ToolMarkSimulator Readme Document

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1 Installing Qwt

- Go to `http://sourceforge.net/projects/qwt/`. Click on the Files tab (don't just click the download link; they're not good about updating it to the latest version). Click on the qwt folder and then the latest release folder (as of now use version 6.0.1). Download the zip file. (Linux users might be able to bypass this step and the next two steps by downloading a binary from the package manager – but (very important!) check to make sure it is the latest version of Qwt.)

- Extract the files to a folder you have access to. I recommend a folder called build in your home directory.

- Build qwt: If you are on Linux, open a terminal and go to the qwt folder that you extracted. Type

  `qmake`

  `make`

  `make install.`

  If you are on Windows, open the .pro file in the recently extracted folder with QtCreator. Choose a build target of Desktop with shadow building checked. Build the project. When it successfully builds, close QtCreator. Open the MSVC terminal. Type

  `nmake`

  `nmake install.`

- Set the configuration features: (This is described here, for reference: `http://doc.qt.nokia.com/4.7-snapshot/qmake-advanced-usage.html#adding-new-configuration-features`)

  Go to the directory where Qwt is installed. On Linux, I think this is under usr/. On Windows, it will be on C:. Find the qwt.prf file (it should be in the features folder; careful, Windows mistakenly calls it a PICS Resource File or something like that). Copy or otherwise remember the path to this file.

  On Linux, go to your home directory and edit your .bashrc file (or the config file for whatever shell you are using). On Windows, go to Start Menu → Computer → System Properties → Advanced? → Environment Variables. In either case, add the environment variable `QMAKEFEATURES = [path to qwt.prf]`.

- Now that the QMAKEFEATURES environment variable is set, the `CONFIG += qwt` line in your .pro file should work to add in the qwt library. Of course, you still need to include your qwt headers in your code.