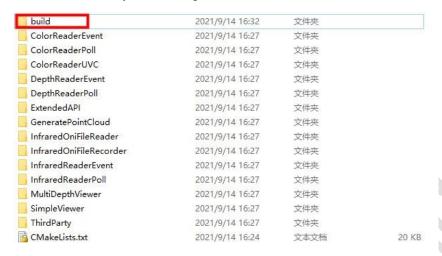


Orbbec OpenNI2.3-SDK Sample Instructions

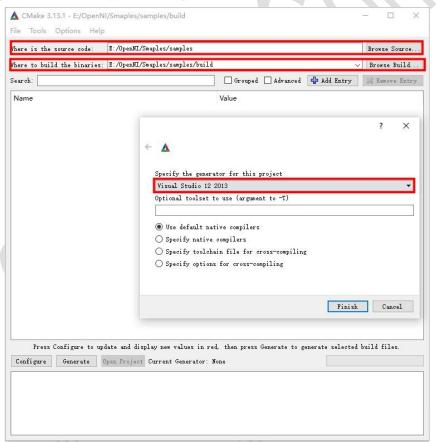


1 Windows

- ➤ If using VS2013 x86 for compiling the Samples, please install cmake and Visual Studio 2013 first
- > Create a build directory under Samples



➤ Open CMake(cmake-gui) and setup as shown for Samples

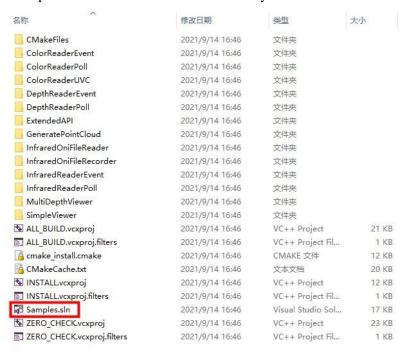


Config samples CMakeLists.txt and build location, press Configure for specifying Visual Studio 12 2013, and click finish.

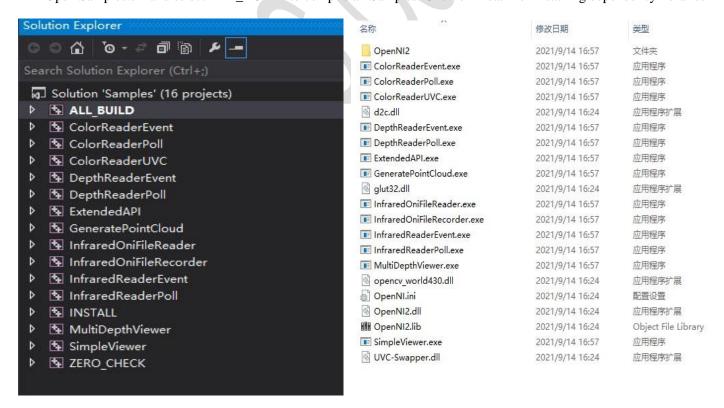


➤ Press Generate to complete cmake

> The Samples.sln will shown in the build directory



> Open Samples.sln and select ALL_BUILD to compile all Samples. Click on Install for installing dependency libraries





2 Linux

There are two ways for compiling the samples in Linux, the script method is recommended

2.1 Script

Open Terminal and go to samples directory to run the sample_build.sh script, for example:

bash sample build.sh platform.

Information:

- (1). Here we use bash for running the script (not required)
- (2). Platform will need to be replaced with current platform information as follow: x86_64 for: linux64, aarch64 for: Arm64, armv7l for: Arm32°

Example:

bash sample build.sh x86 64

2.2 Manual Compile

• Create build directory in samples

```
cd samples
mkdir build
cd build
```

• Use cmake to generate platform specific sample makefile

```
//-DBUILD_PLATFORM, x86_64: linux64, aarch64: Arm64, armv7l: Arm32. cmake .. -DBUILD_PLATFORM=x86_64
```

• After finishing cmake, please copy below libUVC libraries to the location specified for SimpleViewer and ColorReaderUVC,

```
x86_64: /samples/ThirdParty/libuvc/x64 copy to /build/ ColorReaderUVC(SimpleViewer)
armv7l: /samples/ThirdParty/libuvc/arm-32 copy to /build/ ColorReaderUVC(SimpleViewer)
aarch64: /samples/ThirdParty/libuvc/arm-64 copy to /build/ ColorReaderUVC(SimpleViewer)
```

• Make samples bin executables

make

Install library files

sudo make install



2.3 Notes

Some samples may require GL libraries, please use command sudo apt-get install freeglut3-dev for installation

