How to

working with the framework

Internet

- Connect to TUGRAZguest
- Open **google.at**
- Log in

On your own laptop

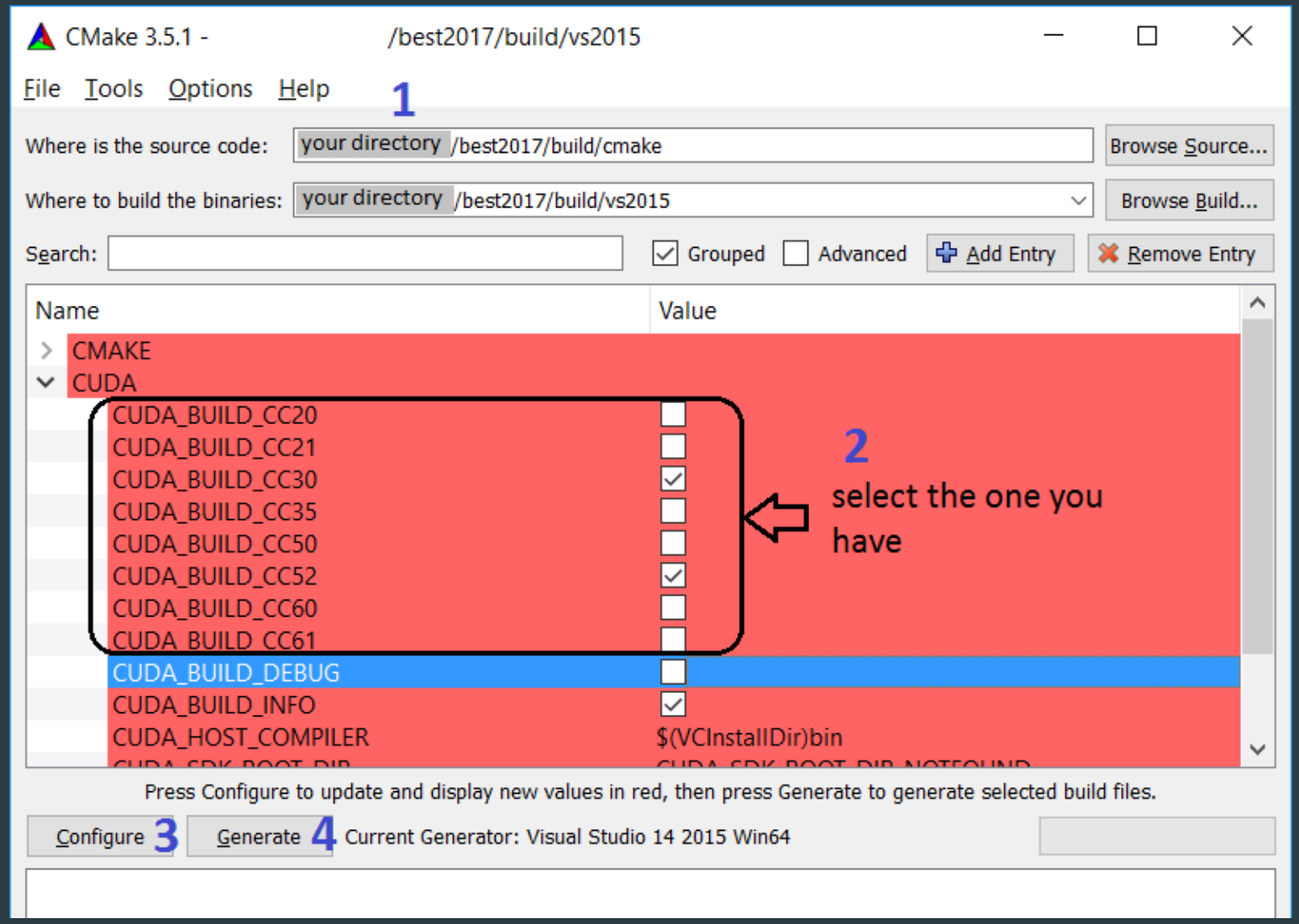
Prerequisites

- CMake
- TortoiseHg
- Visual Studio 2015
- CUDA toolkit

Clone the repository

- https://bitbucket.org/michael_kenzel/best2017_public

Generate project files



Compute capability

- https://developer.nvidia.com/cuda-gpus

On Windows computers:

1. Right-click on desktop
2. If you see "NVIDIA Control Panel" or "NVIDIA Display" in the pop-up window, you have an NVIDIA GPU
3. Click on "NVIDIA Control Panel" or "NVIDIA Display" in the pop-up window
4. Look at "Graphics Card Information"
5. You will see the name of your NVIDIA GPU

On Apple computers:

1. Click on "Apple Menu"
2. Click on "About this Mac"
3. Click on "More Info"
4. Select "Graphics/Displays" under Contents list

Run

- **hdr_pipeline** -> right click -> Set as StartUp project
- **hdr_pipeline** -> right click -> Properties -> Debugging -> Command Arguments -> ../../../assets/bunny_720p.pfm
- Ctrl + F5

On NVidia server

Prerequisites

- CMake
- TortoiseHg
- Visual Studion 2015 + CUDA toolkit (if you want to compile it on your PC)
- IDE of your preference (otherwise)

Working with code

- Clone

hg clone https://bitbucket.org/michael_kenzel/best2017_public best2017

- Compile

cd build

cmake ./cmake

make

cd ..

- Run (in best2017 directory)

./build/bin/hdr_pipeline assets/bunny_720p.pmf

Get the output

- `pscp user@farm.parallel-computing.pro:best2017/out.png out.png`