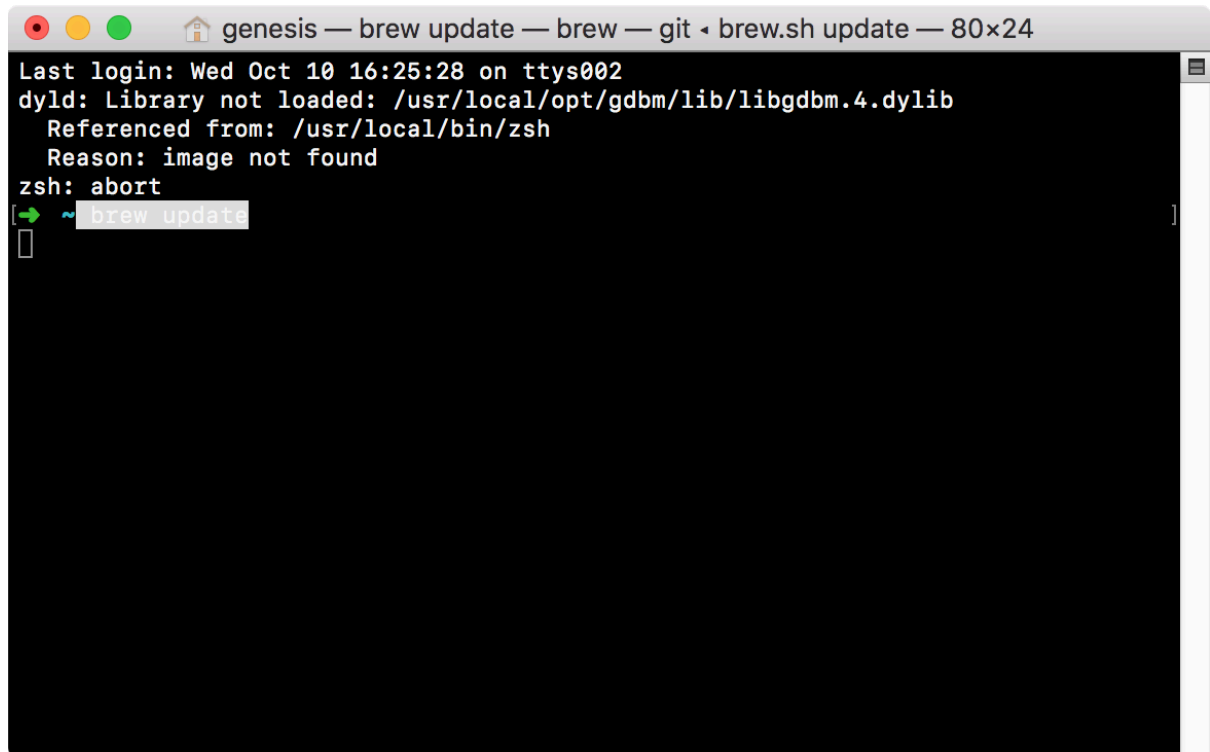


OpenCV--环境配置篇

openCV具有很多的配置方式，具体的可以使用Mac 的brew方式和Linux的apt-get命令去获取openCV的库。方式方法差不多，都可以使用。这里以Mac为例。首先确定电脑的环境里面安装了brew。

A terminal window titled 'genesis — brew update — brew — git • brew.sh update — 80x24'. The terminal shows the output of a 'brew update' command. It starts with 'Last login: Wed Oct 10 16:25:28 on ttys002', followed by a dyld error: 'dyld: Library not loaded: /usr/local/opt/gdbm/lib/libgdbm.4.dylib', then 'Referenced from: /usr/local/bin/zsh' and 'Reason: image not found'. The prompt 'zsh: abort' is shown, and the user has entered '~ brew update' at the prompt. The terminal is otherwise empty.

```
genesis — brew update — brew — git • brew.sh update — 80x24
Last login: Wed Oct 10 16:25:28 on ttys002
dyld: Library not loaded: /usr/local/opt/gdbm/lib/libgdbm.4.dylib
  Referenced from: /usr/local/bin/zsh
  Reason: image not found
zsh: abort
[➔ ~ brew update]
```

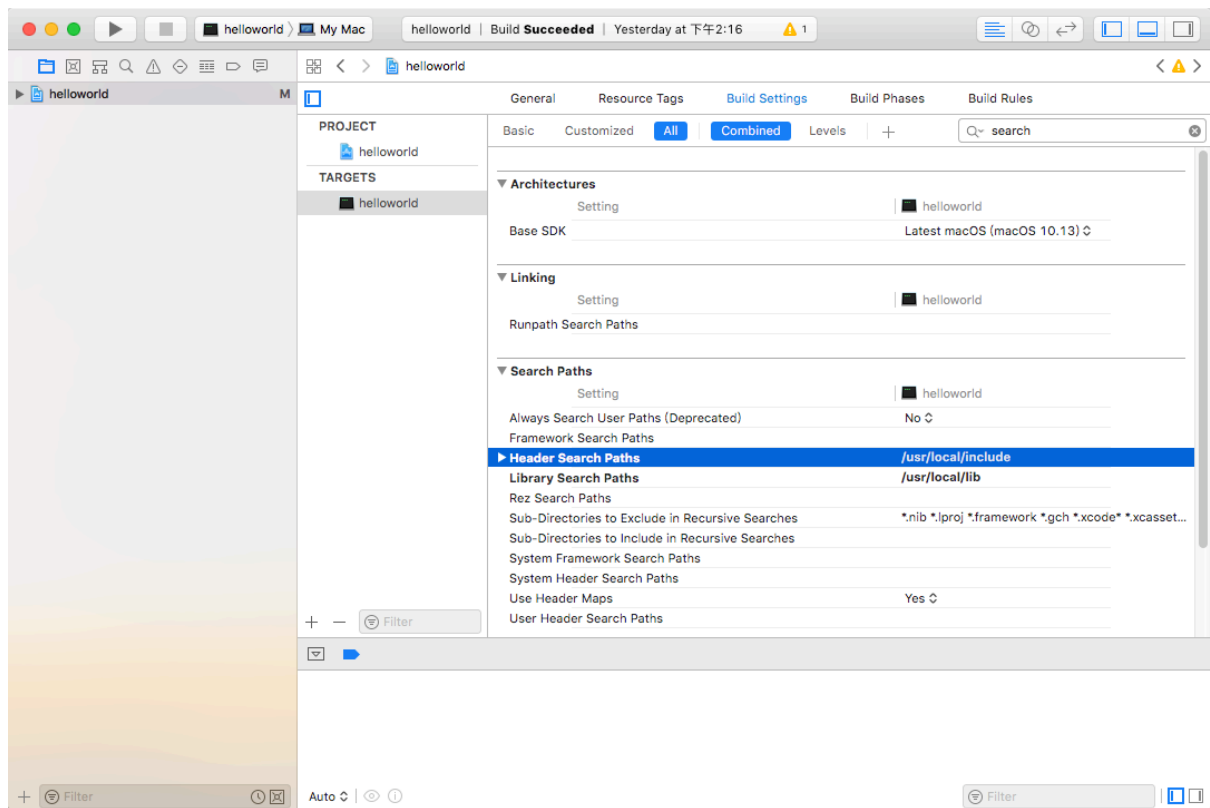
首先更新一下brew的代码库，代码库会从服务器更新列表。

```
~ brew update
==> Homebrew is run entirely by unpaid volunteers. Please consider
donating:
https://github.com/Homebrew/brew#donations
```

接下去安装好OpenCV.

```
sudo brew install opencv
Password:
Error: Running Homebrew as root is extremely dangerous and no longer supported.
As Homebrew does not drop privileges on installation you would be giving all
build scripts full access to your system.
```

由于已经安装过OpenCV会报错。接下去配置Xcode的环境。点击到build settings，搜索 search，找到 lib和include的路径设置选项。



添加两个属性，如上图图所示。之后编写测试代码，测试openCV是否可以使用。

```
// helloworld
//
// Created by 凌志 on 14-5-25.
// Copyright (c) 2014年 NIA. All rights reserved.
//
#include <opencv2/highgui/highgui.hpp>
#include <iostream>
using namespace std;
using namespace cv;
int main(int argc, const char * argv[])
{
    Mat img = imread("/Users/genesis/Pictures/IMG_3393.JPG");
    if (img.empty())
    {
        cout << "打开图像失败! " << endl;
        return -1;
    }
    namedWindow("image", CV_WINDOW_AUTOSIZE);
    imshow("image", img);
    waitKey();
    return 0;
}
```

如果可以编译通过即可。如果找不到库，则去对应目录拖动你的lib引用。

