1. Download and install the latest Code::Blocks binary release with GCC compiler (if you don't prefer some other compiler) from http://www.codeblocks.org



2. Download the latest Allegro 5 binaries from <u>http://www.allegro.cc/files</u>

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Files Forums Manual Members News		Current Version: 5.0.9 Windows Binaries	 No weigh! Absilootly, Yes. I'm a looser with no onion.
Search		It is highly recommended that you use one of these binary packages when developing on Windows. See the installation guide for	Vote
Projects Action Adventure Arcade Board Games Demos Emulators Other Puzzle Puzzle	252 22 216 30 24 10 68 139	information on how to initial and use these binary packages. inford v 4.5.0 - zip, 72 inford v 4.5.2 - zip, 72 inford v 5.0 - zip, 72	View Results
Sports	40 25	Documentation & Examples	
Strategy Utilities Resource Directo	58 46	Reference Manual: Online, PDF Examples: Source & Windows Binaries	
Code Gallery	3	Source Code	
Compilers Help & Documents Libraries Media Tools	12 13 63 2 8	To build the source code, you must have CMake and the various third party development libraries (e.g., libpng, libjpeg) installed. See the included readme for more information. • allegro-5.0.9.tar.gz • allegro-5.0.9.7z	

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3. Extract the content of allegro-5.x.x-mingw-x.x.x.zip/7z you just downloaded to a location where you won't have to move things a lot, or even forget where they are, like C:\ALLEGRO.

4. Open Code::Blocks and start a new empty project. Complete the wizard. *File->New->Project->Empty project*





Empty project	
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	✓ Create "Debug" configuration: Debug "Debug" options Output dir.: bin\Debug\ Objects output dir.: obj\Debug\
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5. Right-click your project file in the workspace on the left side of the screen, and go to *Build Options*.

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 Click your project name on the left side of the window, go to Search Directories->Compiler->Add, find the Allegro include folder (in my case C:\ALLEGRO\include), click Yes, than OK.

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7. Now select *Debug*, and go to *Linker Settings->Add*.

Find the Allegro lib folder (in my case C:\ALLEGRO\lib), and inside it select **liballegro-5.x.x-monolith-mt-debug.a** (I have the 5.0.9 version, yours may be different). Click *Yes*, than *OK*.



Now select *Release*, and repeat step 7, but find the file named liballegro-5.x.x-monolith-mt.a inside the lib folder, instead of the liballegro-5.x.x-monolith-mt-debug.a in step 7.

9. That's all when it comes to setting up Code::Blocks. Now create Main.cpp and paste this code inside:

#include <allegro5/allegro.h> //Main Allegro header
#include <allegro5/allegro_native_dialog.h> //Header for dialogue boxes

int main()

{

//This is the display on which you draw everyting
ALLEGRO_DISPLAY *display;

//If Allegro fails to initialize show a message box
if(!al_init())
 al_show_native_message_box(NULL, NULL, "Could not initialize Allegro 5", NULL, NULL);

//Define the display
display = al_create_display(800, 600);

//If Allegro fails to create a display show a message box
if(!display)
al_show_native_message_box(NULL, NULL, "Could not create Allegro 5 display", NULL, NULL);

//Show the application window for 5 seconds
//(if you don't, the application will shut down immediately after you launch it)
al_rest(5.0f);

//Deallocate the memory used for the display creation
al_destroy_display(display);

return 0;

}

10. Press Ctrl+F9 to build the project, but don't run it yet, it won't work until you copy some .dll files to your project folder. To do that go to your Allegro folder, and from the bin directory (in my case C:\ALLEGRO\bin) copy allegro-5.x.x-monolith-mt-debug.dll and allegro-5.x.x-monolith-mt.dll. Paste allegro-5.x.x-monolith-mt-debug.dll to your project's Debug folder. Paste allegro-5.x.x-monolith-mt.dll to your project's Release folder.

If everything went OK, you should be able to run your application without any errors (Press F9 in C::B). You should see a 800x600 white window for 5 seconds. If that's the case, you can start working on your Allegro projects!