The ADMLT code USES documentation

Input: two images

Output: image after splicing

1. External dependencies required by the code

1.1 opencv3.3.0

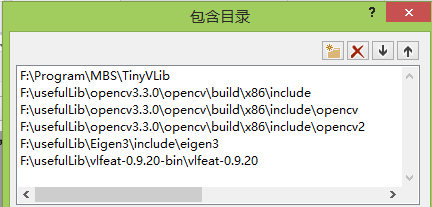
1.2 Eigen3

1.3 vlfeat-0.9.20-bin

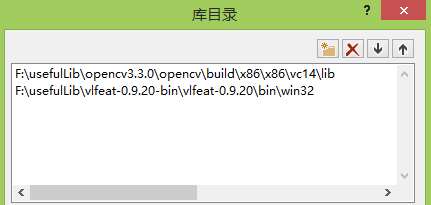
1.4 TinyVLib

2 Compiling the code requires three steps (for example, header files, static libraries, and dynamic libraries)

2.1 configuration of header files

Attribute->VC++ directory->contains directories

2.2 configuration of static libraries

Properties - >VC++ directory - > library directory

Attribute - > linker - > input - > additional dependencies

opencv\_aruco330.lib

opencv\_bgsegm330.lib

opencv\_bioinspired330.lib

opencv\_calib3d330.lib

opencv\_ccalib330.lib

opencv\_core330.lib

opencv\_datasets330.lib

opencv\_dnn330.lib

opencv\_dpm330.lib

opencv\_face330.lib

opencv\_features2d330.lib

opencv\_flann330.lib

opencv\_fuzzy330.lib

opencv\_highgui330.lib

opencv\_imgcodecs330.lib

opencv\_imgproc330.lib

opencv\_img\_hash330.lib

opencv\_line\_descriptor330.lib

opencv\_ml330.lib

opencv\_objdetect330.lib

opencv\_optflow330.lib

opencv\_phase\_unwrapping330.lib

opencv\_photo330.lib

opencv\_plot330.lib

opencv\_reg330.lib

opencv\_rgbd330.lib

opencv\_saliency330.lib

opencv\_shape330.lib

opencv\_stereo330.lib

opencv\_stitching330.lib

opencv\_structured\_light330.lib

opencv\_superres330.lib

opencv\_surface\_matching330.lib

opencv\_text330.lib

opencv\_tracking330.lib

opencv\_video330.lib

opencv\_videoio330.lib

opencv\_videostab330.lib

opencv\_xfeatures2d330.lib

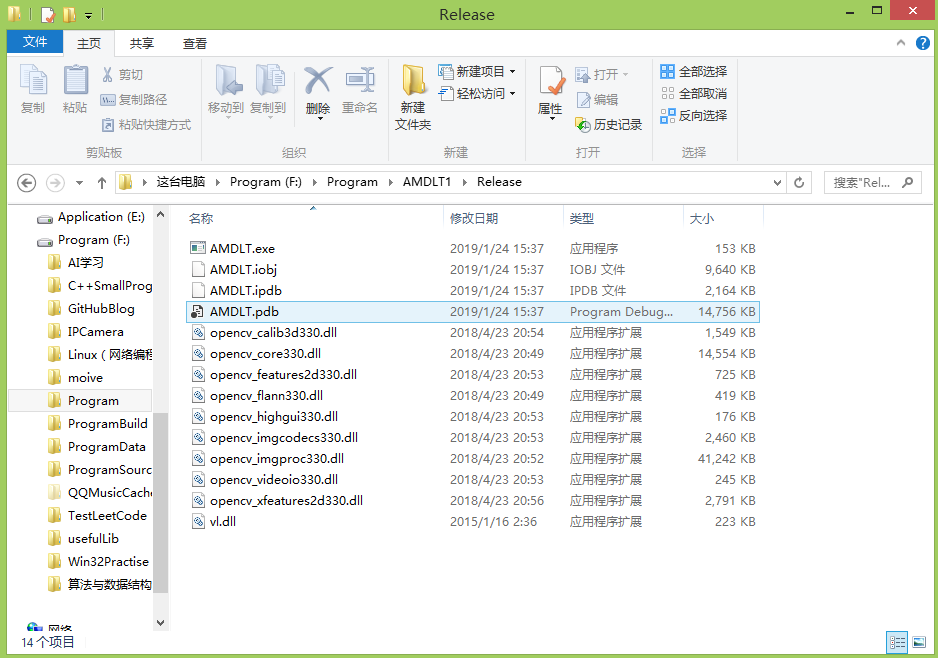
opencv\_ximgproc330.lib

opencv\_xobjdetect330.lib

opencv\_xphoto330.lib

vl.lib

2.3 dynamic library configuration

Place the required dynamic library files under the generated Release folder

3 run

Put the image in a folder, and the input is the image to be spliced, and the output is the resulting image to be spliced.