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Implementation of the development environment under Ubuntu 18.04 LTS

Installation of the development environment

1. Installing subversion

In a terminal (CTRL + ALT + T):

sudo apt-get update
sudo apt-get install subversion

2. Install Qt (5.9.x)

```
In a terminal (CTRL + ALT + T):
```

sudo apt-get install build-essential qtcreator qt5-default qt5-doc qt5-doc-html qtbase5-doc-html q tbase5-examples

Retrieving the source code of Computree and its plugins

- 1. Create a root directory Computree where you want
- 2. Download kit_dev_linux.zip, which contains :
 - A *all.pro* file with all projects distributed as standard (core + open-sources plugins)
 - A file recover_depots.sh, containing svn instructions, to recover the source code
 - A file Read Me.txt, containing these instructions
- 3. Unzip kit_dev_linux.tar.gz at the root of the Computree directory
- 4. In a terminal (CTRL + ALT + T), run the script recover_depots.sh

Installation of dependencies

1. OpenCV 3.2

• In a terminal (CTRL + ALT + T):

```
sudo apt-get install libopencv-dev
```

2. PCL 1.8 (optional, allows you to use plugins that require PCL)

• In a terminal (CTRL + ALT + T):

```
sudo apt-get install libpcl-dev
```

3. GDAL 2.2.3 (optional, gives access to GDAL/OGR vector and raster GIS formats)

• In a terminal (CTRL + ALT + T):

```
sudo apt-get install libgdal-dev
```

4. GSL 2.4 (optional, gives access to a numerical calculation library used in some plugins)

• In a terminal (CTRL + ALT + T):

sudo apt-get install libgsl-dev

If you want to install dependencies in different locations, you can, for each file *LIBNAME_default_path.pri*, duplicate it and rename it *LIBNAME_user_path.pri*. After that, you only have to modify this second file to use your local path.

Compilation of Computree

- 1. Launch Qt Creator
- 2. Open the project *all.pro*

If you have not installed PCL, delete/comment the following line in all.pro :

```
computreev5/library/ctlibpcl/ctlibpcl.pro \
```

3. In the project tab disable shadow builds (checkbox), for release and / or debug shadow_build.png

4. In the project/run tab, in the "Runtime environment" section, add" ;." at the end of the variables LD_LIBRARY_PATH

5. Run qmake on all.pro, then compile the project

After a source code update, if the core of Computree has been significantly modified, it may be necessary to run qmake on each subproject, then Recompile on all.pro.

6. To get all translations, use the following script in a terminal: computreev5/scripts/unix_updateLanguage.sh

Running Computree

Once compiled, you can start the execution from Qt-Creator (green arrow or run/run on all.pro).

Configure your plugin if you want to use PCL in your code

If you want to use PCL for your developments some preparation steps are necessary:

You must configure the.pro file of your plugin (.pro) as follows (beginning of the file):

```
CT_PREFIX = ../.../computreev5
```

```
include($${CT_PREFIX}/shared.pri)
include($${PLUGIN_SHARED_DIR}/include.pri)
```

```
COMPUTER += ctlibpcl
```

```
include($${CT_PREFIX}/include_ct_library.pri)
```

Don't forget to compile the libpcl project in the computreev5/library/ctlibpcl folder (open the file ctlibpcl.pro and compile it with QtCreator)

All you have to do now is to do a *qmake* on your plugin project (right click \rightarrow qmake) and compile it.

kit_dev_linux.zip

2.44 KB 11/29/2018

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