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Build ReVisE on Ubuntu

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1 Works for me

dx.doi.org/10.17504/protocols.io.bruwm6xe

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ABSTRACT

Current protocol is intended to show how to build visualization system which is called ReVisE. Such system is aimed to provide interactive visualization of large datasets hosted on a remote server or a supercomputer. The installation is described for OS Ubuntu.

EXTERNAL LINK

https://github.com/deadmorous/revise

DOI

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KEYWORDS

ReVisE, Visualization system

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PARENT PROTOCOLS

In steps of

Prepare and run test on available dataset

BEFORE STARTING

This protocol describes how to build ReVisE from source code. An alternative way to deploy ReVisE is to use a docker image, as described in <u>ReVisE readme</u> file.

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1 Open Linux terminal. To install ReVisE on a remote machine, connect to it with ssh. To do so type the following command:

ssh username@hostname

Skip this step if Linux terminal is already opened and the ssh connection to the remote machine is established.

- Make sure the following ReVisE prerequisites are installed
 - cmake >= 3.18.1
 - git
 - clang >= 9.0 / gcc >= 7.4
 - Qt >= 5.10 including QtSVG, QtWidgets
 - Node.js
 - npm
 - D language
 - CUDA Toolkit >= 11.1
 - C++ Boost libraries
- 3 Go to the directory where the ReVisE repository will be downloaded and built.

cd <source directory of your choice>

4 Clone ReVisE.

git clone https://github.com/deadmorous/revise.git

5 Go to repository directory and set REVISE_ROOT_DIR environment variable to the path where ReVisE was cloned.

```
cd revise
REVISE ROOT DIR=$PWD
```

6 Optionally set up Qt, and probably some library paths, e.g.

```
export QT_SELECT=qt5-11-2
export LD_LIBRARY_PATH=$(qmake -query
QT_INSTALL_LIBS):$HOME/oss/lib${LD_LIBRARY_PATH:+:${LD_LIBRARY_PATH}}
```

This step is typically not necessary. One can need it in the case Qt libraries are installed locally, in a way bypassing package manager.

7	Run <i>bootstrap.sh</i> Make sure to also build tsv-utils, necessary to process visualization performance log files	5m
	./bootstrap.shwith-tsv-utils	
8	Build ReVisE with performance measurement enabled by running the build script like this	5m
	./build.sh -DS3DMM_ENABLE_WORKER_TIME_ESTIMATION=ON	