

## **Build instruction for the fuzzy logic system (FLS) library source code and Qt graphical user interface (GUI) source code.**

1- Download and install Cmake and Visual Studio 2017.

Cmake can be downloaded from;

<https://cmake.org/download/>

Visual Studio 2017 can be downloaded from,

<https://www.visualstudio.com/downloads/>

2- Open a Cmake Project.


























SONY_8GR (F:) ▾ FLS_Library_GUI ▾ FLS_Library_GUI ▾ FLS_Library_GUI ▾ src				
Burn New folder				
Name ^	Date modified	Type	Size	
 addrulesdialog.cpp	7/31/2017 11:40 AM	C++ Source file	1 KB	
 addrulesdialog.h	9/22/2017 2:18 PM	C++ Header file	1 KB	
 addrulesdialog.ui	7/31/2017 10:24 AM	Qt Designer File	3 KB	
 CMakeLists.txt	10/4/2017 9:57 PM	TXT File	3 KB	
 commondef.h	10/5/2017 12:30 AM	C++ Header file	2 KB	
 FLS_Library_GUI.pro	10/4/2017 9:07 PM	Qt Project file	2 KB	
 FLS_Library_GUI.pro.user	10/3/2017 4:19 PM	Visual Studio Projec...	44 KB	
 inmfdsdialog.cpp	7/31/2017 11:40 AM	C++ Source file	1 KB	
 inmfdsdialog.h	9/22/2017 2:18 PM	C++ Header file	1 KB	
 inmfdsdialog.ui	7/31/2017 10:27 AM	Qt Designer File	4 KB	
 inputdialog.cpp	10/5/2017 12:30 AM	C++ Source file	4 KB	
 inputdialog.h	10/3/2017 1:31 PM	C++ Header file	2 KB	
 inputdialog.ui	10/3/2017 11:43 AM	Qt Designer File	3 KB	
 intabledialog.cpp	10/3/2017 2:04 PM	C++ Source file	2 KB	
 intabledialog.h	10/3/2017 2:03 PM	C++ Header file	2 KB	
 intabledialog.ui	7/28/2017 10:38 AM	Qt Designer File	2 KB	
 main.cpp	10/3/2017 11:16 AM	C++ Source file	1 KB	
 mainwindow.cpp	10/4/2017 9:51 PM	C++ Source file	3 KB	
 mainwindow.h	10/3/2017 10:18 AM	C++ Header file	1 KB	
 mainwindow.ui	9/29/2017 4:59 PM	Qt Designer File	10 KB	
 MetaRecord.cpp	10/4/2017 8:38 PM	C++ Source file	14 KB	
 MetaRecord.h	10/4/2017 8:35 PM	C++ Header file	6 KB	
 outmfdsdialog.cpp	7/31/2017 11:40 AM	C++ Source file	1 KB	
 outmfdsdialog.h	10/3/2017 2:04 PM	C++ Header file	1 KB	
 outmfdsdialog.ui	7/31/2017 10:27 AM	Qt Designer File	5 KB	

Figure 1- Example cmake source code folder

3- Copy the folder path of the library source code.

Example : D:/\_\_\_\_\_w/bu/FLS\_Library\_GUI/FLS\_Library\_Gui/FLS\_Library\_Gui/src

4- Configure the paths as shown in the image.

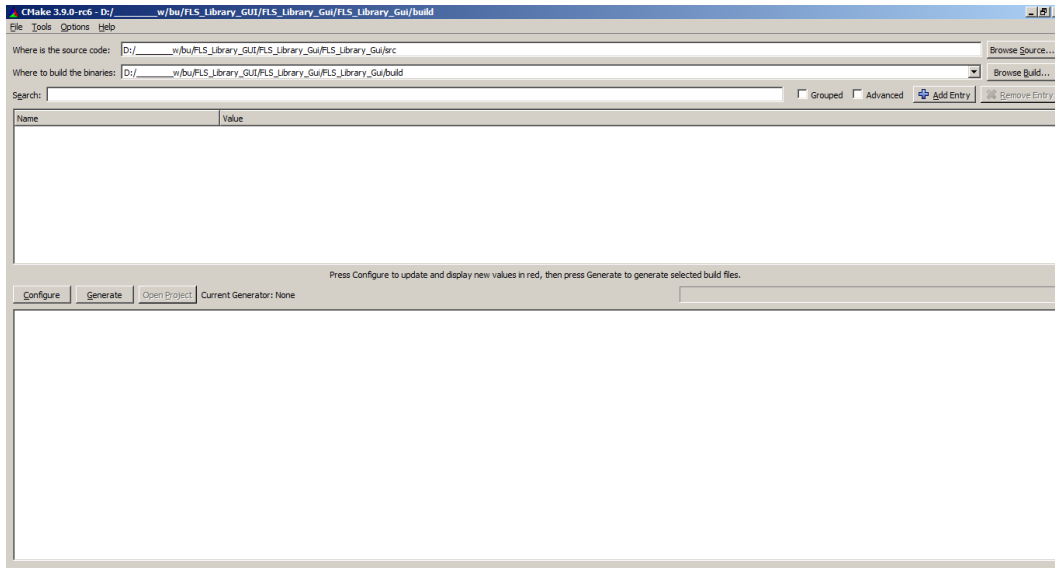


Figure 2- Cmake main window

5- Press configure and press yes to create a folder if the build folder is not available.

Then a dialog shown on figure 3 will pop-up like this.

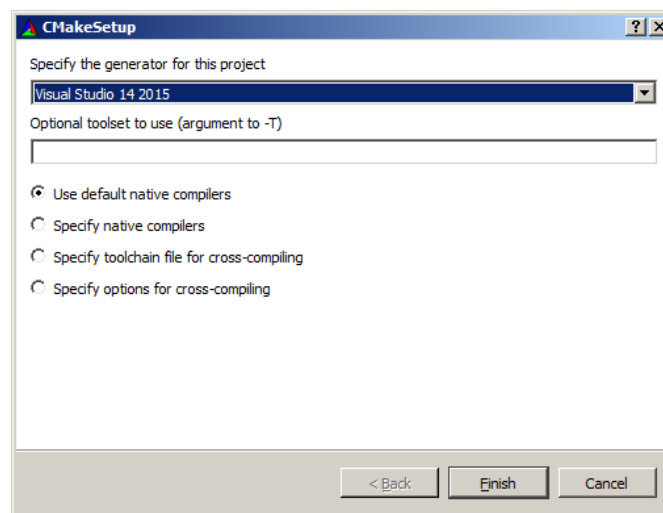


Figure 3- Cmake setup window

- 6- Select the compiler from the list of compilers available. I am using visual studio 2015 compiler. Press Next.

Usually the cmake will identify the Qt location. If not, then provide the qt location as follows. If you get an error that qt is not found, specify the folder in Qt.

Eg. C:/Qt/5.9.2/msvc2017/lib/cmake/qt5

C:\Qt\5.9.2\msvc2017\_64\lib\cmake\Qt5

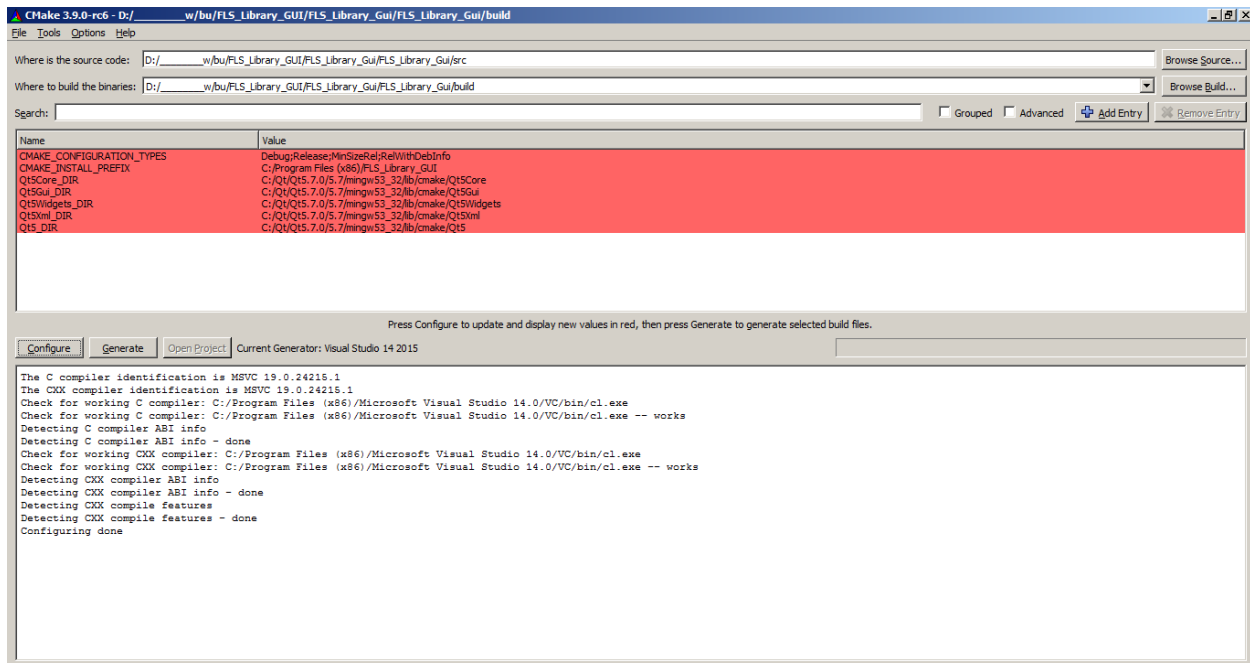


Figure 3- Cmake main window 2

- 7- Press the generate button and once generation is done, then press open project.

The project will be opened in visual studio and the same can be build there.

If there is an error because of target system as x86 or x64, clear cache of cmake (File-> delete cache) and configure cmake for your system compiler.

If you have a error with access is denied, go to VS Solution Explorer Window, right click "Executables " and select ""Set as StartUp Project".