



Introdução a Programação de Jogos

Aula 09 – Configuração da PlayLib



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Biblioteca Gráfica - PlayLib

- **Conjunto de funções** para criação e manipulação de formas geométricas, imagens, áudio, janelas...
- Baseada na API **OpenGL**.
- Pode ser usada para criação de jogos 2D, simulações, animações e outros aplicativos.
- Desenvolvida especialmente para esse curso!



Instalação

• Download:

http://www.inf.puc-rio.br/~elima/intro-prog/

Descompacte o arquivo PlayLib_V1.4.zip

鷆 doc	12/09/2012 21:46	File folder
鷆 include	12/09/2012 19:55	File folder
🕌 lib	12/09/2012 19:17	File folder



- (1) Crie um **novo projeto.**
- (2) Acesse as propriedades de projeto clicando com o botão da direita no nome do seu projeto.





• (3) Selecione a opção C/C++ e a sub-opção General.

Teste Property Pages			? ×
<u>C</u> onfiguration: Active(Debug)	Platform: Active(Win32)	✓ Cor	nfiguration Manager
> Common Properties	Additional Include Directories		
Configuration Properties	Resolve #using References		
General	Debug Information Format	Program Database for Edit And Con	tinue (/ZI)
Debugging	Common Language RunTime Support	_	/
VC++ Directories	Suppress Startup Banner	Yes (/nologo)	
⊿ C/C++	Warning Level	Level3 (/W3)	
General	Treat Warnings As Errors	No (/WX-)	
Optimization	Multi-processor Compilation		
Preprocessor	Use Unicode For Assembler Listing		
Code Generation			
Language			
Precompiled Headers			
Output Files			
Browse Information			
Advanced			
Command Line			
Linker			
> Manifest 1001			
Repure Information			
Build Events			
Custom Build Sten			
p custom build step			
	Additional Include Directories	de la della construction de la della de	
	Specifies one or more directories to add to the inclu (/[[nath])	ide path; separate with semi-colons if mo	re than one.
	((paril)		
		ОК	ancel Apply



 (4) Selecione a opção Additional Include Directories e clique em <Edit...>





• (5) Selecione ou digite o caminho completo para a pasta include que está dento da pasta PlayLib.

Additional Include Directories	? *
C:\Program Files\PlayLib\include	
< Inherited values:	4
Inherit from parent or project defaults	
	OK Cancel

• (6) Clique em **OK**.



• (7) Selecione a opção Linker e a sub-opção General.

Configuration: Active(Debug)	Platform: Active(Win32)	▼ C <u>o</u> nfiguration Mana	
Common Properties	Output File	\$(OutDir)\$(TargetName)\$(TargetExt)	
Configuration Properties	Show Progress	Not Set	
General	Version		
Debugging	Enable Incremental Linking	Yes (/INCREMENTAL)	
VC++ Directories	Suppress Startup Banner	Yes (/NOLOGO)	
- C/C++	Ignore Import Library	No	
⊿ Linker	Register Output	No	
General	Per-user Redirection	No	
Manifest File	Additional Library Directories		
Debugging	Link Library Dependencies	Yes	
System	Use Library Dependency Inputs	No	
Optimization	Link Status		
Embedded IDL	Prevent DII Binding		
Advanced	Treat Linker Warning As Errors		
Command Line	Force File Output		
Manifest Tool	Create Hot Patchable Image		
> XML Document Generator	Specify Section Attributes		
Browse Information Build Events Custom Build Step	Output File The /OUT option overrides the default name	and location of the program that the linker creates.	

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 (8) Selecione a opção Additional Library Directories e clique em <Edit...>

Configuration:	Active(Debug)	▼ Platform:	Active(Win32)	•	Configuration Manager.
 ▷ Common R △ Configurat General Debugg VC++ ▷ C/C++ △ Linker Gen Inpu Main Deb Syst Opt Emil Adv Corr ▷ Manifeit ▷ XML Do ▷ Browseit ▷ Build Ev ▷ Custom 	Properties ion Properties l jing Directories erral ut nifest File bugging tem imization bedded IDL vanced mmand Line st Tool cocument Generator Information vents n Build Step	Output File Show Progress Version Enable Incremental Suppress Startup B Ignore Import Libra Register Output Per-user Redirection Advantal Library I Use Silvary Depend Use Silvary Depend Silvary Depend Create Hot Patchat Specify Section Att	l Linking anner any Directories dencies Jency Inputs J ng As Errors Die Image ributes	\$(OutDir)\$(TargetName)\$(T Not Set Yes (/INCREMENTAL) Yes (/NOLOGO) No No C Edit> Tvo	argetExt)
•	III	Additional Library Dir Allows the user to over	e ctories ride the environmenta	l library path (/LIBPATH:folder)	Cancel Apply



• (9) Selecione ou digite o caminho completo para a pasta lib que está dento da pasta PlayLib.

Additional Library Directories	? **
C:\Program Files\PlayLib\lib	
4	
Inherited values:	
	ŕ
	-
Inherit from parent or project defaults	Macros>>
	OK Cancel

• (10) Clique em **OK**.



• (11) Selecione a opção Linker e a sub-opção Input.

Configuration: Active(Debug)			Configuration Manager
Common Properties	Additional Dependencies	kernel32.lib;user32.lib;gdi32.	lib;winspool.lib;comdlg32.li
Configuration Properties	Ignore All Default Libraries		
General	Ignore Specific Default Libraries		
Debugging	Module Definition File		
VC++ Directories	Add Module to Assembly		
► C/2++	Embed Managed Resource File		
▲ Linker	Force Symbol References		
General	Delay Loaded Dlls		
Input	Assembly Link Resource		
Command Line Manifest Tool XML Document Generator Browse Information Build Events Custom Build Step			
-	Additional Dependencies Specifies additional items to add to the link c	ommand line [i.e. kernel32.lib]	
۰ III ا			



 (12) Selecione a opção Additional Dependencies e clique em <Edit...>



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• (13) Digite PlayLib.lib

Addition	? **
PlayLib.lib	*
	-
Inherited values:	
kernel32.lib user32.lib gdi32.lib winspool.lib comdlg32.lib	
Inherit from parent or project defaults	Marino
	OK Cancel

• (14) Clique em **OK**.



(15) Clique em OK para concluir a configuração do projeto.

