CS 250 DarkGDK Lab

For this lab, you will be creating and adding two projects to your InClass Solution. Make sure that you follow each step carefully. You will going through this same process when creating your assignment.

- 1. Copy the files Color.h, Color.cpp, main.cpp, and driver.cpp from the public folder on Grace
- 2. Open your InClass solution.

Creating the ColorUtility project

- 3. Create a new project called ColorUtility. The project must be a Win32ConsoleApplication.
- 4. Add a .h file called Color.h to the Header Files.
- 5. Copy and paste the code from the Color.h file that you copied from Grace into the new Color.h file that you just created.
- 6. Add a .cpp file called Color.cpp to the Source Files.
- 7. Copy and paste the code from the Color.cpp file that you copied from Grace into the new Color.cpp file that you just created.
- 8. Add a .cpp file called main.cpp to the Source Files.
- 9. Copy and paste the code from main.cpp file that you copied from Grace into the new main.cpp file that you just created.

Linking the ColorUtility project to DarkGDK

- 10. Right click on the project ColorUtility and select properties.
- 11. Go to Configuration Properties -> VC++ Directories
- 12. Add the following to the Include Directories

Include Directories	×
	•
C:\Program Files %28x86%29\Microsoft SDKs\Windows\v7.0A\Include C:\Program Files %28x86%29\Microsoft DirectX SDK %28August 2007%29\Include C:\Program Files %28x86%29\The Game Creators\Dark GDK\Include	*
۲	•
Inherited values:	
\$(VCInstallDir)include \$(VCInstallDir)atImfc\include \$(WindowsSdkDir)include \$(FrameworkSDKDir)\include	^
	Ŧ
☑ Inherit from parent or project defaults	os>>
OK Can	cel

Note: You can use the folder icon to navigate to the folder you are including

13. Add the following to the Library Directories

Library Directories	? ×
	× +
C:\Program Files %28x86%29\Microsoft DirectX S C:\Program Files %28x86%29\The Game Creators	DK %28August 2007%29\Lib\x86 \Dark GDK\Lib\VS10Debug
<	4
Inherited values: \$(VCInstallDir)lib \$(VCInstallDir)atImfc\lib \$(WindowsSdkDir)lib \$(FrameworkSDKDir)\lib	•
☑ Inherit from parent or project defaults	
	Cancer

14. Go to Linker -> Input -> Ignore Specific Default Libraries and add the following

Ignore Specific Default Libraries	8 23
libcmtd	*
4	
Inherited values:	
	*
	*
☑ Inherit from parent or project defaults	Macros>>
	OK Cancel

15. Build the file. There should be no errors.

Create the DarkGDKDriver

16. Add a new project called DarkGDKDriver to your solution. This project is to be of type Win32 Project

Add New Project			2 2
Recent Templates		.NET Framework 4 Sort by: Default	 III Search Installed Tem P
Installed Templates		64	Type: Visual C++
▲ Visual C++		Win32 Console Application Visual C++	A project for creating a Win32 application,
ATL CLR		Win32 Project Visual C++	console application, DLL, or static library
MFC			
Test			
Win32			
 Other Languages Other Project Type 			
 Database 	-		
Test Projects			
Online Templates			
Name:	DarkGDKDriver		
Location:	C:\Users\shereer	n.ENIAC\Desktop\InClass	Browse
			OK Cancel

- 17. Click next and select the Empty project check box
- 18. Click finish
- 19. Add a .cpp file called driver.cpp to the Source Files.
- 20. Copy and paste the code from driver.cpp file that you copied from Grace into the new driver.cpp file that you just created.

Linking the DarkGDKDriver project to DarkGDK

- 21. Right click on the DarkGDKDriver project
- 22. Repeat steps 11-14 above

Linking the DarkGDKDriver project to the ColorUtility project

- 23. Add \$(SolutionDir)\ColorUtility to the Include Directories
- 24. Add \$(SolutionDir)\ColorUtility\Debug to the Library Directories
- 25. Under Linker -> Input -> Additional Dependencies, add Color.obj
- 26. Right click on the solution and make sure that project DarkGDKDriver depends on ColorUtility
- 27. Build and run the solution. You should see 4 aqua circles in the top left corner.
- 28. What would you do to change the color of the circle?
- 29. What is the difference between get and getRGB?