Run Instructions:

1. Download the latest version of the Waterfall app from the repository.
2. Navigate to Waterfall/build/debug/
3. Run “QTwaterfallPlot.exe”

You need any version of Visual Studio to build this application on Windows.

Build Instructions:

1. Download the latest version of the Waterfall app from the repository.
2. Download the QT installer tool from <https://www.qt.io/download-open-source/>
3. Create a QT account. Proceed through the menus until you get to the Download Screen.
4. Deselect all boxes except Tools and QT 5.5. Under QT 5.5, select the MSVC checkbox that matches your installation of Visual Studio. For example, if you have Visual Studio 2010, 32 bit, select MSVS 2010 x86.
5. Now, you need to install the correct FFT dll. In the Waterfall/ Directory, there are two folders. One is called fftw\_64 and one is called fftw\_32. If your compiler is 32 bit, rename fftw\_32 to fftw. If your compiler is 64 bit, rename fftw\_64 bit to fftw. Inside whatever folder you named “fftw” There is a readme file. This file has instructions for building the correct LIB object which will be used by the Waterfall project at compile time. Follow those instructions in the readme.
6. Open “QTwaterfallPlot.pro”. Click on Projects, which will be on the left. Click on “Manage Kits.” A Dialogue window will pop up. There should be one kit under “Auto-detected”. Add this kit, and delete the old one that was previously there.
7. Set the “Build Directory” to the directory where you would like the program to be built.
8. In this Build Directory, you need to copy over some dlls to get the application to run. Navigate to your QT installation. Open the folder “5.5”. Open the folder “msvc [YourVersion]”. Copy the contents of this folder to your build directory.
9. Also, you need to copy over the fft dll to this build directory. From the fftw folder, copy ‘libfftw3-3.dll’
10. Go Back to QT, and build the application. (Click on the hammer, then the play button).