

Installation guide

libSMCE:

1. libSMCE development environment setup:

Mac:

- [Install homebrew](#)
- Install cmake
`brew install --cask cmake`
- Install Boost, OpenSSL, ArduinoCLI, Ninja, Doxygen, and Git
`brew install boost openssl arduino-cli ninja doxygen git`
- Install GCC & Clang/LLVM:
`brew install gcc llvm`
- Install AppleClang:
`xcode-select --install`

Windows:

- [Install Chocolatey](#)
- Install CMake:
`choco install cmake -y --installargs 'ADD_CMAKE_TO_PATH=System'`
- Install Boost, OpenSSL, ArduinoCLI, Ninja, Git, Doxygen, and WiX:
`choco install boost-msvc-14.2 openssl arduino-cli ninja git doxygen.install wixtoolset -y`
- Install MSVC (warning: may take some time):
`choco install visualstudio2019buildtools -y --package-parameters "--add Microsoft.VisualStudio.Workload.VCTools --includeRecommended --passive --locale en-US"`

2. Git clone libSMCE code repo

```
git clone git@github.com:ItJustWorksTM/libSMCE.git
git checkout v1.3.0
```

3. libSMCE build:

```
cmake -S . -B build
cd build
cmake --build .
```

Running the testsuite

```
cmake --build . --target SMCE_Tests
```

For mac to install the libSMCE instead of local export:

```
sudo cmake --build build/ --target install
```

Test: `ctest`

Packaging: `cpack`

Smce-gd:

1. Smce-gd development environment set up:

Mac:

- [Install homebrew](#)
- `brew install --cask cmake`
- `brew install arduino-cli`
- `# brew install openssl # Uncomment this one if your Apple-provided LibreSSL fails to work with SMCE`
- **Get C++ compiler:** `xcode-select --install`

Windows:

- [Install Chocolatey](#)
- `choco install cmake -y --installargs 'ADD_CMAKE_TO_PATH=System'`
- `choco install arduino-cli openssl -y`
- `choco install visualstudio2019buildtools -y --package-parameters "--add Microsoft.VisualStudio.Workload.VCTools --includeRecommended --passive --locale en-US"`

2. Install smce-godot:

<https://github.com/ItJustWorksTM/smce-gd/releases/tag/v1.3.2>

3. Git Clone Code repo

```
git clone git@github.com:ItJustWorksTM/smce-gd.git
git checkout v1.3.2
```

4. Building

```
mkdir build
cmake -B build
cmake --build build --target godot-smce
```

Running

```
godot --path project/
```

Or open up the project folder in the Godot editor and start from there.