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).

Getting started:

- Introduction for Windows users (section 3)

- Introduction for macOS   users (section 4)

- Introduction for   Linux   users (section 5)

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)

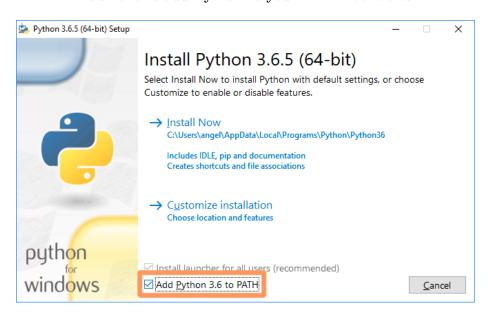- BigInt (Lib for very long int values, C# equivalent BigInt)

3 Windows

Insatllation:

- Install VisualStudio 2017 or VisualStudio 2017 Redistributable (64-Bit):

  - Provided: VC_redis.x64.exe
  - Link:
    `https://www.visualstudio.com/downloads/`

- Install Python (3.6.5 tested):

  - Provided: python-3.6.5-amd64.exe
  - Link, 64-Bit version required!:
    `https://www.python.org/downloads/release/python-365/`
  - **IMPORTANT:**
    You have to add Python to your *PATH*-Variables

- Test your installation

4 Mac

Currently there is only a Windows intruduction due to time constraints

5 Linux

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