SETTING UP VISUAL STUDIO TO RUN DIRECTX 9
(Revised Fall 2009)

There are some things you need to do to make sure Visual Studio can run DirectX 9.

First, make sure that you have the latest version of DirectX 9 installed on your machine. In the game lab this should be done for you. On your own machine Google DirectX 9 downloads and get the latest DirectX 9 SDK (as an executable), then uninstall the old version if you have one, then install the new version. If you already have Visual Studio installed, it should integrate DirectX 9. If so, you will not have to do the other things that follow.

These should only need to be done once per project (at most).

► You need to tell it where the include directory is. You will add the directory path to the include directory files group in Visual Studio.

A. Tools ➔Options ➔Projects and Solutions ➔VC++ Directories
B. Show the directory for **Include files** ➔ Insert a new line at the top (it's the folder icon).
C. Using My Computer, find the include directory in DirectX.
D. Copy the path and then paste it into the new line back in the Options box of VC++.
E. The include directory path should be:

C:\Program Files\Microsoft DirectX SDK (Month Year)\Include

► You need to do the same thing for the DirectX 9 library directory.
Change B above to: Show the directory for **Library files**.
Change E above to: The library directory should be:

C:\Program Files\Microsoft DirectX SDK (Month Year)\Lib\x86

► You need to do the same thing for the DirectX 9 executable directory.
Change B above to: Show the directory for **Executable files**.
Change E above to: The executable directory path should be:

C:\Program Files\Microsoft DirectX SDK (Month Year)\Utilities\Bin\x86

► Turn on line numbering in the text editor.
Tools➔Options➔Text Editor➔C/C++ (or All Languages)➔General Then check the Line numbers option under the Display heading.

► When you try to run the examples from the textbook, be sure to move them from the CD (or the gameserver) to somewhere on your machine (like the C drive) and **turn off the read-only property** so Visual Studio can write to the folders.

► By default, Visual Studio will place the executable in the Debug or Release folder. That means that you have to place all resources the program needs (image files, sound files, etc.) in that folder also. It will probably be easier if you tell Visual Studio to copy the executable up to the project folder after the build. Here is how:

Project menu➔"project name" Properties➔Configuration Properties➔Build Event➔Post-Build Event

In the Command Line:
copy "$(OutDir)\$(TargetFileName)" "$(OutDir)\..\$(TargetFileName)"

► One more thing. When you create a new project, you may need to change the character set. If it is using **Unicode**, the program won't compile.

Project ➔ Properties ➔ Configuration Properties ➔General

Under Project Defaults, look at the Character Set. If it says Use Unicode Character Set, click on it and use the drop down menu to select one of the other options (like **Multi-Byte**).