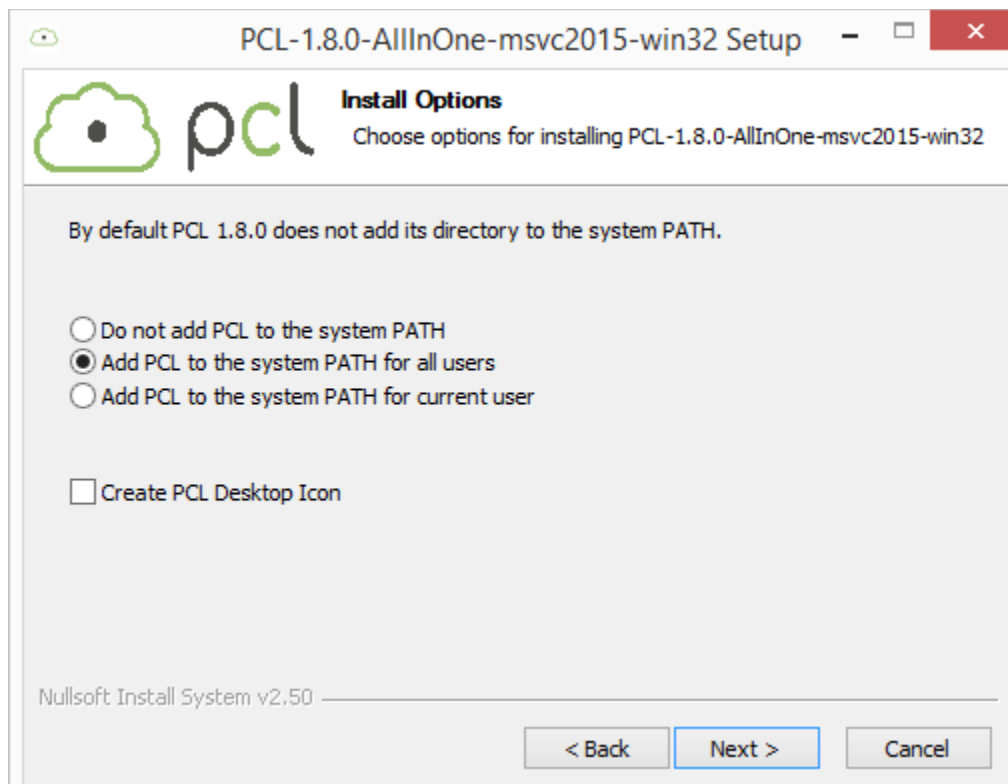
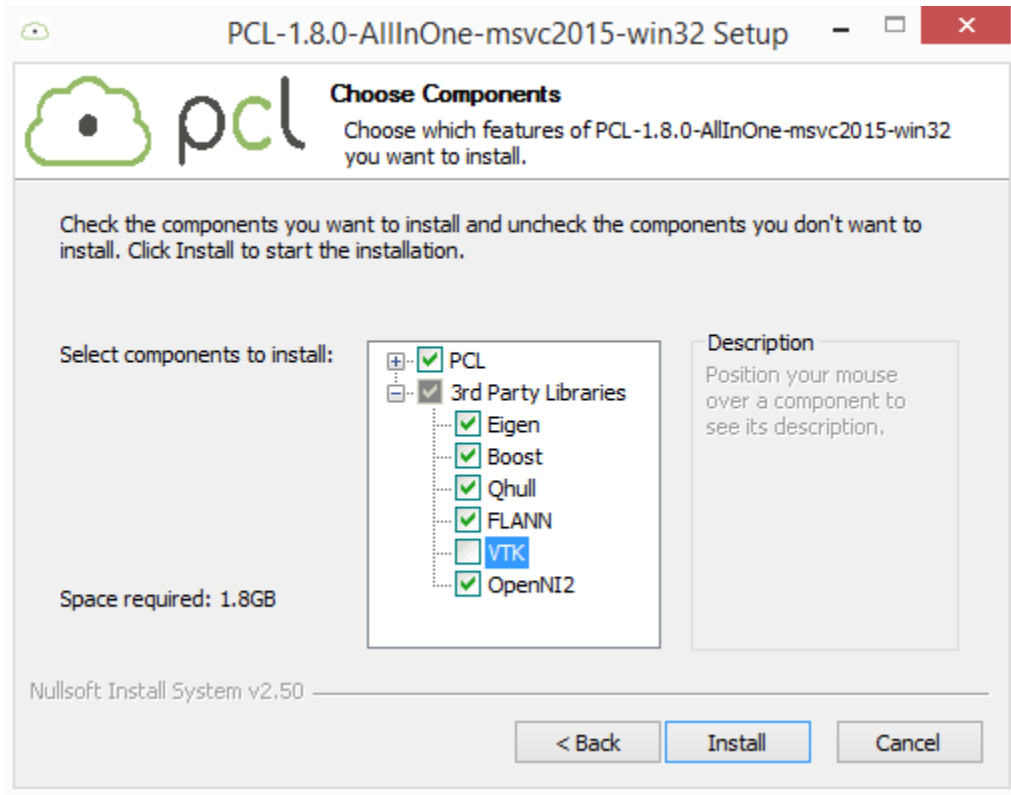


Installation Guide For PCL

1. Download and install MSVC2015 compiler from [here](#).
2. Download and install Qt5.7 x64 compiled with MSVC2015 from [here](#).
3. Adjust the system environment variables:
 - Add "C:\Qt\Qt5.7.0\5.7\msvc2015_64\bin" to path.
 - Add new variable QT_QPA_PLATFORM_PLUGIN_PATH:
"C:\Qt\Qt5.7.0\5.7\msvc2015_64\plugins\platforms\"
4. Download PCL 1.8 all-in-one installer x64 and the .pdb files:
 - PCL-1.8.0-AllInOne-msvc2015-win64.exe [here](#).
 - pcl-1.8.0-pdb-msvc2015-win64.zip [here](#). Then extract the content of the .zip file inside the bin folder of PCL, which should be something like this
"C:\Program Files\PCL 1.8.0\bin"
5. In the PCL All-in-one installation choose the "Add PCL to the system PATH for all users.

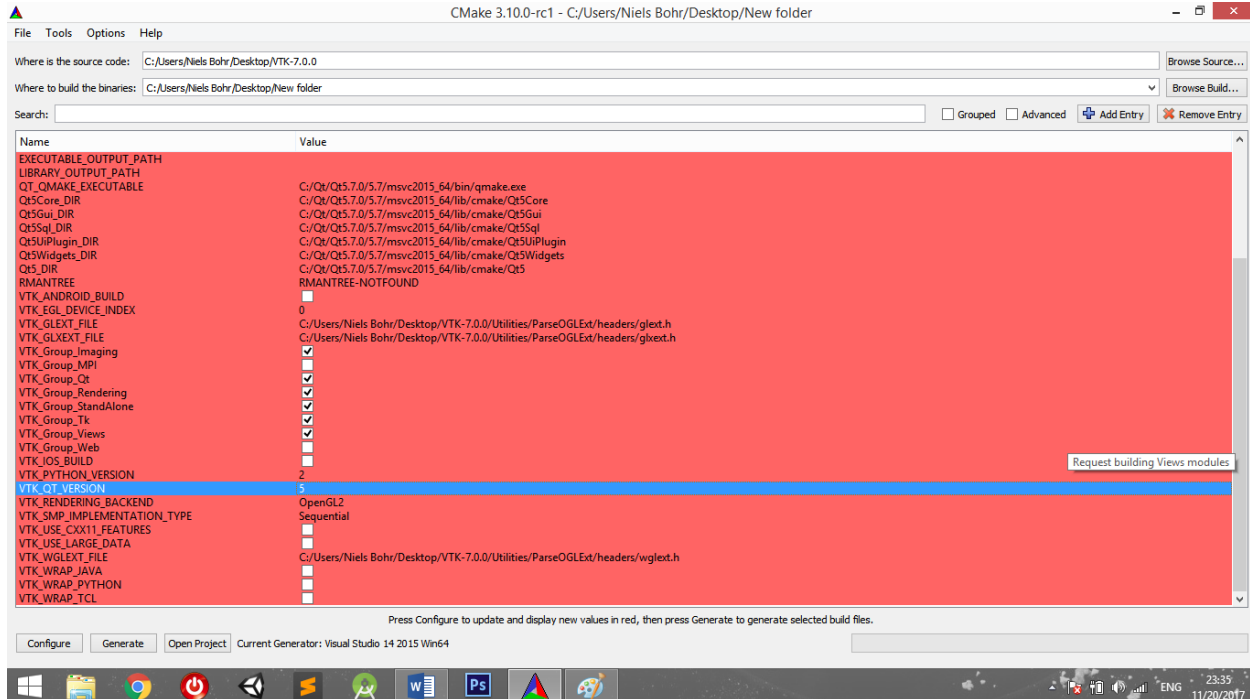
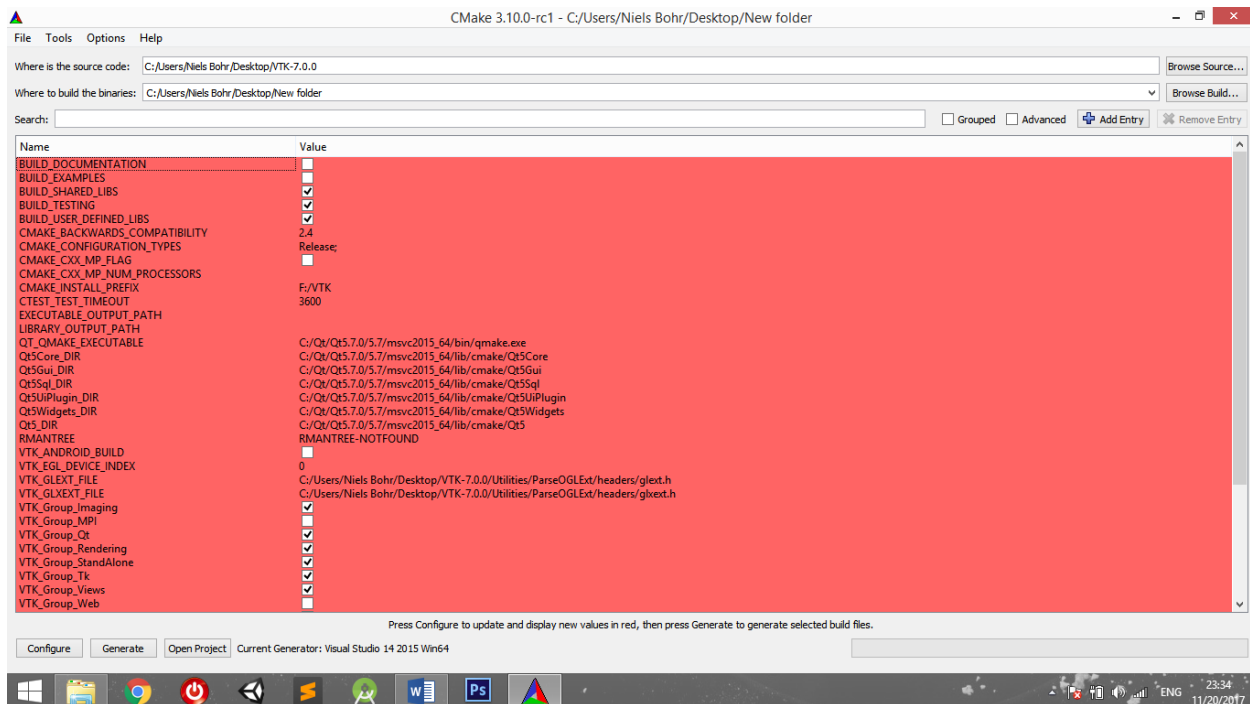


6. In the PCL All-in-one installation when you reach the 3rd party libraries uncheck the VTK option.



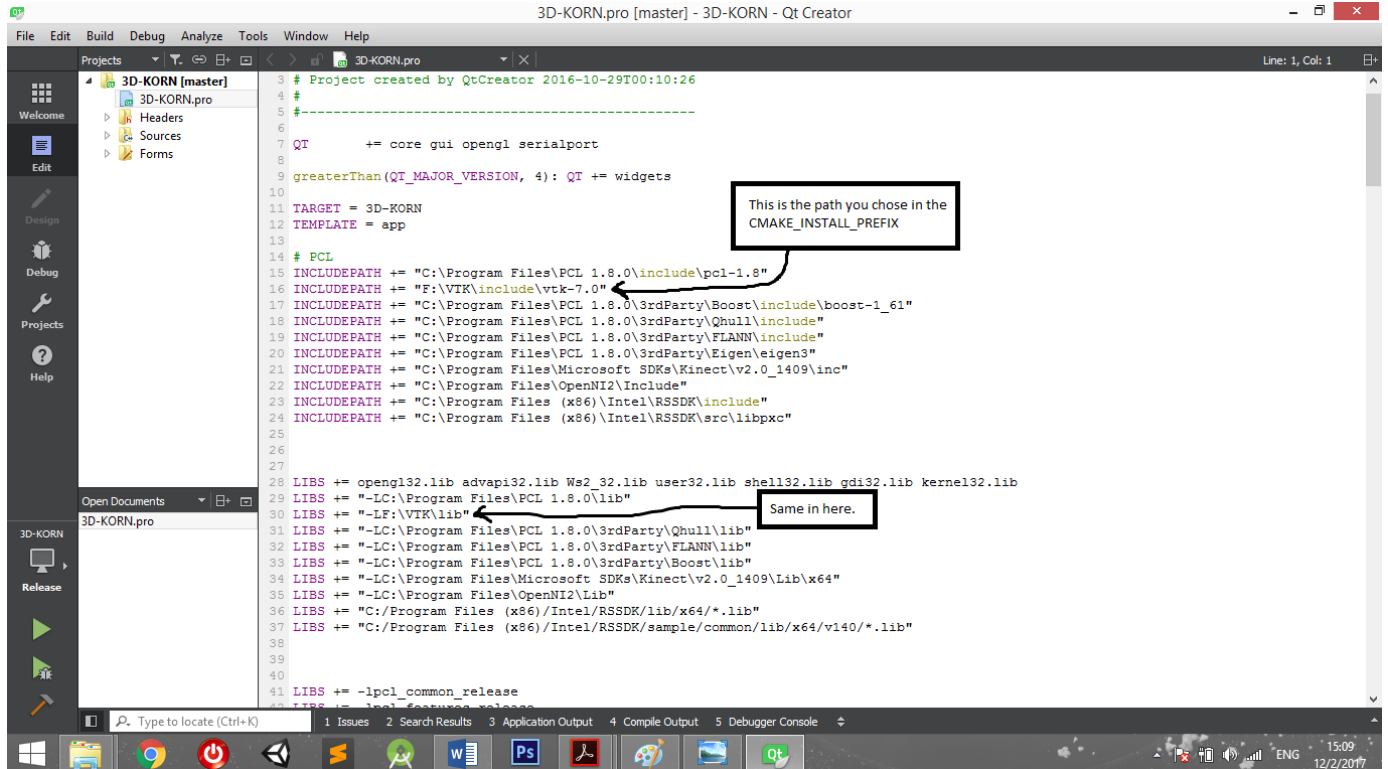
7. After the installation is finished make sure that the user environment has this variable:
PCL_ROOT: "C:\Program Files\PCL 1.8.0"
And check for those variables, add them if they weren't inside the PATH variable:
 - %PCL_ROOT%\bin;
 - %PCL_ROOT%\3rdParty\FLANN\bin;
 - %OPENNI2_REDIST64%;
8. Download the VTK-7.0.0 from [here](#). And extract the files.
9. Now open CMAKE and click on "Browse Source" and choose the extracted VTK-7.0.0 folder.
10. After that click on "Browse Build" and choose an empty folder.

And press “Configure” and make the target MSVC 2015 x64, and choose the following options:



And Click on “Generate”.

11. After the generate is completed open the folder you chose in the Browse Build and open the "VTK.Sln" in Visual Studio.
12. Then from Visual Studio choose the ALL_BUILD file and build it.
13. Then choose the INSTALL file and build it.
14. Open Qt and open the project 3D-KORN, and open the 3D-KORN.pro file it should look like this:



15. In Qt go to Build and click on "Run qmake". After that click on "Build All".
16. After the build is completed click on "Run".

