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Obtain source code for Computree, and learn to develop plugins

All informations about Computree compilation and plugin development are in the ComputreeDevTool sub-project.

The access rights to ComputreeDevTool are managed separately.

To access it, please send an e-mail to the following address: alexandre.piboule@onf.fr

[[computredevtools:En_quickstart| **To access the procedure for setting up a development environment for Computree** , clic here]]

This procedure describes:

- Downloading and installing development tools
- Downloading the source code
- Downloading Dependencies
- Initialization of the development project

[[computredevtools:Fr_Wiki| **The ComputreeDevTools** project also provides: (click here to access it)]]

- Developer documentation
- Tools to help in plugin development

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