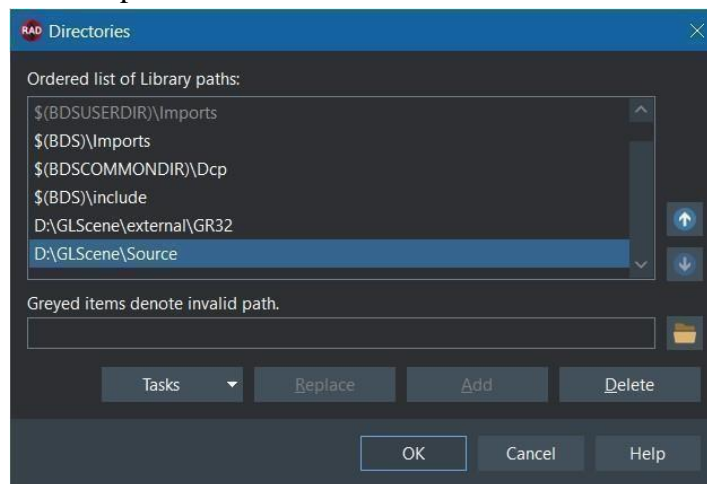
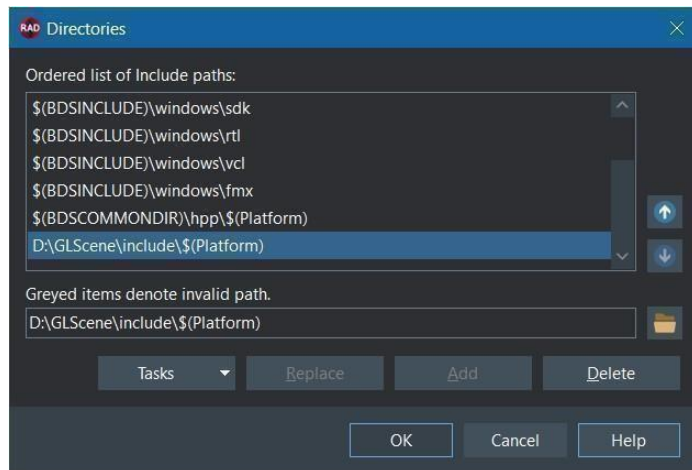


Installation of GLScene in Embarcadero RAD Studio

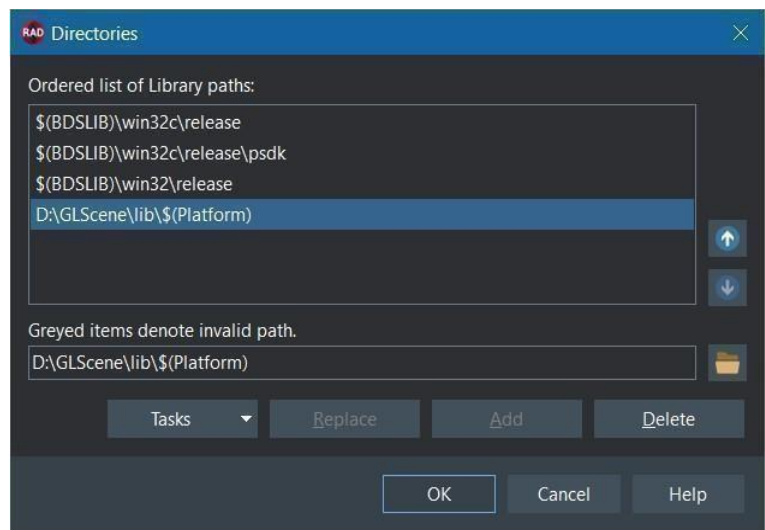
1. Download the latest version of GLScene from <https://github.com/glscene/GLScene/releases> or clone the repository <https://github.com/glscene/GLScene.git> to your disk, e.g. D:\GLScene.
2. Run _setupDLL.cmd in directory D:\GLScene\external as administrator to copy into C:\Windows\System32 and C:\Windows\SysWOW64 directories third party dynamic libraries, that support 3D sounds (BASS, FMOD, OpenAL), nVidia shaders (CG) and physics (ODE, Newton).
3. Setup Delphi Library Paths in Tools|Options|Language dialog. 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 and Win64 platforms. The same for modern compiler.



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) package to RAD Studio component palette. Then you should get an information for GLScene_DT.bpl as shown below

