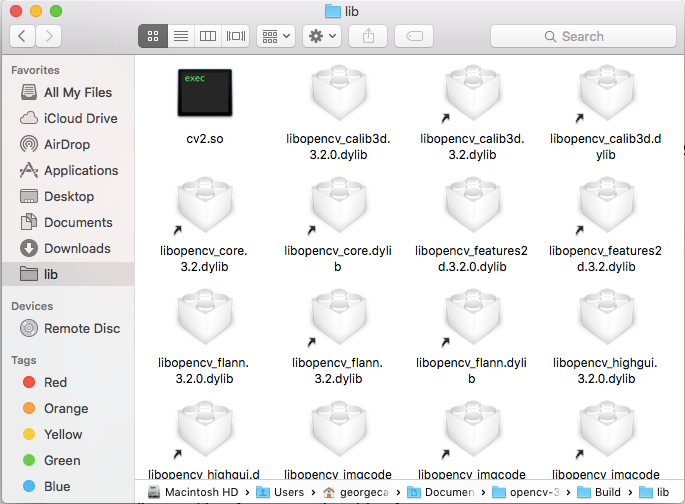
How to Create a Project Using Xcode & OpenCV

Download OpenCV - <http://opencv.org/releases.html>

Once downloaded link the ‘lib’ folder as a favourite.

Opencv-3.2.0 > build > lib

Open Xcode. File > New > Project > Command Line Tool > C++ format > Save.

Build Settings > Other Linker Flags > Paste the following;

-lopencv\_calib3d -lopencv\_core -lopencv\_features2d -lopencv\_flann -lopencv\_highgui -lopencv\_imgcodecs -lopencv\_imgproc -lopencv\_ml -lopencv\_objdetect -lopencv\_photo -lopencv\_shape -lopencv\_stitching -lopencv\_superres -lopencv\_ts -lopencv\_video -lopencv\_videoio -lopencv\_videostab

Build Settings > Framework Search Paths > Paste the following;

/usr/local/lib

Build Settings > Header Search Paths > Paste the following;

/usr/local/include

Build Settings > Library Search Paths > Paste the following;

/Users/georgecarter/Documents/opencv-3.2.0/Build/lib