CompilingAgentFromGithub

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Needed a Visual Studio C++ 2010 compile of the agent. Downloaded code and tried, but 2012 add some buffer overrun testing and symbols which were unresolved in the C++ linker. So it was a long haul to recompile the agent, libxml, dlib, and libiconv into MSVC 2010 comipilations.

Simply, I downloaded all the agent C++ code from the github website, and then just copied over into an existing framework with includes and link paths rewritten to accommodate changes done due to versioning: libxml became 2.9.

Of note, the globals.cpp of the agent source includes the dlib source for compilation (which is actually quite nice and portable with minimal hassle.) Of note, when libxml source files are included, the file globals.c collides with the object file compiled from the agent globals.cpp.

In globals.cpp (in MTConnect Agent code):

/\* Dlib library \*/

#include "../lib/dlib/all/source.cpp"

Download the code from

Rename globals.c from libxml to libxmlglobals.c or will collide with Agent globals.cpp as both generate the same .obj file!

Add files rolling\_file\_logger.{cpp,h} to the project

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