

Creation

Library for Host Environment

The source code for building the Warping Application Module (aka Warping library) is located in the *src/WarpingLibrary* sub directory.

In a console window, run one of the batch files referring to Visual Studio (example: *run_cmake_VS2010_build.bat*) to generate the Microsoft Visual Studio 2010 or 2013 solution and project files for starting the build environment. A successful CMake run will generate these files into directory *build/WarpingLibrary/<device_platform>Win32*.

To build the warping library, open *WarpingLibrary.sln* with MSVS2010/MSVS2013 and build the library either in Debug or Release mode. After successful build the library file *WarpingLibrary.lib* will be stored in a sub directory of *bin/WarpingLibrary/<device_platform>Win32*, depending on the build mode selected in MSVS.

Library for Integrity Target Environment

Open a MS Windows console window and run the batch file *run_cmake_<device_platform>_integrity_build.bat* (located in directory *src/WarpingLibrary*) to generate the device-specific Integrity solution and project files for starting the build environment. A successful CMake run will generate these files into directory *build/WarpingLibrary/<device_platform>Integrity*. The build process is started automatically. If necessary, the path to the MinGW compiler has to be adapted in the batch file.

After successful build the library file *libWarpingLibrary.a* will be stored in directory *bin/WarpingLibrary/<device_platform>Integrity*.

Library for Linux Target Environment

Use a native Linux based operating system (e.g. Ubuntu) or a version in a virtual environment (e.g. Oracle VirtualBox) to build the Warping Library for the device-specific Linux target environment.

In a Linux terminal, run the shell script “*run_cmake_<device_platform_linux_build*” (located in directory *src/WarpingLibrary*) to generate the project files for starting the build environment (these files will be generated by CMake into directory *build/WarpingLibrary/<device_platform>Linux*).

After successful build the library file *libWarpingLibrary.a* will be stored in directory *bin/WarpingLibrary/<device_platform>Linux*.

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