

# **How to setup project to showcase, using VirtualBox**

*(since "xhost + "command is used, it is not possible to run this directly on mac)*

Tipp: to paste into ubuntu terminal use shift + ctrl + v

## **How to setup and run the project:**

1. Install VirtualBox
  - a. Chose Ubuntu 18.04
    - i. Project was built under this OS
  - b. give the VM:
    - i. 4 cores
    - ii. as much ram as possible (I used 6062mb)
    - iii. 25 GB HDD
  - c. after installation most likely it will remain saying that it uses 1 core only and it will be set to a minimal graphic setting
  - d. go to "Change" in VirtualBox and adjust this
    - i. change in system and in display
  - e. change display resolution
2. When in Ubuntu
  - a. Install Google Chrome
  - b. open terminal:
    - i. run commands to update ubuntu
      1. sudo apt-get update
      2. sudo apt-get upgrade
    - ii. run commands to install development tools
      1. sudo apt-get update
      2. sudo apt-get install build-essential cmake git
    - iii. run commands to prepare docker installation:
      1. sudo apt-get update
      2. sudo apt-get install \ apt-transport-https \ ca-certificates \ curl \ gnupg-agent \ software-properties-common
    - iv. add docker GPG key
      1. curl -fsSL https://download.docker.com/linux/ubuntu/gpg | sudo apt-key add -
    - v. install docker
      1. sudo add-apt-repository \ "deb [arch=amd64] <https://download.docker.com/linux/ubuntu> \ \$(lsb\_release -cs) \ stable"
      2. sudo apt-get update
      3. sudo apt-get install docker-ce docker-ce-cli containerd.io
    - vi. test installation
      1. sudo docker run hello-world
    - vii. install docker compose
      1. sudo curl -L "https://github.com/docker/compose/releases/download/1.25.5/docker-compose-\$(uname -s)-\$(uname -m)" -o /usr/local/bin/docker-compose

2. `sudo chmod +x /usr/local/bin/docker-compose`
- viii. add user to the group docker so that you can run docker without superuser privileges
  1. `sudo usermod -aG docker $USER`
- ix. restart VM
- x. install h264 decoder
  1. `docker build https://github.com/chalmers-revere/opencv-video-h264-decoder.git#v0.0.3 -f Dockerfile.amd64 -t h264decoder:v0.0.3`
- xi. clone from github
  1. CyberphysicalSystemsProject
  2. cd into new folder
  3. cd into bootUp
  4. open file `"bootup.sh"`
    - a. in there you find the commands necessary to run the project
  5. open bootup folder in terminal (right click "open in terminal" in folder)
  6. run
    - a. `./bootUp.sh`
  7. open google chrome
    - a. enter `"localhost:8081"`
    - b. click on folder symbol
    - c. run a recording of choice (NOT the one that ends with "selection-selection")
    - d. always run a recording before trying to run the microservice, otherwise it will fail, saying that no shared memory has been found
  8. open root folder in terminal (CyberphysicalSystemsProject)
    - a. run commands found in bootup.sh under `"#Commands to run microservice"` (build process takes long the first time, that's normal)

### Explanation of project structure:

- In root folder (CyberphysicalSystemsProject) you find Dockerfile
  - contains instructions how to build the project, what to put in the docker image, all essentials
- In folder src
  - `template-opencv.cpp` contains the source code of the algorithm