To be able to do Project 3 on Windows there was a different process to install the necessary files compared to Linux and Mac.

To do the coding for the project, Geany and MinGW must be installed. MinGW and Geany work in cohesion to allow the user to write the code and execute.

To start getting the necessary files for the project the first thing that needs to be downloaded is off <https://www.sfml-dev.org/download/sfml/2.5.1/>. There will be options of what to download and the option that should be picked is the MinGW version. It is up to the user whether they download the 32-bit version or the 64-bit version.

Once that is done, the user should download the other following files which are the following:

VirtualAVC.zip

AVC\_Win10.zip

SFML.zip

(Shown in images below)







Following the download of these files, the user must do additional changes to the folders. dll files from the bin folder which is located in the MinGW folder had to be put into the AVC\_robot and AVC\_server folder. As well as that additional dll files within the SFML folder have to be put into AVC\_robot and AVC\_server. This can be found within the bin folder of the SFML folder.

With all of that sorted out it is time to make sure that the code builds and runs. Within Geany and underneath ‘build’ there is another button called ‘set build commands’. Within that there must be a change in ‘Make’. This must be changed to the following below.



If this is done correctly, then the code will be able to run properly.

To execute the code to see the code run there are a few things that need to be done. Firstly on the server code do the following:



Press the arrow next to build and press make all. If it says compilation successful in the bottom left corner of the screen, it means that there are no errors in the code allowing the user to press execute.





Three screens come up showing what the server code is reading as well as the camera view tab which shows what the camera is showing and the maze for whatever maze is selected. Once that is done go to the robot code and repeat the said instructions. Once this is done, the user should be able to see the robot moving on the screen.