First steps

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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)

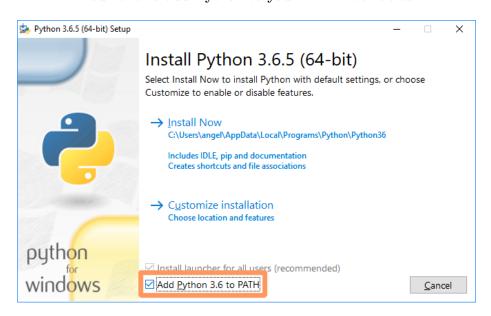
3 Windows

Insatllation:

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

4 Mac

Currently there is only a Windows intruduction due to time constraints

5 Linux

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