Installation of GLXEngine in Embarcadero RAD Studio

1. Download the latest version of GLXEngine from https://github.com/glscene/GLXEngine/releases or clone the repository https://github.com/glscene/GLXEngine.git to your disk, e.g. at D:\GLXEngine.

2. Run _setupDLL_admin.cmd to copy third party dynamic libraries in your C:\Windows\System32 and C:\Windows\SysWOW64 folders to support 3D sounds (BASS, Fmod, OpenAL), nVidia shaders (Cg) and physics (ODE, Newton).

3. Setup Delphi Library Paths in Tools|Options|Language dialog to run Examples. Open Delphi Options Library page and add paths to source files.
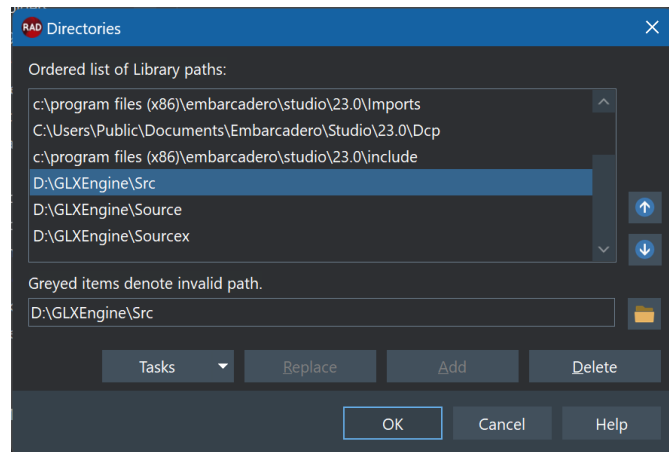

4. Setup C++ Options for C++Builder to include autogenerated hpp files. Open Cpp Options dialog in Paths and Directories menu and add paths in "System include path" to headers for Win32, Win64 and Win64x platforms.
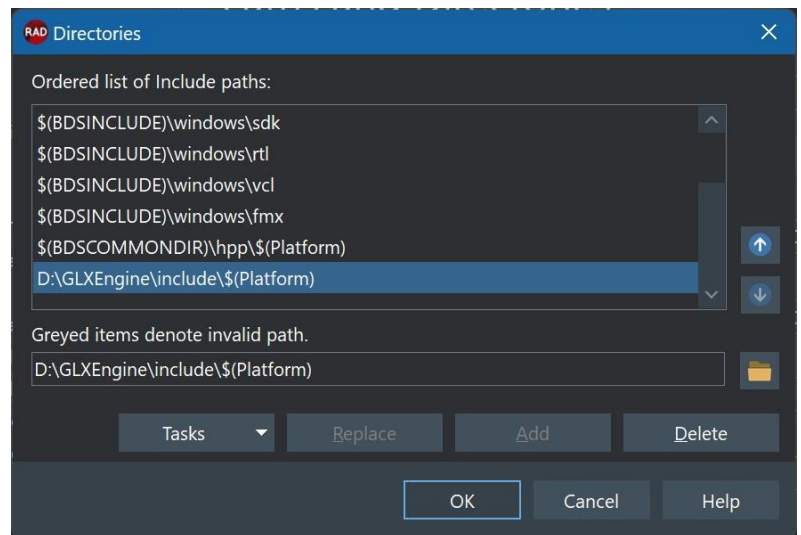
5.   Setup C++ Options for libraries. Add paths in "Ordered list of Library paths" to lib/bpi files for all platforms.
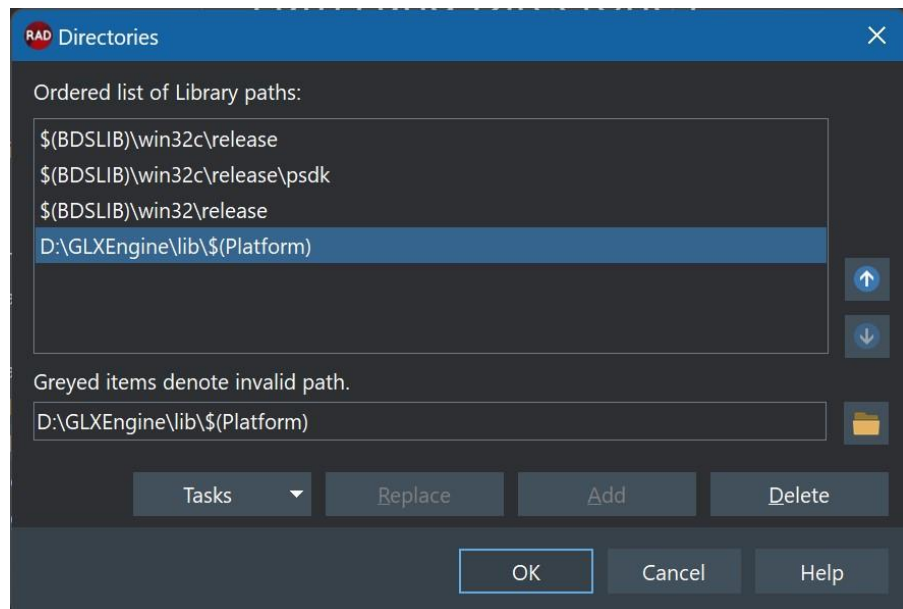
6.   Open in File|Open Project…(Ctrl+F11) menu the D:\GLScene\GLScene.groupproj.
The next list of *.bpl packages there will be in Project Manager:
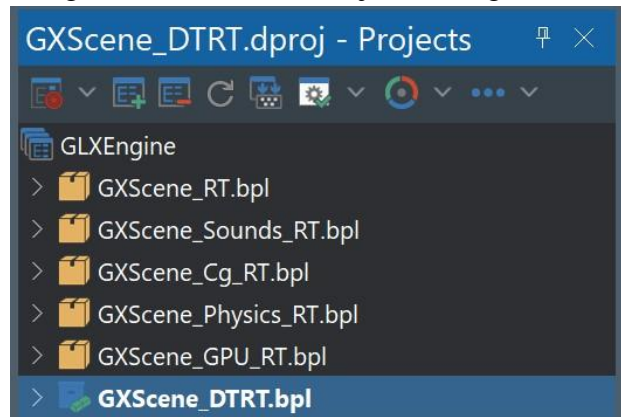
7.   Compile GLScene's packages using "Compile All From Here" and install components
by choosing every DT (DesignTime) bpl to RAD Studio component palette. Then you will
get an information about GLScene_DT components as shown below