# SickoMenu Compilation

Written by Chase for the BitCrackers Discord server, edited by Goaty for SickoMenu purposes.

Disclaimer: Regardless of whether or not you follow this guide and compile SickoMenu yourself, if the code on GitHub hasn't been updated to the latest version needed by the game, it will not work. Please don't ask about why your self-compiled version of the menu doesn't work. I am also under no obligation to assist you in this process, and if you can't figure it out then you're better off waiting for an official release.

Section One: Installing Visual Studio

The Visual Studio IDE can be found [here](#) and is necessary for the compilation of the menu. The Community Edition is more than sufficient for this, and it's free.

Once downloaded, launch the Visual Studio Installer and wait for it to open to this screen:
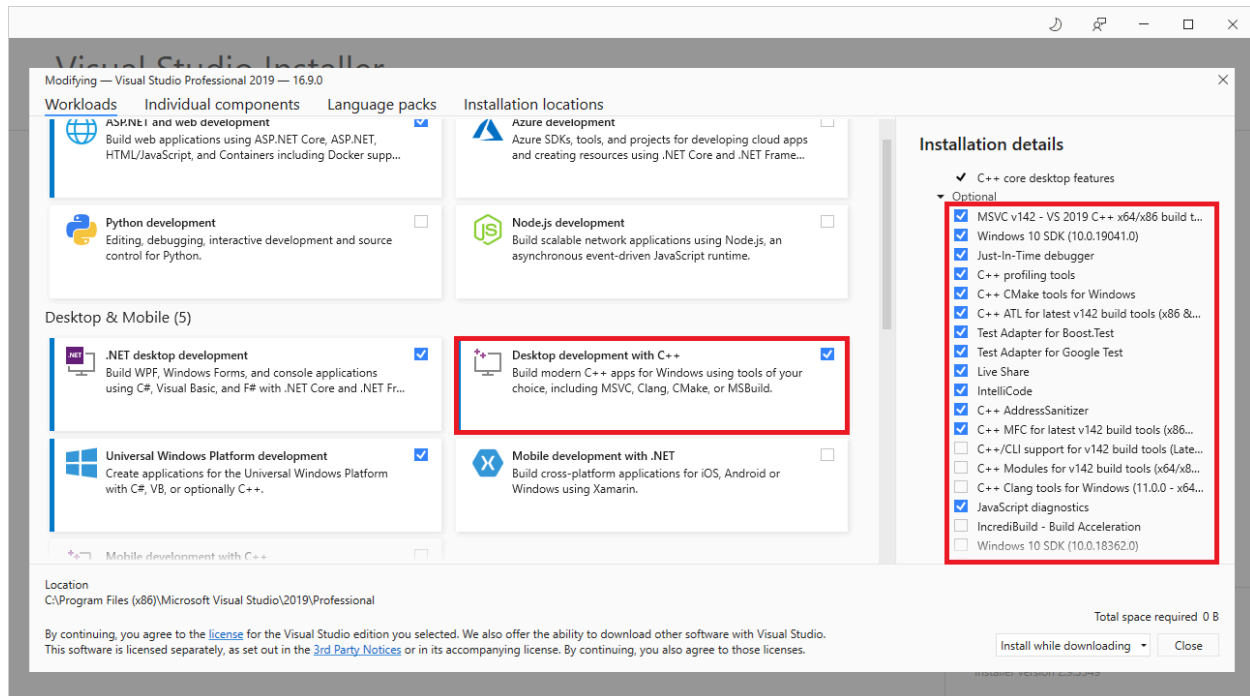
(this is technically the Modify Install screen, but it should look the same)

What you need from the installer is highlighted in the red box. Once all of those are checked, you can click "Install Now" and then just wait for the installation to finish. It's worth noting VS is a hefty product, and up to 15gb of space might be required.

Section Two: Installing Git

Git is necessary for a number of reasons:
1) Git will allow you to properly clone the project from GitHub.
2) Git will allow you to check out the specific branch for which you wish to compile.
3) AUM includes git commands in its compilation process that will require git.

You can acquire git for 64bit Windows 10 here. Once downloaded, launch the installer and simply "Next" through it. Git has a long installer with a ton of options that you need not concern yourself with unless you fully understand them. Once done, you can verify the installation of Git by right-clicking your Desktop and seeing if "Git Bash here" is present in your context menu. https://github.com/g0aty/SickoMenu

Section Three: Acquiring the Menu

The menu itself is hosted on [GitHub](). Acquiring the source code necessary to start the compilation process is as simple as:
1) Determine where you want the menu to be.
2) Right click in File Explorer and select "Git Bash here".
3) Type "git clone [https://github.com/g0aty/SickoMenu]()" (without the quotations) and press Return.

Git will now begin the process of "cloning" the source code into your chosen location. Wait until it's finished before proceeding to the next step.

The next step is to select which branch you want to compile from. A lot of other branches get features and pushes before they get merged into main, and compiling yourself will allow you to test those without having to wait on an official release. The available branches can be viewed here:
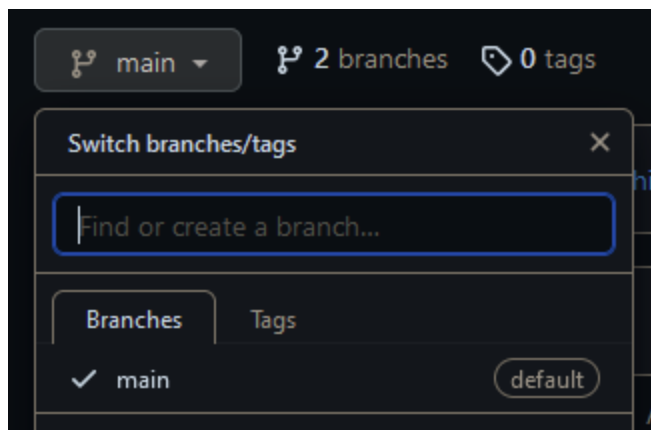
Sidenote: if you ever want to compile a different branch, you can simply git checkout that branch and then open in VS. Git will handle pulling the required files from GitHub. If you plan on staying on a specific branch and that branch has been updated since you compiled it, run "git pull" to "pull" the latest changes down from GitHub for that branch.

Section Four: Compiling

This is arguably the easiest step. Once you have successfully installed everything, cloned the source, and checked out your branch, you can simply open the project in Visual Studio and click two buttons to start compiling the code. At the top of Visual Studio you should see a taskbar with this dropdown:
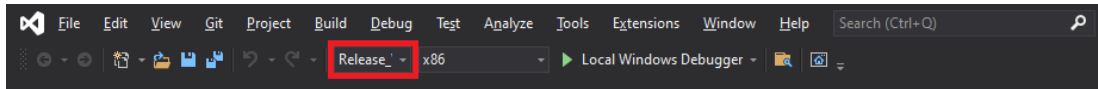
Simply Change that to whichever build you want (Release being the injectable version and Release_Version being the version.dll proxy) and click "Build" above it, then Build Solution (alternatively just press Ctrl+Shift+B). Visual Studio will compile the project and output the files in the SickoMenu folder in folders labeled Release or Release_Version respective to which build you selected.

That's all! Best of luck.