ADD VISION TO YOUR PI

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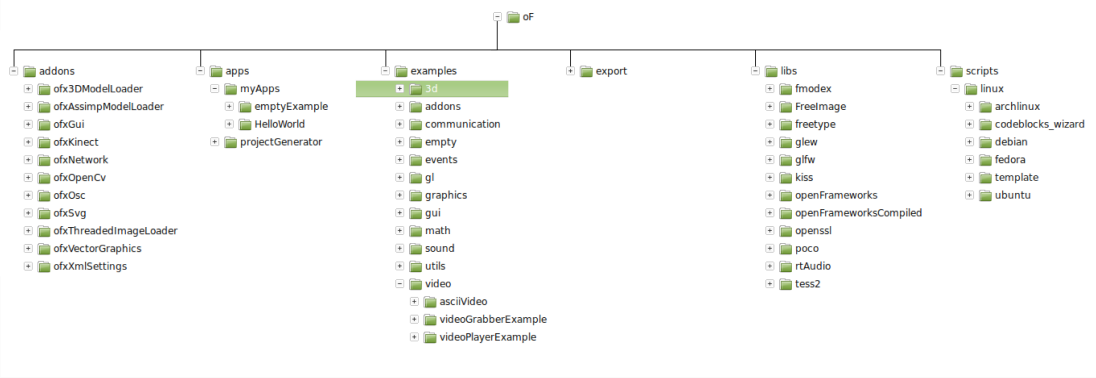
EmbeddedLance

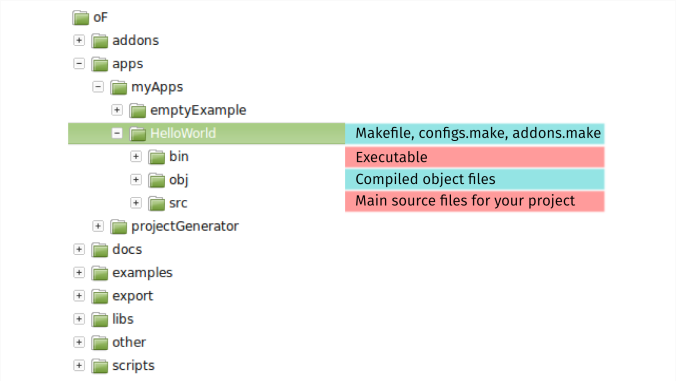
CONTENTS OF OPENFRAMEWORKS DIR

Folder Structure for oF



STRUCTURE OF YOUR OF APP FOLDER

Structure of your oF App Folder



MAIN.CPP

Program execution starts from main() which resides in this file

ofApp.h

- Definition for **`ofApp`** class resides here
- New `public/private` variables and parameters can be added here

ofApp.cpp file

The implementation of the ofApp Class resides here

Makefile

- Compiles your App
- Automatically created by Project Generator
- It does not concern us much as the actual compilation rules are managed by internal makefiles hidden from us
- We can add flags and other configurations to override some settings
- It further includes
  - `configs.make`
  - `addons.make`

CONFIGS.MAKE

- Compiler options are set using this file
- For raspberry pi it will come in handy to describe the following settings
  - `PROJECT_CFLAGS : C flags for the project`
  - `PROJECT_ARCH : Processor Architecture`
  - `PROJECT_CC : Compiler option`

An addon is code that extends openFrameworks in some way. Used for

- Bringing in an external library or framework
- Simplify a complicated task
- Create reusable code for yourself and other openFrameworks programmers

Installing an oF Addon

- Download the source code for the addon from the github page
- Copy it to the addons folder in your oF directory
- When creating a new project select this folder from in the projectGenerator

You now have a clear idea about the anatomy of an oF project :)