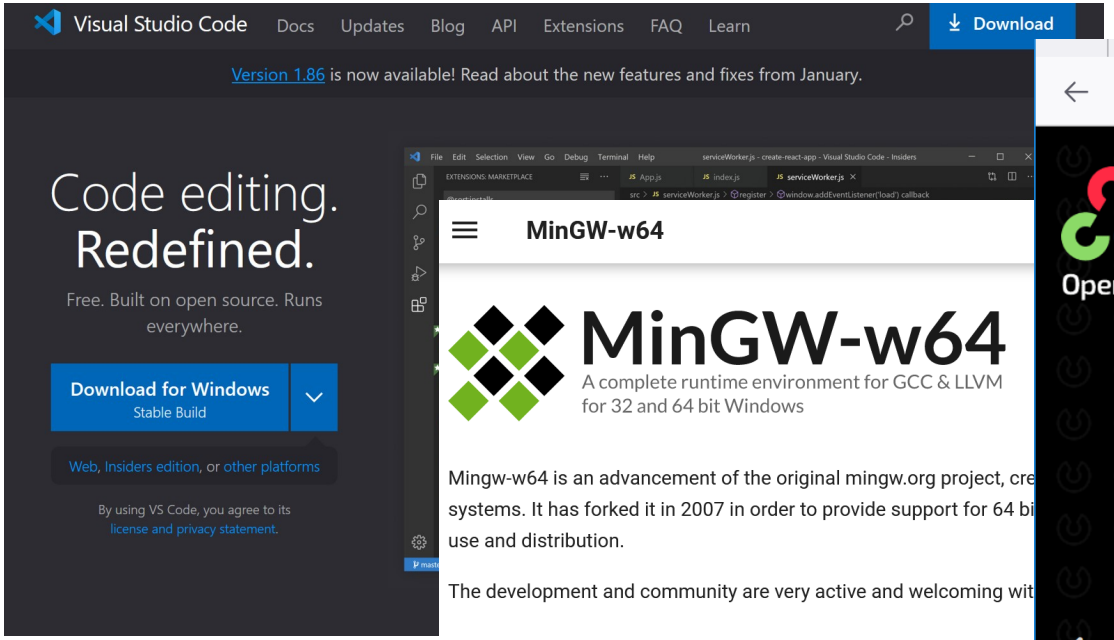
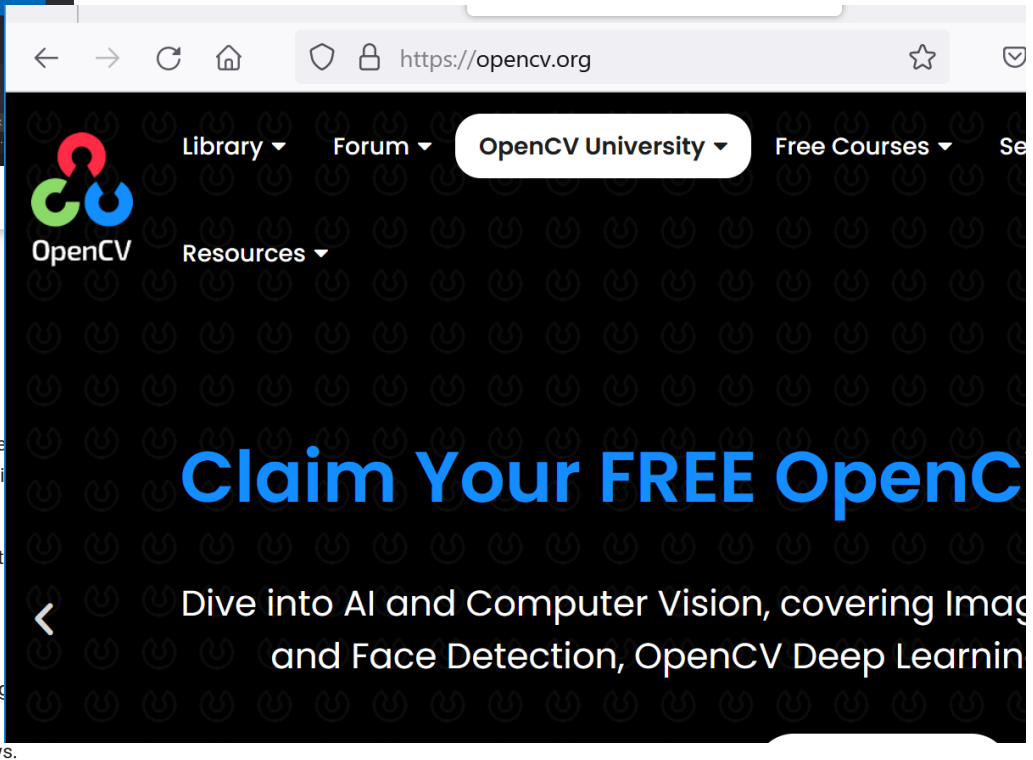
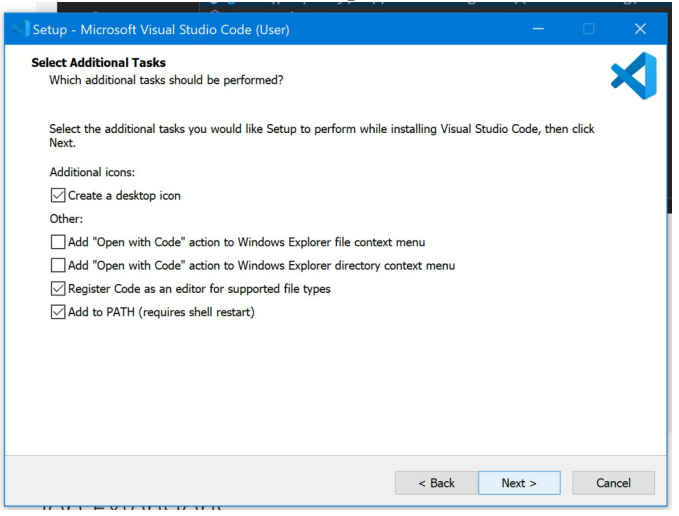
Install Visual Studio Code, gcc/g++ Compiler Suite and OpenCV





Install Visual Studio Code

- Note: VSCode has a lot of configuration options and additional features that I found to be quite daunting at the beginning.
- Installation instructions and the download link for the VSCode Windows Installer are here: https://code.visualstudio.com/docs/setup/windows
- I chose the default options offered by the installer:



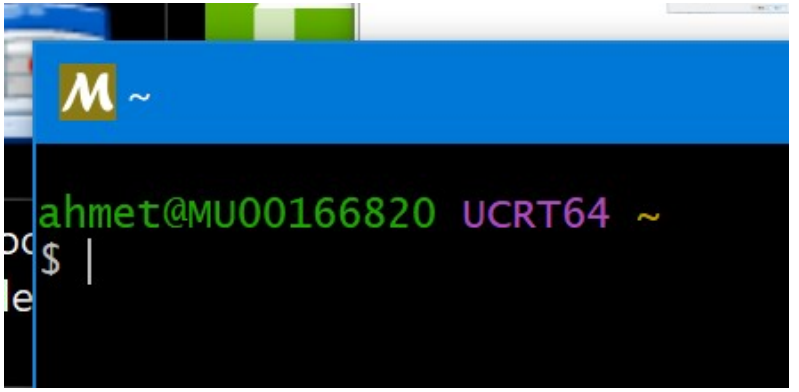
Install and Test the C/C++ Compiler Suite

- Install the C/C++ add-on and MinGW64 C/C++ compiler[*]:
  - https://code.visualstudio.com/docs/cpp/config-mingw
  - You will see the “direct link to the installer” on this page
  - I chose the default settings as suggested by the installer, so the entire MinGW64 components go under the directory C:\MSYS64
- Test your C/C++ installation as suggested by the installation page above
- Make sure you choose g++ for compiling the helloworld.cpp, I accidentally chose gcc first as the compiler and encountered a big list of errors!
- At the bottom of the page there is some information about how to use the debugger. I think it is a good idea to learn about debugging basics, this knowledge **will** save you a lot of time later!

[*] See Appendix A if you want to know what MinGW64, MSYS64 or UCRT64 mean.

Install the OpenCV Libraries

- Open an MSYS2 UCRT64 shell:
  - Search for “msys2” in the search window of the taskbar, choose MSYS2 UCRT64 and open one UCRT64 shell →



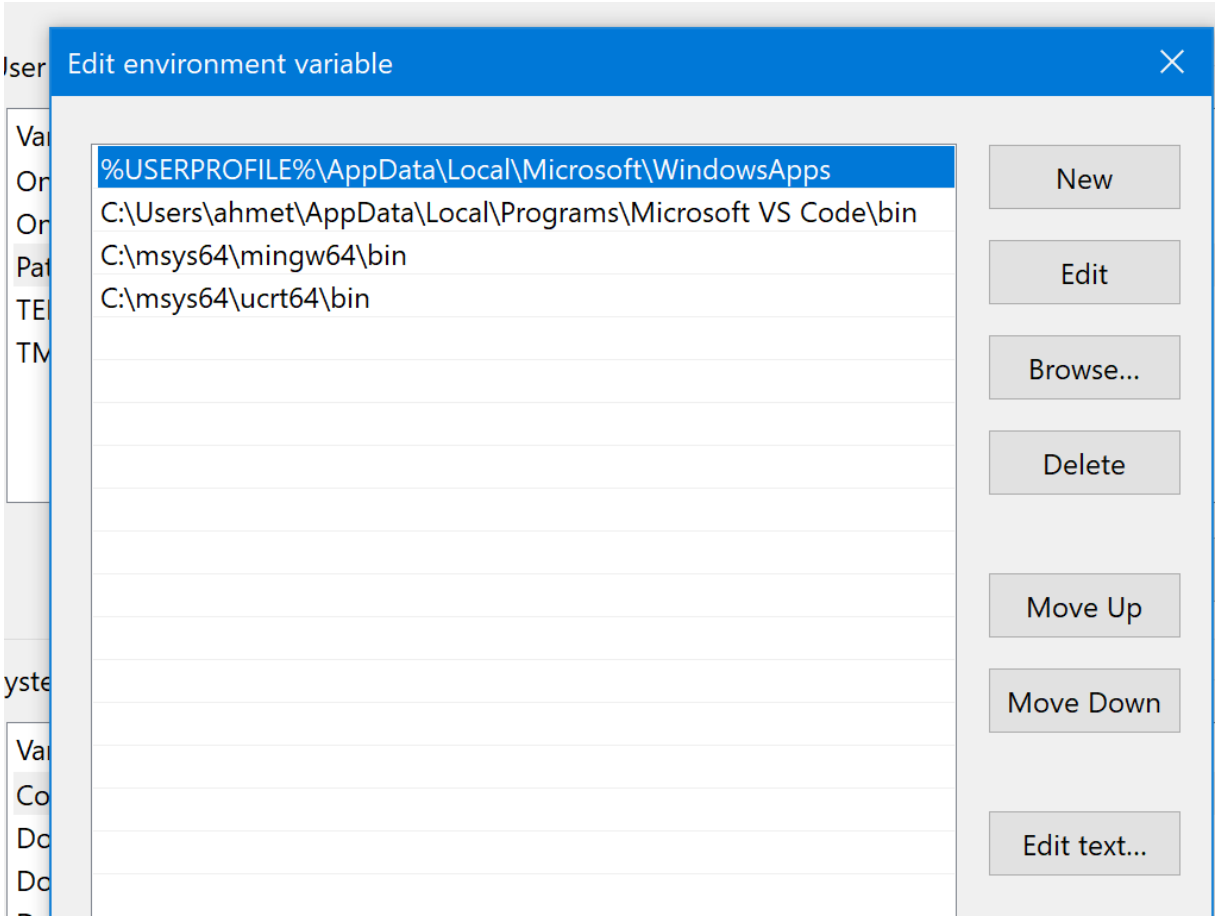
- In this shell, run:
  1. pacman -S mingw-w64-x86_64-opencv
  2. pacman -S mingw-w64-x86_64-qt6-base

  to install the OpenCV libraries

Update the Path Environment Variable (Again!)

- In the Windows search bar, type Settings to open your Windows Settings
- Search for Edit environment variables for your account
- In your User variables, select the Path variable and then select Edit
- Select New and add C:\msys64\mingw64\bin
- Reorder the list to make sure that C:\msys64\mingw64\bin appears above C:\msys64\ucrt64\bin (see next slide)
- Select OK to save the updated Path. You will need to reopen any console windows for the new Path location to be available.

Directories in the Path Environment Variable: Order is Important



Test the OpenCV Libraries

- In the “projects” directory (where you created your helloworld program), create a directory “opencv_test” (in my case, the directory is: C:\Users\ahmet\projects\opencv_test)
- Copy these files into opencv_test:
  - opencv_test.cpp
  - mona_lisa.jpg
  - compile.bat
- Open a Windows Terminal: “cmd”, cd projects\opencv_test
- Type compile.bat at the command prompt to compile and link your program [*]
- Type opencv_test.exe at the command prompt to see Mona Lisa on the screen

[*] See Appendix B to know how the OpenCV programs are compiled in VSCode.

Test OpenCV Libraries

Appendix A

- MSYS2: Software distribution and development platform for Windows
- UCRT64: Universal runtime library for 64-bit Windows
- MinGW-w64: Compiler suite for 64-bit Windows

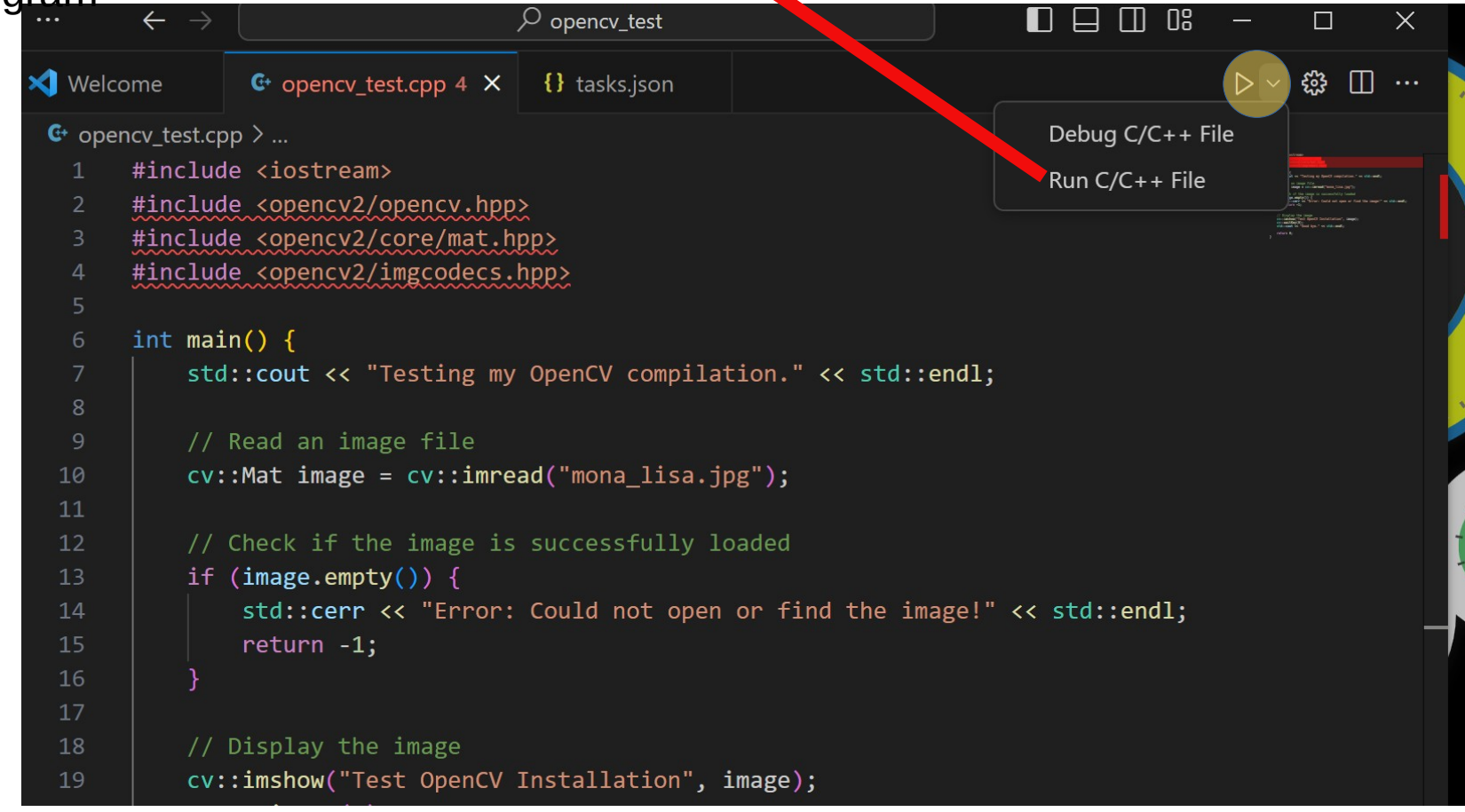
Appendix B: How to Compile OpenCV Programs in VSCode?

- I assume that you have successfully run the Mona Lisa program (slide 7).
- Open a Windows Terminal: “cmd”, cd projects\opencv_test
- run: code . (← don’t forget to type “.”)

Click the triangle at the upper right and “Run C/C++ File”, a menu will appear, choose g++
Compilation will terminate with errors, but this action will create a tasks.json file **under** the .vscode directory.

→ Replace this file with ours

→ Recompile the program



New tasks.json

Necessary command line arguments for the g++ compiler/linker