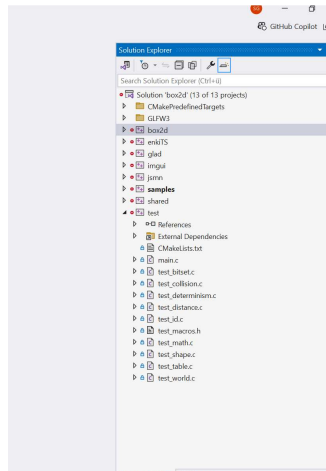


Setting up Environment windows

1. <https://gitlab.isp.uni-luebeck.de/hai/geomates.git>
Clone it to C:\DeepSeek_ICA_Agent\geomates
2. [GitHub - erincatto/box2d: Box2D is a 2D physics engine for games](#)
Checkout above code on the following location
C:\DeepSeek_ICA_Agent\box2d
3. Compile using following
4. [Compile Box2D on Windows with MSVC](#)
5. Run "C:\DeepSeek_ICA_Agent\box2d\build.bat"
Then Visual studio will open



6. Right click box2d and click Build
7. Copy C:\DeepSeek_ICA_Agent\box2d\build\src\Debug box2dd.lib to
C:\DeepSeek_ICA_Agent\geomates\lib
8. Copy C:\DeepSeek_ICA_Agent\box2d\include to
C:\DeepSeek_ICA_Agent\geomates\include
9. Change the path in Makefile_Windows

```
C:\DeepSeek_ICA_Agent\geomates\Makefile_Windows - Notepad++
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
Makefile_Windows
1 # Define the MSVC compiler and flags
2 CC = cl
3 CFLAGS = /W3 /EHsc /MDd /favor:EM64T /DBUILDING_DLL
4 INCLUDES = /I"C:\DeepSeek_ICA_Agent\geomates\include"
5 LDFLAGS = /link /LIBPATH:"C:\DeepSeek_ICA_Agent\geomates\lib" box2dd.lib /DLL /MACHINE:X64
6
7 # Target and source files
8 TARGET = wrapper.dll
9 SOURCE = wrapper.c
10 OBJ = wrapper.obj
11
12 # Build target
13 all: $(TARGET)
14
15 # Compile source file
16 $(OBJ): $(SOURCE)
17     $(CC) $(CFLAGS) $(INCLUDES) /c "$(SOURCE)"
18
19 # Link the object file into a shared library
20 $(TARGET): $(OBJ)
21     $(CC) $(OBJ) $(LDFLAGS) /OUT:$(TARGET)
22
23 # Clean generated files
24 clean:
25     del $(OBJ) $(TARGET)
26
```

10. Open x64 native tools command prompt and run command
11. nmake /f Makefile_Windows
12. Wrapper.dll will be generated after this in the same folder
13. Install sbcl

Download

The most recent version of SBCL is 2.5.1, released January 31, 2025. [Release notes](#).

Source: [sbcl-2.5.1-source.tar.bz2](https://git.code.sf.net/p/sbcl/sbcl)

The development version is available from git:

```
git clone git://git.code.sf.net/p/sbcl/sbcl
```

Binaries:

After downloading SBCL, refer to the [getting started](#) page for instructions on how to install the release.

Not all platforms have the latest binaries, but SBCL is still supported and working on these platforms. An older binary (or provided by an OS repository / homebrew / macports) or even a different CL implementation can be used to build the [latest source](#) by following the directions for [compiling it](#).

The Linux binaries might require a recent glibc, but building from source isn't dependent on a particular glibc version

	X86	AMD64	PPC	PPC64	PPC64le	SPARC	MIPSbe	MIPSle	ARMv7	ARMv8	ARMv8t	ARMv8t2	RISC-V 32	RISC-V 64
Linux	1.4.3	2.5.1 (newer)	1.2.7			1.5.4	1.0.28	1.0.21	1.0.28	1.2.7	2.3.3	1.4.2		
macOS (Darwin)	1.1.6	2.2.6										2.4.6		
Solaris	1.2.7	1.2.7				2.0.4								
FreeBSD	1.2.7	1.2.7										2.2.9		
NetBSD	1.0.22	1.2.7	1.0.21											
OpenBSD	1.0.5	2.0.5	2.0.5						2.0.5			2.0.5		
DragonFly BSD		1.2.7												
Debian GNU/kFreeBSD	1.2.7	1.2.7												
Windows	2.3.2	2.5.1 (newer)												

Key

- Available and supported
- Port in progress
- Not available (porters welcome!)
- No such system/Obsolete system

Processors

- X86: X86 (32-bit Intel and compatible)
- AMD64: 64-bit X86 (AMD64, EM64T, Via Nano)
- PPC: PowerPC
- PPC64: 64-bit PowerPC
- PPC64le: Little Endian 64-bit PowerPC
- SPARC: SPARC and UltraSPARC
- MIPSbe: MIPS (big endian mode)
- MIPSle: MIPS (little endian mode)
- ARMv7: ARM (softfp ABI)
- ARMv8: ARM (hard-float ABI)
- ARMv8t: ARMv8t
- ARMv8t2: ARMv8t2
- RISC-V 32: 32-bit RISC-V
- RISC-V 64: 64-bit RISC-V

Historically SBCL also ran on HP PA-RISC Linux; Alpha Linux; Tru64; PowerPC Mac OS X.

Older binaries and source releases are available on the SourceForge [File Releases](#) page.

14. Download ACT-R resources

[ACT-R Sources](#)

15. Download

quicklisp.org/tmp/quicklisp.lisp

16. Open SBCL and run following commands

- Sbcl
- (load "quicklisp.lisp")
- (quicklisp-quickstart:install)
- (ql:add-to-init-file)
- (load "~/quicklist/setup.lisp")