

# First steps

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9. Juli 2018

## 1 Introduction

This small guide will help you install and run all provided examples and provide some info about how to add your own project(s).

**Available documentation** (located in *<ProjectDirectory>/Documentation*):

- HTML (recommended)
- PDF

## 2 General

This library uses some third Party libraries:

- GLM (GL mathematics for vector and matrix operations)
- OpenCV (ComputerVision library for 2D graphics)
- Glut/Freeglut (3D, currently only OpenGL 1.x is used)
- BigInt (Lib for very long int values, C# equivalent BigInt)

### 3 Insatllation

Insatllation:

- Install VisualStudio 2017 or VisualStudio 2017 Redistributable (64-Bit):
  - Link:  
<https://www.visualstudio.com/downloads/>
- Install WinPython64-3.6.5:
  - Link, 64-Bit version required!  
<http://winpython.sourceforge.net/>
- Test your installation:
  - Open: '*<WinPython install dir>/WinPython Powershell Prompt.exe*'
  - Navigate to your *<ProjectDirectory>*
  - Run: '*python computerGeometry\_example.py*'