How to install OpenCV in windows 10 using MinGW

Unfortunately OpenCV doesn't come with prebuilt mingw/TDM (64 bit) binaries for windows. In this tutorial, we are going to build them ourselves.

Step 1. Environment setup

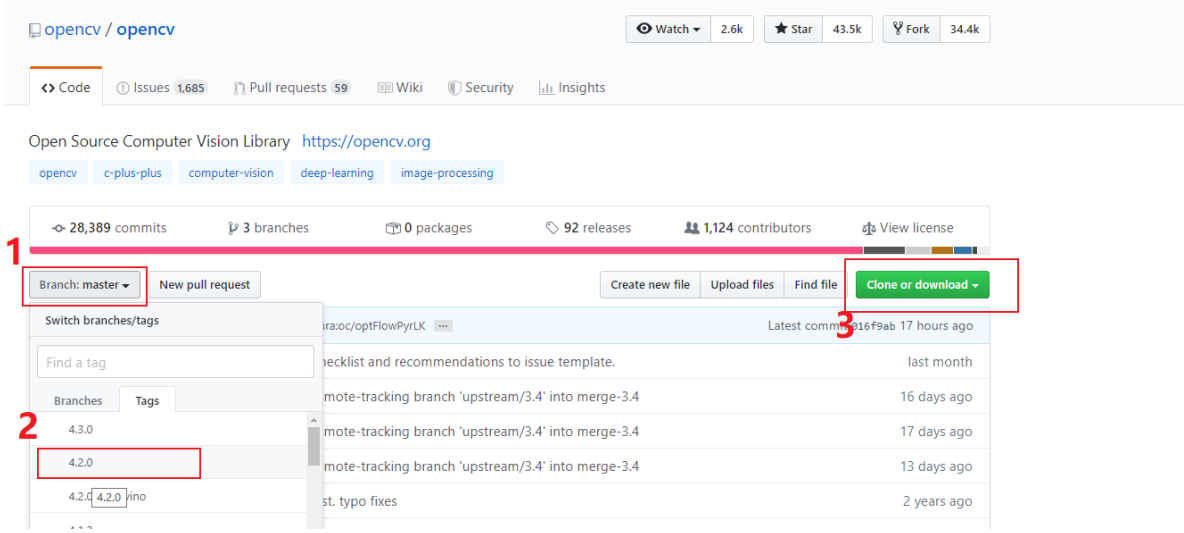
- **mingw：mingw-w64 (64 bit)**
- **CMAKE： cmake 3.14 (64 bit)**

  1. Download CMake and install it (in the installation wizard choose to add CMake to the system PATH).
  2. (https://cmake.org/download/ or https://cmake.org/files/v3.14/)

- **opencv : 4.2.0**

  Download the source of OpenCV and checkout 4.2.0 (https://github.com/opencv/opencv)

```
git checkout 4.2.0
```



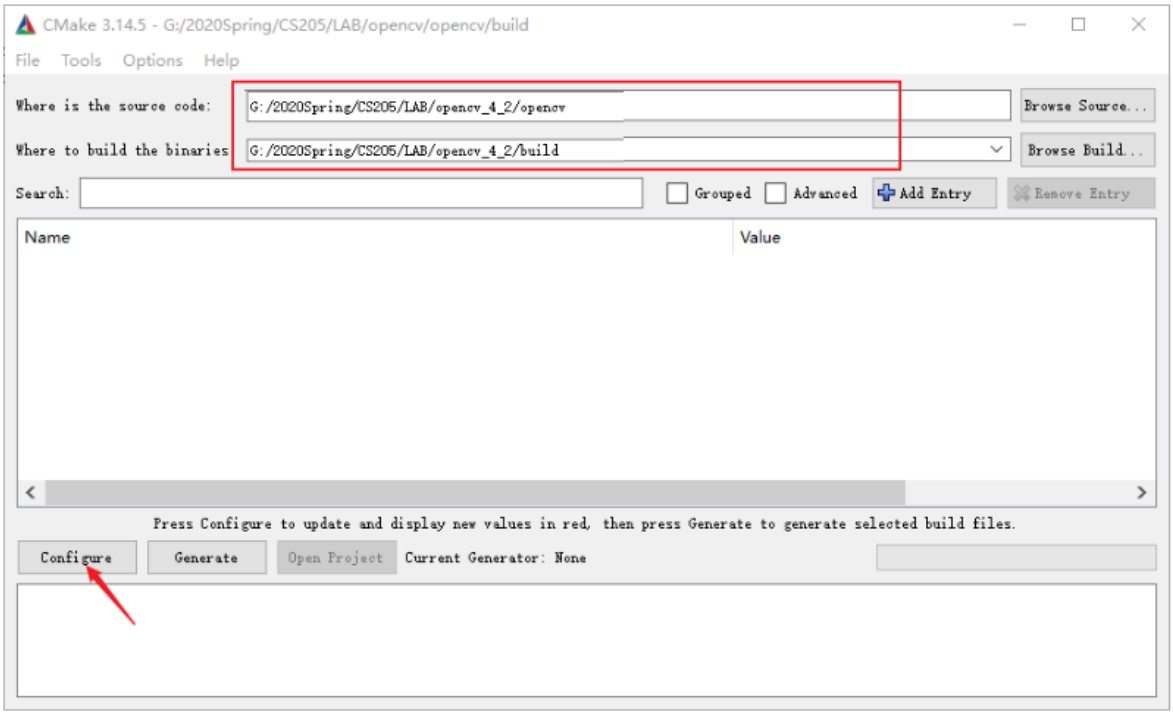
- **opencv_contrib**

  Download the source of **opencv_contrib** and checkout 4.2.0 (https://github.com/opencv/opencv_contrib)

```
git checkout 4.2.0
```

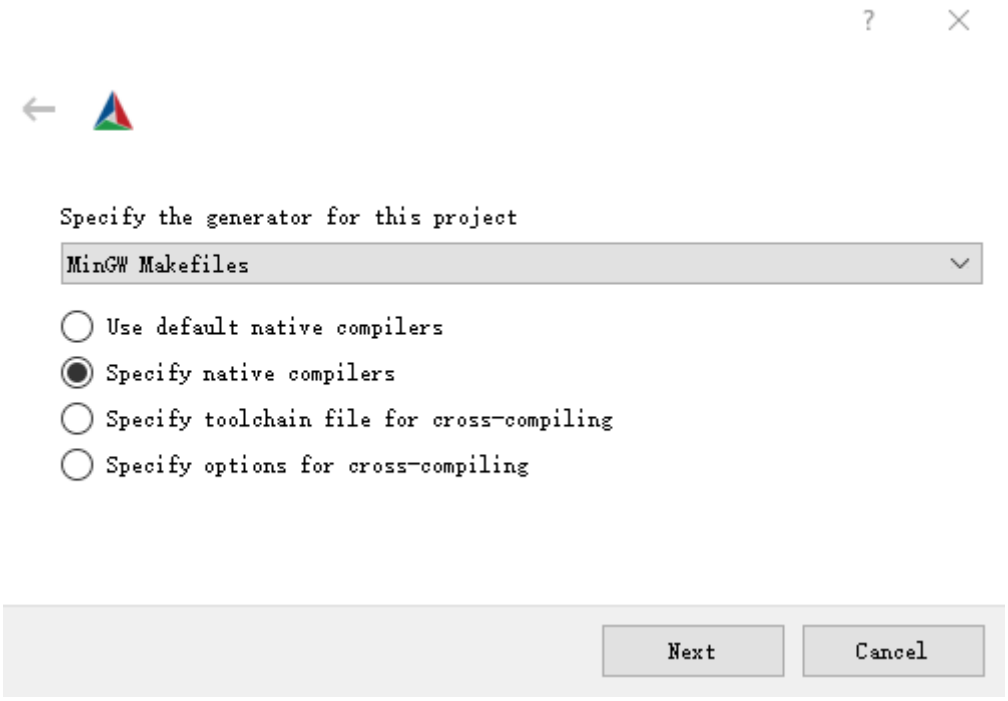
Step 2: Compiling OpenCV

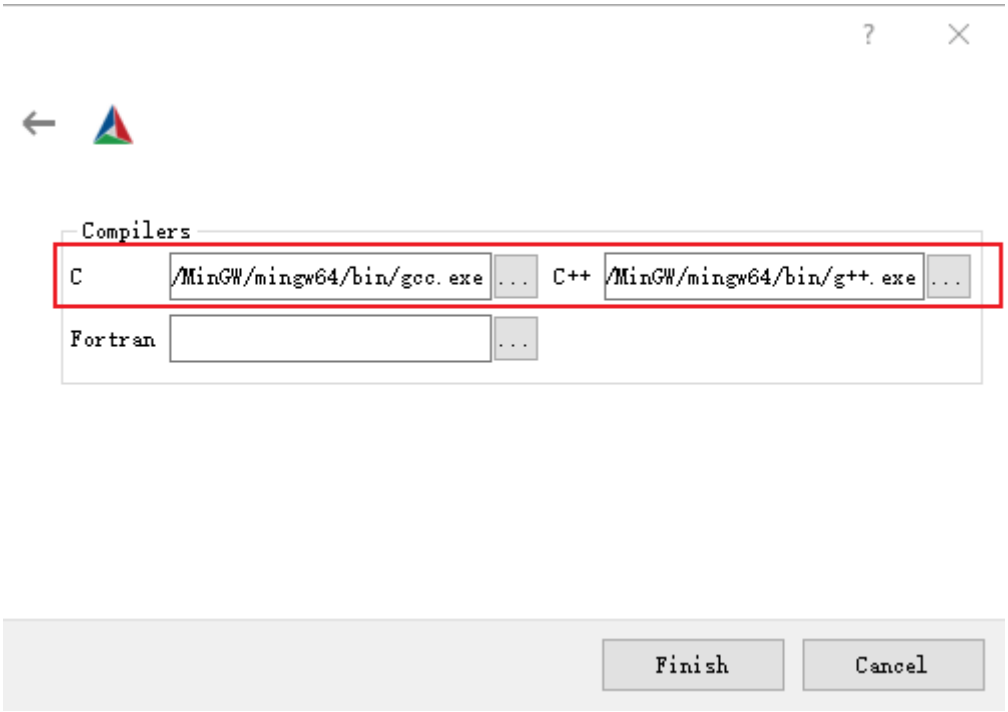
Open `cmake`, set source path and binary path ,and then hit `configure` button

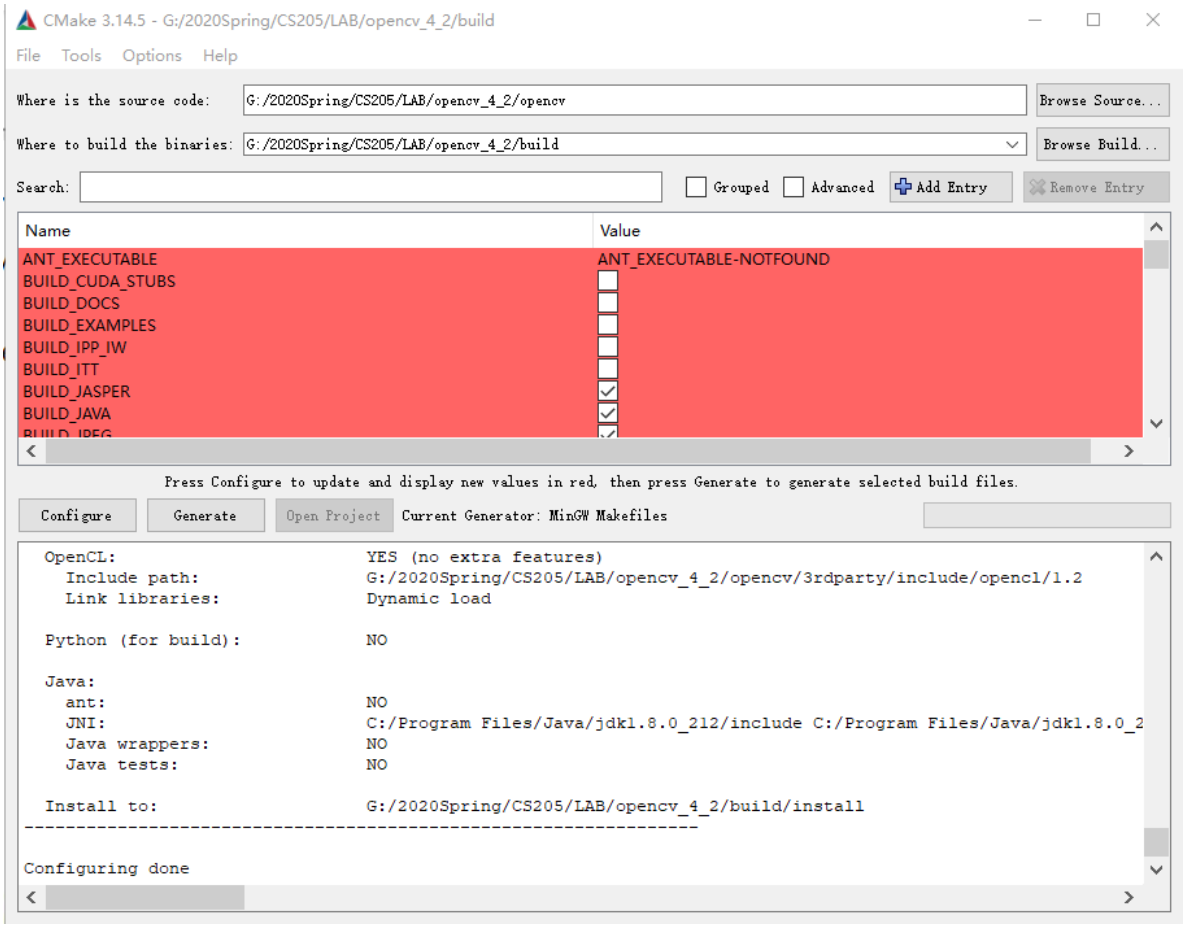


configure compiller

> 1. Specify the generator for this project: MinGW Makefiles
> 2. Specify native compilers
> 3. Next
> 4. Compilers C: C:\mingw64\bin\gcc.exe
> 5. Compilers C++: C:\mingw64\bin\g++.exe
> 6. Finish


Specify the generator for this project
MinGW Makefiles
Use default native compilers
Specify native compilers
Specify toolchain file for cross-compiling
Specify options for cross-compiling
Next
Cancel


Compilers
C
/MinGW/mingw64/bin/gcc.exe
C++
/MinGW/mingw64/bin/g++.exe
Fortran
Finish
Cancel



Change the settings

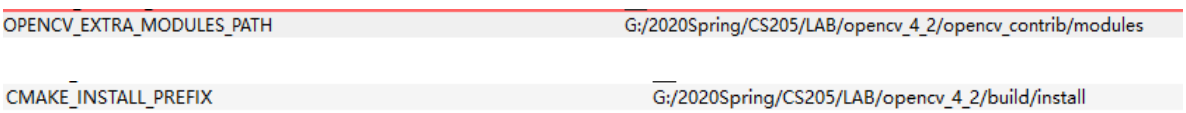
- **Check**

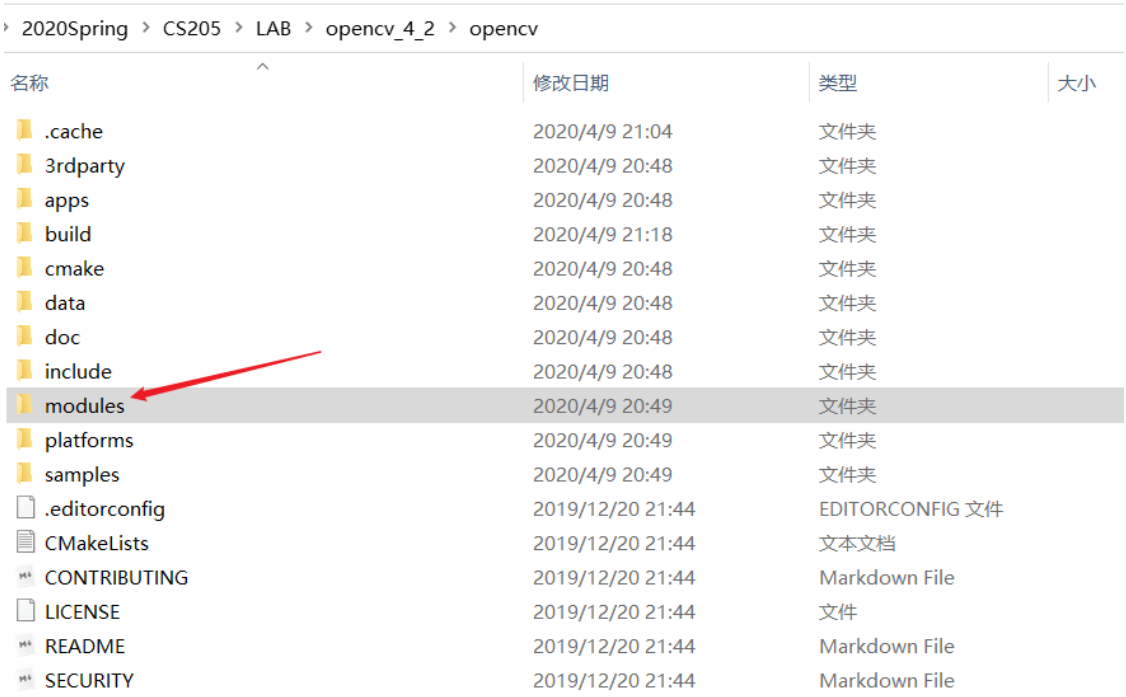
```
WITH_OPENGL
ENABLE_CXX11(This option is not available after OpenCV4),
```

- **Uncheck**

```
WITH_IPP
ENABLE_PRECOMPILED_HEADERS
WITH_OPENCL_D3D11_NV
```

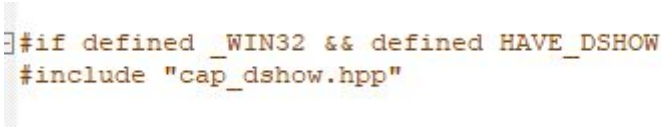
- **Modify** `OPENCV_EXTRA_MODULES_PATH` **and** `CMAKE_INSTALL_PREFIX`





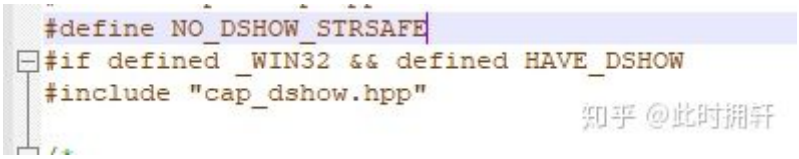
- **Modify the code**

`modules/videoio/src/cap_dshow.cpp`



Add one line:

```
#define NO_DSHOW_STRSAFE
```



When you're done, press `Configure'` again. You should see `Configuration done'` at the log window, and the red background should disappear from all the cells.

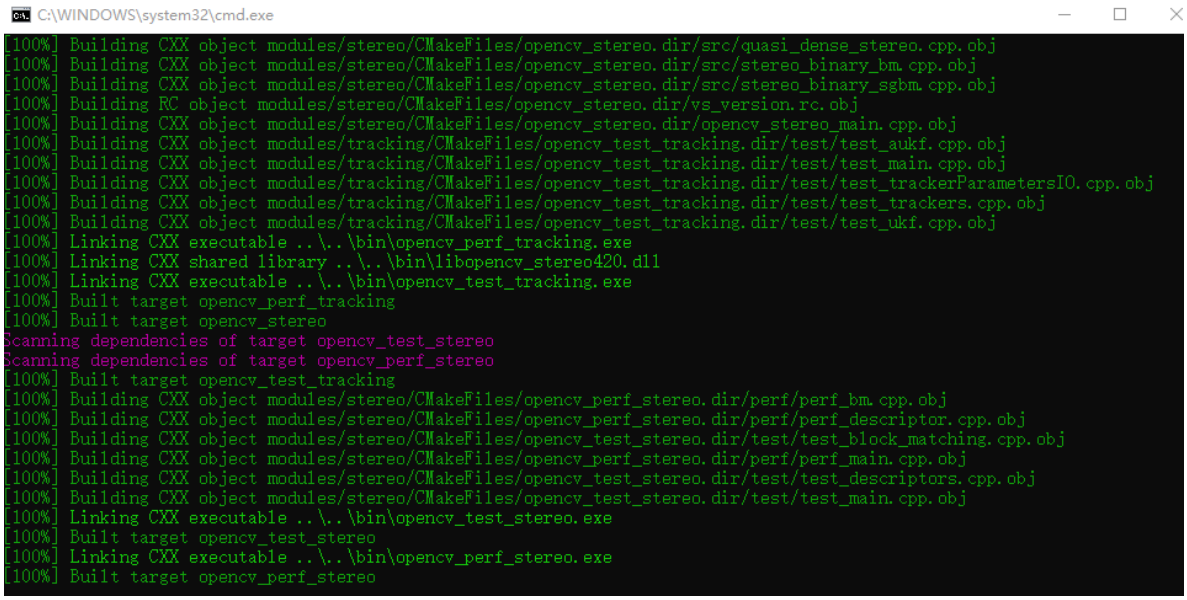
At this point `CMake` is ready to generate the makefile with which we will compile `OpenCV` with our compiler. Click 'Generate' and wait for the makefile to be generated. When the process is finished you should see 'Generating done'. From this point we will no longer need `CMake`.

Compiling

Open MinGW shell (The following steps can also be done from Windows' command prompt).

- Enter the binary path you set up(`G:/2020Spring/CS205/LAB/opencv_4_2/build`)
- Type `mingw32-make` and press enter. This should start the compilation process.

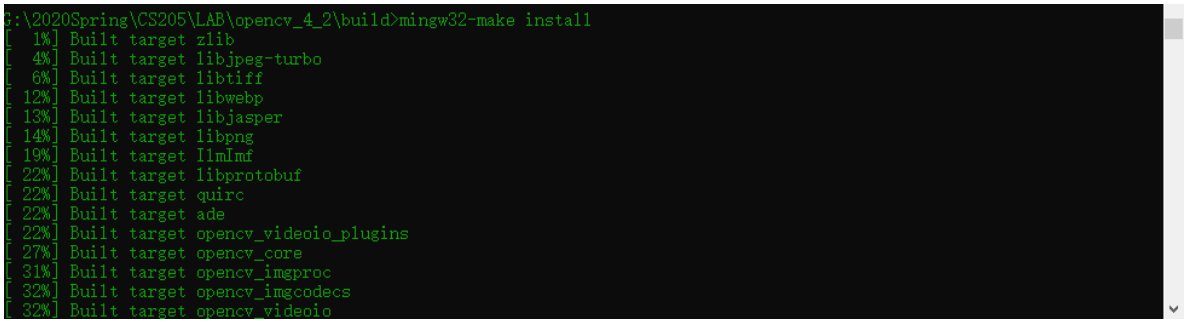
```
mingw32-make -j 8
```

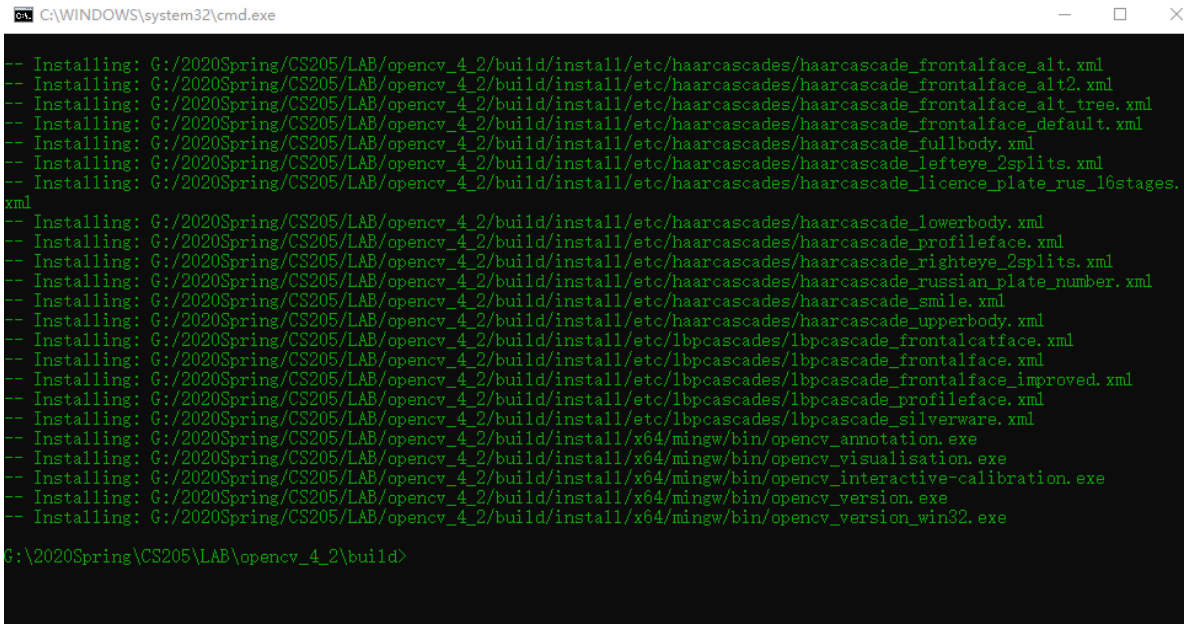


When the compilation is done OpenCV's binaries are ready to be used.

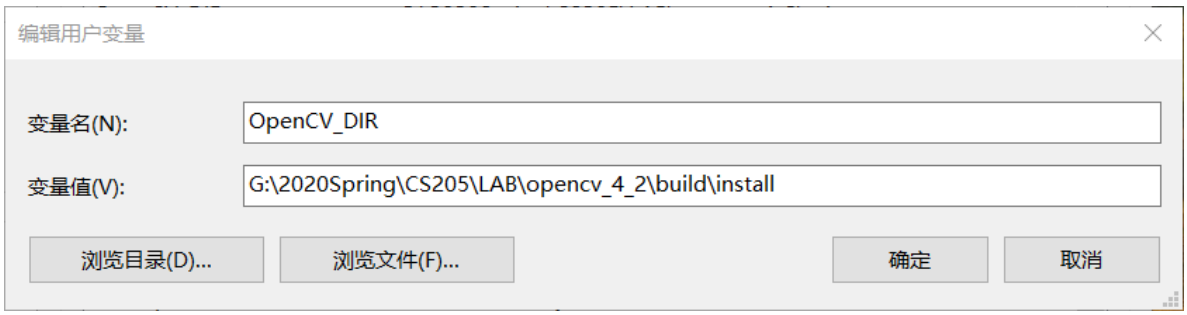
- install opencv

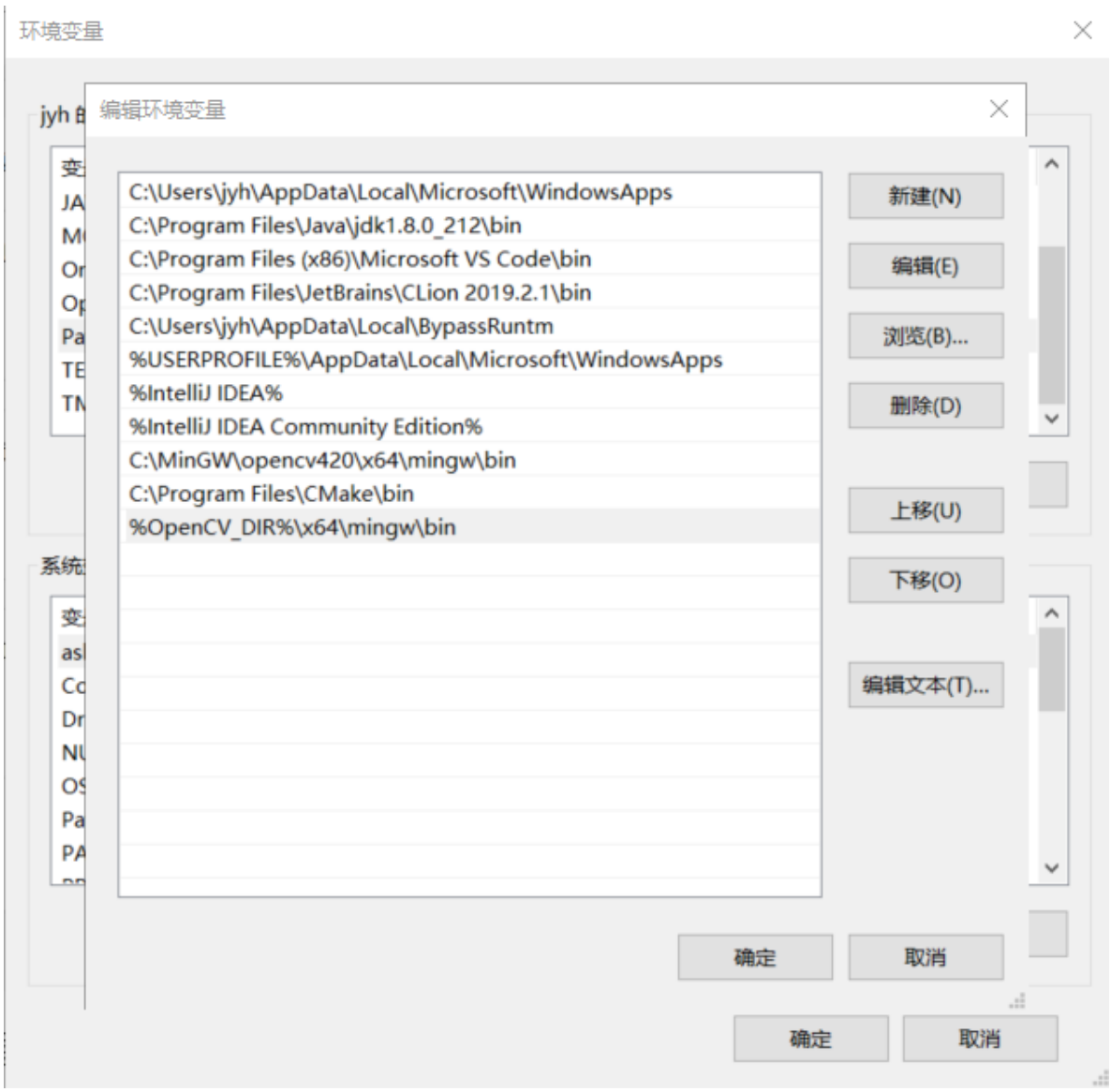
```
mingw32-make install
```





Step 3: Add OpenCV to the system path





Step4: Running test program

Now run this simple OpenCV “Hello World” program to test that the install has worked.

```
#include <opencv.hpp>
#include <iostream>
using namespace cv;
using namespace std;
```

```cpp
int main()
{
    cout << "OpenCV Version: " << CV_VERSION << endl;
    Mat img = imread("Pokemon02.png");
    imshow("1440", img);
    waitKey(0);
    return 0;
}
```

```
cmake_minimum_required(VERSION 3.6)
PROJECT(opencv_demo)

set(OpenCV_INCLUDE_DIRS
G:/2020Spring/CS205/LAB/opencv_4_2/mingw_opencv/include/opencv2)
FIND_PACKAGE(OpenCV REQUIRED)
message(STATUS "OpenCV library status:")
message(STATUS "    version: ${OpenCV_VERSION}")
message(STATUS "    libraries: ${OpenCV_LIBS}")
message(STATUS "    include path: ${OpenCV_INCLUDE_DIRS}")
include_directories(
        ${PROJECT_SOURCE_DIR}
        #${OpenCV_INCLUDE_DIRS}
        "G:/2020Spring/CS205/LAB/opencv_4_2/mingw_opencv/include/opencv2"

)
#include_directories(${OpenCV_INCLUDE_DIRS})
add_executable(opencv_demo main.cpp)
target_link_libraries(opencv_demo ${OpenCV_LIBS})
```