The Installation of GLScene in Embarcadero RAD Studio

1. Download the latest version of GLScene from Github at page https://github.com/glscene/GLScene/releases or as ZIP from repository https://github.com/glscene/GLScene.git to your disk, e.g. D:\GLScene.

2. You can also use TortoiseGit or TortoiseSvn clients, Github Desktop or RAD Studio's embedded github control system from menu File|Open From Version Control… to Git clone and then update the current code.

3. Run _setupDLL.cmd in directory ..\GLScene\external as administrator before compiling and installing packages in IDE to copy into C:\Windows\System32 and C:\Windows\SysWOW64 directories third party dynamic libraries to support 3D sounds (BASS, FMOD, OpenAL), game API (SDL2), nVidia CG shaders and physics (ODE, Newton).

4. Setup Delphi Library Paths in Options|Language dialog. Open Delphi Options Library page and add paths to source files.
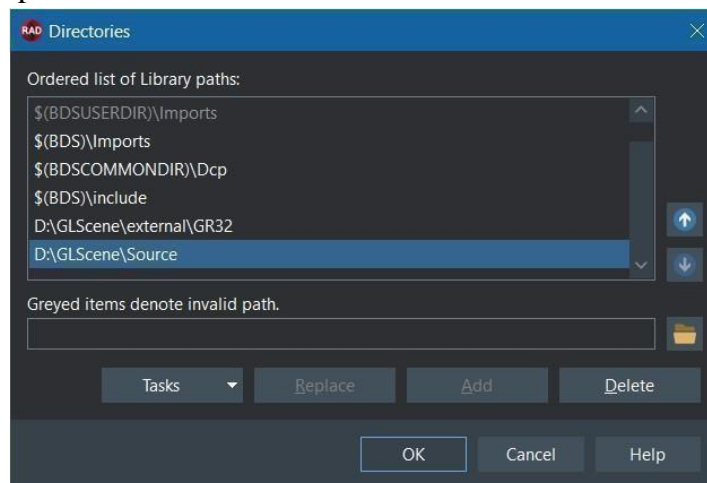
5. Setup C++ Options for C++Builder to include autogenerated hpp files. Open Cpp Options dialog in Paths and Directories menu and add paths in "System include path" to headers for Win32 and Win64 platforms. The same for modern compiler.
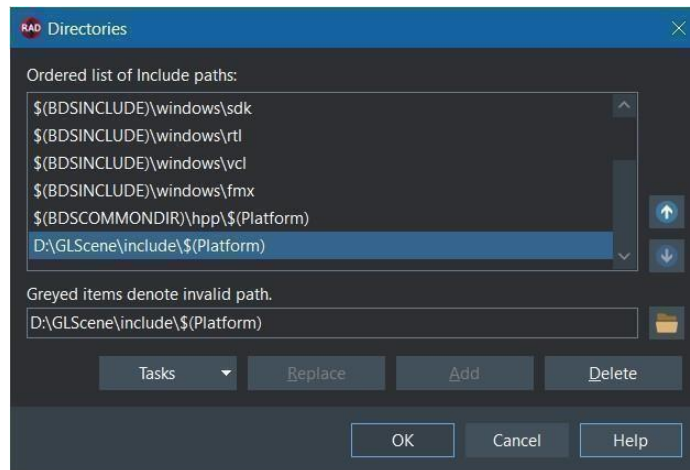
6.   Setup C++ Options for libraries. Add paths in "Ordered list of Library paths" to lib/bpi files for all platforms.
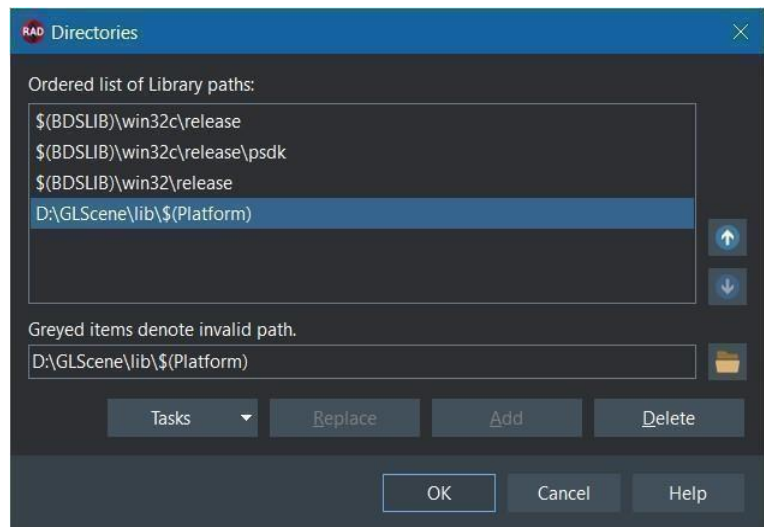
7.   Open the GLScene.groupproj in your directory ..\GLScene\Packages\ using menu item File|Open Project…(Ctrl+F11). The next list of projects with *.bpl extensions there will be in Project Manager window :
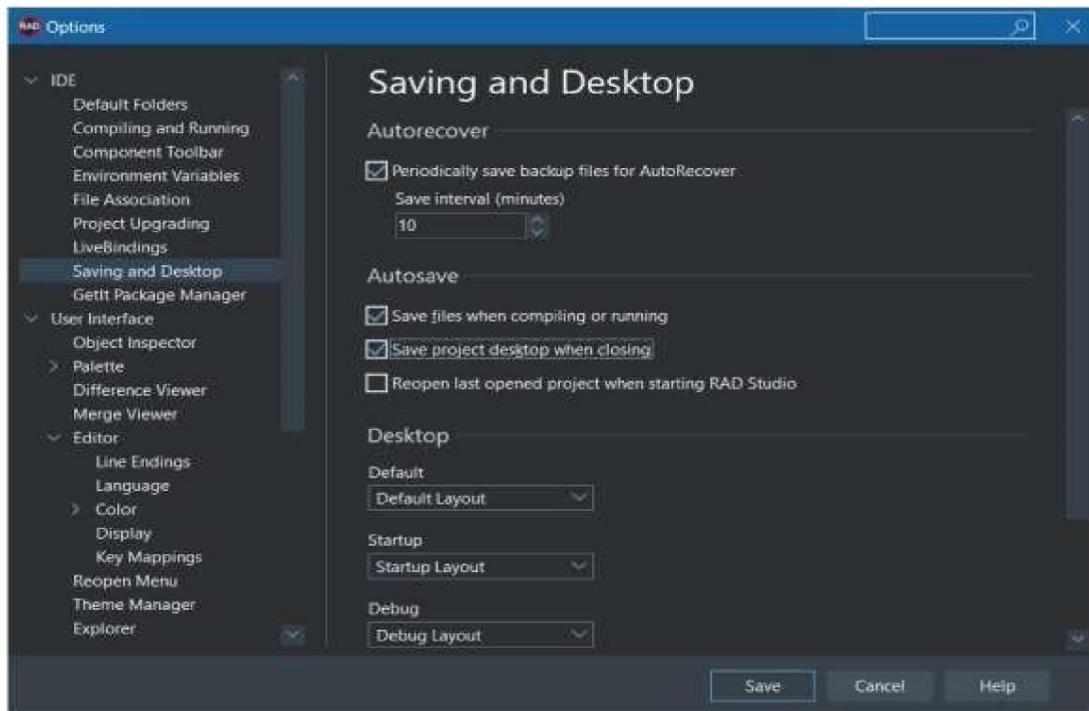
8.   Compile GLScene's packages for Win32/Win64 using "Compile All From Here" and install components by choosing every DT (DesignTime) package in GLScene.groupproj to RAD Studio component palette. Then you should get an information for GLScene_DT.bpl as shown below
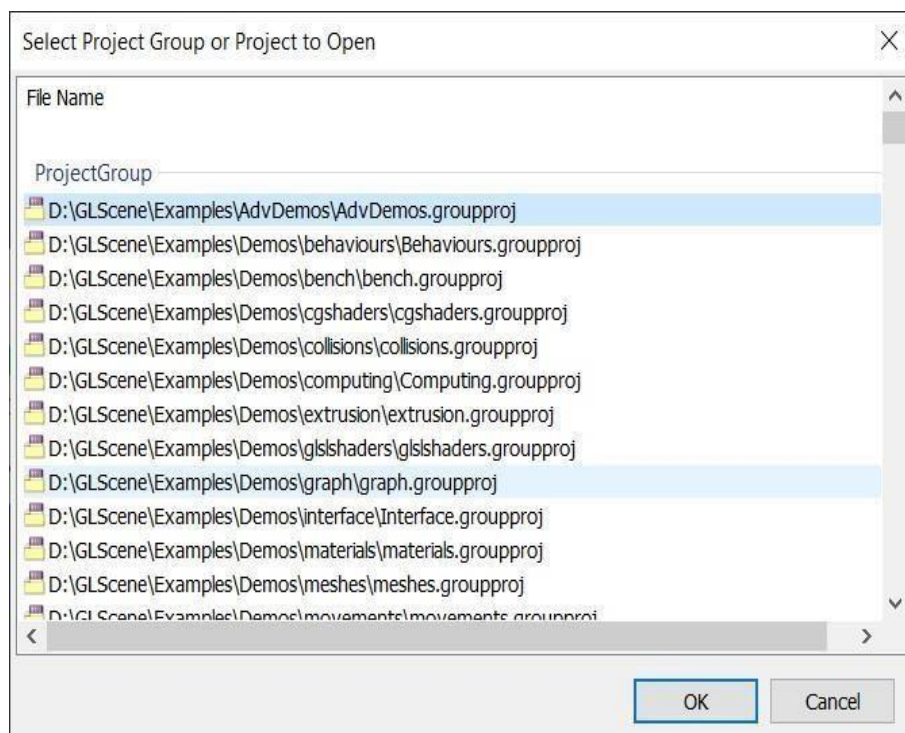

9.   Setup the same options for cross- platform compilations in IDE, open the GXScene.groupproj and install GXScene components for FMX.

10. Run Examples for Delphi & C++Builder in ..GLScene\Examples directory to learn demos and advdemos projects.
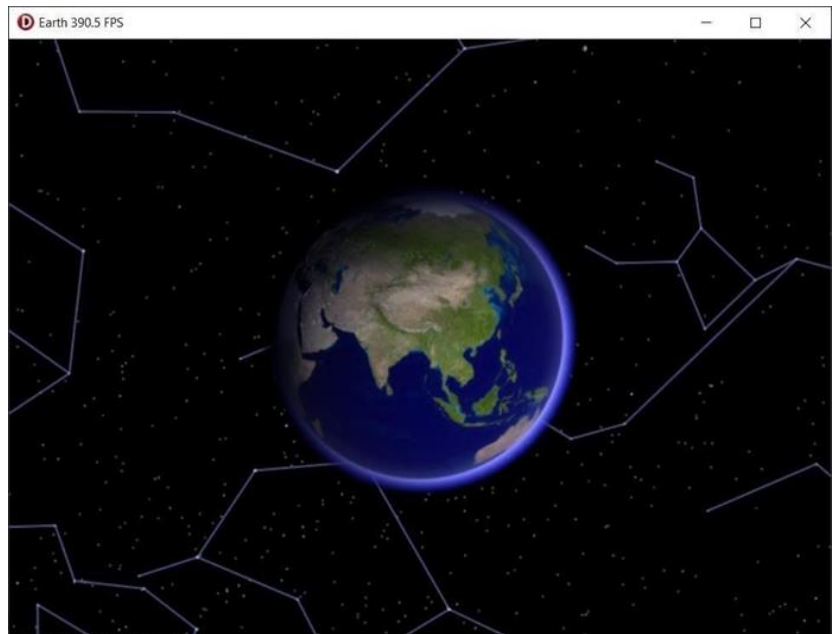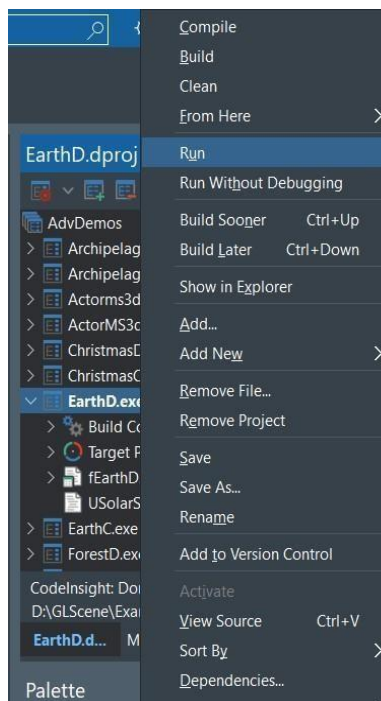
Additional IDE options and running examples

Setting saving and desktop

Running examples

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