工作记录

1.unity 3D 安装

```
sudo apt-get install unity
sudo apt-get install unity-common
sudo apt-get install unity-lens*
sudo apt-get install unity-services
sudo apt-get install unity-asset-pool

1.download:
    https://blogs.unity3d.com/2015/08/26/unity-comes-to-linux-experimental-build-now-available/
2.install:
    use softcenter
```

2.Unrealcv engine 安装

```
1.按照https://www.unrealengine.com/ue4-on-github提示操作，注册账号，并输入github账号名字
2.安装配置：
    1.setup:
        $ git clone -b 4.12 https://github.com/EpicGames/UnrealEngine.git
        $ # or if you are using ssh authentication:
        $ # git clone -b 4.12 git@github.com:EpicGames/UnrealEngine.git
        $ cd UnrealEngine
        $ ./Setup.sh
        $ ./GenerateProjectFiles.sh

    2.make:
        1. download:https://unrealcv.github.io/files/0001-Fix-openexr-support-for-linux-version.patch
        2. run git apply 0001-Fix-openexr-support-for-linux-version.patch
        3. $ make

    3.test:
        $ ./Engine/Binaries/Linux/UE4Editor

    4.Setting up:
        $ sudo apt-get install build-essential mono-gmcs mono-xbuild mono-dmcs libmono-corlib4.0-cil
            libmono-system-data-datasetextensions4.0-cil libmono-system-web-extensions4.0-cil
            libmono-system-management4.0-cil libmono-system-xml-linq4.0-cil cmake dos2unix clang-3.5
            libfreetype6-dev libgtk-3-dev libmono-microsoft-build-tasks-v4.0-4.0-cil
            xdg-user-dirs
```
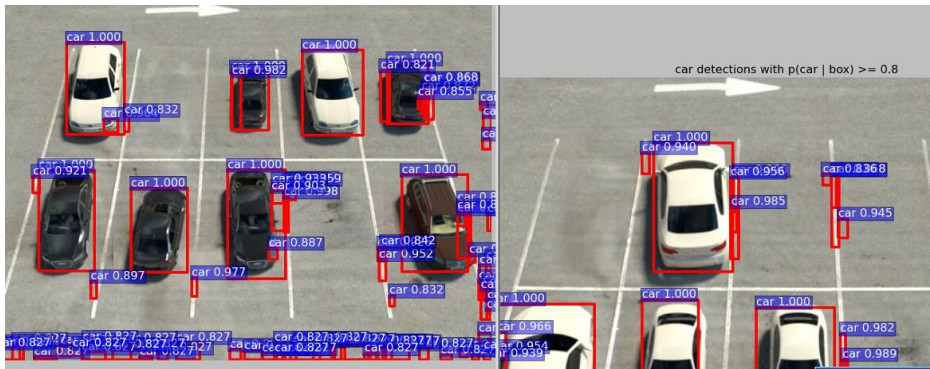
3.Faster-rcnn　停车场模型实验

部分结果贴图：

修改阈值后：