

Set up the openPASS development environment

1 Set up Qt

- Install Qt 5.4.1 with MinGW 4.9.1 32bit from: https://download.qt.io/official_releases/qt/5.4/5.4.1/qt-opensource-windows-x86-mingw491_opengl-5.4.1.exe
- 2. Set environment variables:
 - a. Go toControl Panel\System\System\Advanced system settings> Advanced > Environment Variables > System variables
 - b. Edit the variable "Path" and add at the end:C:\Qt\Qt5.4.1\Tools\mingw491_32\bin\;c:\Qt\Qt5.4.1\5.4\mingw491_32\bin\;
- 3. Start Qt Creator
- 4. Modify options:
 - a. Set Tools > Options > Build & Run > General > Projects Directory to "Current Directory"
 - b. Set Tools > Options > Build & Run > General > Build & Run > Default build directory to "c:/Build/TEMP/%{CurrentProject:Name}"

2 Set up source code

- 1. Copy the source code to c:\OpenPASS\ (path must be short to avoid compilation issues)
- 2. Define libraries build folders in c:\OpenPASS\Global.pri:
 - a. DIR DEBUG = "c:\Build\DEBUG"
 - b. DIR_RELEASE = "c:\Build\RELEASE"
- 3. Delete all *.pro.user files
- 4. Start Qt Creator
- 5. Start a new session File > Session Manager > New (give it a name)
- 6. Open all needed *.pro sequentially and click "Configure"
- 7. Mind build configuration: either all projects in Debug or all projects in Release mode

3 Prepare configuration files

- 1. Choose set of configuration files
- 2. Optionally, change configuration files, e.g.
 - a. Configuration of output path and output file name(s) can be changed in runConfiguration.xml in the settings for <Observations>
 - b. Physical properties of agents can be changed in runConfiguration.xml in the settings for <Agents>



4 Run simulation

- 1. Build all projects in Debug or Release mode (see DIR_DEBUG and DIR_RELEASE)
- 2. Copy configuration files (agentConfiguration.xml, frameworkConfiguration.xml, runConfiguration.xml, sceneryConfiguration.xml) to the build target folder (see DIR_DEBUG and DIR_RELEASE)
- 3. Execute either OpenPassMaster.exe or OpenPassSlave.exe

5 Simulation results

1. Simulation results are to be found in the directory specified in runConfiguration.xml. Default: same directory as dll-files.