Installation of GLScene into Embarcadero RAD Studio

The installation of GLScene library packages into Embarcadero RAD Studio to work with Delphi & C++Builder has included next steps:

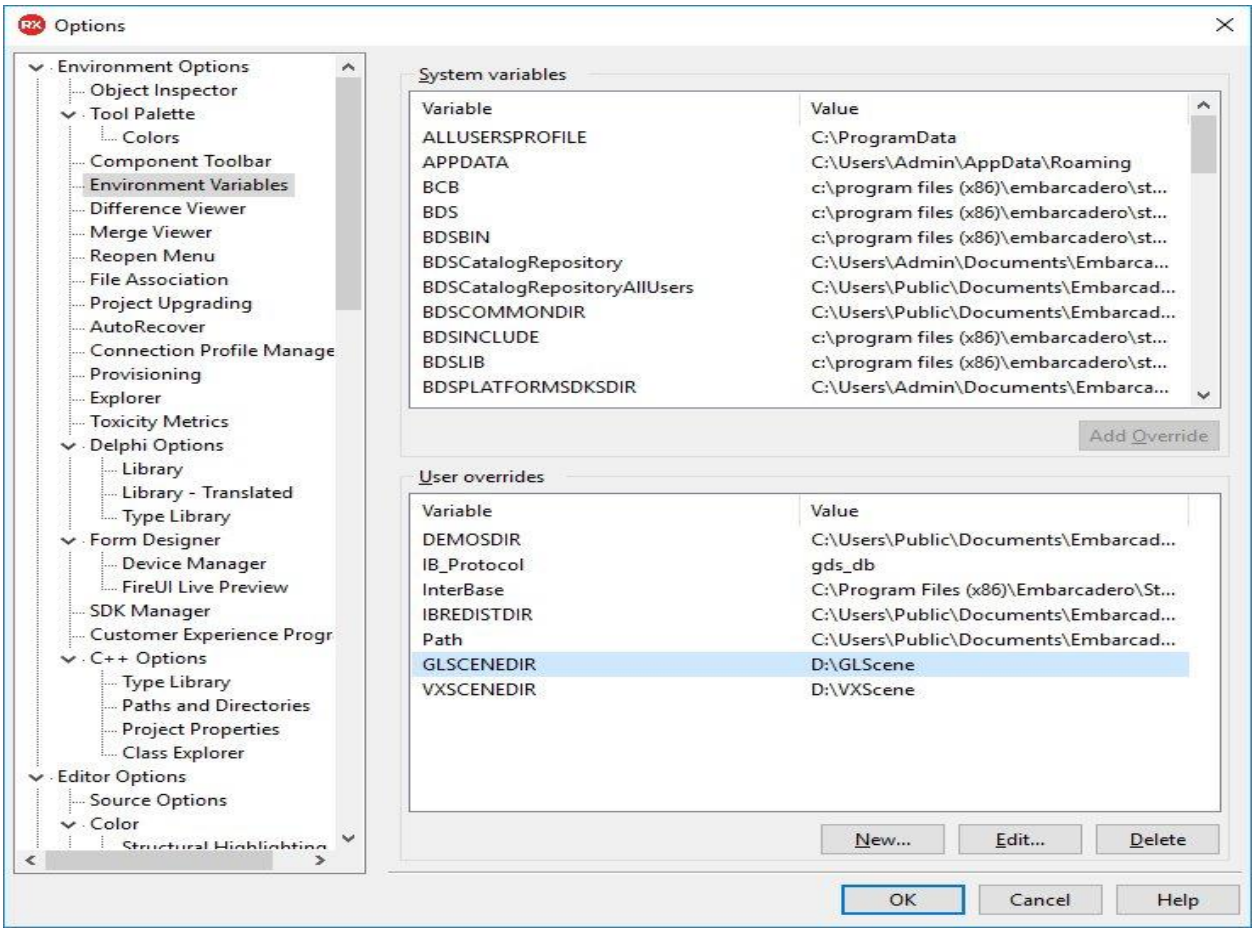
1. Download source codes of GLScene from the URL of repository https://svn.code.sf.net/p/glscene/code/trunk to a SVN directory on your disk, e.g. D:\Library\SVN_GLScene. Use TortoiseSVN client or RAD Studio's embedded subversion control system in menu File | Open From Version Control… to check out the code.

You may also get the whole current Snapshot of the trunk from code page http://sourceforge.net/p/glscene/code/HEAD/tree/ or download archive zip files with previous releases of GLScene project at the page http://sourceforge.net/projects/glscene/files/

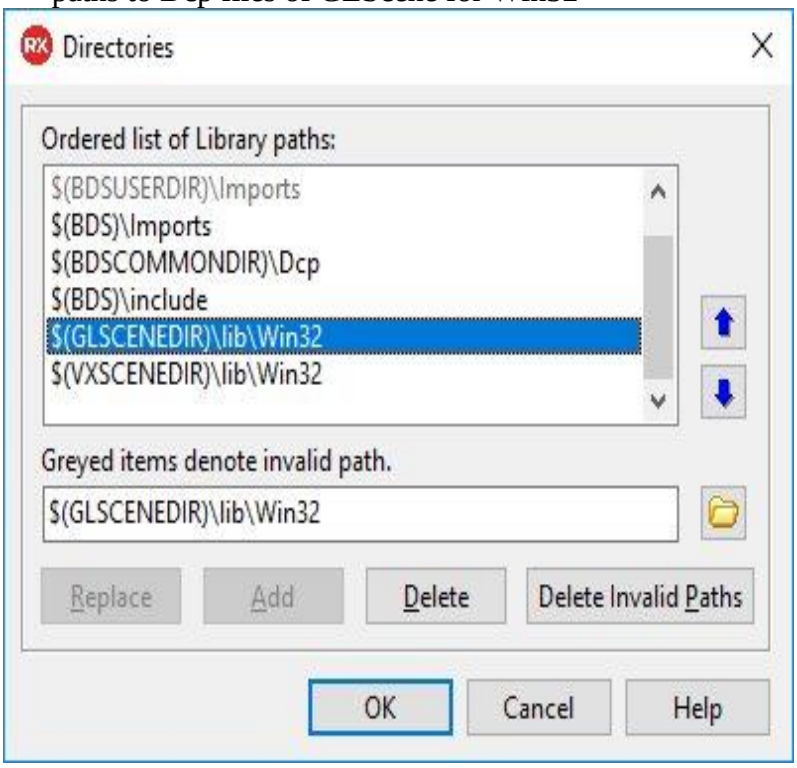
2. Make a copy of the trunk in a separate directory, e.g. in the working directory D:\GLScene, to prevent original sources from occasional changes. You may skip the step if you don't need to update your copy of code from SVN repository further.

3. Before installation of packages run SetupDLLs.bat in ..\GLScene\external directory as administrator to copy auxiliary dynamic libraries into C:\Windows\System32 and C:\Windows\SysWOW64 directories to support 3D sounds (BASS, FMOD, OpenAL), game API (SDL2), nVidia CG shaders and physics (ODE, Newton). In other case you will need to have ones in your application directory while exe file is calling a proper dll.

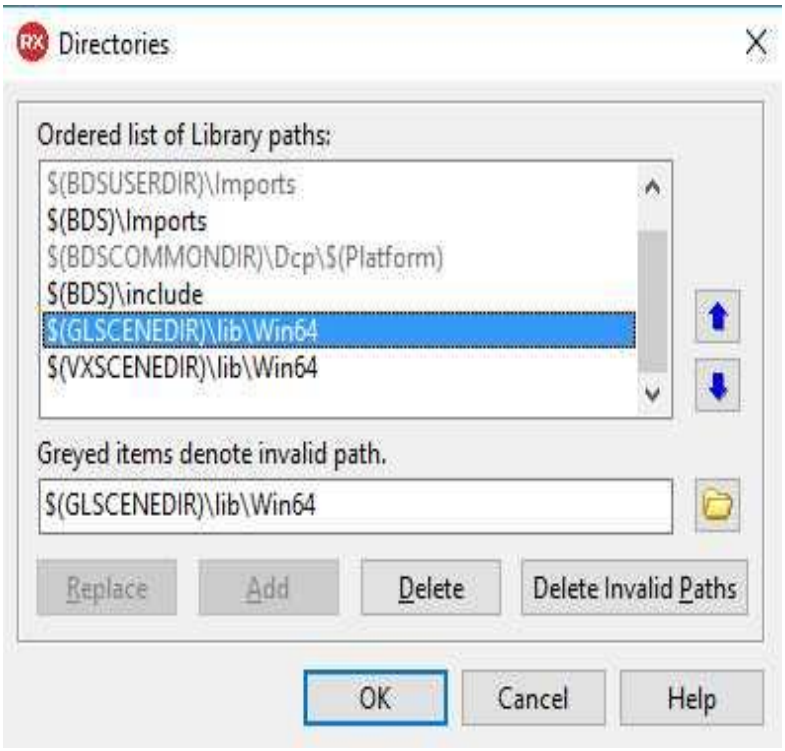
4. If you are installing GLScene in RAD Studio for the first time it's necessary to create a new environmental variable GLSCENEDIR as shown in the next screenshot:



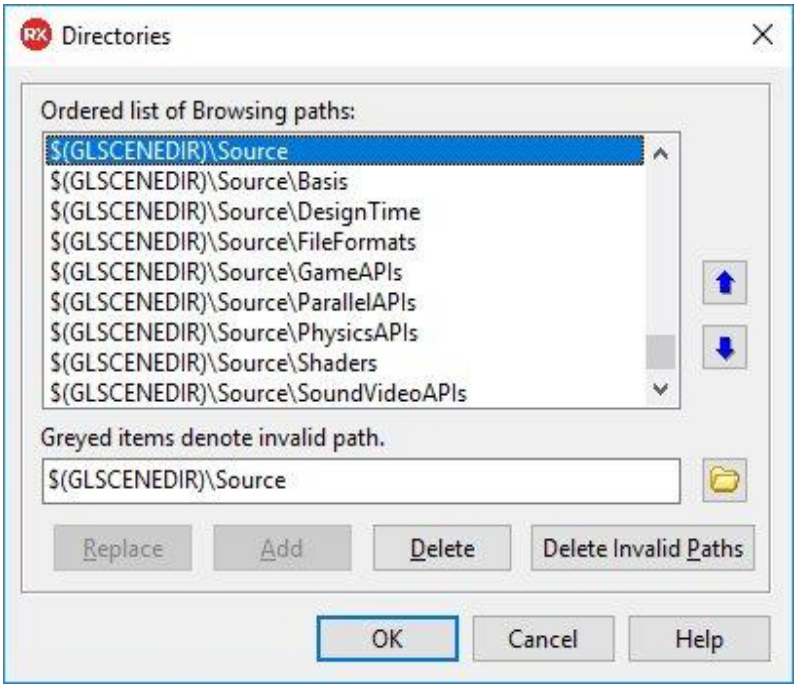
5. Setup Delphi Library Paths in Options dialog. Open Delphi Options Library page and add paths to Dcp files of GLScene for Win32



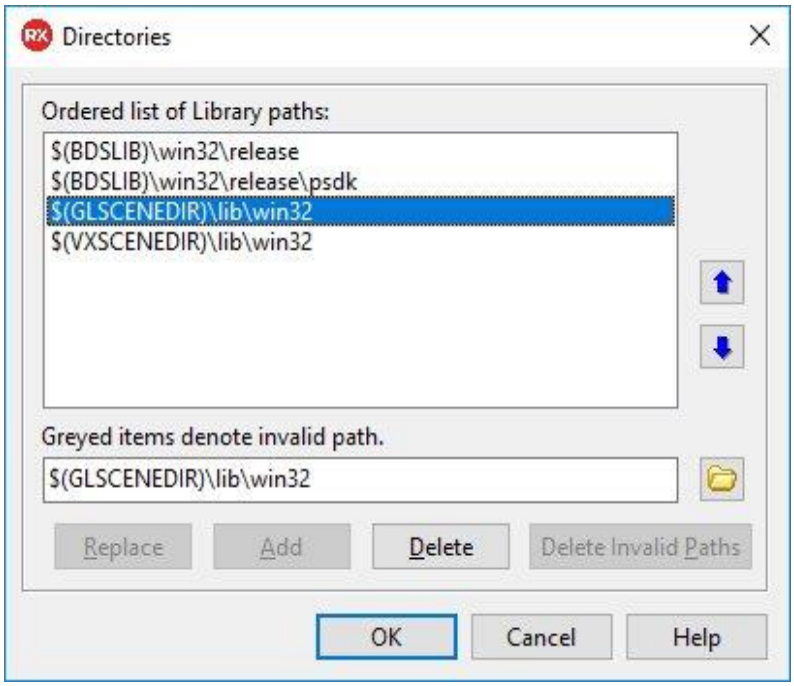
and to Dcp files of GLScene for Win64



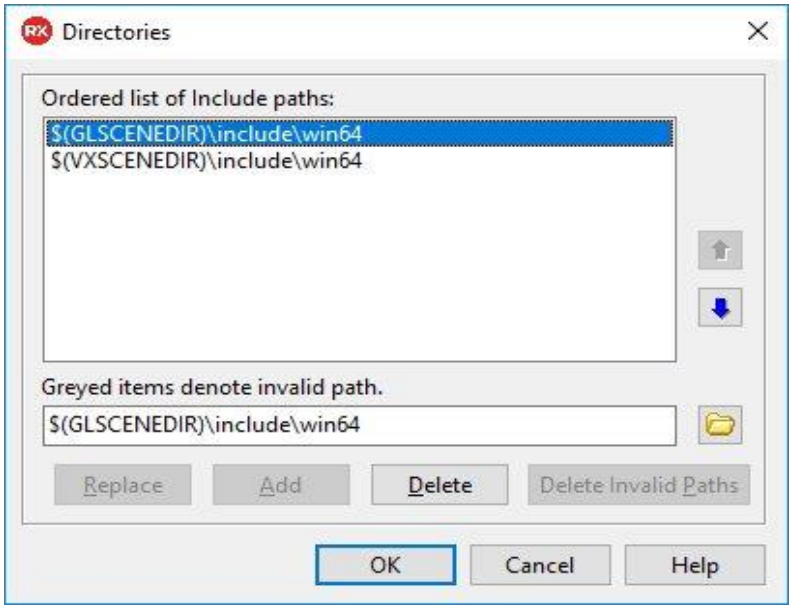
Specifies the directories where the Code Editor looks for unit files when it cannot find an identifier on the project search path or source path:



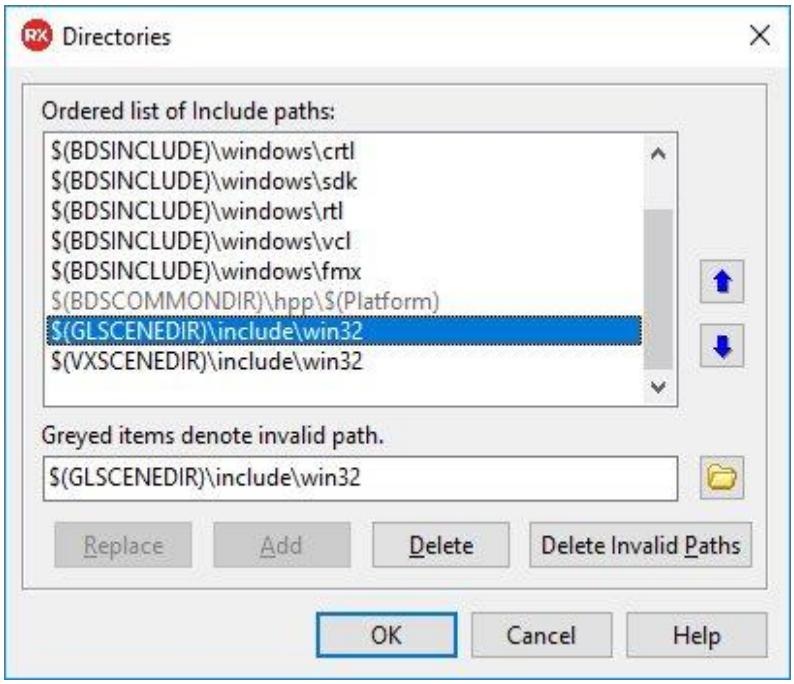
6. Setup C++ Options to include HPP files for C++ Compilers. Open Cpp Options dialog for Paths and Directories and add paths in “System include path” to GLScene’s headers for Win32:



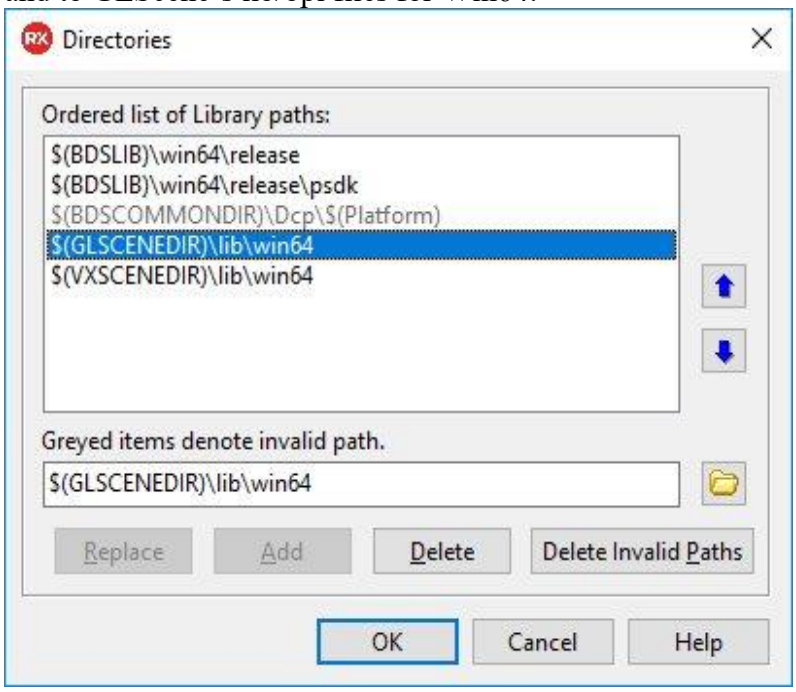
and to GLScene's headers for Win64:



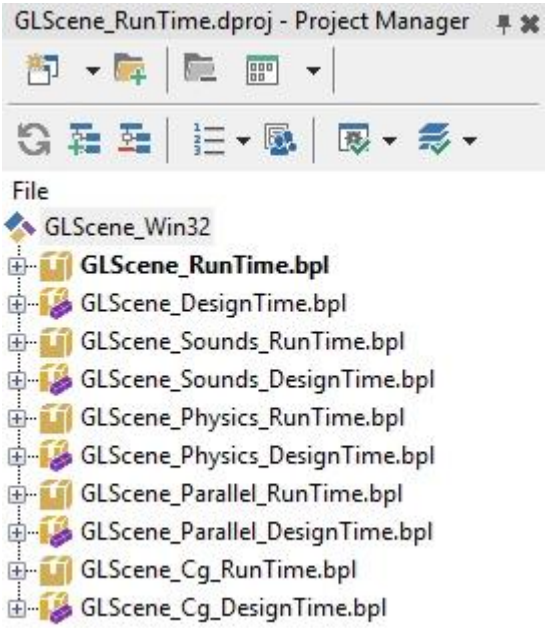
7. Setup C++ Options for libraries files. Add paths in "Library paths" to GLScene's lib/bpi files for Win32:



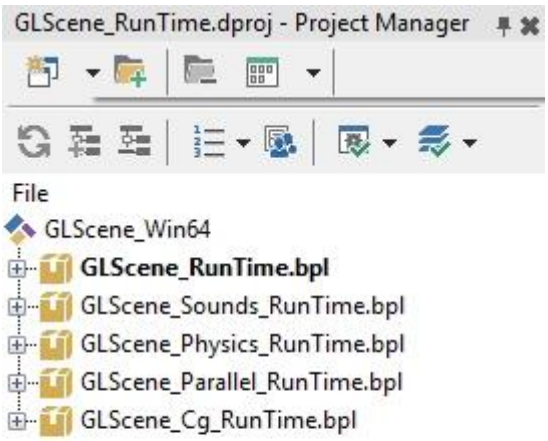
and to GLScene's lib/bpi files for Win64:



8. Open the GLScene_Win32.groupproj in your directory $(GLSCENEDIR)\Packages\ using menu item File|Open Project…(Ctrl+F11). In Project Manager window you will find the next list of projects with *.bpl extensions:

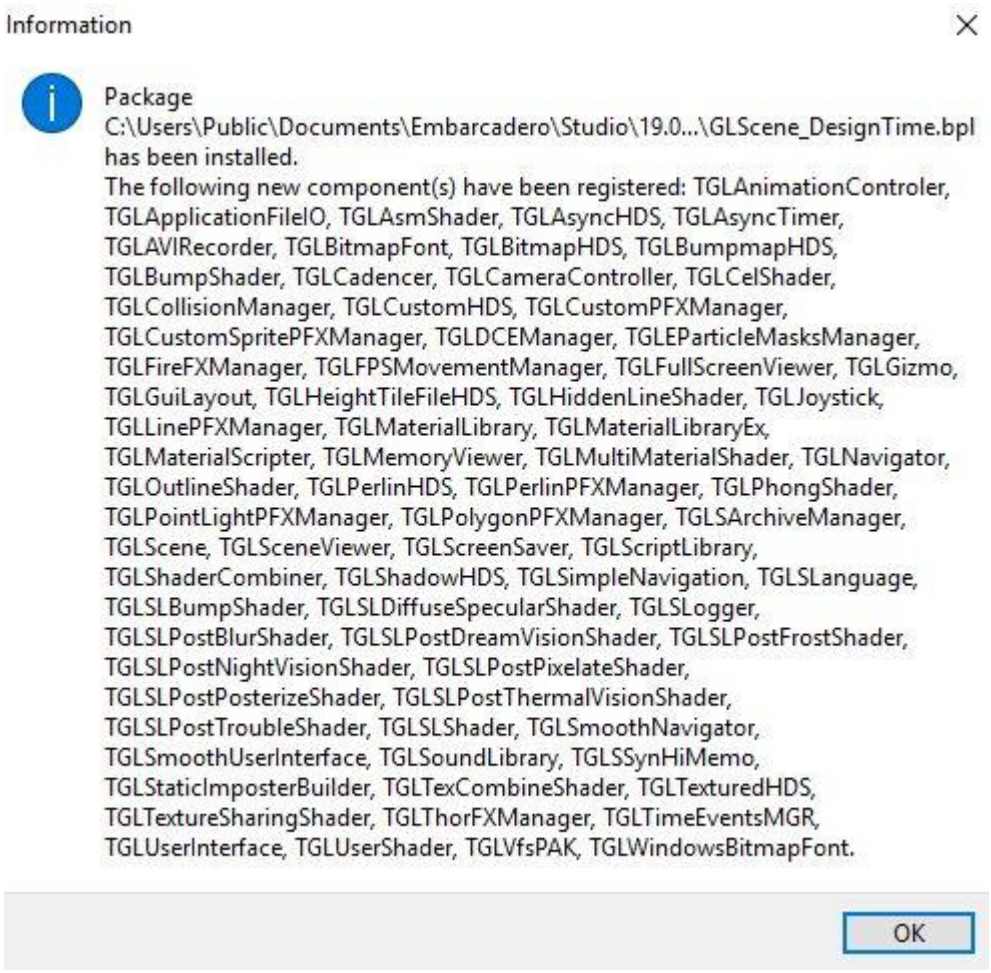


and for GLScene_Win64.groupproj:



9. Compile GLScene's packages for Win32/Win64.
Right click mouse button on the first line of GLScene group in Project Manager window and execute "Compile All From Here" command.

10. Then choose to "Install" every DesignTime package in GLScene_Win32 group to RAD Studio component palette. For GLScene_DesignTime.bpl you should get an information as shown below



After installation you are ready to use GLScene library and run demos for Delphi & C++Builder in $(GLSCENEDIR)\Samples directory.