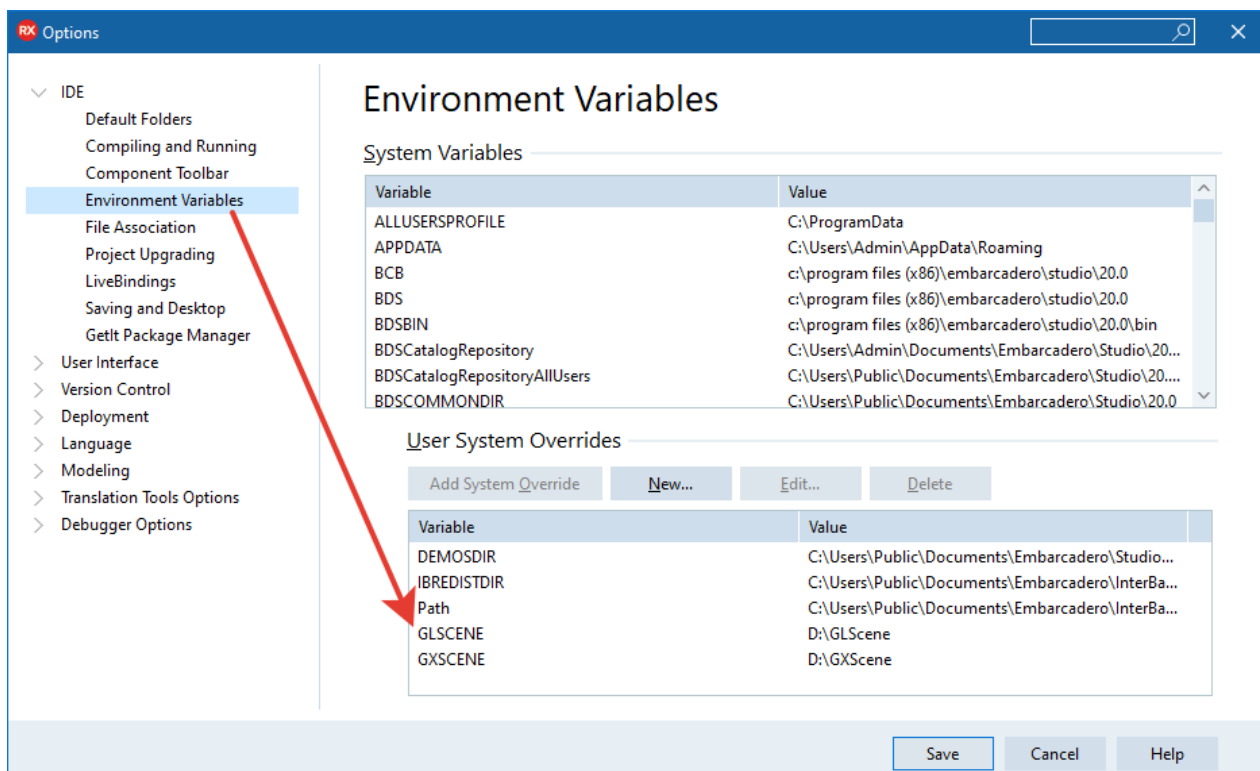


The Installation of GLScene in Embarcadero RAD Studio

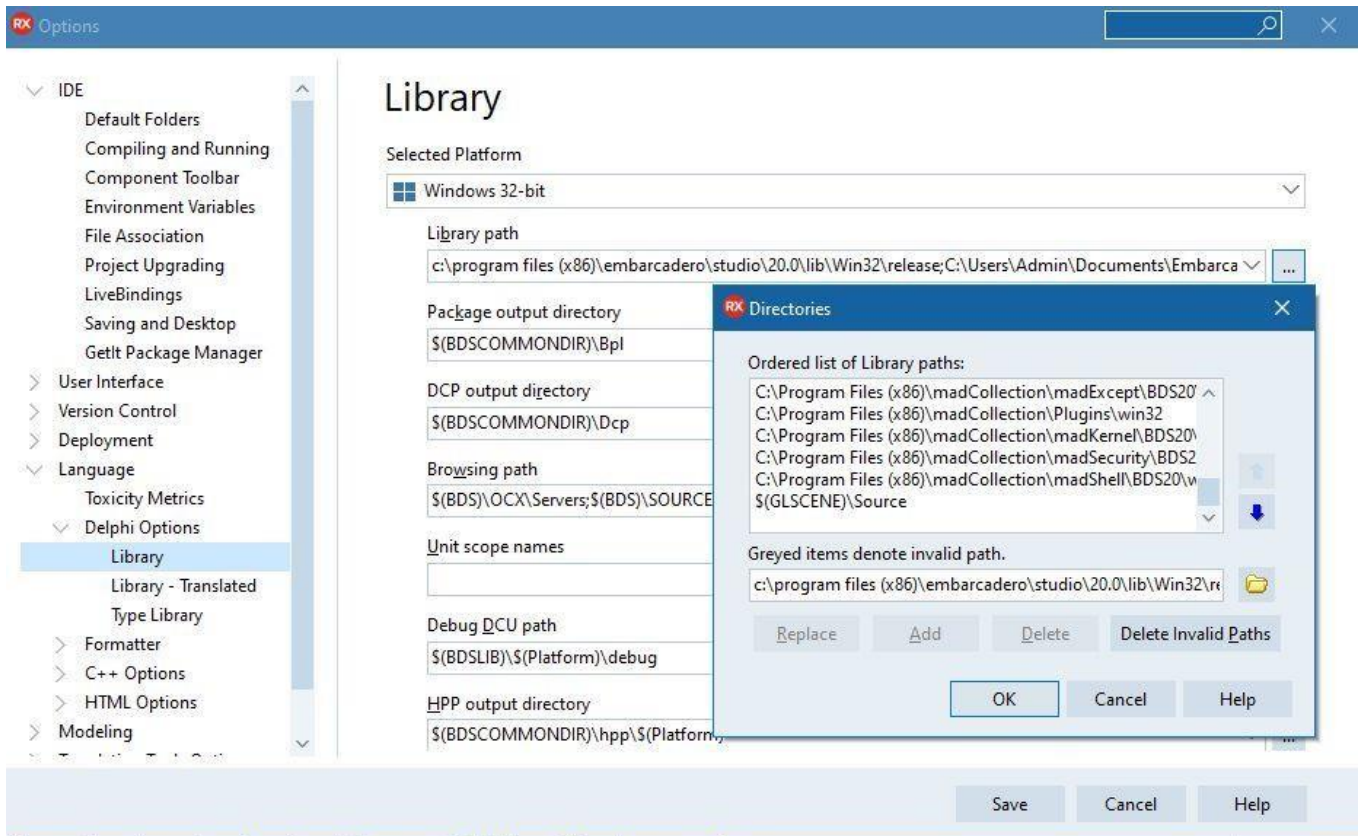
1. Download source codes of GLScene from the URL of repository

<https://svn.code.sf.net/p/glscene/code/trunk> to a SVN directory on your disk, e.g. D:\Library\SVN_GLScene. Use TortoiseSVN client or RAD Studio's embedded subversion control system in menu File | Open From Version Control... to check out the code. You may also get the whole current Snapshot of the trunk from code page <http://sourceforge.net/p/glscene/code/HEAD/tree/> or download archive zip files with previous releases of GLScene project at the page <http://sourceforge.net/projects/glscene/files/>

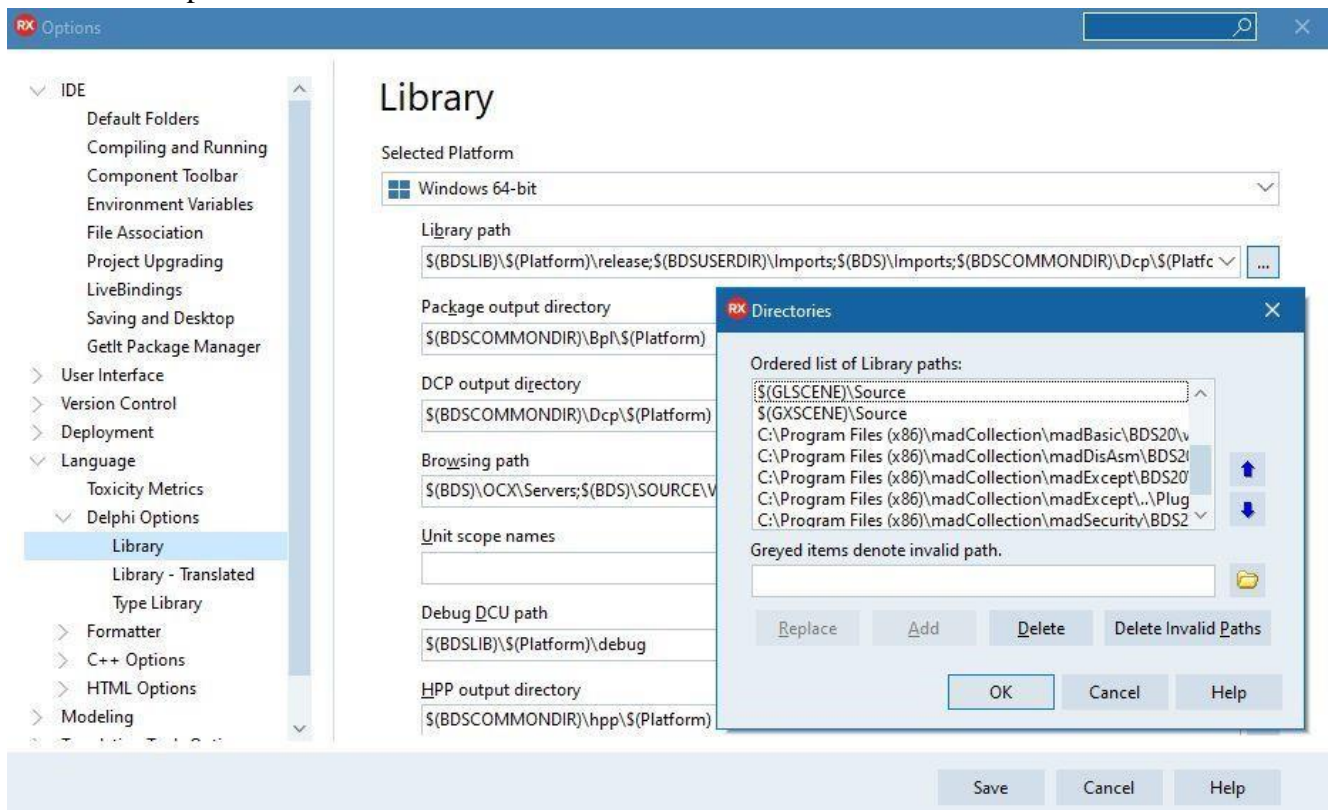
2. Make a copy of the trunk in a separate directory, e.g. in the working directory D:\GLScene, to prevent original sources from occasional changes. You may skip the step if you don't need to update your copy of code from SVN repository further.
3. Run SetupDLLs.bat before installation of packages in directory ..\GLScene\external as administrator to copy third party dynamic libraries into C:\Windows\System32 and C:\Windows\SysWOW64 directories to support 3D sounds (BASS, FMOD, OpenAL), game API (SDL2), nVidia CG shaders and physics (ODE, Newton). In other cases you may place the DLLs in your program.exe directory for calling from your application.
4. When installing GLScene in RAD Studio for the first time it's necessary to create a new environmental variable GLSCENE as shown in the next screenshot:



5. Setup Delphi Library Paths in Options dialog. Open Delphi Options Library page and add paths to GLScene for Win32

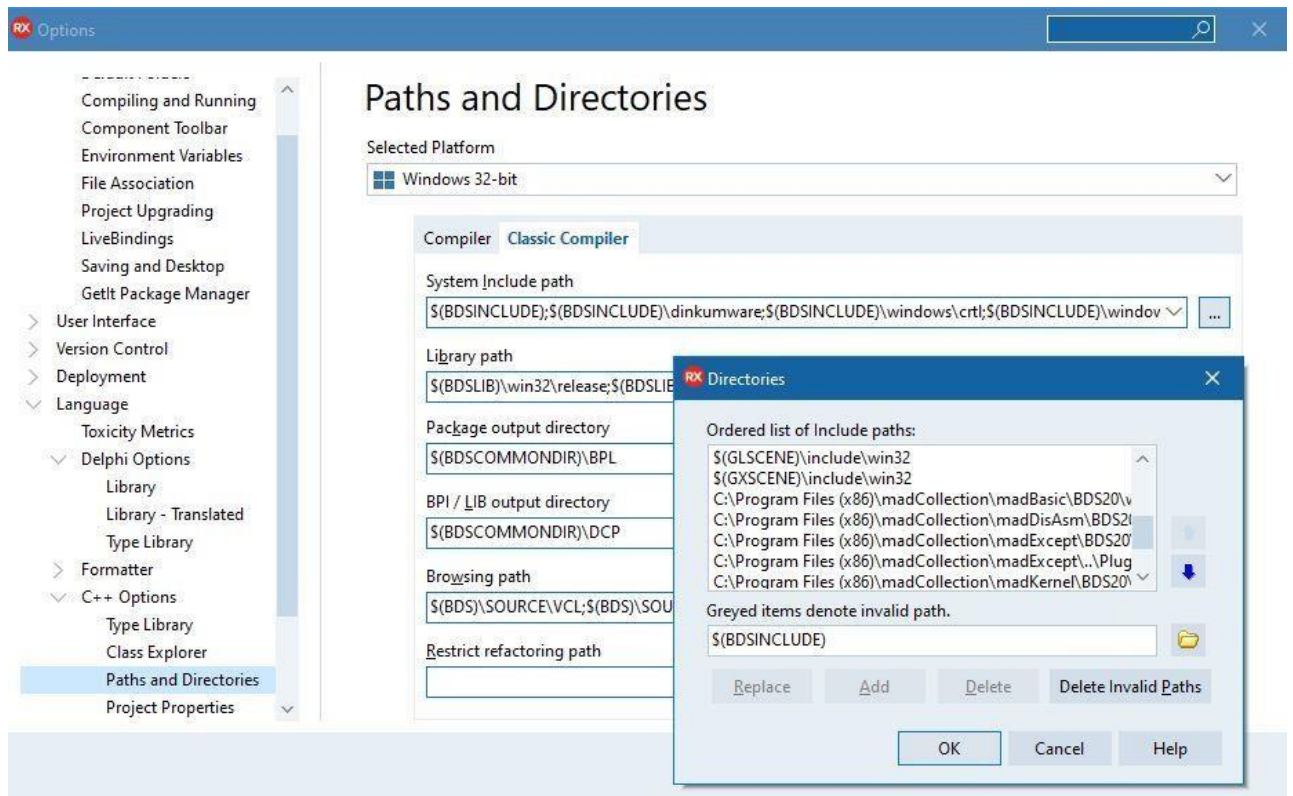


and paths to GLScene for Win64

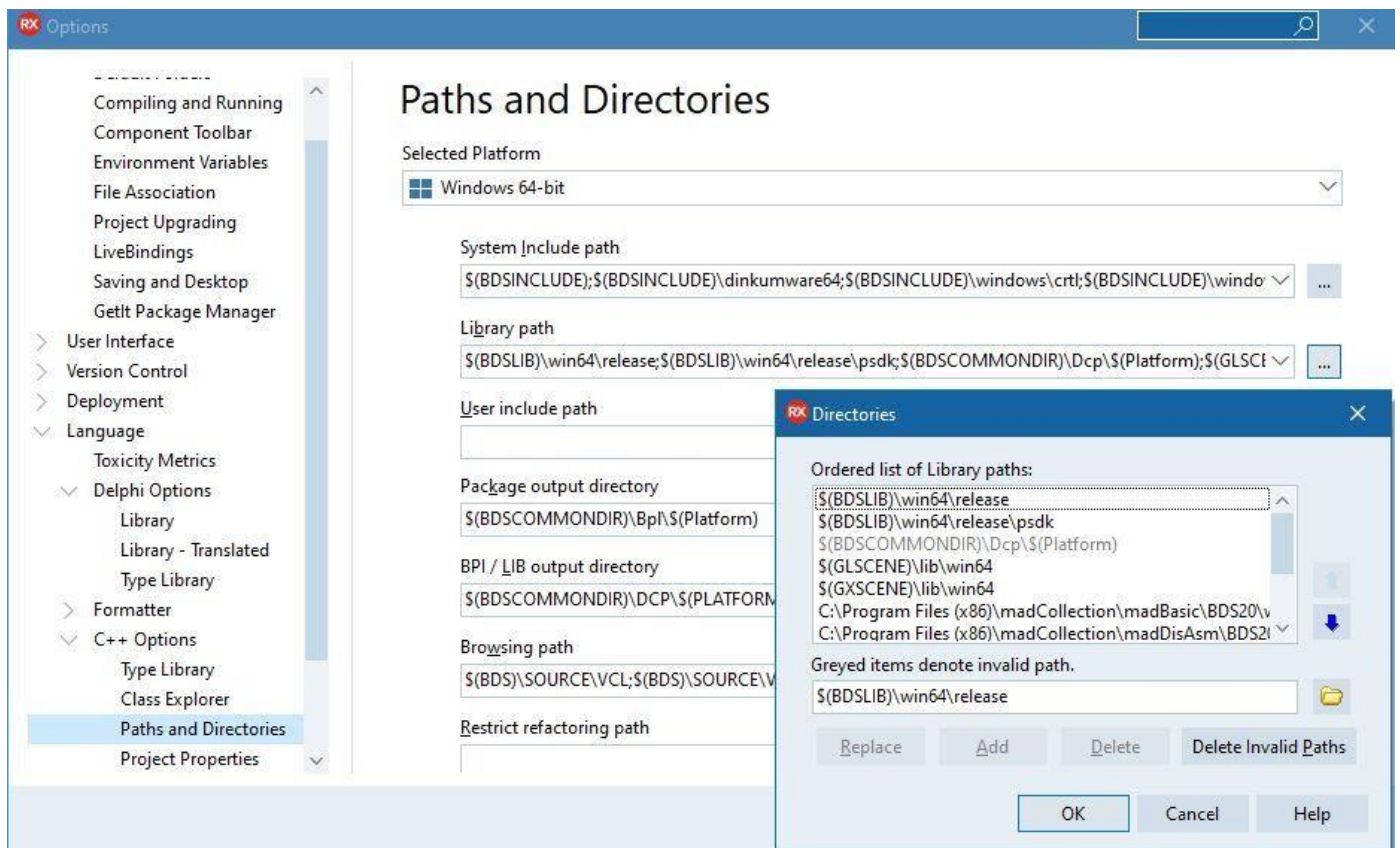


Options for C++Builder

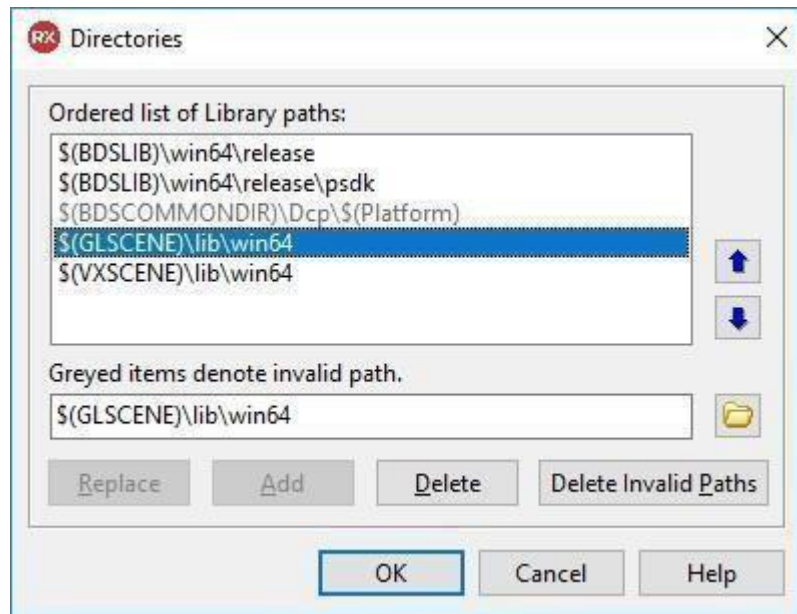
6. Setup C++ Options for C++ Compiler to include HPP files. Open Cpp Options dialog for Paths and Directories and add paths in "System include path" to GLScene's headers for Win32:



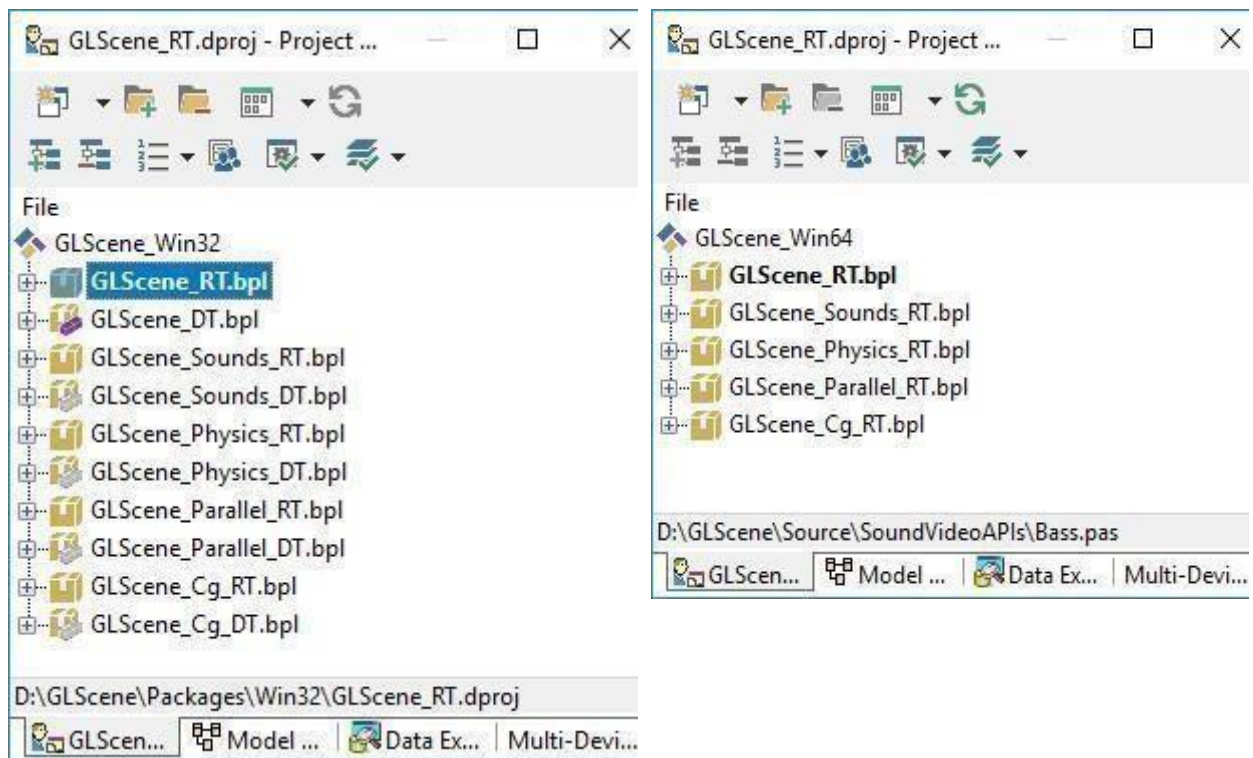
and in the same type for Win64 headers:



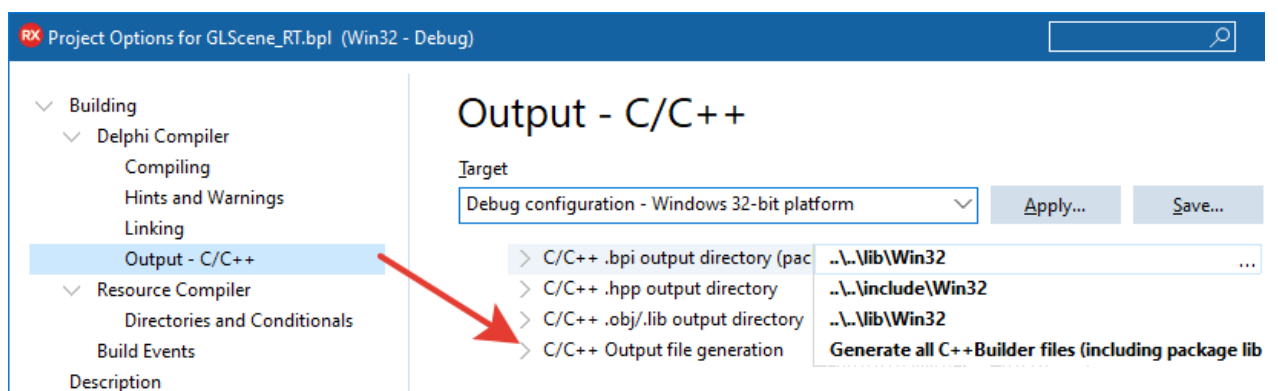
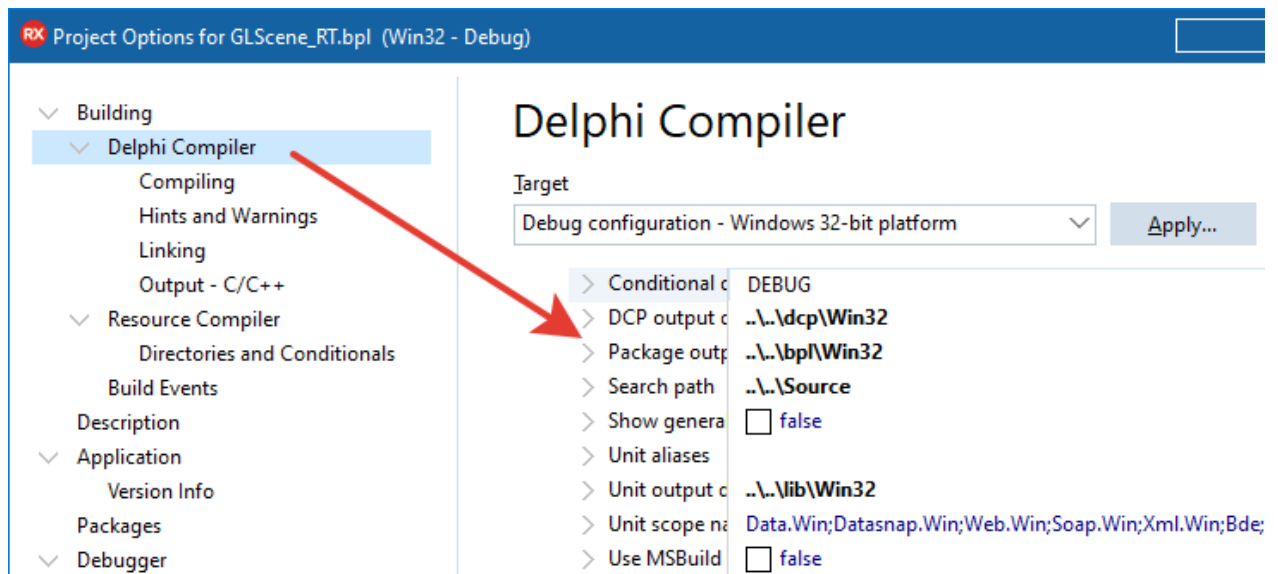
7. Setup C++ Options for libraries files. Add paths in "Library paths" to lib/bpi files for Win32: and to lib/bpi files for Win64:



8. Open the GLScene_Win32.groupproj in your directory \$(GLSCENE)\Packages\ using menu item File|Open Project...(Ctrl+F11). In Project Manager window you will find the next list of projects with *.bpl extensions and ones for GLScene_Win64.groupproj:



The Delphi Compiler and C/C++ Output are the next paths for all packages



9. Compile GLScene's packages for Win32/Win64 using "Compile All From Here" and install components by choosing every DT (DesignTime) package in GLScene_Win32 group to RAD Studio component palette. Then for GLScene_DT.bpl you should get an information as shown below

**Package**

C:\Users\Public\Documents\Embarcadero\Studio\19.0...\GLScene_DesignTime.bpl has been installed.

The following new component(s) have been registered: TGLAnimationController, TGLApplicationFileIO, TGLAsmShader, TGLAsyncHDS, TGLAsyncTimer, TGLAVIRecorder, TGLBitmapFont, TGLBitmapHDS, TGLBumpmapHDS, TGLBumpShader, TGLCadencer, TGLCameraController, TGLCelShader, TGLCollisionManager, TGLCustomHDS, TGLCustomPFXManager, TGLCustomSpritePFXManager, TGLDCEManager, TGLEParticleMasksManager, TGLFireFXManager, TGLFPSMovementManager, TGLFullScreenViewer, TGLGizmo, TGLGuiLayout, TGLHeightTileFileHDS, TGLHiddenLineShader, TGLJoystick, TGLLinePFXManager, TGLMaterialLibrary, TGLMaterialLibraryEx, TGLMaterialScripter, TGLMemoryViewer, TGLMultiMaterialShader, TGLNavigator, TGLOutlineShader, TGLPerlinHDS, TGLPerlinPFXManager, TGLPhongShader, TGLPointLightPFXManager, TGLPolygonPFXManager, TGLSArchiveManager, TGLScene, TGLSceneViewer, TGLScreenSaver, TGLScriptLibrary, TGLShaderCombiner, TGLShadowHDS, TGLSimpleNavigation, TGLSLanguage, TGLSLBumpShader, TGLSLDiffuseSpecularShader, TGLSLLogger, TGLSLPostBlurShader, TGLSLPostDreamVisionShader, TGLSLPostFrostShader, TGLSLPostNightVisionShader, TGLSLPostPixelateShader, TGLSLPostPosterizeShader, TGLSLPostThermalVisionShader, TGLSLPostTroubleShader, TGLSLShader, TGLSmoothNavigator, TGLSmoothUserInterface, TGLSoundLibrary, TGLSynHiMemo, TGLStaticImposterBuilder, TGLTexCombineShader, TGLTexturedHDS, TGLTextureSharingShader, TGLThorFXManager, TGLTimeEventsMGR, TGLUserInterface, TGLUserShader, TGLVfsPAK, TGLWindowsBitmapFont.

OK

10. Run demos for Delphi & C++Builder from \$(GLSCENE)\Samples directory.