GMlib setup guide

This guide assumes that you have installed Qt and Qt Creator, downloaded an appropriate compiler, and that you have GMlib and the demo application already available in a project folder. The setup is done for Windows 64-bit, so for Windows 32-bit and Linux the paths in the example will have to be changed accordingly.

Glew

Go to http://glew.sourceforge.net/ and download Glew binaries for *Windows 32-bit and 64-bit.*
Unzip it to a place where it is easy to find later.

GMlib

In Qt Creator:

1. Create a new session:
    a. *File → Session Manager*
    b. *New → "Give it a name" → Create and Open*

2. Open the GMlib project:
    a. *File → Open File or Project*
    b. *Navigate to <GMlib source folder>*
    c. *Select CMakeLists.txt → Open*

3. Configure the project:
    a. *Select the kit to build with*
    b. *Expand the selected kit tab*
    c. *Choose the build type/types you want and select a build folder for it*
    d. *Configure project*

4. Let the compiler know where Glew is:
    a. *Navigate to the Projects pane*
    b. *Select the Build Settings for your selected kit*
    c. *Under CMake configuration: Add → Directory*
        i. *Key: GLEW_LIBRARY*
        ii. *Value: <Path to glew/lib/Release/x64/glew32s.lib>*
        iii. *Apply Configuration Changes*
    d. *Check that the other Glew keys are set:*
        i. *Tick the Advanced option for Cmake configure*
        ii. *Navigate down to GLEW*
        iii. *Set the values for GLEW_INCLUDE_DIR and GLEW_PATH_WIN32:*
            1. *-GLEW_INCLUDE_DIR: <Path to glew/include>*

2. *-GLEW_PATH_WIN32: <Path to glew>*

iv. *Make sure that the GM_BUILD_SHARED option is off*

1. *With the Advanced option on, navigate to GM*
2. *Set GM_BUILD_SHARED to OFF*
3. *Apply Configuration Changes*

5. Build

Demo application

In Qt Creator:

1. Open the demo application:
   a. *File → Open File or Project*
   b. *Navigate to <Demo Application source folder>*
   c. *Select CMakeLists.txt → Open*

2. Configure the application:
   a. *Select the kit to build with*
   b. *Expand the selected kit tab*
   c. *Choose the build type/types you want and select a build folder for it*
   d. *Configure project*

3. Let the compiler know where GMlib is:
   a. *Navigate to the Projects pane*
   b. *Select the Build Settings for your selected kit*
   c. *Under CMake configuration: Add → Directory*
      i. *Key: GMLIB_DIR*
      ii. *Value: <Path to GMlib build folder>*
      iii. *Apply Configuration Changes*

4. Add dependencies:
   a. *Make the Demo Application depend on GMlib:*
   b. *In the Projects pane for the Demo Application go to Dependencies under Project Settings*
   c. *Tick the GMlib option*

5. Build

6. Run