

# **Kobuki OPRoS Components Tutorial**

Goal :

This tutorial describes how to build components

History:

2013.11.21, created

## 0. Development Environments

Windows, Visual Studio 2010

### 1. To build Kobuki components of OPRoS, you have to prepare dependencies

-OPRoS

-Kobuki sdk

#### a. OPRoS

- Step1: download & install latest OPRoS platform

You can download from <http://www.ropros.org> or

you can do it using below direct link

(<http://sourceforge.net/projects/oprodistributionpackage/files/?source=navbar> )

- Step2: patch device API and some header file

Kobuki components is implemented by newest device API that is fully compatible with OPRoS standard specification.

You can find those patches in OPRoS folder of Kobuki\_opros git. You can patch it by copying and pasting into OPRoS installed folder.

#### b. Kobuki sdk

You can download it from <http://Kobuki.yujinrobot.com/home-kr/> or you can download it directly from <http://files.yujinrobot.com/Kobuki/windows/sdk-Kobuki-x86-vs10-release.zip>

Just unzip it in your favorite folder.

### 2. Project settings

You have to add include and lib path of OPRoS and Kobuki in Visual Studio environment.

### 3. Build

Compile and link.

### 4. Develop

Be sure that Kobuki sdk is **release mode** yet. It means that you can not debug components as known as break point.