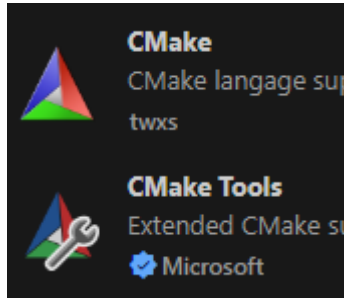# Compiling CarMaker exe for Windows and Linux with CMake

The Template consists of the following files and folders: cmake, src, CMakeLists.txt, Readme.pdf

Prerequisites: CMake, Visual Studio Code, CMake and CMake Tools extensions for visual studio code

1. Copy the folder "cmake" and the text file "CMakeLists.txt" to the top level of your project folder
2. Copy the text file "CMakeLists.txt" located inside src to your project folder also inside src
3. Open "CMakeLists.txt" at the top level of the project folder and set CarMaker Version on line 9
4. Open the project folder in Visual Studio Code (Check prerequisites)
5. Press ctrl+shift+p. A drop down menu will open. Search for "cmake: configure" and select it
   The available compilers will show up. Select a compiler
6. Navigate in the Visual Studio Code Terminal to the folder "build" inside your project folder
7. Type-> cmake ..
8. Type-> cmake --build . --target install

   The compiled exe is located inside "bin" on the top level of the project folder