Part 2 – Compiling the empty template

Preparing the environment for compilation

CC65 compiler

The environment bases on the CC65 compiler.
At the time of writing this text the current version of the compiler is cc65-2.13.1-1
The easiest way to prepare the environment is to install it from the cc65-2.13.1-1.exe with the default installation settings (adding environment variables CC65_INC and CC65_LIB, which are expected by the compiler).
New compiler versions are created with backward compatibility, however configuration files for the platforms are changed often.
In case of compilation problems in newer versions related to errors in CFG file you have to execute command "ld65 --dump-config atari" to see the differences of your CFG file and the one expected by the compiler.

Microsoft Visual C++

The IDE used by me is MS Visual Studio 2005, which has the free version Express and for this environment there is a project file. This environment is not required, however simplifies the work and compilation.
For Windows compilation you need the Allegro library. The version used in the project is 4.2.
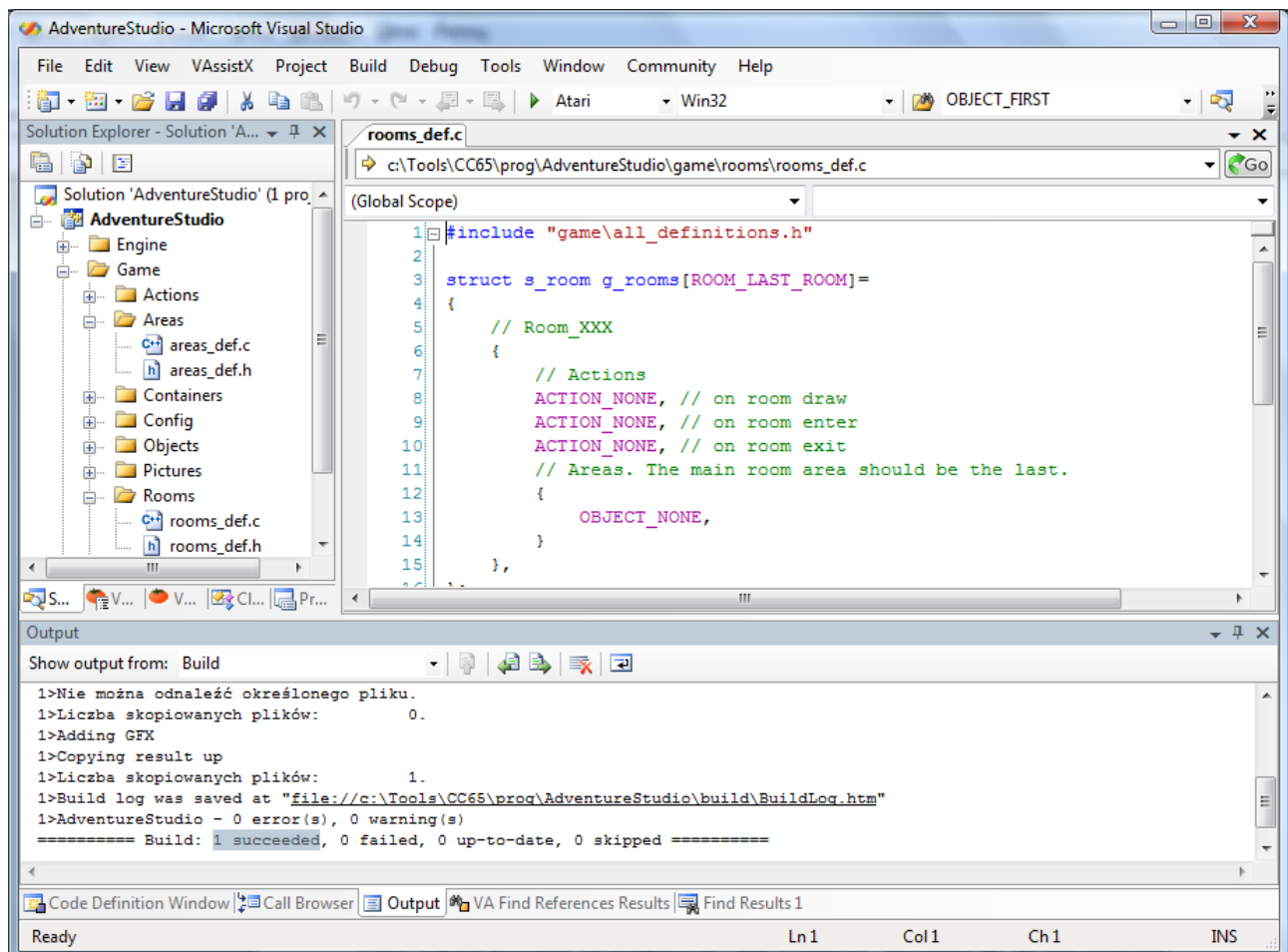
I hope that others will prepare projects for other environments and systems. I hope even more that in the future somebody will create a code generator and using IDE will not be needed any more.

Compiling the empty template

At the beginning I recommend to create a backup of the directory "game", where the sample game is. You will be always able to look how something has been done.

Remove the existing „game" directory and copy to it's place „game" from „tutorial\part2". This is the empty template, which can serve as a base for creating games.
In the next parts of the tutorial we are going to add more game elements and the "game" directory will always have the state, which is at the end of that tutorial part.

The compilation can be executed from the IDE, or from the „compile.bat" file, which is in the main directory. The empty template should compile and the output file "adventure.atr" should give following result, when executed:

This is the empty screen and you can move the cursor pointer with the joystick

If the „adventure.atr" has not been created, then the project does not compile. It means, that something is wrong and before proceeding, please explain your problem (with copy-paste of compilation errors) on the forum.

In the IDE you can choose two configurations – ATARI or DEBUG.
The ATARI configuration executes the "compile.bat", which creates ".atr" file.
The DEBUG creates the Windows executable, that uses the Allegro library as the output:

File   Edit   View   VAssistX   Project   Build   Debug   Tools   Window   Community   Help

game\all_definitions.h

Solution Explorer

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c:\Tools\CC65\prog\AdventureStudio

```
Loading Atari palette:
laoo.act
Error loading palette
Allegro library initialized.
Starting game.
```

adventurestudio

```
16    stru
17    {
18         {
19    };
20
```

Solution Explorer   Class View

Autos

Name   Value

Autos   Locals   Threads   Modules   Watch 1   Find Results 1   Call Stack   Breakpoints   Output   VA Find References Results