

First steps

Wombacher Sascha

10. Juni 2018

1 Introduction

This small guide will help you install and run all provided examples and provide some info about how to add you own projects.

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

Installation:

- Install VisualStudio 2017 Redistributable (64-Bit), 2 ways possible:
 - Provided: VC_redist.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 by running test.bat

4 Mac

Currently there is only a Windows introduction due to time constraints

5 Linux

Currently there is only a Windows introduction due to time constraints