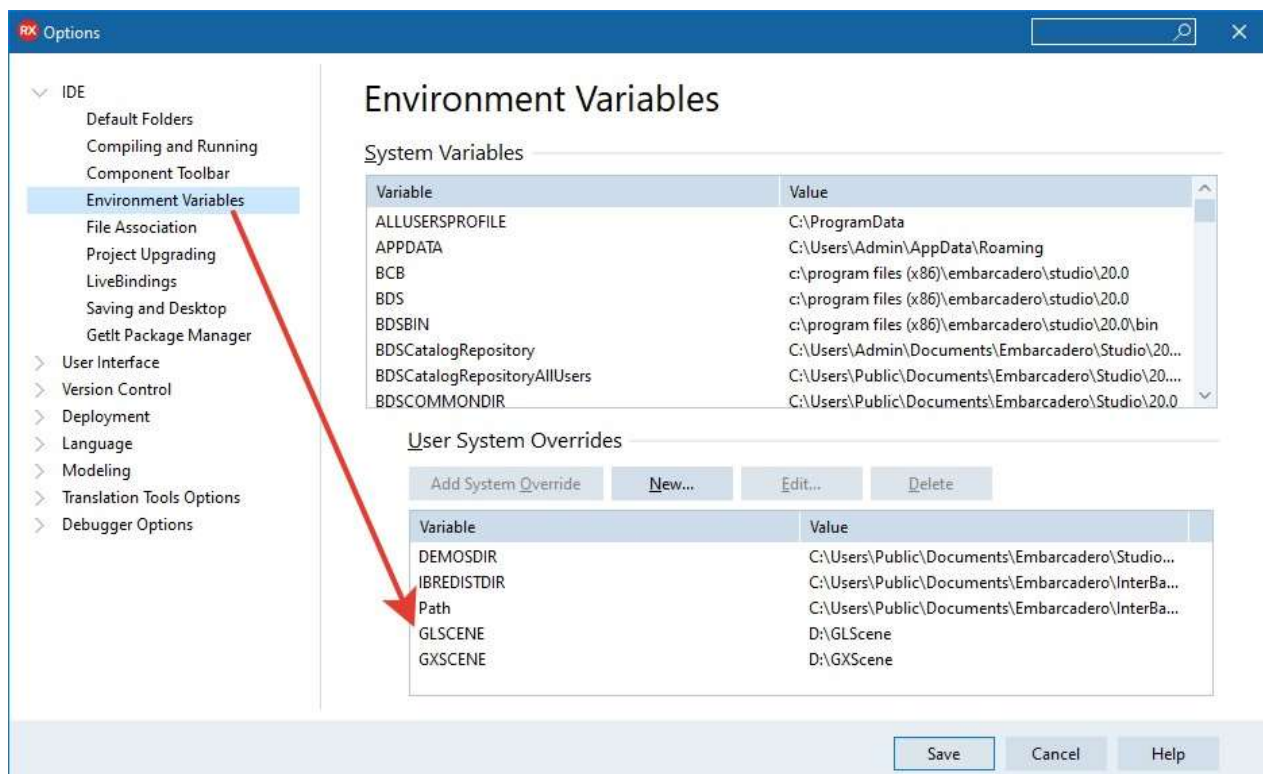
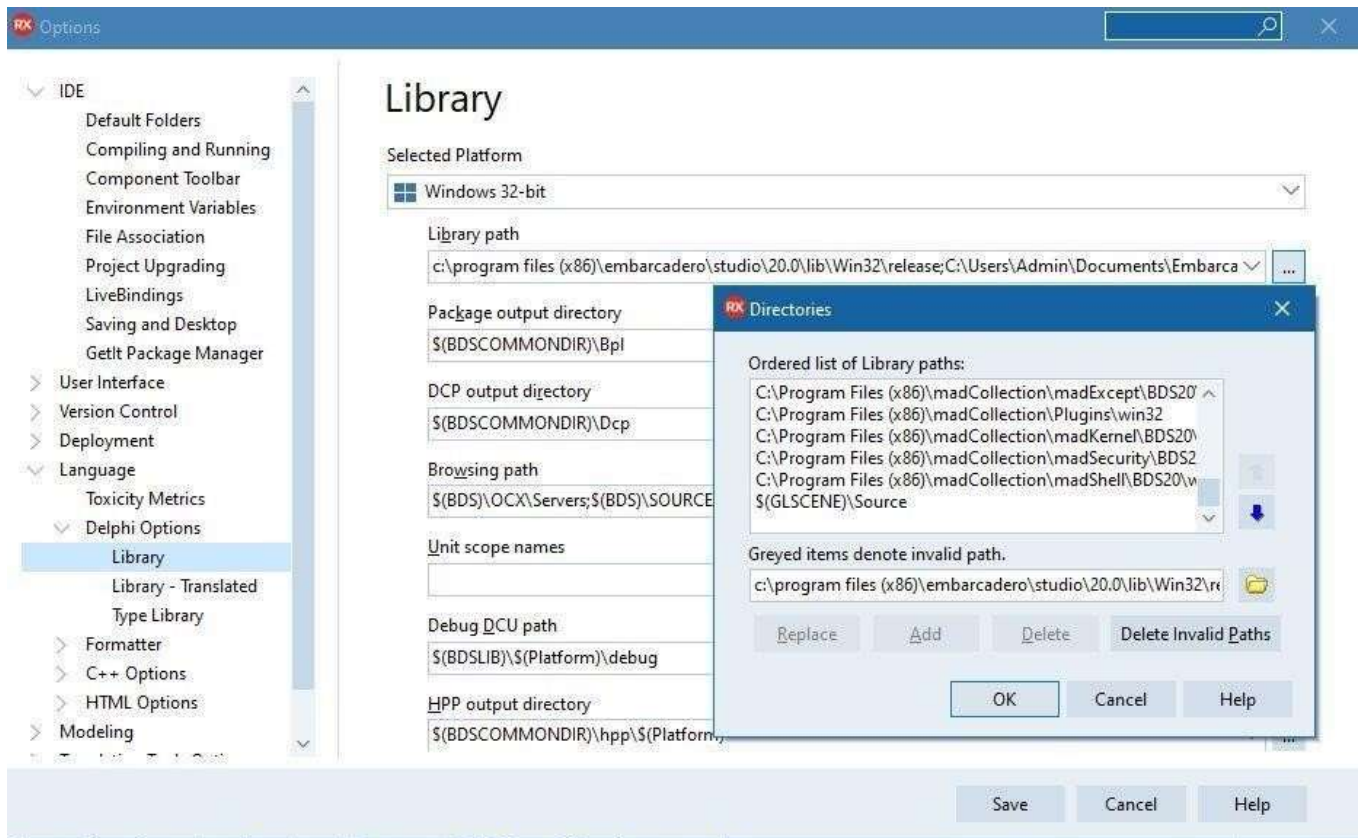


# The Installation of GXScene in Embarcadero RAD Studio

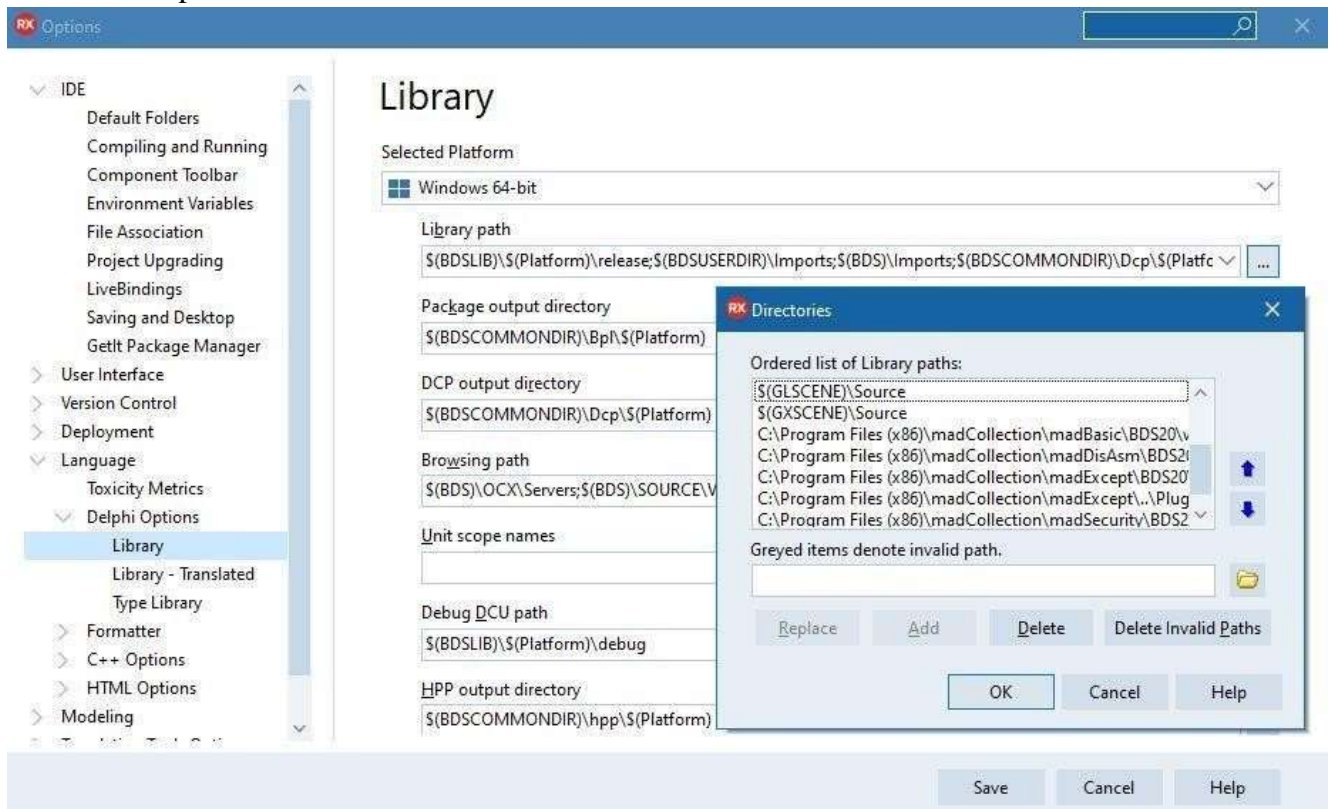
1. Download latest release or clone current source codes of GXScene from <https://github.com/GLScene/GXScene> repository to working directory on your disk, e.g. D:\Library\GLScene.svn. Use TortoiseSvn client, TortoiseGit or RAD Studio's embedded subversion/git control system in menu File | Open From Version Control... to check out the code. You may also download archive files with previous releases of GLScene project at the page <http://sourceforge.net/projects/glscene/files/>
2. Make a copy of the trunk in a separate directory, e.g. in the working directory D:\GXScene, to prevent original sources from occasional changes.
3. Before installation of GXScene's packages run SetupDLLs.bat, which is in directory ..\GXScene\external as administrator to copy all third party dynamic libraries into C:\Windows\System32 and SysWOW64 directories to support 3D sounds (BASS, FMOD, OpenAL), game API (SDL2), nVidia Cg shaders and physics (ODE, Newton). In any cases you may place the DLLs in your program.exe directory for calling them from your application.
4. Insert a new environmental variable GXSCENE in RAD Studio as shown in the next screenshot:



5. Setup Delphi Library Paths in Options dialog. Open Delphi Options Library page and add paths to GXScene for Win32

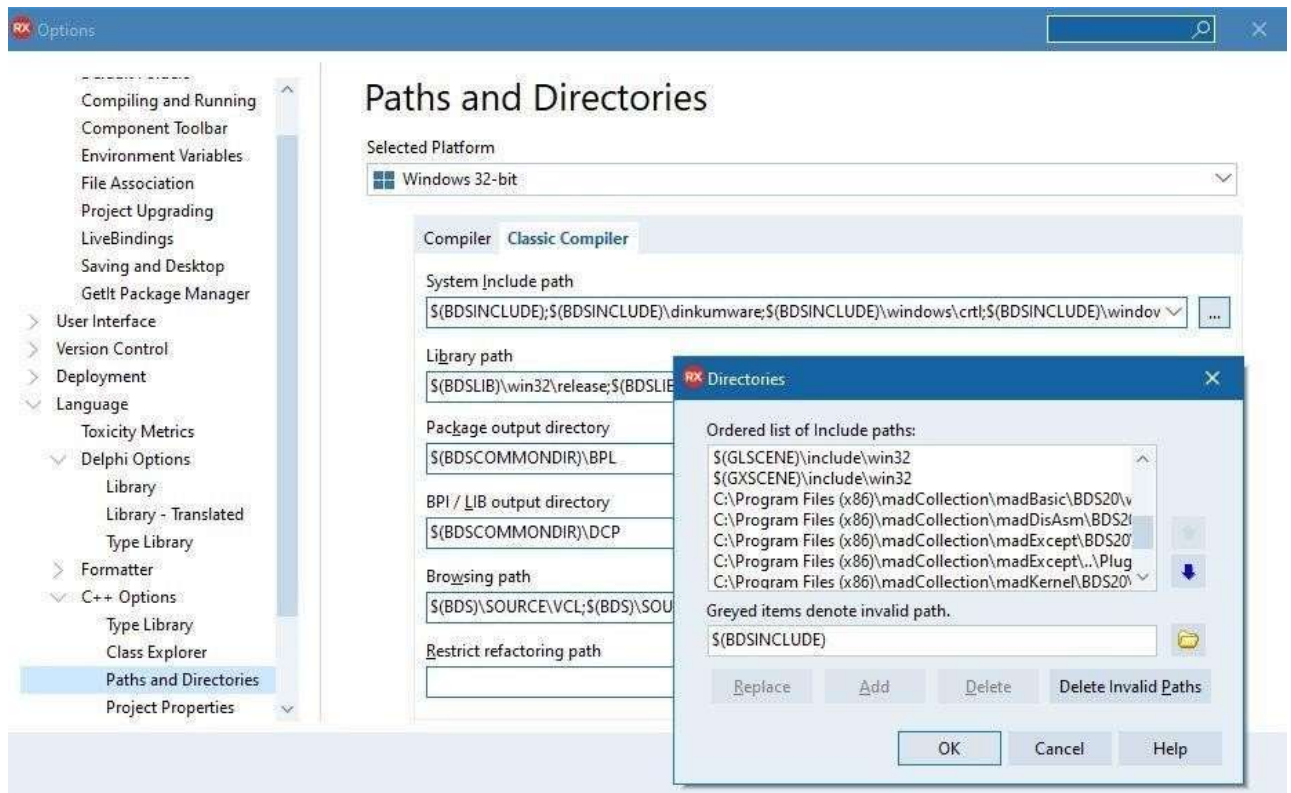


and paths to GXScene for Win64

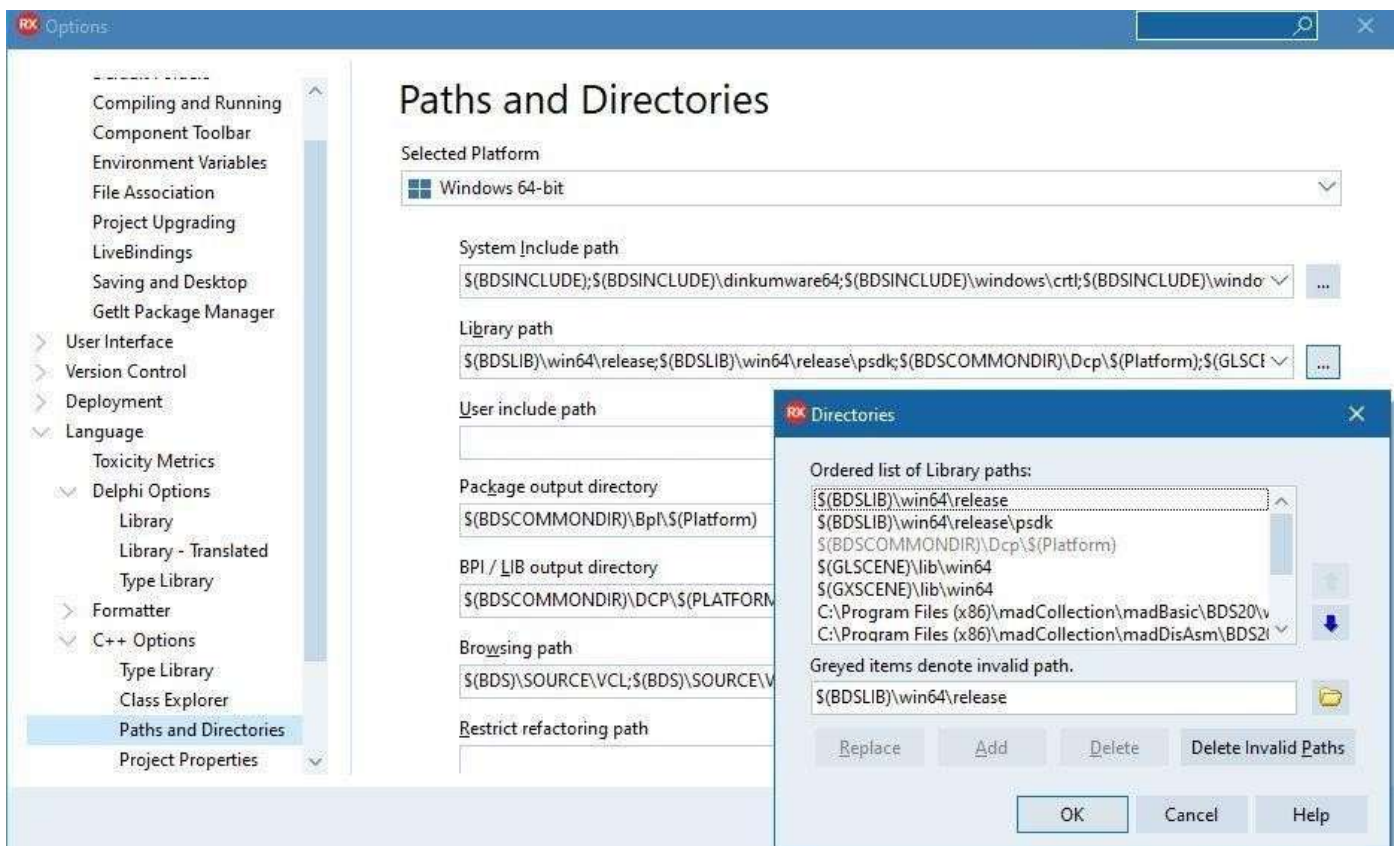


### Options for C++Builder

6. Setup C++ Options for C++ Compiler to include HPP files. Open Cpp Options dialog for Paths and Directories and add paths in "System include path" to GXScene's headers for Win32:

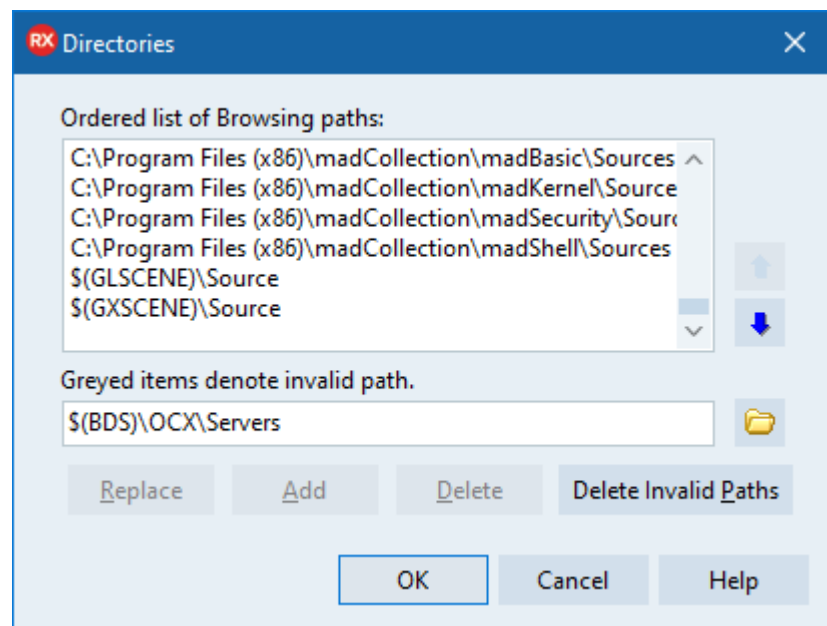


and in the same type for Win64 headers:

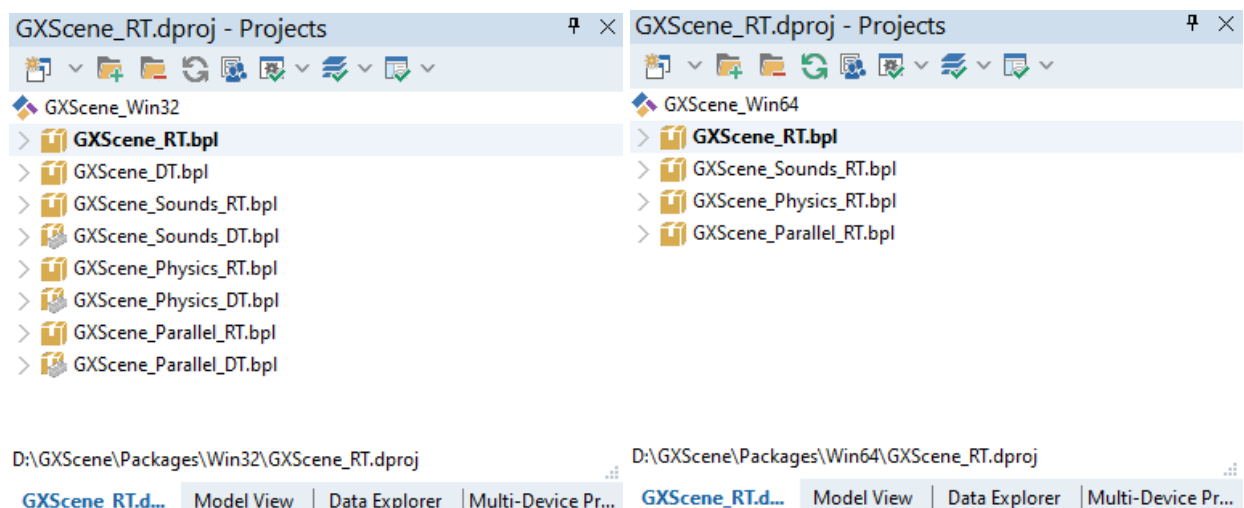


7. Setup C++ Options for libraries files. Add paths in "Library paths" to lib/bpi files for Win32: and to lib/bpi files for Win64:

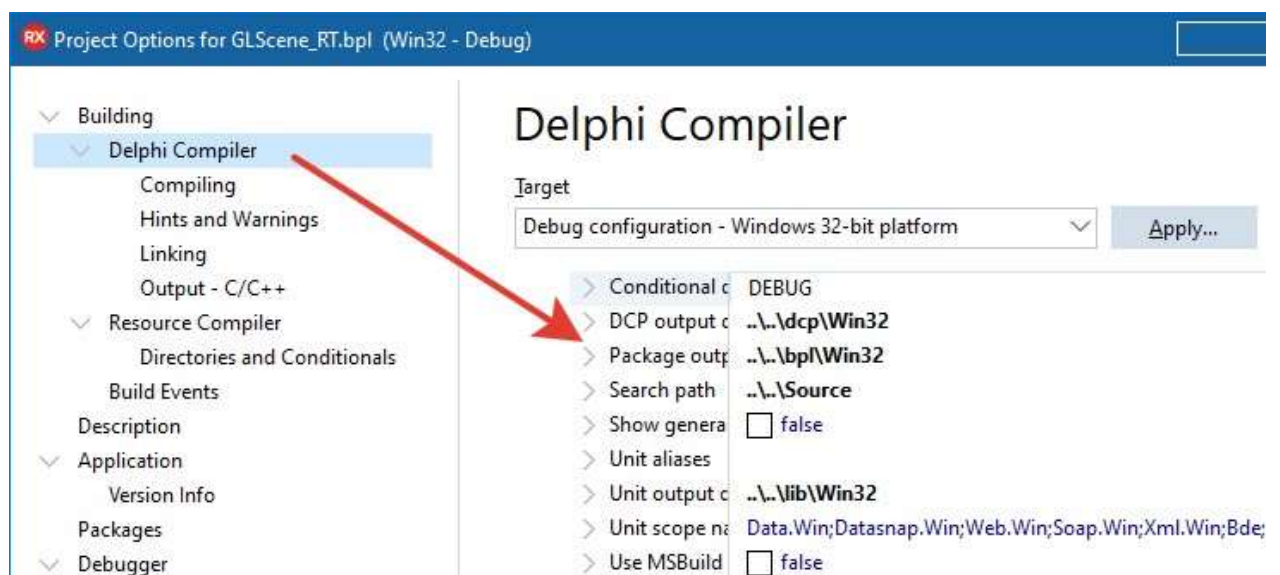


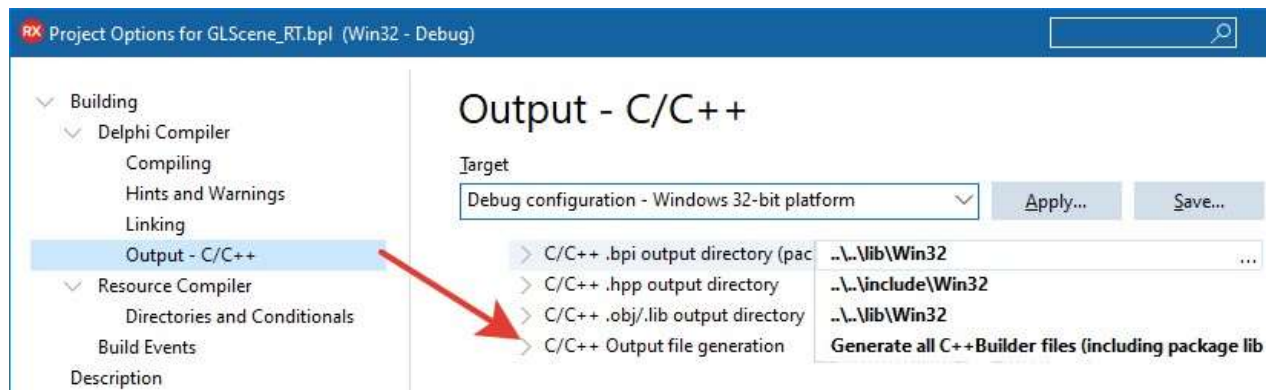


8. Open the GXScene\_Win32.groupproj in your directory \$(GXSCENE)\Packages\ using menu item File|Open Project...(Ctrl+F11). In Project Manager window you will find the next list of projects with \*.bpl extensions and ones for GXScene\_Win64.groupproj:



The Delphi Compiler and C/C++ Output are the next paths for all packages





9. Compile GXScene's packages for Win32/Win64 using "Compile All From Here" and install components by choosing every DT (DesignTime) package in GLScene\_Win32 group to RAD Studio component palette.
  10. Run demos from \$(GXSCENE)\Samples directory for Delphi & C++Builder.
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