**Overview**

This folder contains 3 projects: easyPick, easyPickDLL, and easyPickTestGUI.

1. easyPick

This is where the algorithm of easyPick located. It should be configured properly in both “Debug” and “Release”. It contains the main function and runs the algorithm to produce results. Before running the program, please specify the directory of the folder where image files are located.

2. easyPickDLL

Based on easyPick, this project is used to generate DLL, which can be used by other applications.

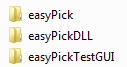
3. easyPickTestGUI

Based on easyPickDLL, this C# windows forms application is a simple GUI for running the algorithm.

Note: There are some hard - coded directories in the code, please make sure you configure them properly before running the programs.

**Steps**

1. Download the project folder from GitHub to your local. You should have three folders in the directory as shown below.



1. Before proceeding, make sure OpenCV, Boost and rapidjson are installed properly. (See the documentation in folder “3dPartyLib”)
2. Go to the easyPick folder; double click the .sln file to open the project. The default settings should be able to build and run the project in both “Debug” and “Release” mode. In “Debug” mode, running the program will produce result images and their corresponding json files. In “Release” mode, building (not running) the program will generate .
3. Go to the easyPickDLL folder; double click the .sln file to open the project. Make sure it’s in “Release” mode. Build the program will generate , which can be used by other applications.
4. Go to EasyPickTestGUI folder and open the solution. Build and run the program in Debug mode. You will see a window the same as shown below.

