



Compiling

- **Install the following packages before starting the compilation:**
 - CodeBlocks IDE (<http://www.codeblocks.org/>).
 - CMake (<https://cmake.org/>)
- **Install the following packages before starting the compilation if you are building on Windows:**
 - TDM GCC compiler(<http://tdm-gcc.tdragon.net/>). Choose the 32bit or 64bit compiler.
 - MSYS(<http://www.mingw.org/wiki/msys>).
 - Run MSYS and type: gcc -v. Check COLLECT_GCC path. This should be something like c:\TDM-GCC-64\bin\gcc.exe.
 - Setup CodeBlocks IDE to use the previously installed TDM-32 bit or TDM-64 bit compiler. Open CodeBlocks and go to [settings]->[compiler]->[toolchain executables]. Change [compiler installation directory] path to TDM GCC compiler installation folder like [C:\TDM-GCC-64](#) for 64 bit build and choose auto detect.
 - Install NSIS(<https://nsis.sourceforge.io/Download>). This is for creating installation package.
- **Install Xcode and Xcode command line tools in you are building on MACOSX.**
- **Install on Linux(Ubuntu):**
 - Synaptic Package Manager.
 - Install the following packages using synaptic package manager:
 - Gnu c++ compiler: build-essential
 - Gtk+ development libraries: libgtk-3-dev
 - Libudev: libudev-dev
 - OpenGL development libraries: libgl1-mesa-dev
- **Extract sources to the directory of your choosing:**
- **Make build directory. This can be the same or different directory from your sources.**
- **Configure and generate MinGW makefiles or CodeBlocks-MinGW project files using Cmake.**
 - Make sure you type the correct build type info CMAKE_BUILD_TYPE variable. This can be Debug or Release.
 - Check that all SCOPEFUN variables are properly set.
 - There should be no red colored configuration variables or errors in cmake prior to generating choosen build system scripts.
 - Choose configure and generate.



- Open CodeBlocks IDE and compile or run MSYS command shell.
 - **Build executable files:** got to build directory and type: mingw32-make -f makefile
 - **Build installer package:** got to build directory and type: mingw32-make package
 - **Build source files package:** got to build directory and type: mingw32-make package_source
- Questions ? Go to www.scopefun.com where you can join a forum or contact us by e-mail.