

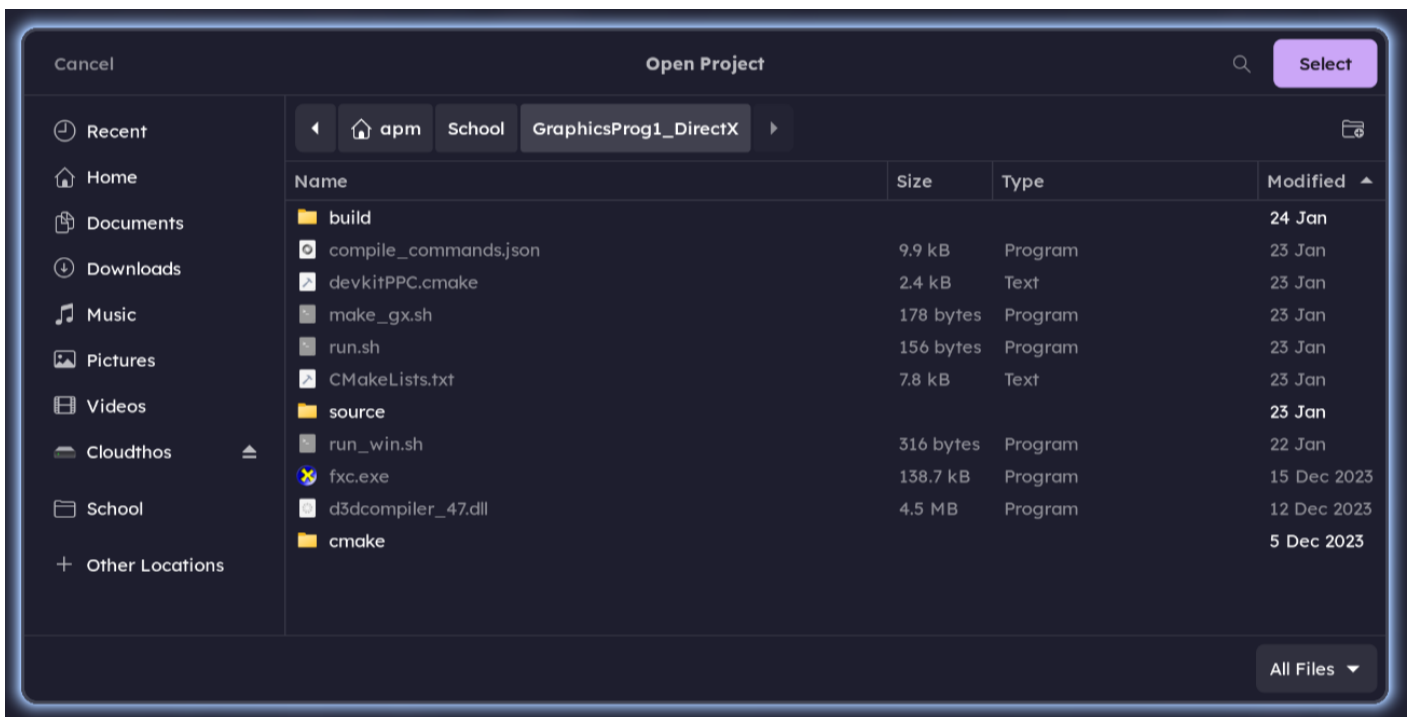
# Linux IDEs

Documenting IDEs that work well with DAE Linux engines and tools.

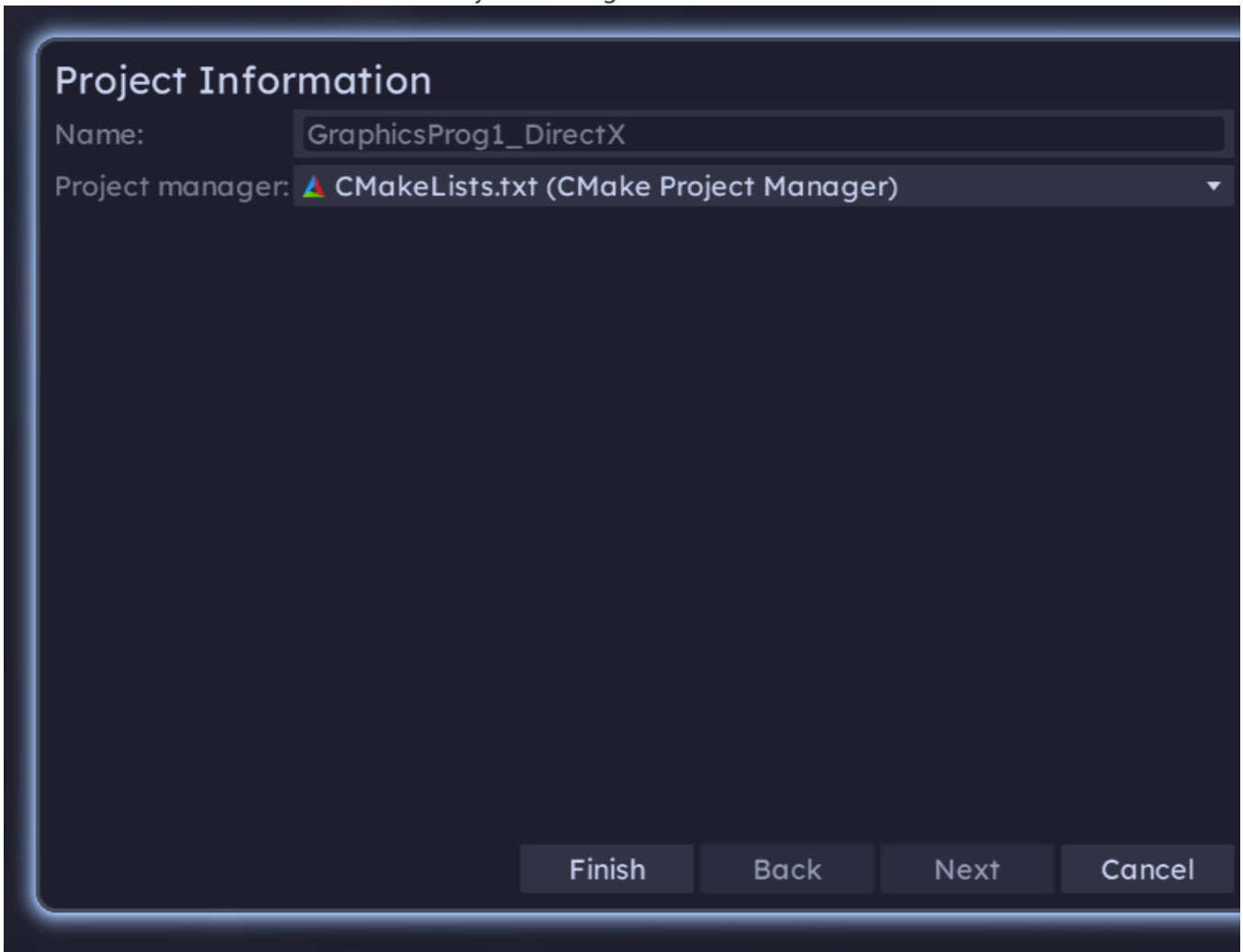
## KDevelop

KDevelop is an awesome free and open source IDE for Linux (and Windows + macOS) made in Qt by the KDE team. It provides an experience closest to Visual Studio. Once installed, you can follow these instructions to set it up with any DAE Linux engine:

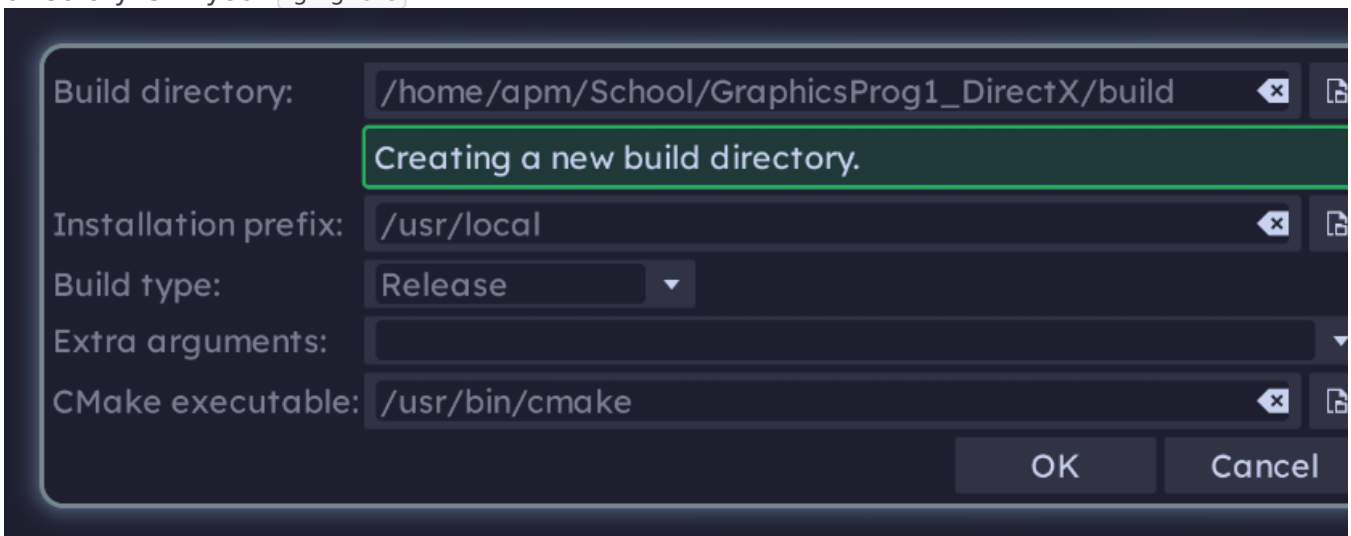
1. Use the `Project` -> `Import Project` button, and select the directory containing `CMakeLists.txt`:



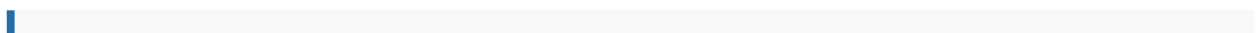
2. Hit finish with the default CMake Project Manager selected:



3. Accept the default settings, ensuring it will use an empty `build` directory. Make sure this directory is in your `.gitignore`!



4. Wait for CMake to run. You can see this in the panel at the bottom. After some time, it should finish successfully:  
The Build window showing successful CMake output. It ends with `*** Finished ***` and no errors



NOTE: Some projects may produce CMake warnings, namely older ones using SDL. These can be safely ignored, as long as the configure itself finishes.

5. Now you can hit `Execute` at the top (or `Shift+F9`). The first time, you will be asked to select a launch configuration. Simply click `Add`, then select your target (at the end of the list). For most DAE Linux frameworks, this will be called `game`. You can leave the settings as default: The Launch Configurations list, showing a target called game after being added

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