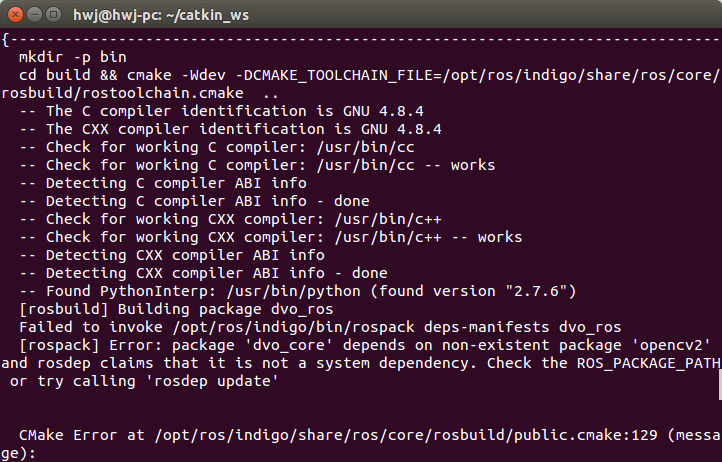
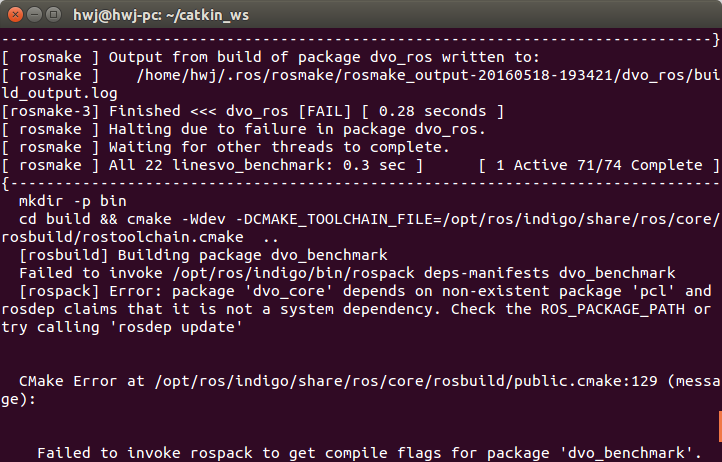
去掉manifest.xml中的 <depend package="opencv2"/>

 CMakeLists.txt 中加入

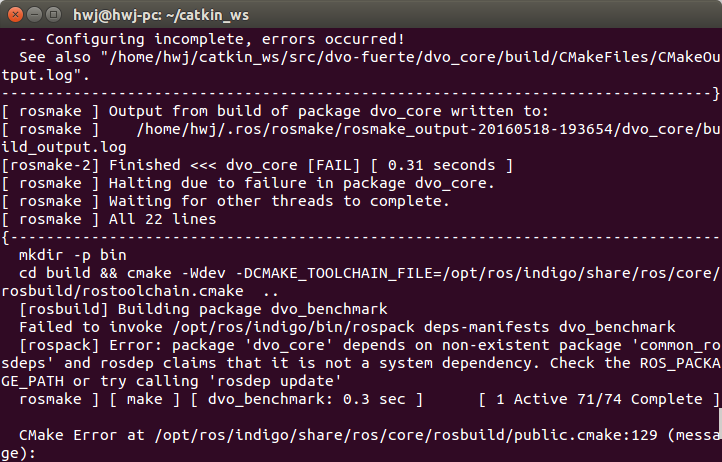
find\_package(OpenCV)

include\_directories(${OpenCV\_INCLUDE\_DIRS})

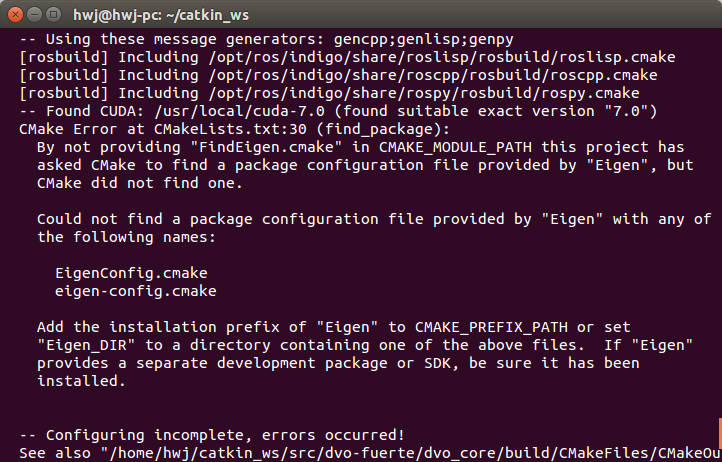
target\_link\_libraries(my\_awesome\_library ${OpenCV\_LIBRARIES})



manifest.xml中改为<depend package="pcl\_ros"/>



去掉manifest.xml中<depend package="common\_rosdeps" />

卸载cuda7.5重新装载7.0

CMakeFiles/rotate\_cam.dir/src/rotate\_cam.cpp.o: In function `RotateImage::RotateImage()':

rotate\_cam.cpp:(.text+0x6dc): undefined reference to `cv::imread(cv::String const&, int)'

CMakeFiles/rotate\_cam.dir/src/rotate\_cam.cpp.o: In function `cv::String::~String()':

rotate\_cam.cpp:(.text.\_ZN2cv6StringD2Ev[\_ZN2cv6StringD5Ev]+0x14): undefined reference to `cv::String::deallocate()'

CMakeFiles/rotate\_cam.dir/src/rotate\_cam.cpp.o: In function `cv::String::String(std::string const&)':

rotate\_cam.cpp:(.text.\_ZN2cv6StringC2ERKSs[\_ZN2cv6StringC5ERKSs]+0x69): undefined reference to `cv::String::allocate(unsigned long)'

如图修改cmakelists.txt加入unset语句

# don't use opencv as found by any prior running of find\_package

unset(OpenCV\_CONFIG\_PATH CACHE)

unset(OpenCV\_DIR CACHE)

set(TMP\_PREFIX\_PATH ${CMAKE\_PREFIX\_PATH})

set(CMAKE\_PREFIX\_PATH "$ENV{HOME}/special/install")

find\_package(OpenCV 3.0 REQUIRED)

# restore CMAKE\_PREFIX\_PATH and other cached variables

# so nothing other package finds this opencv

set(CMAKE\_PREFIX\_PATH ${TMP\_PREFIX\_PATH})

unset(OpenCV\_CONFIG\_PATH CACHE)

unset(OpenCV\_DIR CACHE)

...

include\_directories(

include

${catkin\_INCLUDE\_DIRS}

${OpenCV\_INCLUDE\_DIRS}

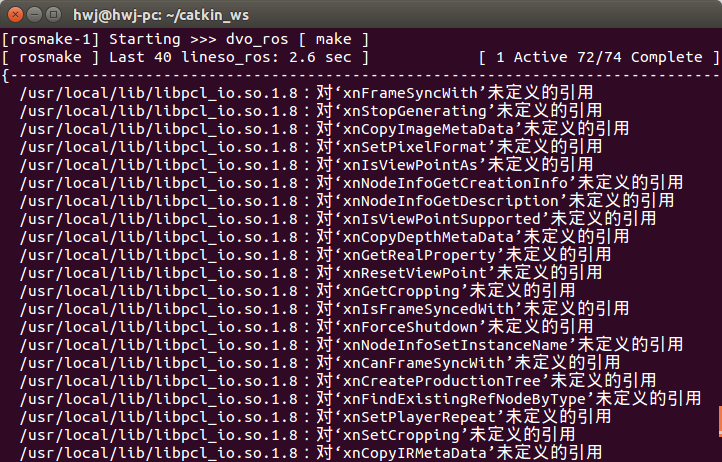
)

target\_link\_libraries(foo\_node

${catkin\_LIBRARIES}

${OpenCV\_LIBS}

)



卸载OpenNI2,重装OpenNI1

undefined reference to symbol '\_ZN2cv6imreadERKNS\_6StringEi' //usr/local/lib/libopencv\_imgcodecs.so.3.0: error adding symbols: DSO missing from command line collect2: error: ld returned 1 exit status make: *\** [DI] Errore 1

遇到上述错误卸载Opencv3，重装Opencv2.4.8

error: "invalid static\_cast from type ‘vtkObjectBase\* const’ to type ‘vtkRenderWindow\*’"

遇到上述错误加入头文件#include "vtkRenderWindow.h"

建议加入绝对路径