# Jarvis Emulator
# Build Instructions
# COP 4331, Fall 2015

**Modification History**

| Version | Date | Who | Comment |
|---------|------|-----|---------|
| v0.0 | 12/2/2015 | Robin Schiro | Created document |
| | | | |

**Team Members:**

- Jimmy Lam
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## 1) What You Are Provided With

a) You should have been provided with a zip file called 'JarvisEmulatorBuildFiles.zip'. This file contains the Build Instructions, the source code, and an executable for the Jarvis Emulator.

## 2) System Requirements

a) The application can only be compiled and run on a machine with Windows 7 or later.

b) The machine must have the .NET Framework (version 4.5 or higher) installed. You can find it here.

c) The user must also have Visual Studio 2015 installed. This can be found here.

## 3) Build Instructions

a) If you have not already done so, unzip the provided zip file to a location on your computer.

b) In the 'Project Files' folder, open the file called 'JarvisEmulator.sln'.

   i) The Visual Studio solution for the JarvisEmulator should open up in Visual Studio.

   ii) If you have never configured Visual Studio before, you will be prompted to select default settings when you open it for the first time. In the "Development Settings" dropdown, select 'Visual C#'.

c) In the menu bar, open the 'Build' menu. Click the item labeled 'Build Solution'.

d) If the application builds successfully, you should now be able to run it. In the menu bar, open the 'Debug' menu and click 'Start Debugging'.

   i) A window should appear displaying the user interface of the application.

e) Please refer to the User Manual to learn how to use the Jarvis Emulator.

   i) Note: When you run the application, you may notice that it is not able to access the video feed from your webcam. This is a limitation of the OpenCV library that is used for the facial recognition. This library is guaranteed to work for Logitech webcams, but may or may not work for other kinds of webcams.