### Setting up Environment windows

1. <https://gitlab.isp.uni-luebeck.de/hai/geomates.git>

Clone it to C:\DeepSeek\_ICA\_Agent\geomates

1. [GitHub - erincatto/box2d: Box2D is a 2D physics engine for games](https://github.com/erincatto/box2d)

Checkout above code on the following location

C:\DeepSeek\_ICA\_Agent\box2d

1. Compile using following
2. [Compile Box2D on Windows with MSVC](https://youtu.be/iHXXXrlnRFo?feature=shared)
3. Run "C:\DeepSeek\_ICA\_Agent\box2d\build.bat"

Then Visual studio will open

1. Right click box2d and click Build A screenshot of a computer

   AI-generated content may be incorrect.
2. Copy C:\DeepSeek\_ICA\_Agent\box2d\build\src\Debug box2dd.lib to C:\DeepSeek\_ICA\_Agent\geomates\lib
3. Copy C:\DeepSeek\_ICA\_Agent\box2d\include to C:\DeepSeek\_ICA\_Agent\geomates\include
4. Change the path in Makefile\_Windows

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AI-generated content may be incorrect.

1. Open x64 native tools command prompt and run command
2. nmake /f Makefile\_Windows
3. Wrapper.dll will be generated after this in the same folder
4. Install sbcl

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AI-generated content may be incorrect.

1. Download ACT-R resources

[ACT-R Sources](http://act-r.psy.cmu.edu/actr7.x/actr7.x.zip)

1. Download

[quicklisp.org/tmp/quicklisp.lisp](https://www.quicklisp.org/tmp/quicklisp.lisp)

1. Open SBCL and run following commands
   1. Sbcl
   2. (load “quicklisp.lisp”)
   3. (quicklisp-quickstart:install)
   4. (ql:add-to-init-file)
   5. (load “~/quicklist/setup.lisp”)