Umans with Gui QT Installation

0) Cmake and Visual Studio must be installed beforehand

1) Install Qt 5.15.2 with the following specifications:

(QT 6.6 may not be needed, as we will be using 5.12.2, but it may be useful in the future to change to the newest version. Also, it should be enough with MinGW 11.2 for 64 bits, but it has not been tested)

2) Once installed, open Cmake, create a folder to generate the project, and select the path with the CMakeList as the source code folder. Click the configure button and choose the Visual Studio Version previously installed as the generator for the project, as well as x64 for the platform:
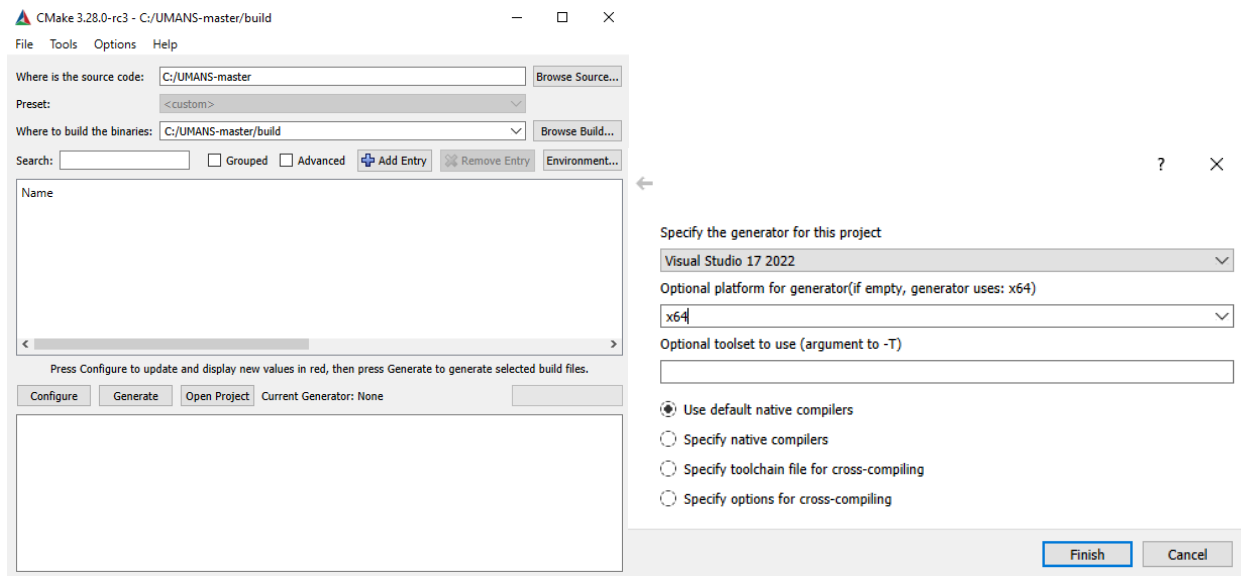
Configure the different paths not found by QT specifying the Qt 5.12 msvc2019_64 directory for each module, as follows:
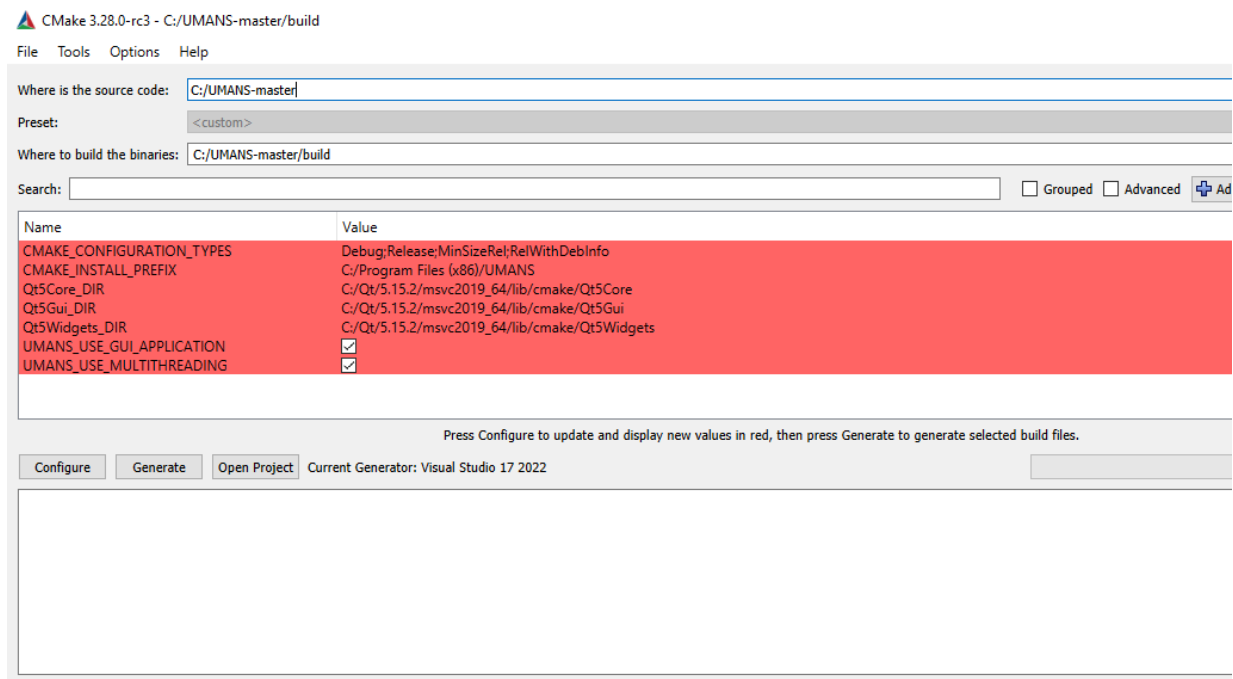
(**Example** of the directories of the specific modules)

3) Once the configuration is done, generate the project.

4) Set a new **system** environmental variable with the following name and value:
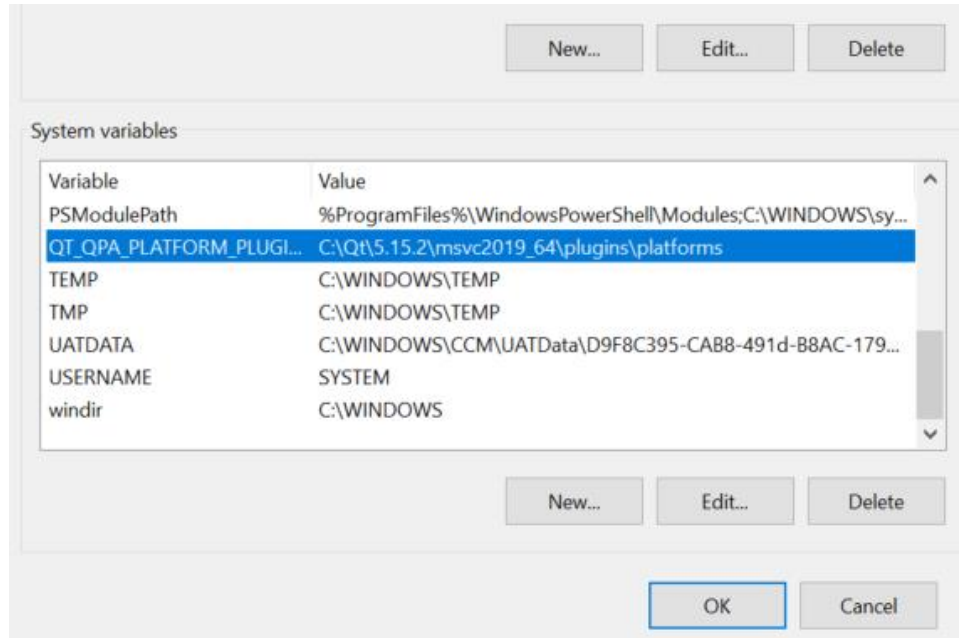

Variable: QT_QPA_PLATFORM_PLUGIN_PATH

Value (the path to platform plugins in the Qt 5.12 Msvc2019_64 folder):
C:\Qt\5.15.2\msvc2019_64\plugins\platforms

5) Open the VS solution or project generated by CMake in the folder previously created and build it

6) A new Debug or Release folder must appear inside your directory, containing the UMANS-GUI.exe