



4. Downloading, Building, Coffee Break

How to Get Your Hands on the Code!

The Tesseract Home Page is at: <https://code.google.com/p/tesseract-ocr/>

Click on the
Compiling
link

Tesseract is probably the most accurate source OCR engine available. Combined with the [Leptonica Image Processing Library](#) it can read a wide variety of image formats and convert them to over 60 page layouts. It was one of the top 3 engines in the 1995 UNLV Accuracy test. Between 1995 and 2009 it had little work done on it, but since then it has been improved extensively by Google. It is released under the [Apache License 2.0](#).

ReadMe - Installation and usage information.

- Compiling** - How to build Tesseract on a variety of platforms.
- FAQ** - Common questions and problems. Please check before [filing a bug](#) or [consulting the forum](#).
- Errors** - See the guidance on getting the best out of Tesseract.

Supported Platforms

Tesseract works on Linux, Windows (with VC++ Express or CygWin) and Mac OSX. See the [ReadMe](#) for more details and install instructions. It can also be compiled for other platforms, including Android and the iPhone, though these are not as well tested platforms. See also the [AddOns](#) page for other projects using Tesseract on various platforms.

If you're interested in supporting other platforms or languages, please get in touch with Ray Smith or the [Developers](#)

A Note about Downloads

With the discontinuation of downloads at code.google.com, new source downloads will be posted to [Google Drive](https://github.com). Other download folders will be setup as new files are uploaded, and the original Downloads page will go away. During the transition, other downloads can still be found at the [Old Downloads](http://Old.Downloads.rare) page.

Roadmap

Version 3.03 release candidate is now available (source only so far) for download and contains many new features. (See the [ReleaseNotes](#) for a full list.) Please check out the [ReadMe](#) before going to [Downloads](#) as you need more than one file. Even the windows executables tarball is incomplete as language files are required. Most notable new features:

- PDF output.
- New Renderer for extracting detailed recognition information at a document level.

Version 3.03 ships with recent Linux distributions such as Ubuntu 14.04.

Version 3.02 ships with Ubuntu 12.04

Core Developers

The core developer on the project is Ray Smith (@raysmith).

In related work, Thomas Breuel (imbdev) and Ilya Mezhirov (mezhirov) work on the [CCRRopus](#) project, which also provides layout analysis and statistical language modeling.

Most of the work on Teaseract is sponsored by Google

Downloading Tesseract's Dependencies

Linux:

```
sudo apt-get install autoconf automake libtool  
sudo apt-get install libpng12-dev  
sudo apt-get install libjpeg62-dev  
sudo apt-get install libtiff4-dev  
sudo apt-get install zlib1g-dev
```

Goto www.leptonica.org/download.html

Click leptonica-1.70.tar.gz

Unpack and build with:

```
./autogen.sh  
./configure  
make  
sudo make install  
sudo ldconfig
```

Windows:

Goto:

<https://github.com/charlesw/tesseract-vs2012>

Get everything.

Downloading Tesseract

The Tesseract Home Page is at: <https://code.google.com/p/tesseract-ocr/>

[illegible]

Click on the
GoogleDrive
link

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Downloading Tesseract source and demos

1. Download `tesseract-3.03-rc1.tar.gz` and unpack.
2. Download `tesseract-tutorial-demos.tar.gz` and unpack to `tesseract-3.03` directory.

Building Tesseract

Linux:

```
cd whatever/tesseract-3.03
./autogen.sh
./configure
make
cd java
make ScrollView.jar
cd ..
export TESSDATA_PREFIX=$PWD/
export SCROLLVIEW_PATH=$PWD/java
```

Quick test:

```
api/tesseract phototest.tif test1
cat test1.txt
ScrollView test:
api/tesseract phototest.tif test1 inter segdemo
```

Windows:

Build in Visual C++ express / Developer Studio