Source Code Compile Guide

All the source code in `libsource` folder is to compile a static lib (motor.lib), however this lib is already provided in the lib folder. So you don't need to compile that.

Software preparation

- Install visual studio and find 'vcvars32.bat' in the vc folder(there maybe a serveral vs version find the one that contain this file), open Developer Command Prompt for VS2015, and drag 'vcvars32.bat' int the command window to setup the compile environment.
- Install the s626 sdk from sensoray company.
- The whole project is using CMake, so install CMake before compiling.
- Dependence(put these file in Debug or Release folder after you have compiled the program, these are needed to execute.): `OAPI.dll, glut32.dll,s626.dll (can be found in s626 sdk), iViewHMDAPI_x64.dll`

Hardware preparation

- Plugin the 626 board, install the driver and check the location of the board in computer->properties->Device Manager->Sound, modify the Controller property in ROBOT_BIG.cfg file

Compiling

- Open a terminal and move to the root folder of the source code.
- Create a folder with name build.
- Run commond $cmake -G "Visual Studio 12" .. to precompile the code.
- Then open with Visual Studio to compile the program.

Create New Subproject

- This project is maintained using CMake, new subproject can be created by adding the following example code in CMakelists.txt:

```
#Demo example
add_executable(demo1 ${CMAKE_CURRENT_SOURCE_DIR}/src/demo1.cpp)
target_link_libraries(demo_name dependencies_library_1 library_2)
```