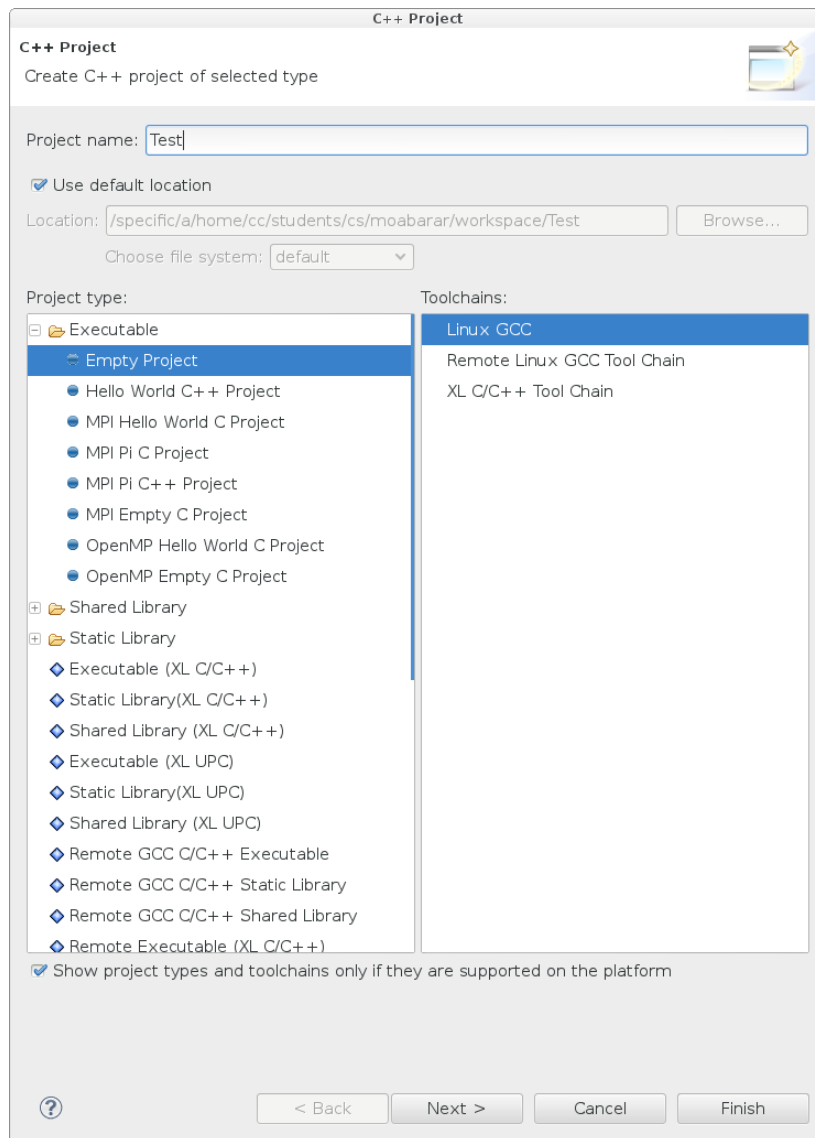


OpenCV - Eclipse configuration On Nova

This guide is for those who want to work on Nova at the PC Farm. The guide is suitable for eclipse only. If you are working on windows, and you want to test your code, you simply need to follow the instructions in the assignment file.

Step 1 – Create a new C++ Project

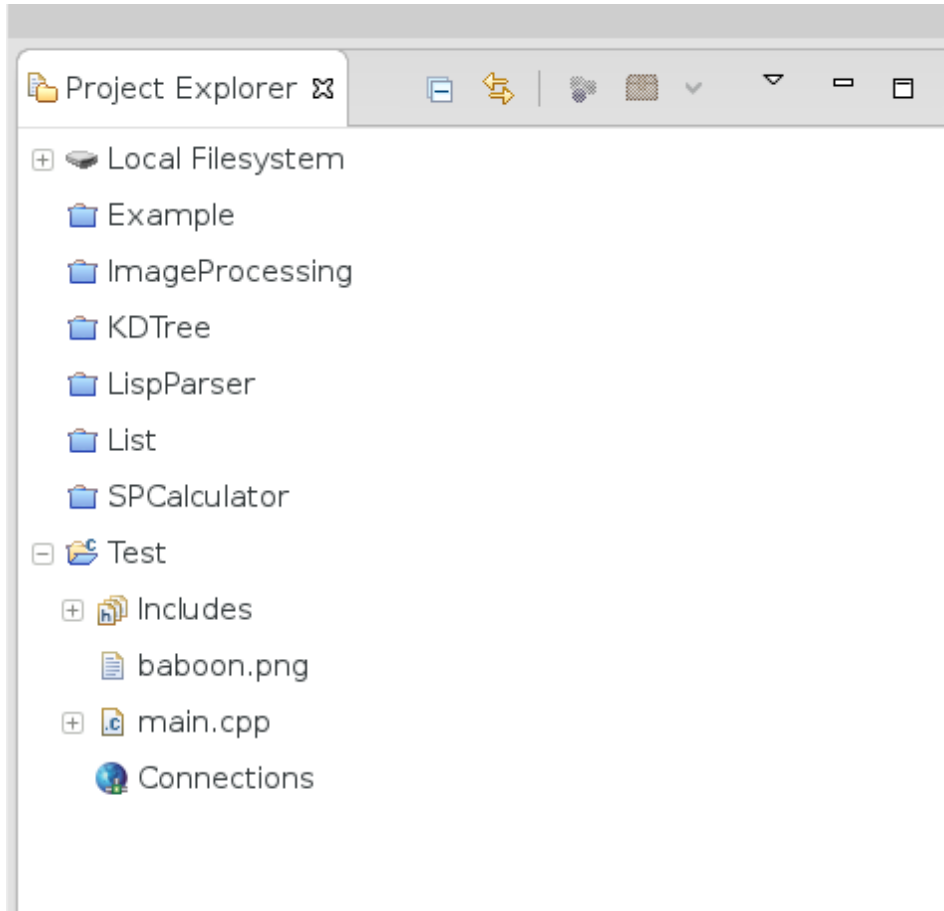
Click on **File-> New -> C++ Project** and choose the following configurations:



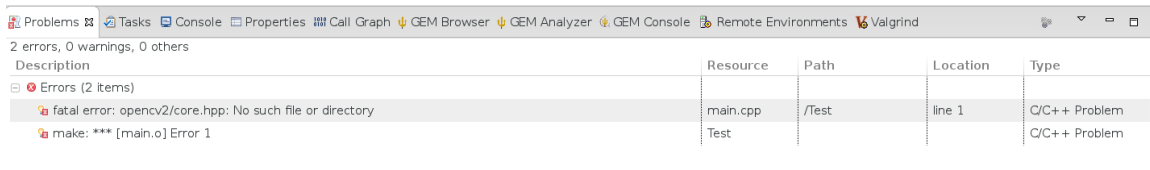
In the example above, the project name is **Test**.

Step 2 – Copy the tutorial code into your project

For the purpose of testing your configuration, copy one of the codes we saw in tutorial 2 (Available on moodle). In the below example, the code in BasicImgManipulation directory is copied.



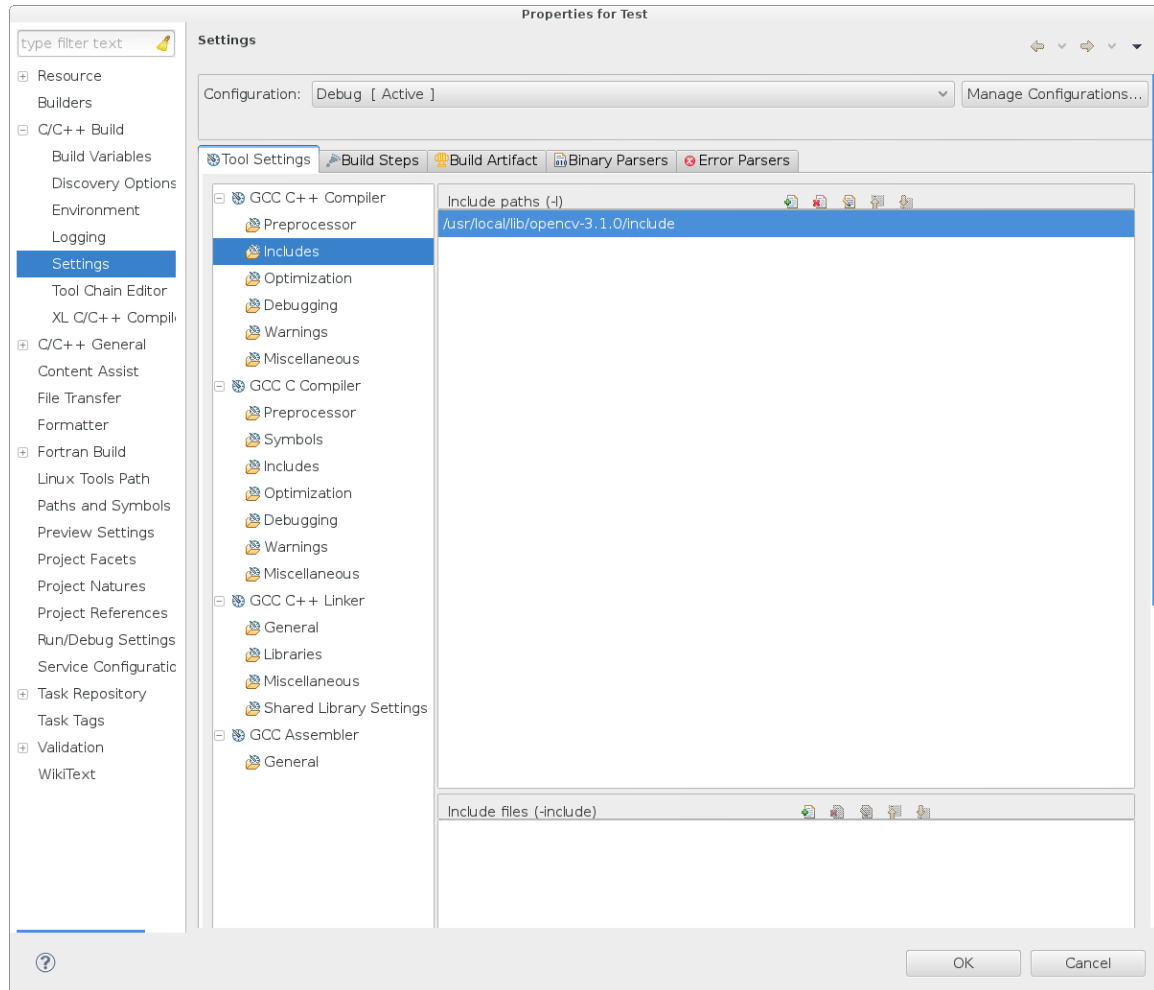
If you try to compile the code you will get the following error. The following steps we will do will be for the purpose of resolving this issue:



Step 3 – Setting up the include path

In order to be able to `#include` opencv library from the default path, you need to configure the compiler path. To do so go to **Project -> Properties -> C/C++ Build -> Settings**. Under GCC C++ Compiler, choose **includes**.

Now, you need to add the include path **/usr/local/lib/opencv-3.1.0/include** as seen below:



Step 4 - Setting up the library path

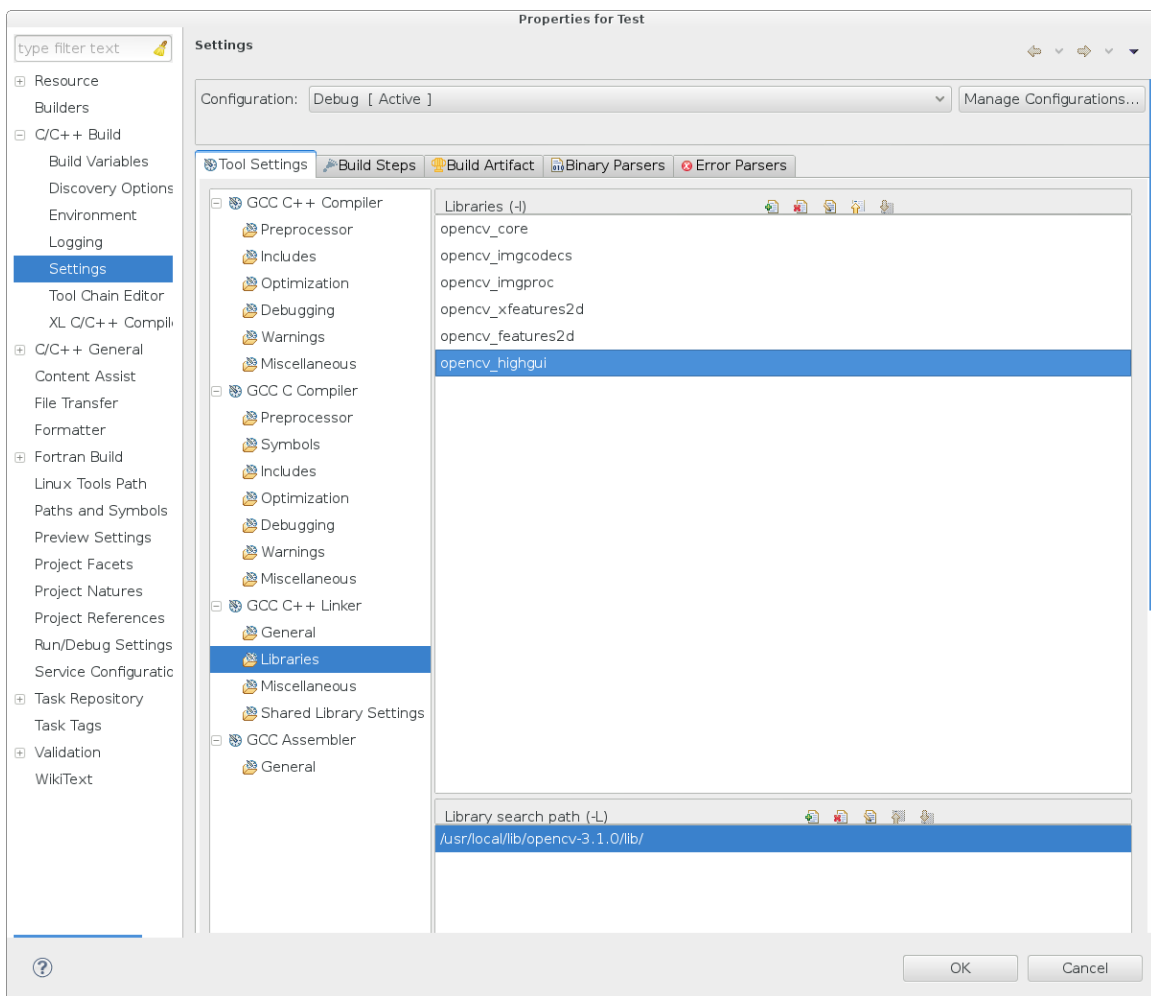
Now, you need to set up the library search path and the libraries you will use in your code. To do so go to **GCC C++ Linker -> Libraries**.

Add the following libraries:

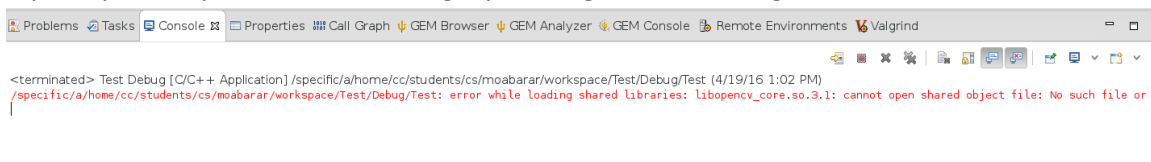
“opencv_xfeatures2d”, “opencv_features2d”, “opencv_highgui”, “opencv_imgcodecs”
“opencv_imgproc” and “opencv_core”

Add the following path to the library path:

/usr/local/lib/opencv-3.1.0/lib/



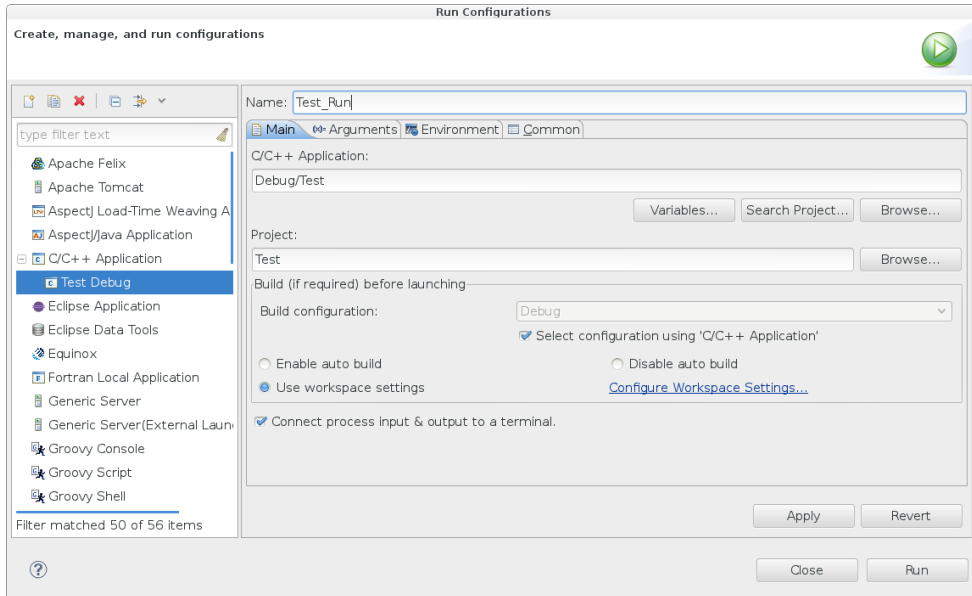
If you try to run your code at this stage, you will get the following error:



Step 5 - Setting up environment variable

Go to Run -> Run configurations...

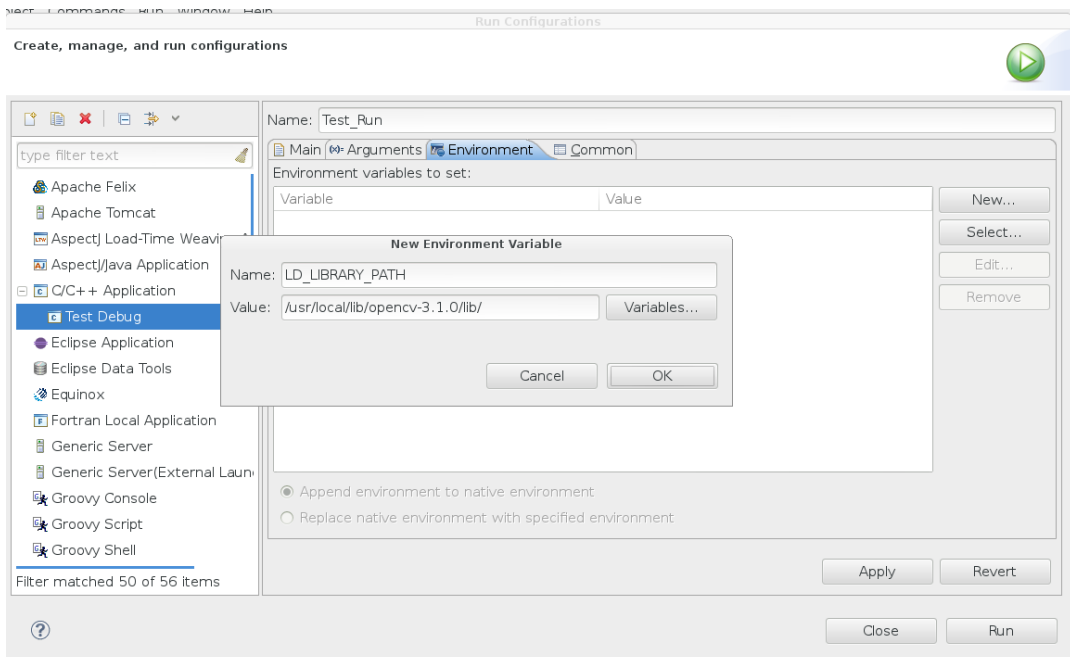
Name the run configuration, you can choose to run your project with this run configuration instead of the default run configuration.



Click on the **Environment** tab, and add the new variable:

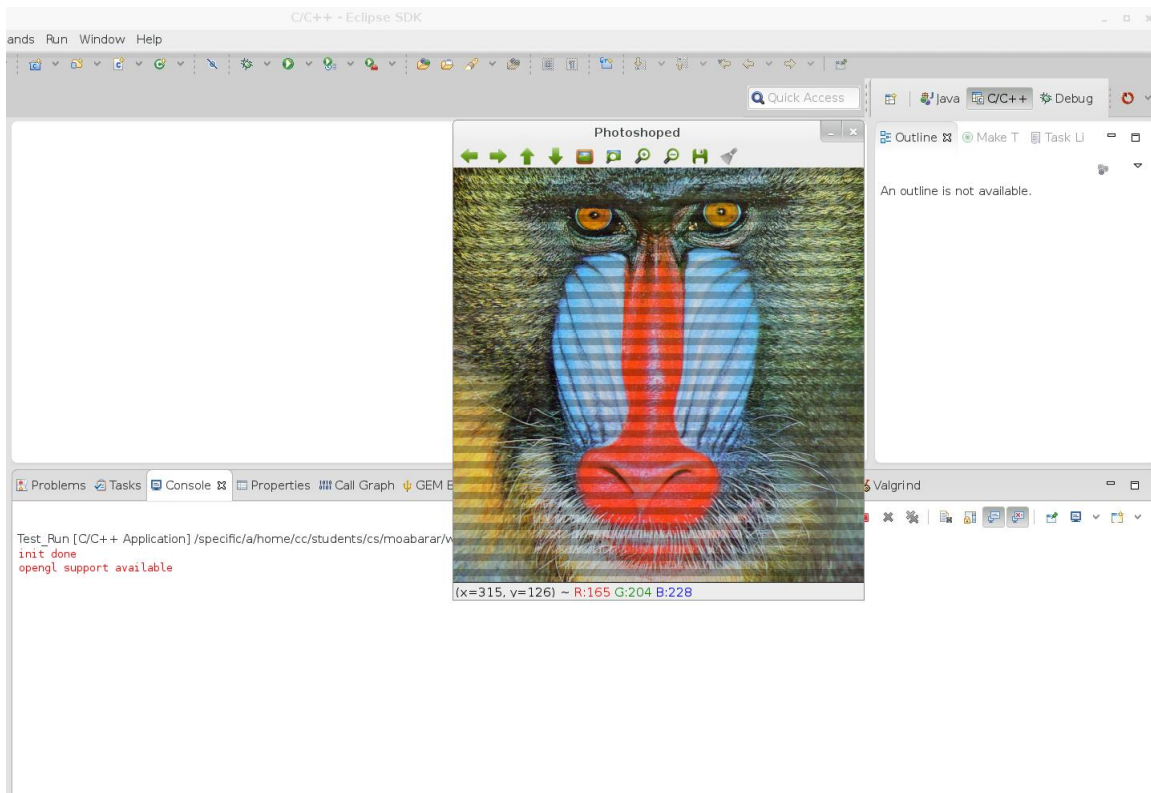
Name: LD_LIBRARY_PATH

Value: "/usr/local/lib/opencv-3.1.0/lib/"



Step 6 - Run your project

Now everything is set and you are ready to code:



Good Luck