FESTO

**Robotino®**
C++
Application
Programming
Interface

544305C++ DE/EN

## Intended use / Bestimmungsgemäße Verwendung

This Robotino® C++ libs have been developed and produced solely for vocational and further training purposes in the field of automation and technology. The company undertaking the training and/or the instructors is/are to ensure that trainees observe the safety precautions described in the manuals provided.
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# Building programs on Robotino® directly (LINUX)

Building programs on Robotino® directly

Building programs on Robotino® directly.

Robotino® is a full featured standard PC running Linux. The development environment is already installed and ready to use.

Log into Robotino® over the network using your favorite ssh client,
e.g. ssh on Linux/Unix and PUTTY on Windows.
The username is **robotino** the password is **robotino**.

In robotino's home directory you find the robotinoAPI directory which already contains the API examples. In the examples directory you find a top level Makefile. Do a 'make' here to build all examples at once.

For further information have a look at the manual and http://www.openrobotino.org

# Building programs on a Windows PC

Introduction:

Introduction
Robotino API makes it possible to write C++ programs running directly on Robotino or on remote computer. Robotino API is both available for Win32 and Linux Systems. Various examples show how the API is used to send set values to Robotino and receive sensor readings including camera images.
Wrapper libraries for Java, Python, .Net, Perl and OCamel are available from http://sourceforge.net/projects/openrobotino/

Sources:

- Win32-RobotinoAPI can be found on this CD
- Linux-RobotinoAPI can be found directly on Robotino (login using Putty )

CMake is used on both Win32 and Linux systems to configure the build process of the examples. Of course you can start to write a Makefile or VC project file by hand but CMake is quite easy to use. Download and install CMake for your operating system from cmake.org

If no build environment is present on a Win32 system you have to install the VC runtime libraries manually to run the pre build examples. You can get VC runtime from Microsoft
(http://www.microsoft.com/downloads/details.aspx?FamilyID=32BC1BEE-A3F9-4C13-9C99-220B62A191EE&displaylang=en)
Note: If you have installed Robotino® View the runtime libraries are already installed.

Installation:

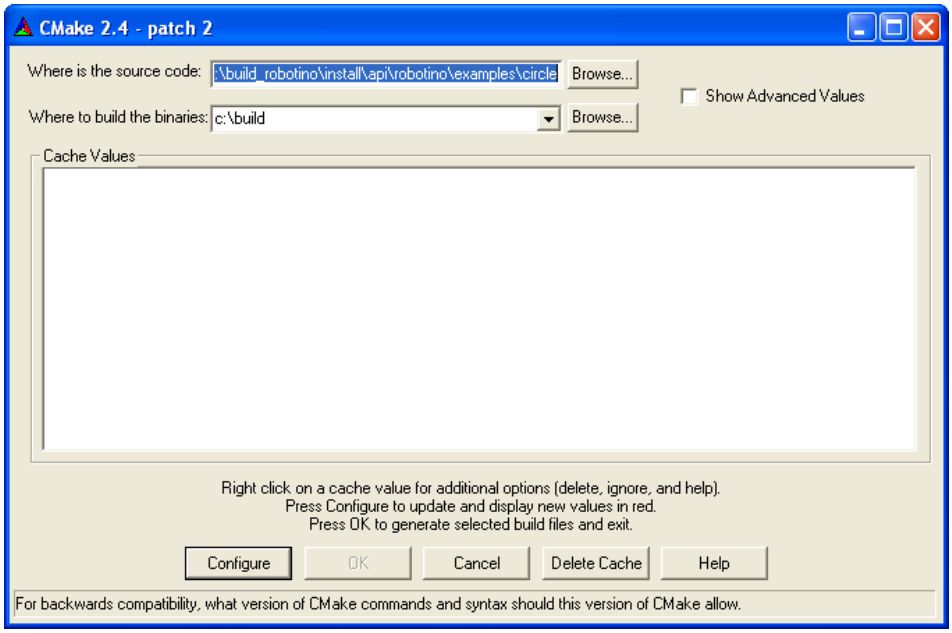
- Run the just downloaded installer. This will set the environment variable ROBOTINOAPI_DIR pointing to the installation directory
- On Win32 systems you have to put %ROBOTINOAPI_DIR%\bin to your systems search path in order to make the programs find the robotinocom.dll.

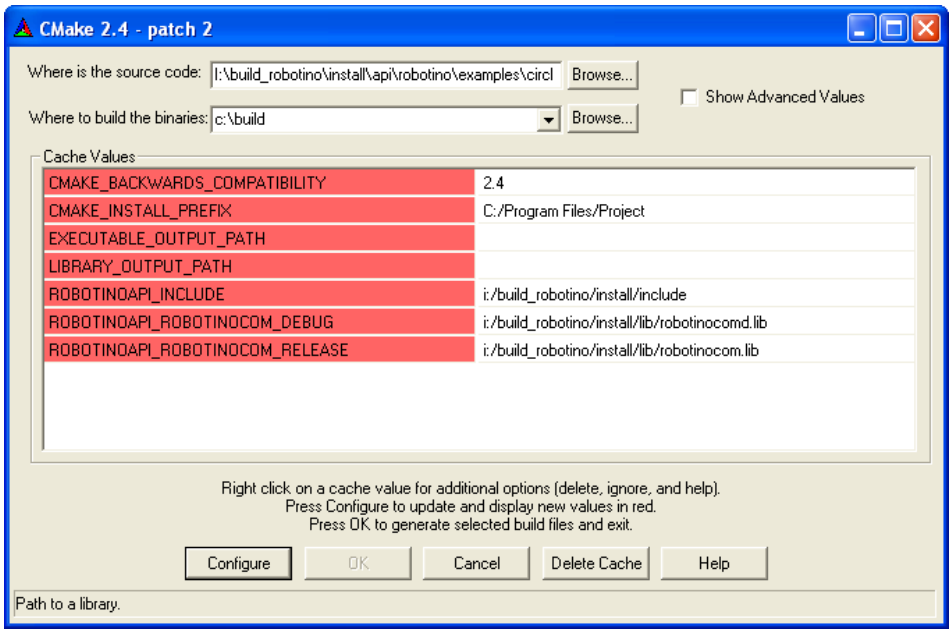
Build the examples:

If everything is setup properly building the examples is simple.

Run cmakesetup.exe to start the cmake GUI. The "Where is the source code" field must contain the directory path of the example you want to build. The "Where to build the binaries" field must contain the path to a directory where you want to put the files generated by cmake. Press the Configure button twice. If configuration was successful pressing the Ok Button will generated the selected build environment.

Retrieved from "http://www.openrobotino.org/index.php/Robotino_API"




Updates

Current information and amendments is available on the Internet at:
http://www.festo-didactic.com
and
http://www.openrobotino.org