GeoLiveDetect

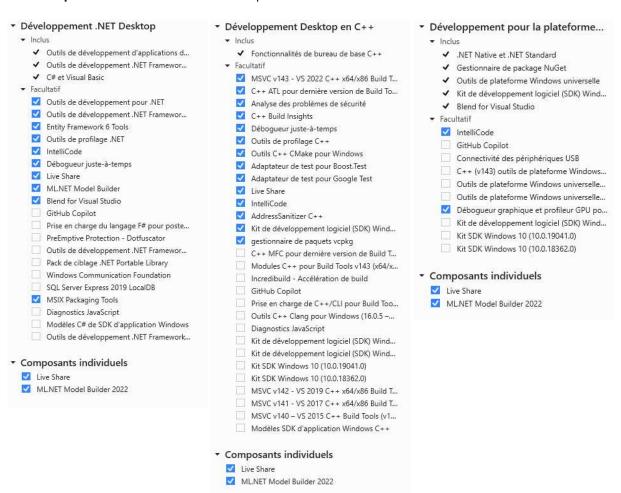
In order to use this project on Windows 10:

1. Install Visual Studio 2022: Visual Studio Installer



Setup the installation in order to install developpement desktops of

- .NET 8.0 with default setup plus MSIX Packaging Tools
- C++ with default setup
- C# platforms with default setup



2. Download and unzip the repo folder

- 3. In the main folder GeoLiveDectect-master, find the solution GeoLiveDectect.sln and open it with Visual Studio 2022
- 4. In **GeoLiveDectect NuGet Packages** (GeoLiveDectect project tab), check that are installed:
- CommandLineParser by gsscoder,nemec,ericnewton76,moh-hassan
- Emgu.CV by Emgu Corporation,
- Emgu.CV.Bitmap by Emgu Corporation,
- Emgu.CV.runtime.windows by Emgu Corporation,
- Newtonsoft.Json by James Newton-King,
- OnnxSharp by nietras,
- YoloV8.Gpu by Compunet
- 5. In MOT.CORE NuGet Packages (MOT.CORE project tab), check that are installed:
- CommandLineParser by gsscoder,nemec,ericnewton76,moh-hassan
- Microsoft.ML.OnnxRuntime by Microsoft,
- System.Drawing.Common by Microsoft,
- YoloV8.Gpu by Compunet
- 6. For each project in the solution:
- In **Project properties** (Project tab), check that
 - Target framework is .NET 8.0
 - Target SE is Windows
 - Target SE version is 7.0
- In Project dependancies (Project tab), check all other projects
- 7. Generate the solution to update all dependencies

Notes:

- GeoRender --> on peut supprimer les dll (GeoSocketNet)
- Alchemy --> idem

GeoLiveDetect.Decklink

- Installer BlackMagic_Desktop_Video_Windows (installation par le .mi mais beaucoup de choses --> moyen mais bon)
- Test avec juste Interop.DecklinkAPI.dll (serait la seule à remettre) + Générer (copie et build les dll dans le build) --> OK si Interop.DecklinkAPI.dll pas déjà à la place des dll : sera reconstruites bien avec les autres dll

Decklink Capture --> sans avoir les trucs installés

--> ça ne marche pas, mais aucune exception est levée (ou alors plus loin) ==>
Info ajoutée : Attention il ne faut pas mettre le mdoe "Decklink Capture" dans la config, sans avoir de Decklink installée ! ça planterait.