



## How to compile on Ubuntu 16.04 LTS ?

- Install the following packages before starting the compilation:
  1. CodebBocks IDE( 13.12 ).
  2. Synaptic Package Manager.
  3. Install the following packages using synaptic package manager:
    - Gnu c++ compiler: build-essential
    - Gtk+ development libraries: libgtk-3-dev
    - Libudev: libudev-dev
    - OpenGL development libraries: libgl1-mesa-dev
- Extract sources to the directory of your choosing.
- Compiling with Makefile:
  - Go to ./build/makefile subfolder and run:
    - For 64bit-linux: make -f makefile-linux bit=64.
    - For 32bit-linux: make -f makefile-linux bit=32.
  - You will get executable in the ./bin folder.
- Compiling manually + CodeBlocks IDE:
  - Go to ./lib subfolders and compile the following external libraries( This example is for 64 bit. If you are compiling on 32bit just change 64 to 32):
    - **libusb-1.0.20**
      - mkdir ubuntu64
      - cd ubuntu64
      - ../configure
      - make
    - **SDL2-2.0.4**
      - mkdir ubuntu64
      - cd ubuntu64
      - ../configure
      - make



- **wxWidgets-3.0.2**
  - `mkdir ubuntu64`
  - `cd ubuntu64`
  - `../configure --disable-shared`
  - `make`

- Open `./build/codeblocks-ubuntu/oscilloscope.workspace` and compile.

- **Running options:**

- Using root privileges to make usb work from terminal: `sudo ./oscilloscope`
- Copy `./package/lib/udev/rules.d/51-oscilloscope.rules` to your system `./lib/udev/rules.d` folder. You can then run oscilloscope and use usb without root privileges.
- Build and install scopefun debian package under `./package`. This will copy proper usb configuration files to your system and you will be able to use usb without root privileges.

- **Questions ?** Go to [www.scopefun.com](http://www.scopefun.com) where you can join a forum or contact us e-mail.