

### 1. eigen 다운로드

<http://eigen.tuxfamily.org>에서 Eigen 3.2.3.tar.bz2를 /usr/에서 다운로드

### 2. 압축해제 및 링크 설정

```
# cd /usr
# tar xvf eigen-eigen-36fd1ba04c12.tar.bz2
# mv eigen-eigen-36fd1ba04c12 eigen-3.2.3
# ln -s eigen-3.2.3 eigen
```

### 3. git 설치

```
# apt-get install git-core
```

### 4. cmake-gui 설치

```
# apt-get install cmake-gui
```

### 3. KDL 다운로드

```
# cd /usr/src
# git clone https://github.com/orocos/orocos_kinematics_dynamics.git
# cd /usr/src/orocos_kinematics_dynamics
# mkdir build
```

### 4. KDL 설치 - 1.3.0

```
# cmake-gui
"Where is the source code"를 "/usr/src/orocos_kinematics_dynamics/orocos_kdl"로 설정
"Where to build the binaries"를 "/usr/src/orocos_kinematics_dynamics/build"로 설정
"Configure" 클릭 |
"Unix Makefile" 선택
"Use default native compilers" 선택
"Finish" 클릭 |
"BUILD_MODELS" Check
"Eigen_DIR"를 "/usr/eigen"으로 설정
"Configure" 클릭 |
"BUILD_MODELS_DEMO" Check
"Configure" 클릭 |
"Generate" 클릭 |
```

```
# cd /usr/src/orocos_kinematics_dynamics/build
# make
# make install
```