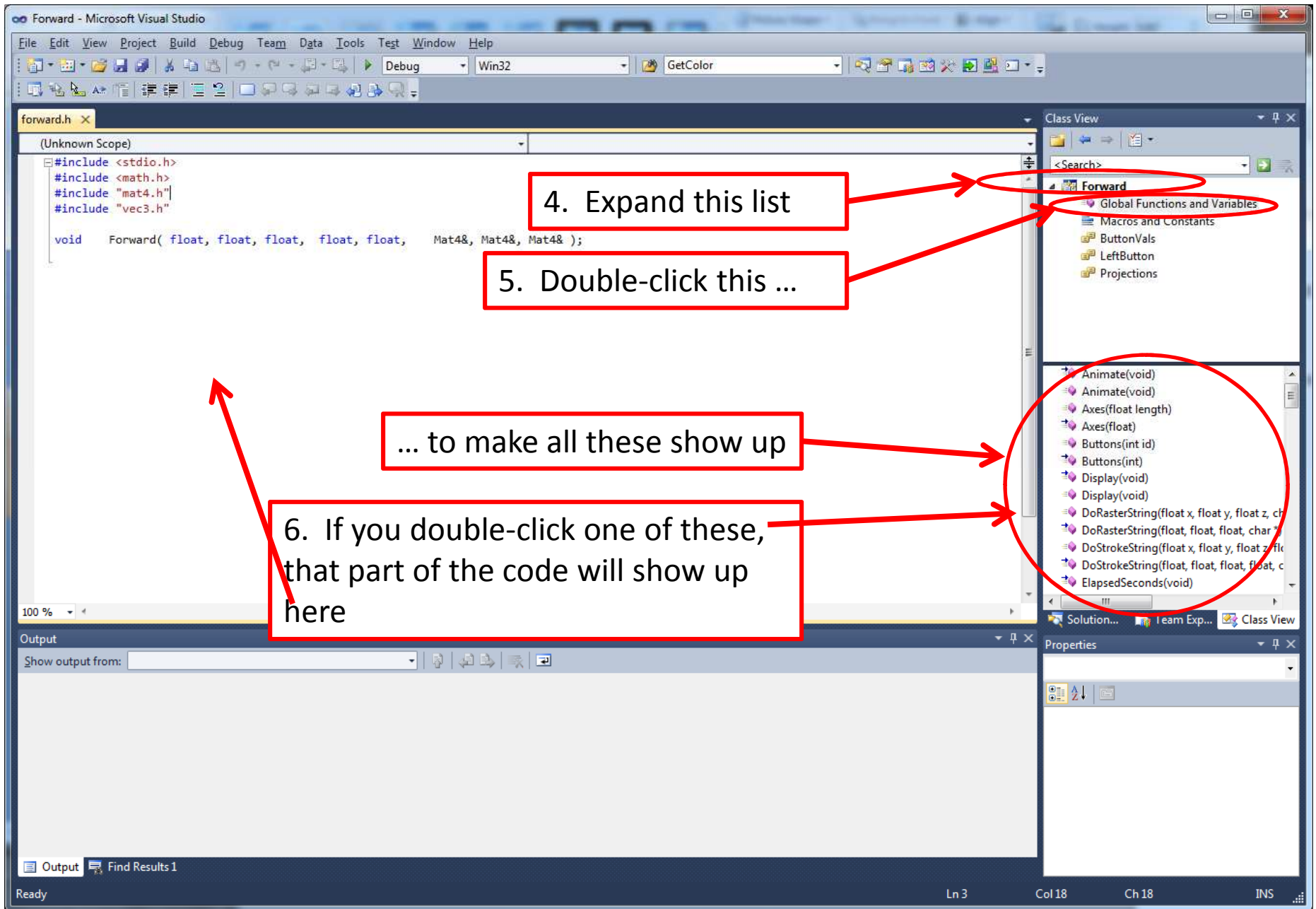
1. Unzip the .zip file from the project handout

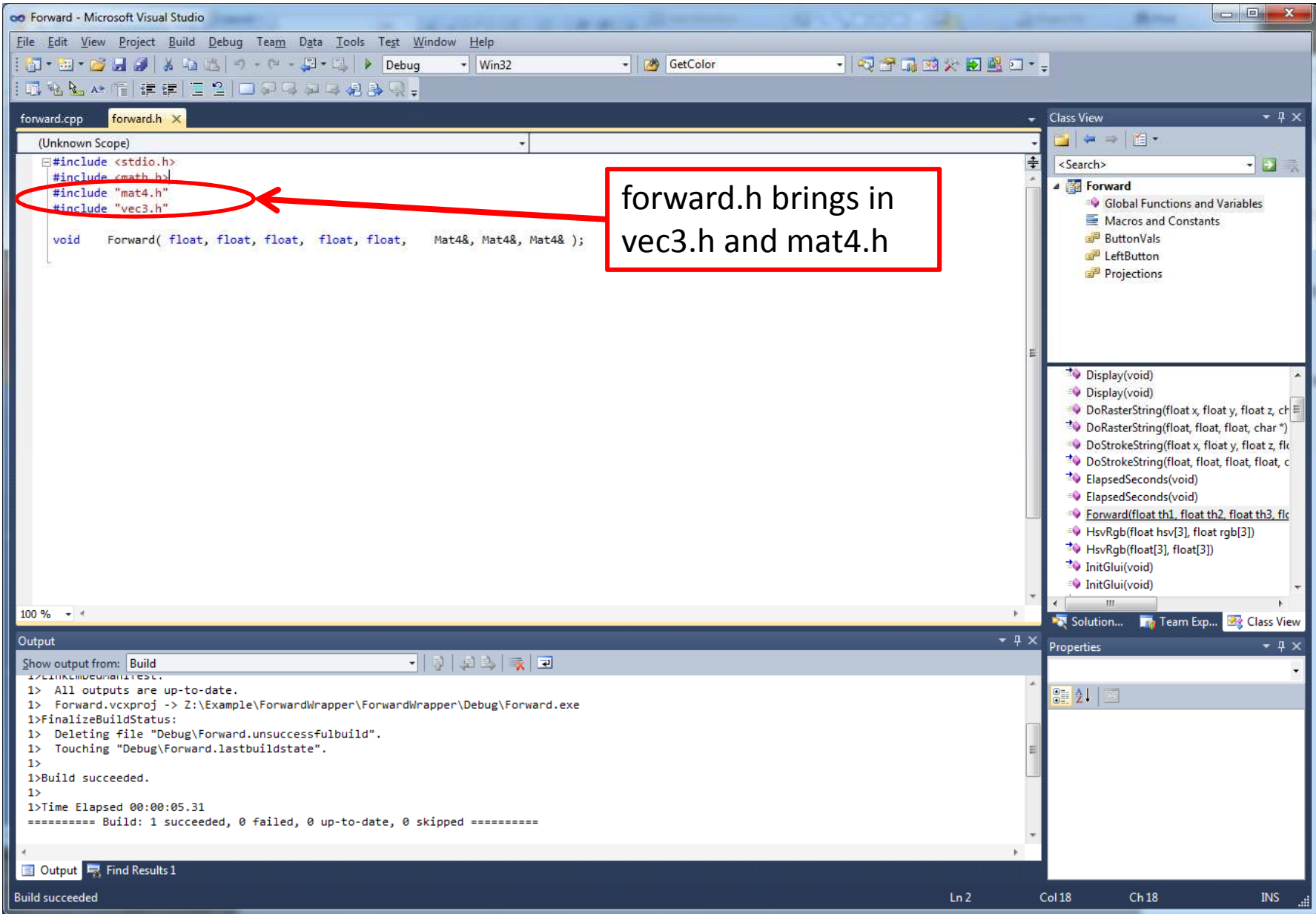
This is the skeleton program

3. Double-click this to launch Visual Studio

2. Copy your vec3.cpp and mat4.cpp into this folder too







Forward - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Test Window Help

Debug Win32 GetColor

forward.cpp forward.h


(Global Scope) Transpose(Mat4 & m)

```
    rgb[0] = r;
    rgb[1] = g;
    rgb[2] = b;
}

float *
Transpose( Mat4& m )
{
    static float mi[4][4];
    Mat4 tmp;
    tmp = m;
    tmp.SetTranspose( );
    tmp.Export( mi );

    return &mi[0][0];
}

#include "mat4.cpp"
#include "vec3.cpp"
```



forward.cpp brings in vec3.cpp and mat4.cpp

Class View

- Forward
 - Global Functions and Variables
 - Macros and Constants
 - ButtonVals
 - LeftButton
 - Projections

Display(void)

DoRasterString(float x, float y, float z, ch

DoRasterString(float, float, float, char *)

DoStrokeString(float x, float y, float z, fl

DoStrokeString(float, float, float, float, c

ElapsedSeconds(void)

ElapsedSeconds(void)

Forward(float th1, float th2, float th3, fic

HsvRgb(float hsv[3], float rgb[3])

HsvRgb(float[3], float[3])

InitGui(void)

InitGui(void)

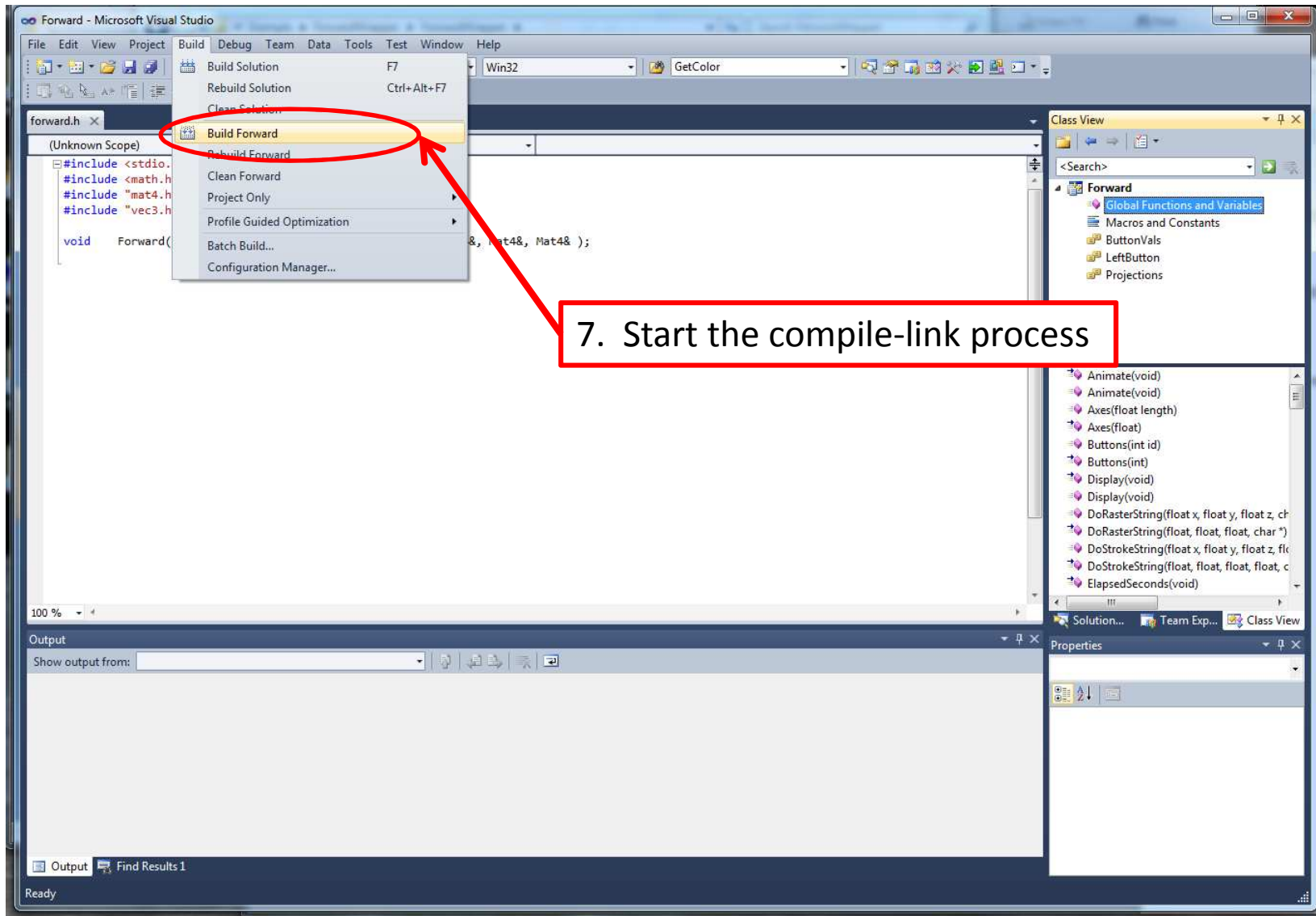
Output

Show output from: Build

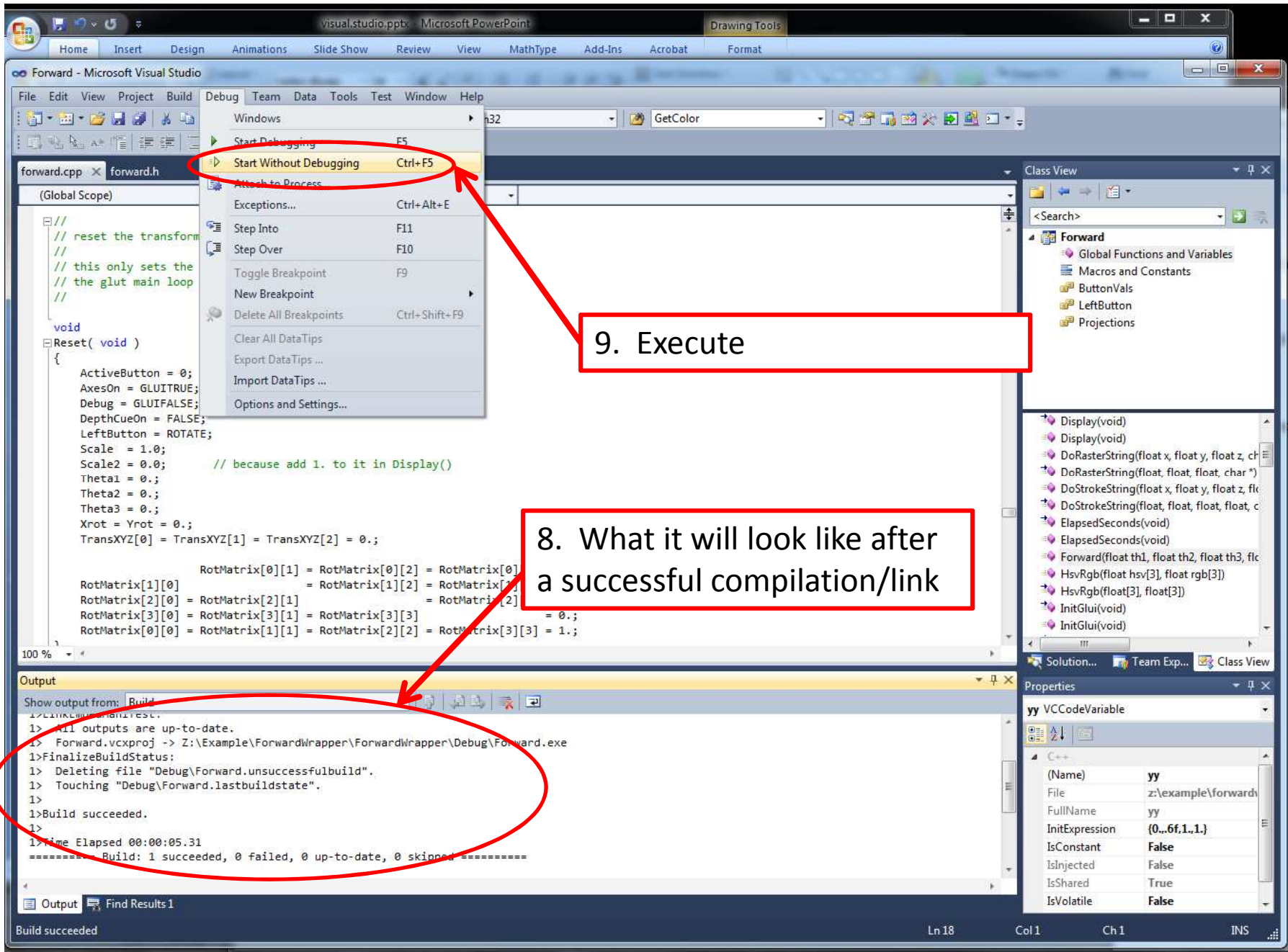
```
1> All outputs are up-to-date.
1> Forward.vcxproj -> Z:\Example\ForwardWrapper\ForwardWrapper\Debug\Forward.exe
1>FinalizeBuildStatus:
1> Deleting file "Debug\Forward.unsuccessfulbuild".
1> Touching "Debug\Forward.lastbuildstate".
1>
1>Build succeeded.
1>
1>Time Elapsed 00:00:05.31
===== Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped =====
```

Output Find Results 1

Ready Ln 1121 Col 25 Ch 22 INS



7. Start the compile-link process



You might have to change the Security properties of the .exe and .dll files in the Debug folder

