



CodeLab II (CCO5000-20)

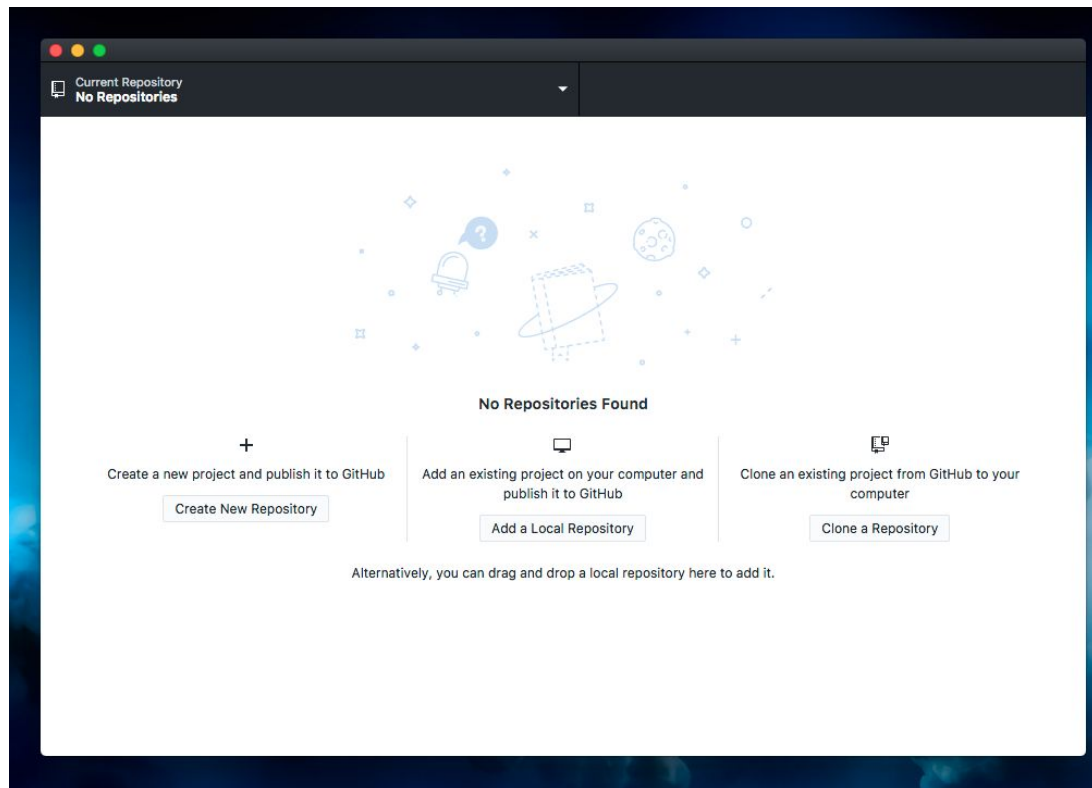
Generating Data Driven App Project (Option 2) - Visual Studio

Creative Computing

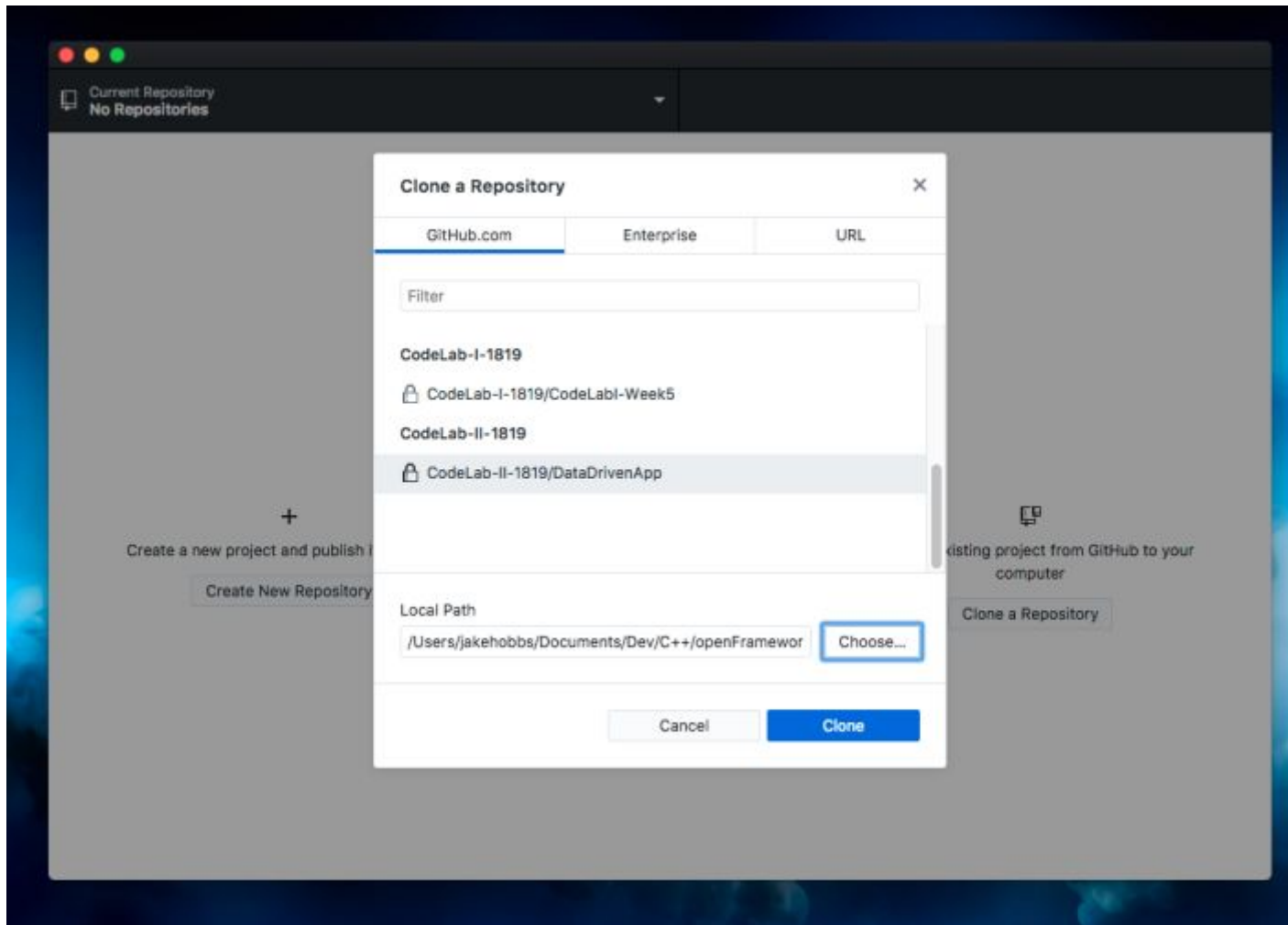
The School of Creative Industries

College of Liberal Arts, Bath Spa University

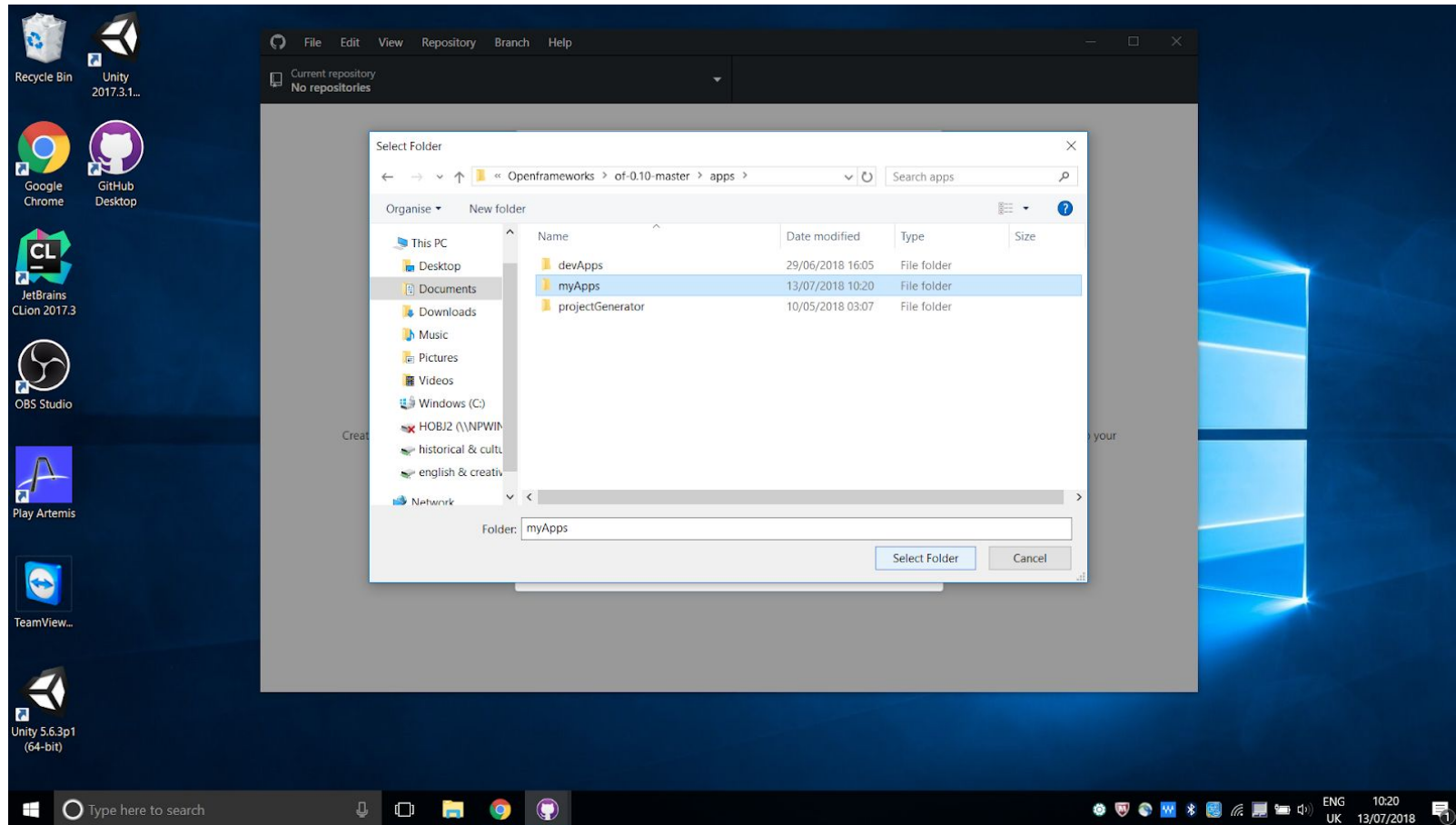
1. Before following this guide ensure you have downloaded the twitter ready versions of openframeworks - links to which are provided in the assessment folder
2. Use Github desktop clone your assignment repository to your computer. If you have no existing repositories you can do this by clicking the *"Clone a Repository"* button on the opening screen. Else simply go *"File → Clone Repository"*



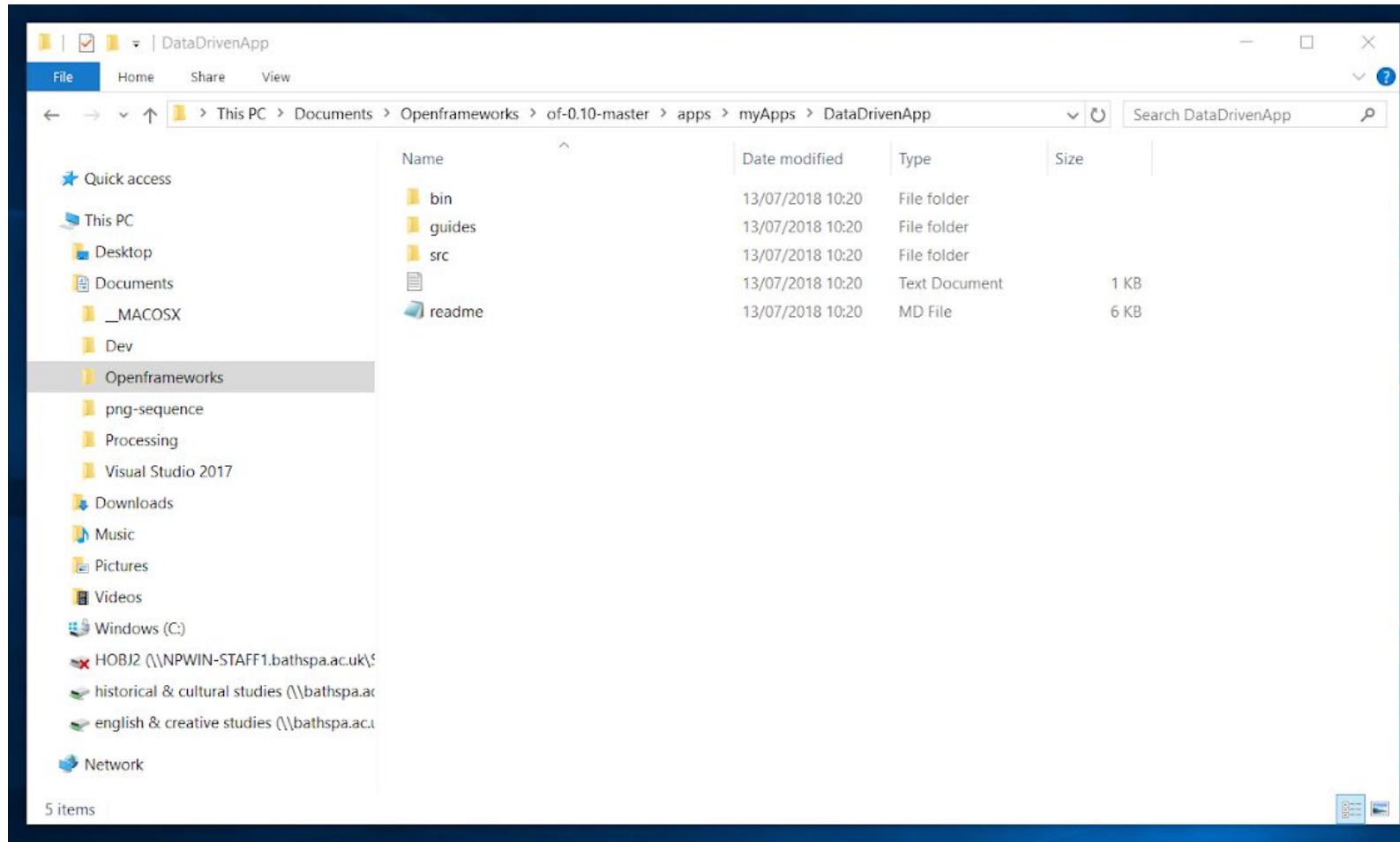
3. You will be presented with a screen similar to the one below. You should look for and select your Data Driven App repository from those listed. This will be named something like: *CodeLab-II-1819/DataDrivenApp-yourgithubusername*



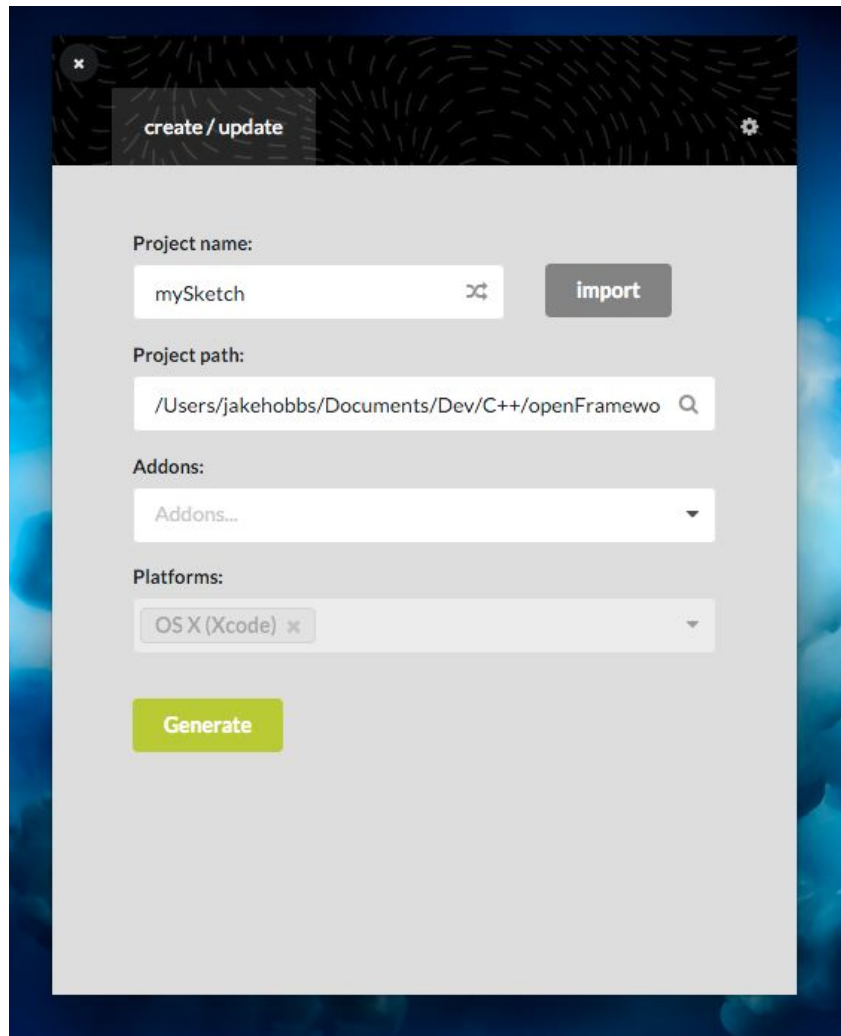
- Click “Choose” next to local path and browse to the “myApps” folder of your openFrameworks master installation (you must use the master version of openFrameworks e.g. the one available from github). If you do not have a “myApps” folder, create one. Click “Select Folder” then “Clone” and this will clone the repository to your machine.



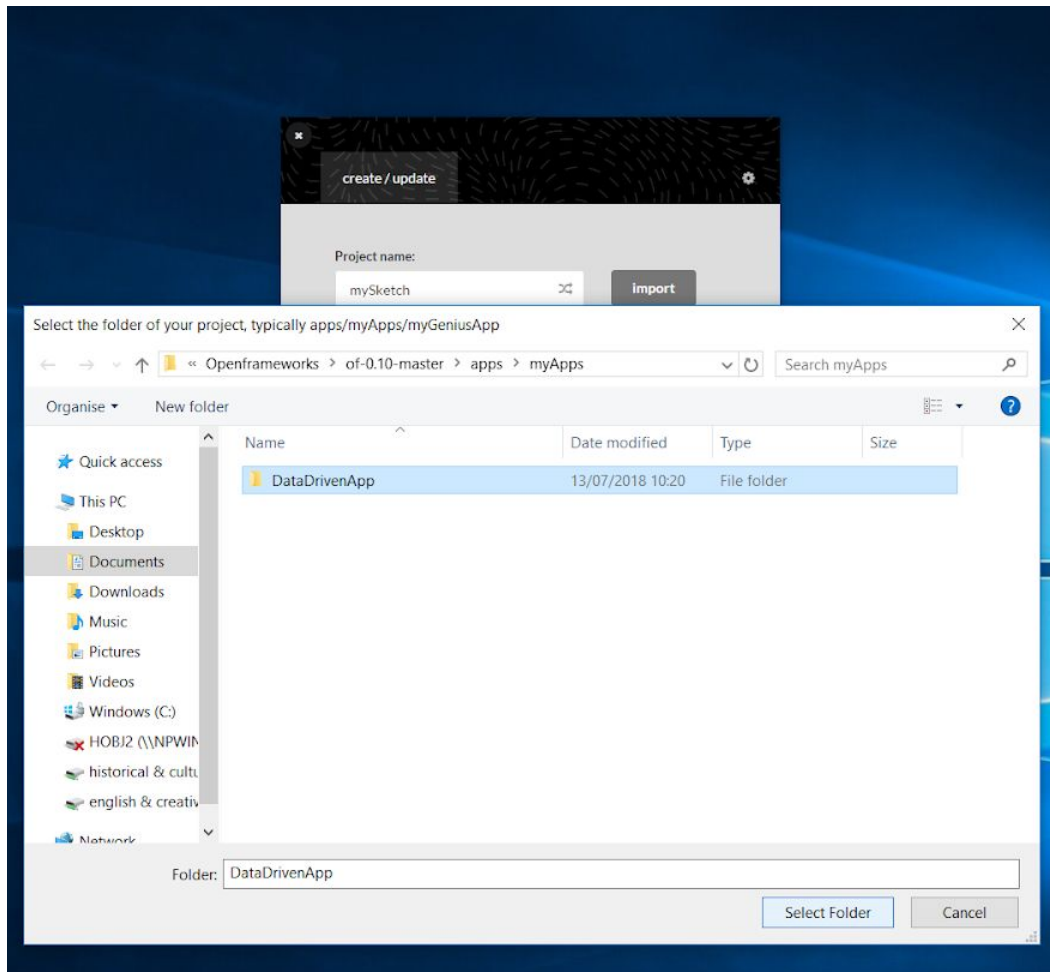
5. To check if the project has been cloned successfully, navigate to your “myApps” folder. Inside you should find a folder named “DataDrivenApp-yourgithubusername”. This folder will contain a bin, src and guides folders and a readme file.



6. Now open up the project generator inside your openFrameworks installation and click *“Import”*.





7. Browse to your Data Driven App folder




8. Select all the required addons, as shown in the image below and click “*Update*”. This will create all the required project files.

create / update

Project name: 

DataDrivenApp  import

Project path:

/Users/jakehobbs/Documents/Dev/C++/openFramewo 

Addons:

ofxGeo x ofxHTTP x ofxIO x ▼

ofxMediaType x ofxNetworkUtils x

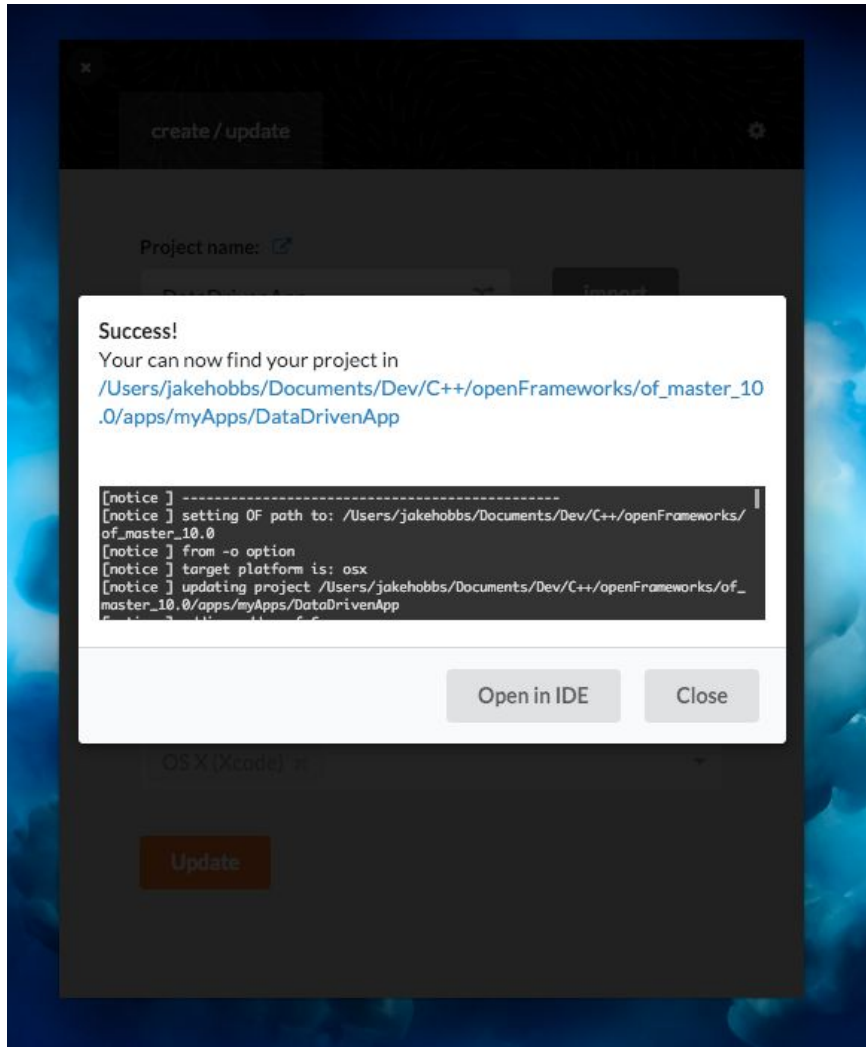
ofxPoco x ofxSSLManager x ofxTwitter x

Platforms:

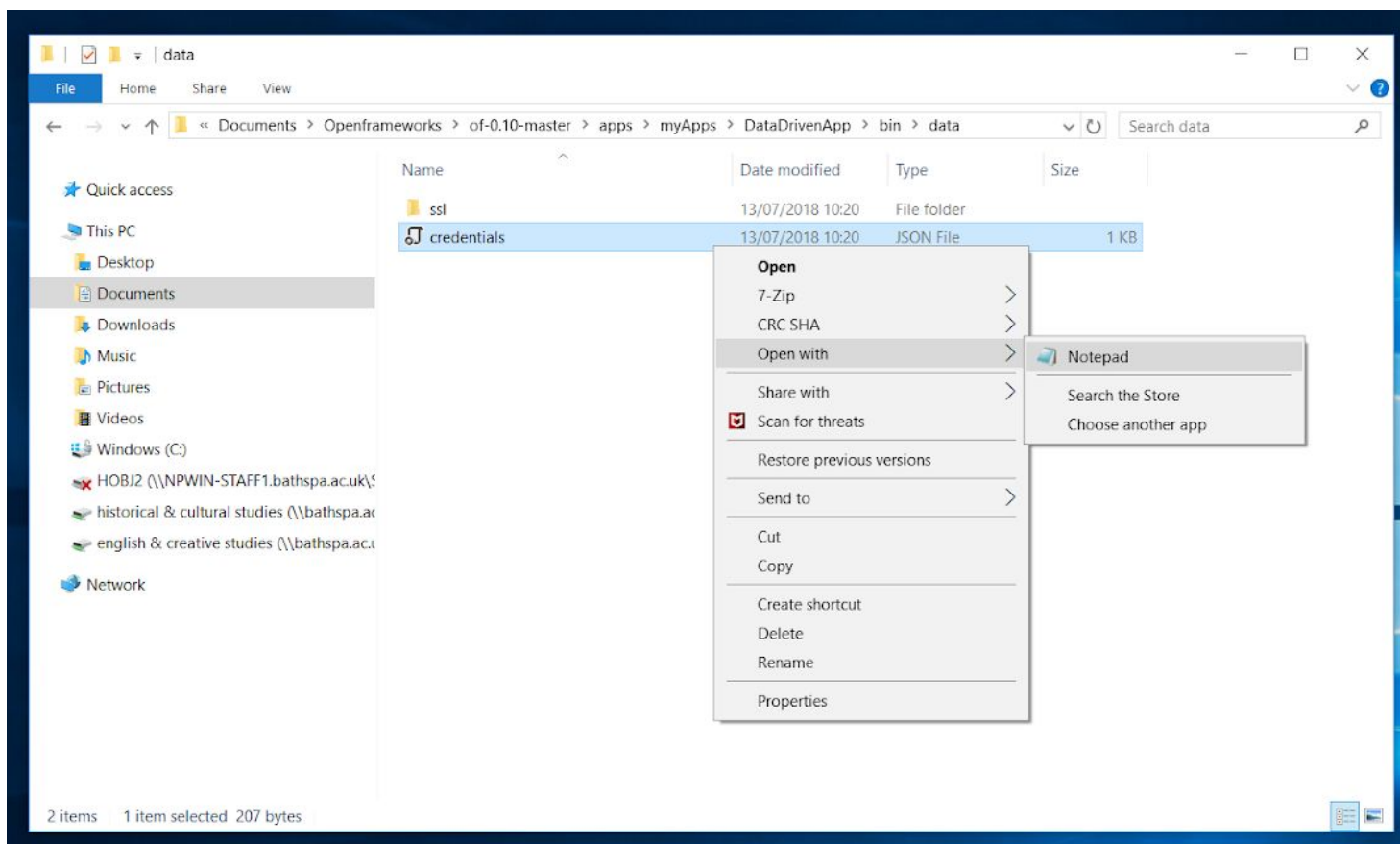
OS X (Xcode) x ▼

Update

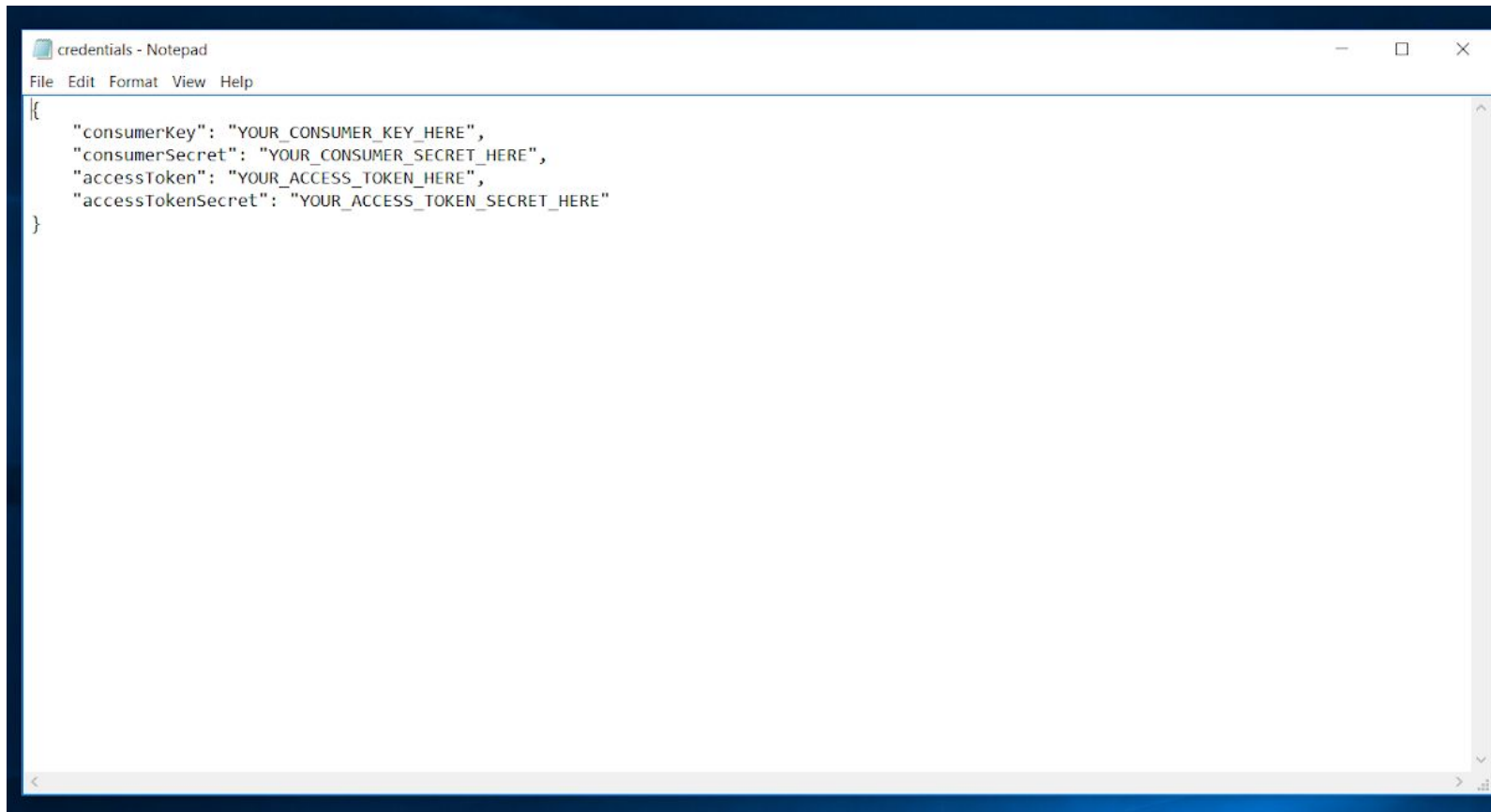
9. After a few moments the below message will appear. Click “*Open in IDE*” and your project will open in Visual Studio



10. Before the basic project will run correctly you need to alter the credentials file located in the “bin/data” folder of your project. Navigate to this folder and right click the “credentials.json” file. Select “Open with → Notepad”

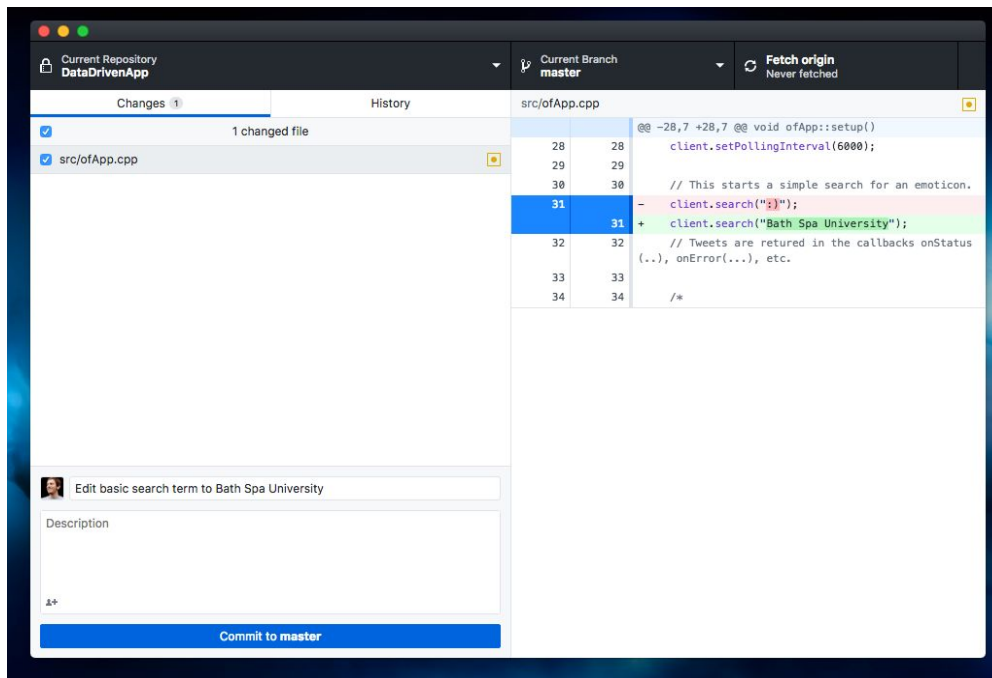


11. Edit this file replacing the YOUR_CONSUMER_KEY_HERE etc with the keys generated by your twitter app. To create this twitter app signup for a [Twitter](#) account if you don't already have one, then go to [developer.twitter.com](#) to create an developer account and app. (See the *Creating a Twitter App guide* for more info). Once you have generated this app the keys will be located under the "Keys and Access Tokens" tab. When copying be careful that you keep the quotation marks and no additional spaces are added.



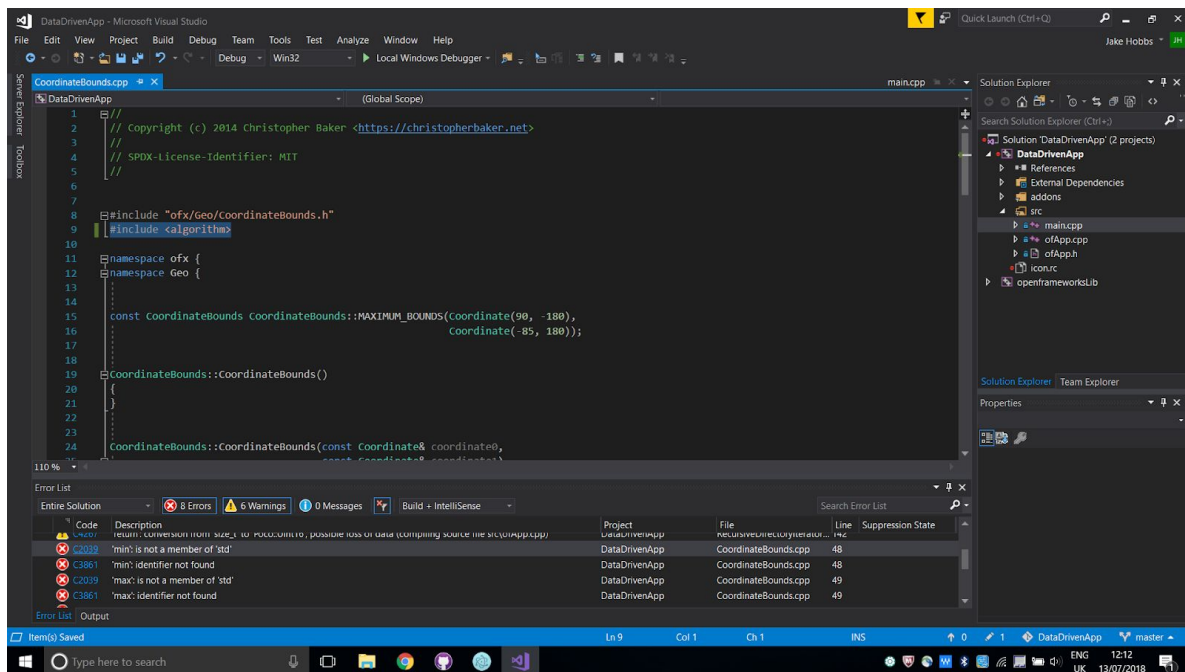
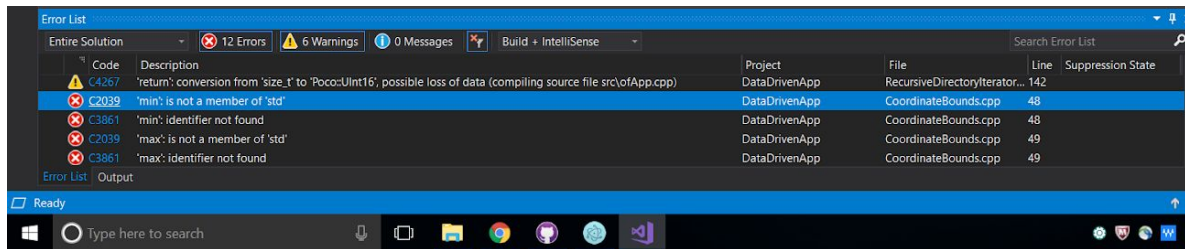
```
{
  "consumerKey": "YOUR_CONSUMER_KEY_HERE",
  "consumerSecret": "YOUR_CONSUMER_SECRET_HERE",
  "accessToken": "YOUR_ACCESS_TOKEN_HERE",
  "accessTokenSecret": "YOUR_ACCESS_TOKEN_SECRET_HERE"
}
```

12. You are now ready to begin developing your Data Driven App. Github Desktop will keep track of your changes. You should regular make commits to ensure you can fall back to previous versions if things go wrong. You should also push your commits back up to your Github repository often, this will make sure you have a backup of your work. It would be a good idea to make use of branches as you add new features. This will allow you to test these new features in the knowledge that you can switch back to your “*master*” branch if the new feature doesn’t work out.



13. When you are happy with your final solution make sure you make one final commit and push back to your Github repository before the deadline. **Only code committed before the deadline will be marked.**

14. **NOTICE:** If you get build errors on when attempting to compile to code for the first time that warn *'min': is not a member of 'std'* or similar, double click the error line to open the “CoordinateBounds.cpp” file and add `#include <algorithm>` to line 9 of this file. These errors should not occur if you used the pre-packaged versions of openFrameworks provided on minerva.



15. **NOTICE:** If you get build errors on when attempting to compile to code for the first time that warn *'invalid preprocessor command 'warning''* double click the error line to open the “*ofxNetworkUtils.cpp*” file and alter line 13, 14, 16 & 17 from *#warning* to *#pragma warning*. These errors should not occur if you used the pre-packaged versions of openFrameworks provided on minerva.

