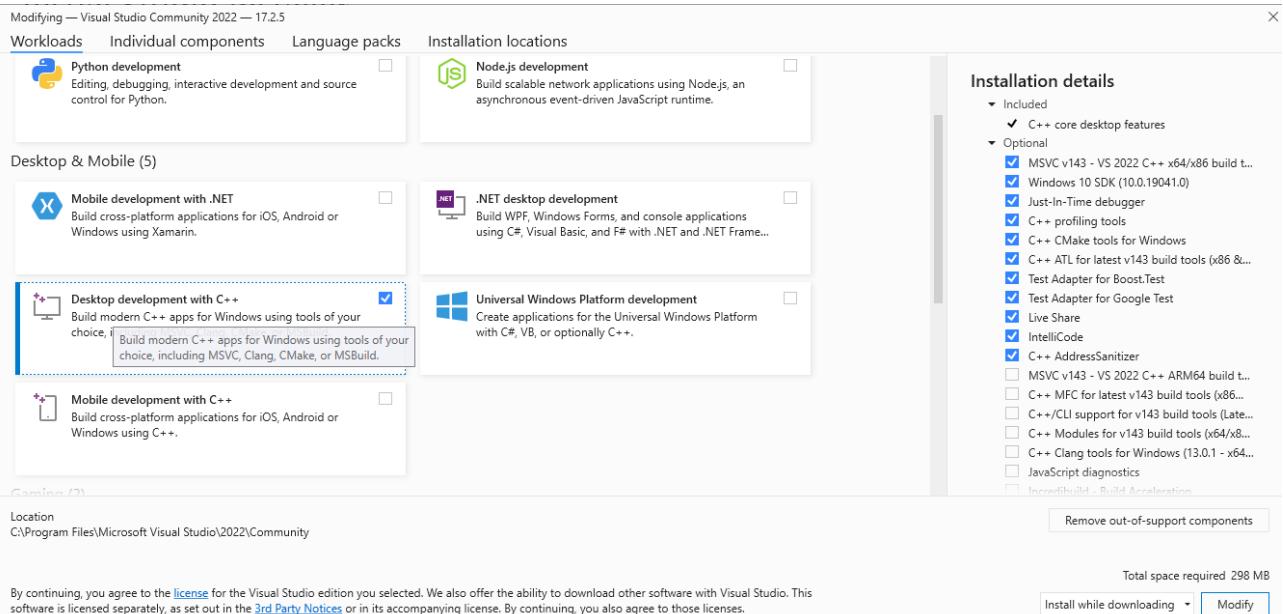


## NatID setup guide for Windows

Follow steps below to setup NatID library:

**Step 1:** Install Visual Studio Community Edition. Download link: <https://visualstudio.microsoft.com/vs/community/>

During Visual Studio Community Edition install make sure to select “Desktop development with C++” and installation details as shown in the image below:



**Step 2:** Install Cmake. Download link is: <https://cmake.org/download/#latest>

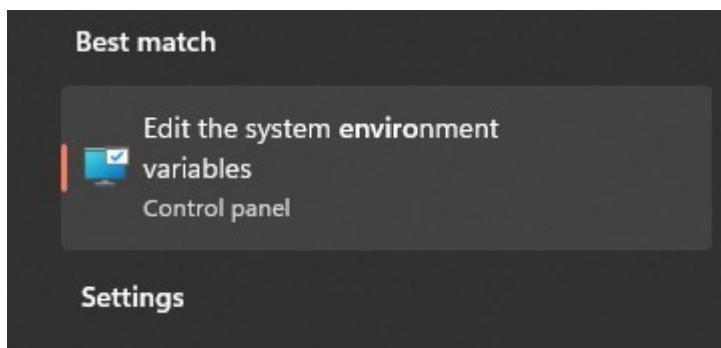
In section “Binary distributions” download “Windows x64 installer” (the first one in the image below), and install it.

Binary distributions:	
Windows x64 Installer:	<a href="#">cmake-3.31.3-windows-x86_64.msi</a>
Windows x64 ZIP	<a href="#">cmake-3.31.3-windows-x86_64.zip</a>
Windows i386 Installer:	<a href="#">cmake-3.31.3-windows-i386.msi</a>
Windows i386 ZIP	<a href="#">cmake-3.31.3-windows-i386.zip</a>
Windows ARM64 Installer:	<a href="#">cmake-3.31.3-windows-arm64.msi</a>
Windows ARM64 ZIP	<a href="#">cmake-3.31.3-windows-arm64.zip</a>
macOS 10.13 or later	<a href="#">cmake-3.31.3-macos-universal.dmg</a>
macOS 10.10 or later	<a href="#">cmake-3.31.3-macos10.10-universal.dmg</a>
Linux x86_64	<a href="#">cmake-3.31.3-linux-x86_64.sh</a>
Linux aarch64	<a href="#">cmake-3.31.3-linux-aarch64.sh</a>
	<a href="#">cmake-3.31.3-linux-aarch64.tar.gz</a>

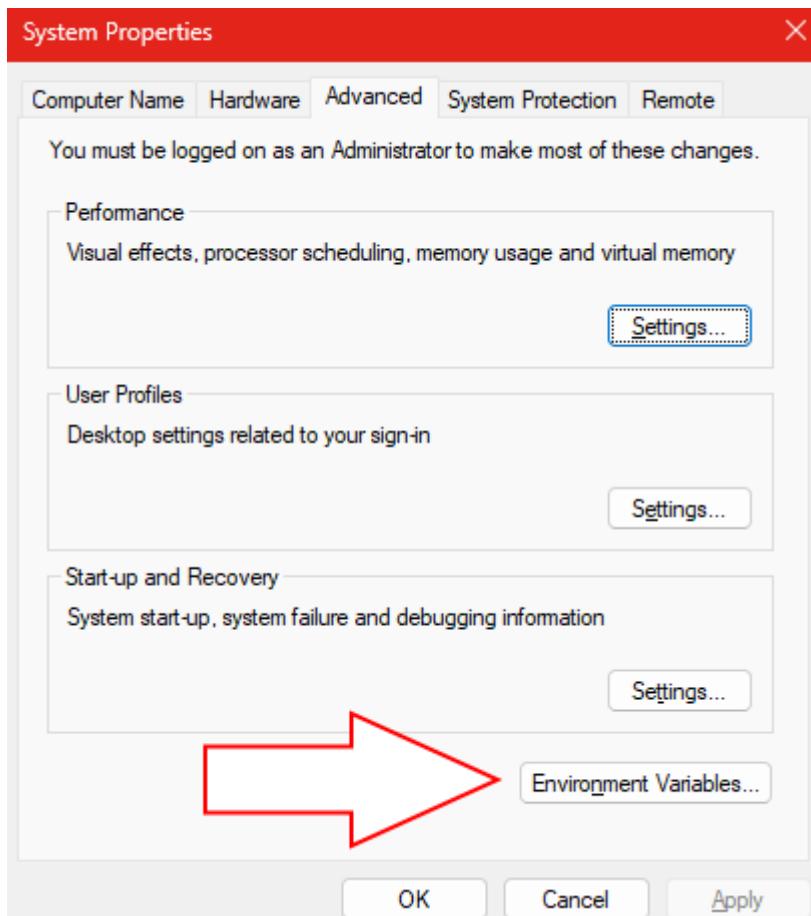
**Step 3:** Download latest natID version from GitHub repository (<https://github.com/idzafic/natID/>):

- a) Download the Repository: Clone or download the repository from the main branch.
- b) Set Up in the HOME Folder
  - Place the repository in your HOME folder. The framework uses two subfolders: Work and other\_bin, which must also be located in your HOME folder. HOME folder is usually on drive C: C:\Users\%Username%\ where %Username% is specific to your machine. For example, my username is Tarik, thus my home folder is C:\Users\Tarik. Your HOME folder should have 2 folders in it: **Work** and **other\_bin**.
- c) Download Release Binaries
  - Visit the Releases section and download the release binaries (other\_bin\_\*\*\* files).
  - Extract the binaries into the other\_bin folder.

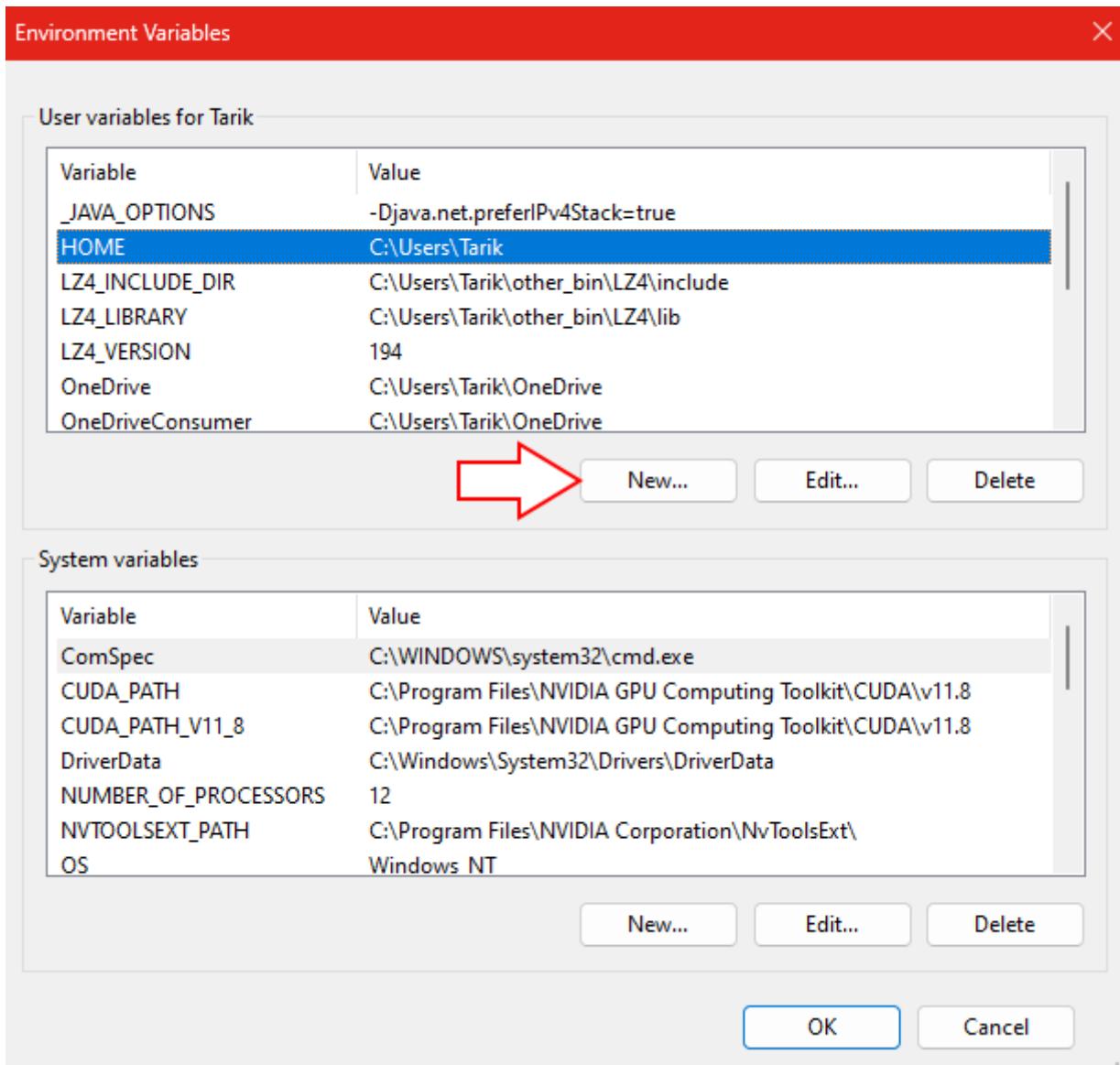
**Step 4:** Add necessary environment variables. To do this, type “environment variables” in search bar and open “Edit the system environment variables” option in Control Panel, as shown in the image below:



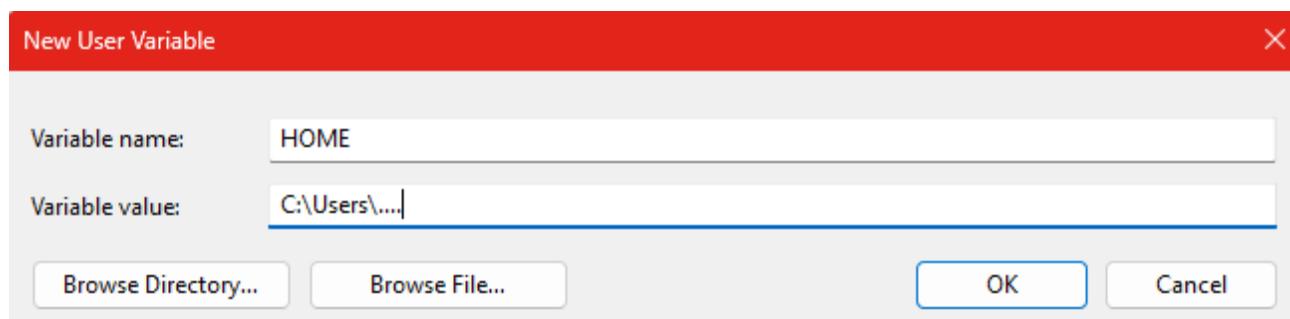
The following dialog should open:



Here, select “Environment Variables” buttons (the one red arrow points to). The following dialog should open:

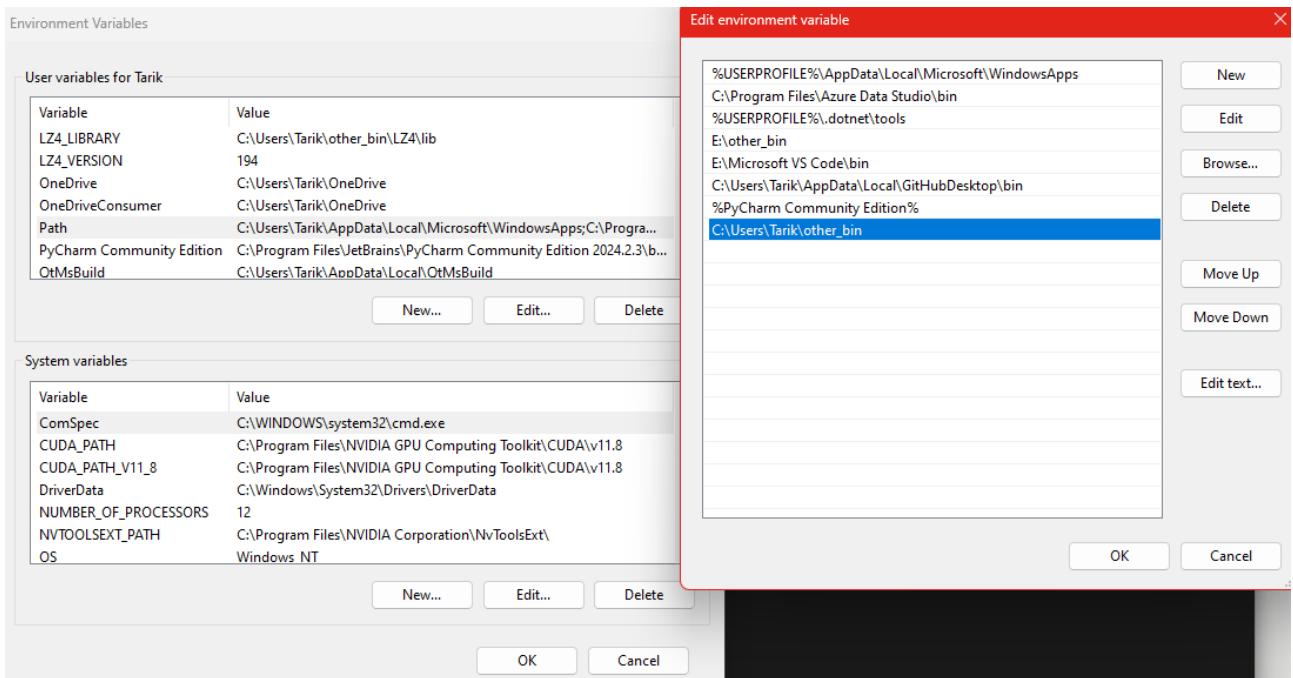


Here, click on “New...” button, and add HOME environment variable, as shown in the image below. Variable value should be the same path where you extracted natID framework (in my case HOME variable is C:\Users\Tarik, it is selected in the image above).



**Step 5:** Edit Path user environment variable (add %HOME%\other\_bin path to it):

Select path variable in “User variables section”, click on “Edit” and in editing dialog add %HOME%\other\_bin path to it. In my case, it is the selected one in the image below.



**Step 6:** Use Cmake installed in step 2 to create visual studio solution.

- a) Open Cmake and in “Where is the source code” widget enter the path to the source code of your project.
- b) In “Where to build the binaries” select any valid path. This is the location of created Visual Studio solution. This is shown in the image below.
- c) Next, press “Configure” button and wait for configuration to complete.
- d) Next, press “Generate” button.
- e) Finally, press “Open project” button. This will open Visual Studio solution.
- f) In Visual Studio, you can press compile source code and execute the application. If everything is OK, application should show.

