Setting up OpenCV 2.0 on Netbeans 6.8 IDE on Windows Platform

Purpose
This tutorial steps you through the installation process of OpenCV 2.0 on Netbeans 6.8 IDE along with a working C++ example using the OpenCV library.

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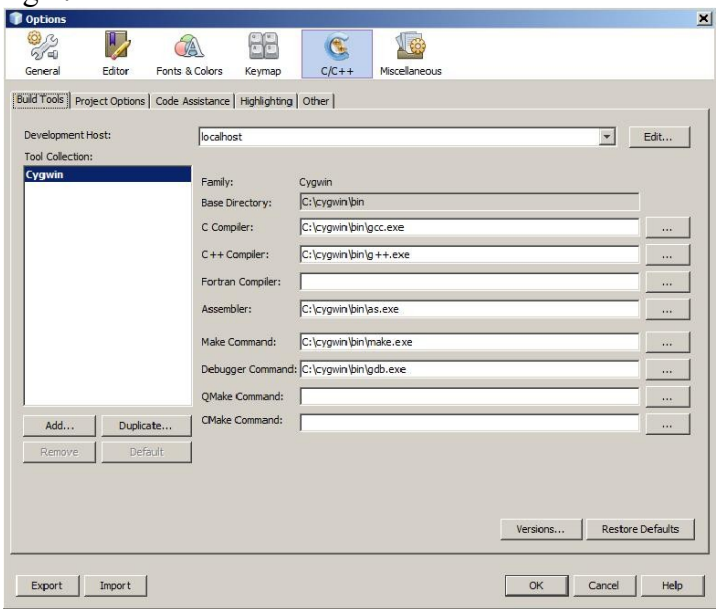
It is highly recommend that you follow each step in order of appearance:

Step 1.
Install Cygwin Complier
http://www.cygwin.com/setup.exe
and follow installation guide.

Step 2.
Download NetBeans 6.8 IDE
http://netbeans.org/index.html
and install.

Step 3.
NetBeans should now find Cygwin compiler and configure it automatically, if not don't worry do the following in Netbeans menu, but do check this is OK all the same...
Tools
Options
C/C++
Build Tools
and simply add the Cygwin in the **Tool Collection** and the paths point to the Cygwin directory.(fig 1.)

fig 1.

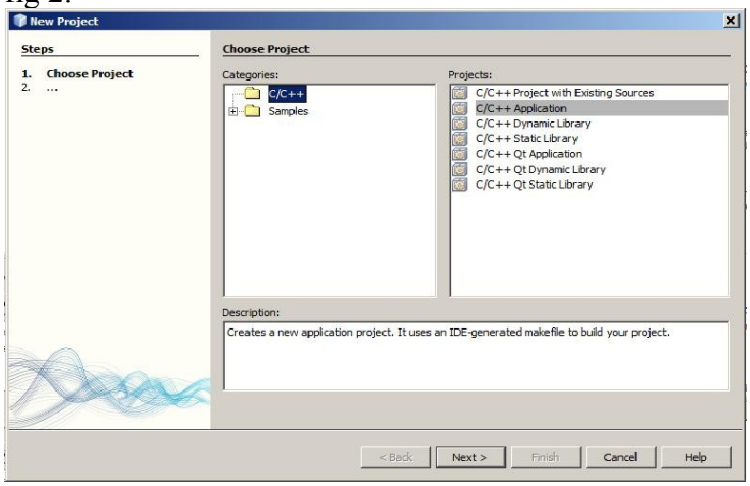


Finally click **OK**

Step 4.
Now we'll build a new project in Netbeans to test that we can create/compile & run a simply C/C++ program.

- First create a new folder on your desktop & call it **C++_Projects**
- Now in Netbeans **File>>New Project>>C/C++>>C/C++Application**(fig 2.)

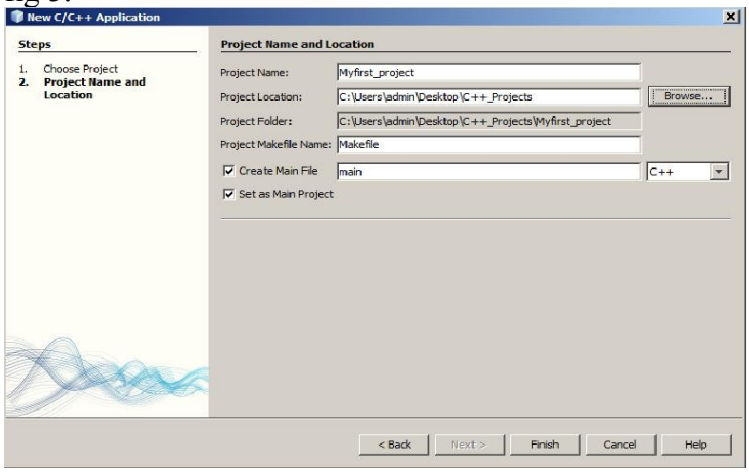
fig 2.



Click **Next**

In the next window do the following(fig 3.)
Project Name: **Myfirst_project**
Project Location: use the Browse button to point to the **C++_Project** folder you created on your desktop earlier, and check that the other settings match (fig 3).

fig 3.



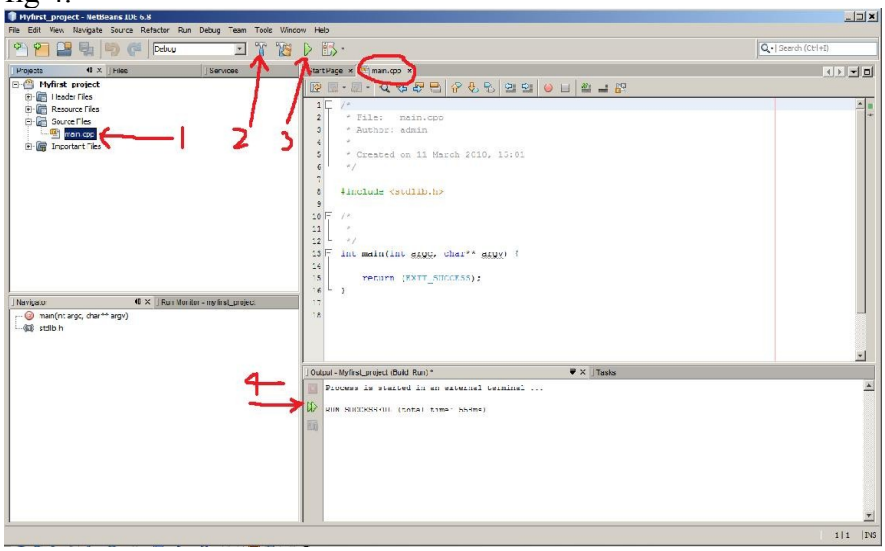
Finally click **Finish**

RECAP so far:

1. Installed Cygwin Compiler.
2. Installed Netbeans and configured Cygwin Compiler.
3. Created a folder on the desktop which contains our new C++ project named **Myfirst_project**

Build/Compile and Run our New Project

fig 4.



Steps

1. Double click on the main.cpp file under **Source Files** to load code in the right hand window(Item 1 fig 4.)
2. Click on the blue hammer (Item 2 fig 4.) to build the project.
3. Click on the green button (Item 3 fig 4.) to run the compiled exe.
4. If all goes well you should see RUN SUCCESSFUL (Item 4 fig 4.)

WARNING:

You should be aware that if you encounter any problems with any of the above steps or you can not build/compile or run your new project, then these issues need to be addressed before trying to install OpenCV, because it's probably not going to work.

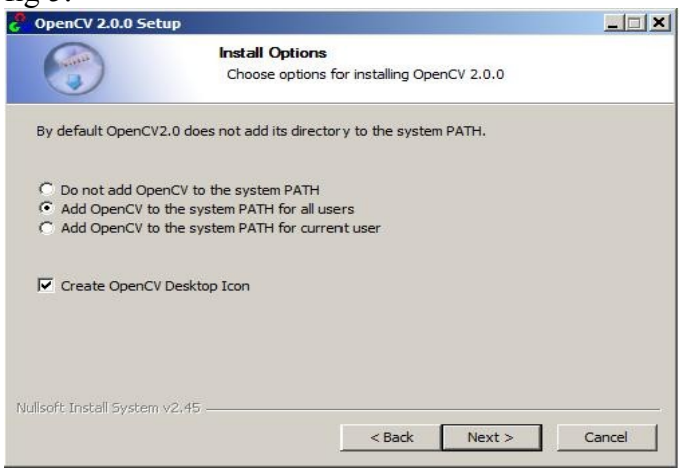
OpenCV 2.0 Netbeans 6.8 IDE Installation guide

Install OpenCV 2.0
http://sourceforge.net/projects/opencvlibrary/files/opencv-win/2.0/
and follow the installation guide.

Very Important Note:

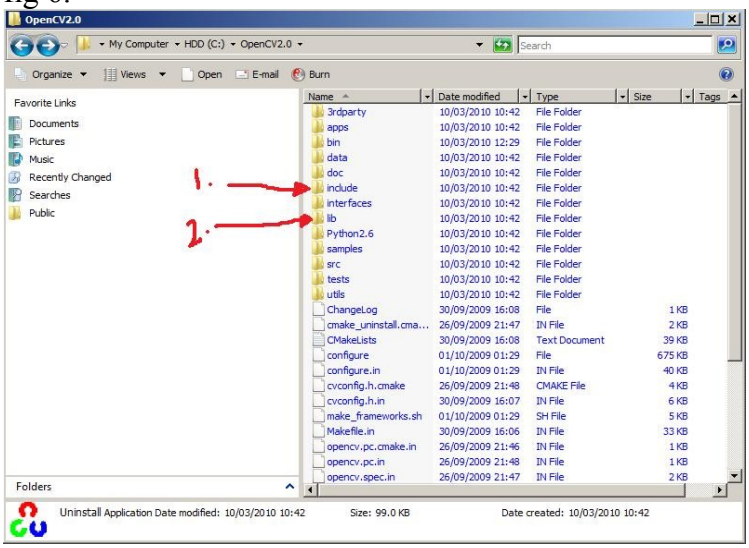
OpenCV install options, add to **system Path** you need to select **ADD** very important(fig 5.)

fig 5.



By default OpenCV install location is **C:\OpenCV2.0** so we are going to assume from here that this is the case.

Navigate to the OpenCV directory(fig 6.)
fig 6.



The folders we're interested in are the **include**(Item 1 fig 6.) and the **lib**(Item 2 fig 6.)

- include folder contains the header files for OpenCV
- lib folder contains the dlls/library files

The first thing we need to do is open the file **cxoperation.hpp** this is found in the **...include/opencv** folder and change lines 67-68

from this

```
67      #include <bits/atomicity.h>
68      #if __GNUC__ >= 4
```

to this

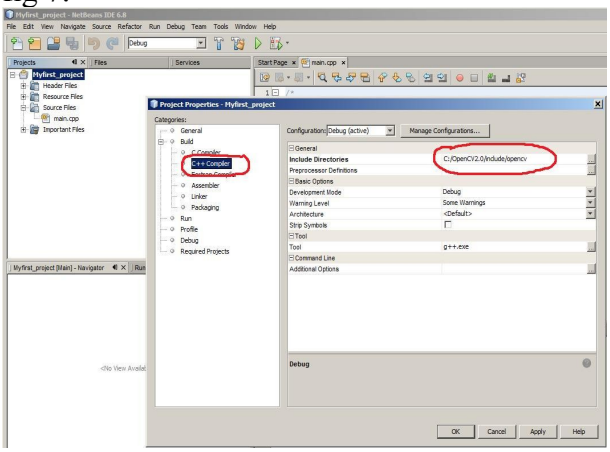
```
67      #include <bits/atomicity.h>
68      #if __GNUC__ >= 4 || __CYGWIN__
```

then **Save** the file.

Its best to use a text editor that can display line numbers to make this easy,VIM etc, you can use Netbeans IDE too of course to do this.

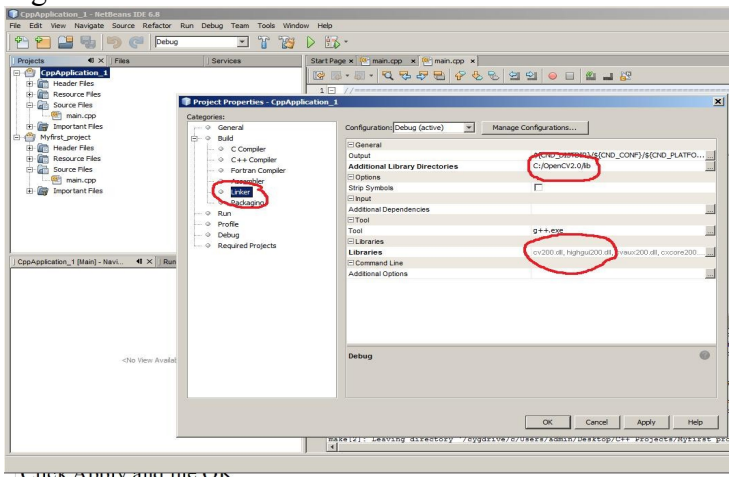
Now in Netbeans IDE, right click **Myfirst_project** and select **Properties**(fig 7.)

fig 7.



- Click on **C++ Compiler** tab and change the **Include Directories** path so it points to **c:/OpenCV2.0/include/opencv**(fig 7.) this is where the header files are, for opencv projects.
- Next we need to tell Netbeans where to find the library files needed for opencv projects, this is under the Linker tab (fig 8.) the only two library files we need to install at this moment are **cv200.dll** and **highgui200.dll** the others dlls can be loaded later and also the **Additional Library Directories** points to **c:/OpenCV2.0/lib**

Fig 8.



Click **Apply** and the **OK** Buttons

That's all the settings done folks!

Next testing the OpenCV 2.0 installation

- Plug a web cam into a usb port
- Copy and Paste the entire code below into the **main.cpp** file(*overwrite any previous code*)
- **Build** project Blue Hammer
- **Run** Green Button

If all's well your web cam should light up and a demo window should appear with the output of your web cam(fig 9.)

fig 9.

I hope you enjoyed the tutorial...
Steve Hodkin

And one final bonus, Eclipse user's check out this link for installing Opencv2.0 on Eclipse IDE.
http://carrierfrequency.blogspot.com/2010/02/setting-up-opencv-20-in-eclipse-on.html

```
//============================================================================
// Name        : main.cpp
// Author      : Steve Hodkin
// Version     : 1.0
// Copyright   : Your copyright notice
// Description : opencv example in C++, Ansi-style
//============================================================================

#include <stdio.h>
#include "cv.h"
#include "highgui.h"

using namespace std;

int main(int argc, char* argv[])
{

	//create and setup a window called "Demo"
	cvNamedWindow("Demo", CV_WINDOW_AUTOSIZE);
	//setup camera capture process
	CvCapture* capture=cvCaptureFromCAM(0);

	//loop and keep displaying web cam image
	while( 1 ) {
		//exit when esc key pressed
		if (cvWaitKey(100)== 27) break;
		//get's image
		IplImage* frame = cvQueryFrame(capture);
		//display's image in the window
		cvShowImage("Demo", frame);
	}

   //clean up and destroy Demo window
   cvDestroyWindow("Demo");
   return 0;
}
```