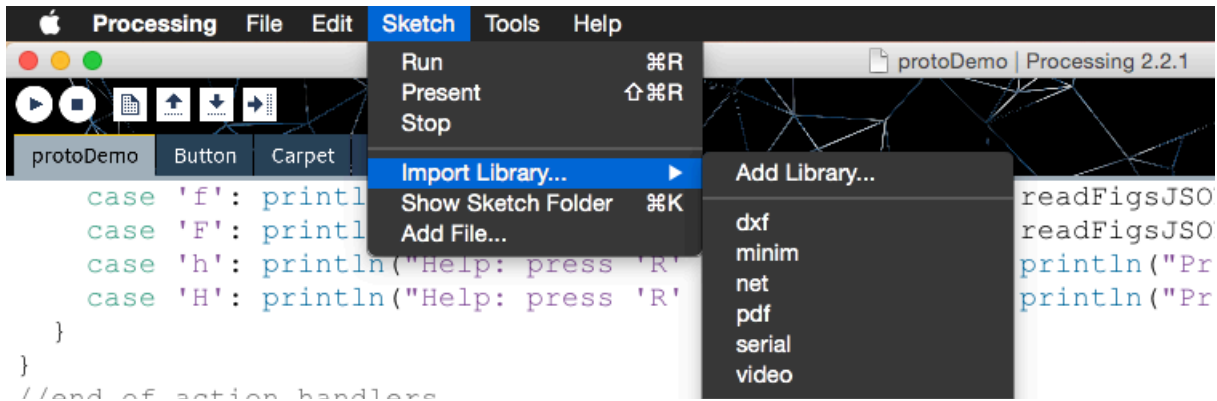
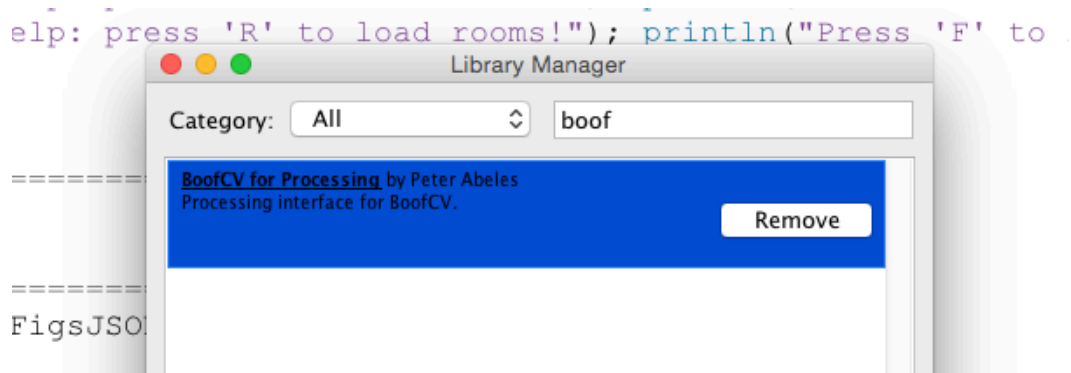


Installing Processing and Using protoDemo

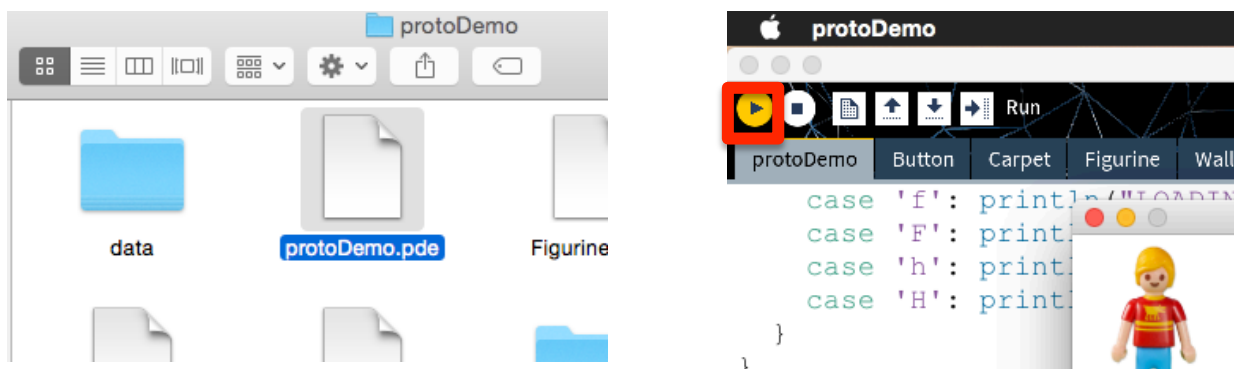
1. Go to [Processing.org](https://processing.org) and download Processing 2.2.1
[Win 32](#) [Win 64](#) [Linux 32](#) [Linux 64](#) [Mac OS X](#)
2. Open Processing once installed. Go to Sketch > Import Library > Add Library



3. Type 'boof' into the search box area, install BoofCV for Processing. (Required library)



4. Run the sketch by opening protoDemo.pde in Processing, and pressing the 'play' button.



5. Follow prompts in console - once the sketch is running, press 'H' for latest key bindings and features etc.
6. For "room builder", download the repository found here:
[git@git.fjordnet.com:andre.belilos/canvas-cords.git](https://git.fjordnet.com:andre.belilos/canvas-cords.git)
Clone the Demo_Wall_Builder branch