

Prerequisites

Please kindly follow the tutorial of UAlbertaBot as a general guideline:

<https://github.com/davechurchill/ualbertabot/wiki/Installation-Instructions>

Fresh Meat uses Visual Studio 2017 Community and BWAPI **4.4.0**. Please follow their respective installation guidelines to make sure they are properly installed/built.

Next you would need to set up environmental variable in your system to point to where the BWAPI 4.4.0 repository is. One example environmental variable might be:

Variable Name: **BWAPI_DIR**

Value: C:\Users\phoen\Documents\BWAPI440\BWAPI\Release_Binary

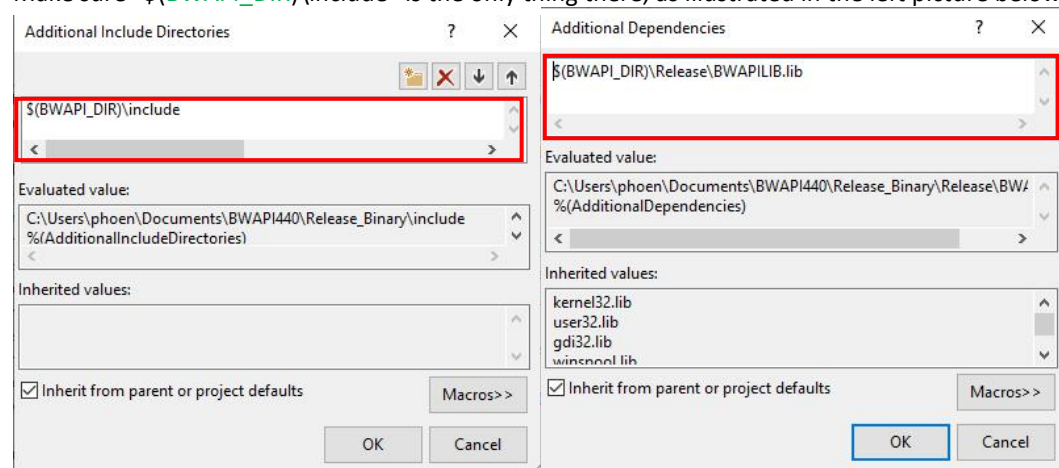
Setting up ExampleAIModule Project

Open ...\\Fresh Meat\\src\\ExampleAIModule.vcxproj and choose **Release** mode from the drop-down menu.

Right click on the project name “ExampleAIModule”, go to properties -> C/C++ -> General -> Additional Include Directories -> Edit, and add:

\$(BWAPI_DIR)\include

Make sure “**\$(BWAPI_DIR)\include**” is the only thing there, as illustrated in the left picture below.



Additionally, go to project properties -> Linker -> Input -> Additional Dependencies -> Edit, and add: **\$(BWAPI_DIR)\Release\BWAPILIB.lib**

Similarly, make sure “**\$(BWAPI_DIR)\Release\BWAPILIB.lib**” is the only thing in the box, as illustrated in the right picture above.

Make sure that, under project properties -> General -> Platform Toolset, “Visual Studio 2017 (v141)” is selected.

Setting up BWAPI Project

Run Visual Studio as administrator. In the solution explorer, right click on “BWAPILIB” and click “Remove”. We are doing this because the BWAPI project’s path is local. Next we add it back by going to File -> Add -> Existing Project. Then point to the “BWAPILIB.vcxproj” file on your machine. On my machine, this file is located at C:\Users\phoen\Documents\BWAPI440\Release_Binary\BWAPILIB\

Build Project

Simply right click on “ExampleAIModule” and build the project