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Svn eclipse tutorial.

Opencv ä scarr ”æ æ” ¶å1/2 • ì˜ ¥ is †... Å ®1 These steps have been tested for Ubuntu 10.04 but should work with other distros. GCC 4.x or later. This can be installed with sudo apt-get install build-essential CMAKE 2.6 or SUSTURS (SVN) GTK+2.x client or higher, including PKGConfig Libpng headers, Zlib, Libjpeg, Libtiff, Libjasper with development file (eg libpDC-dev) Python 2.3 or later with developers packages (e.g. Python-av All the above libraries can be installed via Terminal or using Synaptic Manager Create a Temporary Directory, which we denote as , where you want to put makefiles, project files and output binaries enter and type cmake [some optional parameters>] < path to OpenCV Directory of origin> For example CD ~/OpenCV MKDIR Release CMAKE -D CMAKE_BUILD_TYPE = Release -D CMAKE_INSTALL_PREFIX =/USR/Local INVIO the created temporary directory () and proceed with: â note if the size of the created library is a critical problem (as in case of Android build) The stripped version seems to be twice as small. However, we do not recommend using it unless those extra megabytes really count. Using OpenCV with GCC and Cmake Notes â We assume that you have successfully installed OpenCV in your workstation. The easiest way to use OpenCV in code is to use â. Some benefits (received from wiki): you do not need to change anything when you bring between Linux and WindowsCan be easily combined with other tools from CMAKE (i.e. Qt, ITK and VTK) if you are unfamiliar with CMake, check the tutorial on its website. We use a simpleas DisplayImage.cpp shown below. #include #include Using namespaceInt Main (intar arcc, char ** ARGV) {Mat Image; Image = IMNEAD (ARGV [1], 1); If (ARGC! = 2 ||! Image.data) {Printf ("No Image Data"); rendered -1; } Namewindow ("Display Image", CV_Window_autosize); iMshow ("Display Image", Image); Waitkey (0); return 0; } Now you have to create your cmkelists.txt file. It should resemble this: Project (Displayimage) Find_package (OPENCV REQUIRD) Add_Executable (Displayimage Displayimage) Target_link_Libriias (Displayimage $ {OpenCv_libs}) This part is easy, just proceed like any other project using CMAKE: CD Cmake. Doing now should have an executable (called Displayimage in this case). You just have to perform it by giving a position of the image as a topic, that is: you should get a nice window like the one shown below: use of OpenCV with Eclipse (Plugin CDT) note two ways, one forming a project directly, and another from Cmake having installed Eclipse in your workstation (only the CDT plugin for C/C ++ is necessary). It is possible to follow the following steps: after installing OpenCV. If not yet, come here. Start Eclipse. Just perform the executable that comes to the folder. Go to file -> new -> c/c ++ choose a name for your project (i.e. displayimage). An empty project should be good for this example. Leave everything else by default. Press Finish. Your project (in this case Displayimage) should appear in the Project Navigator (usually on the left side of the window). Now, add a source file using OpenCV: right -click on Displayimage (in the Navigator). New -> Folder. Appoint the SRC folder and then press the right end of the right click on the SRC folder just created. Choose new source file: call it displayimage.cpp. Finishing of the blow therefore, now you have a project with an empty .cpp file. Let's fill it with some code (in other words, copy and paste the sniper below): #include #include using namespace cv; int main(int argc, argc,roF .tliub eb ot ydaer eb dluohs tcejorp ruoY KOÅ ÃkcilC .enod era uoy woN nnalf_vcnepol- ycagel_vcnepol- birtnoc_vcnepol- tcetedjbo_vcnepol- d3bilac_vcnepol- d2serutaef_vcnepol- oediv_vcnepol- lm_vcnepol- iughgih_vcnepol- corpgmi_vcnepol- eroc_vcnepol- bil/lacol/rsu/L- hsab ::kcolb-edoc .. :saw)kcehc ot tnaw uoy esac ni(tuptuo ym :Lanimretå ã,ni epyt ,) Ä¢nod uoy fI nnalf_vcnepo ycagel_vcnepo birtnoc_vcnepo tcetedjbo_vcnepo d3bilac_vcnepo d2serutaef_vcnepo oediv_vcnepo lm_vcnepo iughgih_vcnepo corpgmi_vcnepo eroc_vcnepo :hcnub elohw eht esu ot nalp I ecnis meht fo lla gnittup ma I ,esac ym nI .)snoitacilppa elpmis rof(hguone era woleb tsil eht no tsrif 3 Eht Tsuj Yllausu .Den Yam yam seirabril vcnepo eht DDÅâ â ã ã â â â â â â â â â â â â GLACURÉ-(Seirarbilâ â ã neht :si Htap eht esac y im hcrabilâ ã,Ni tsrÍf :secaps owt l. 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Snoitargnoc .)Desu uoy revetahw RO(egami hf eht htiw pu pop dluohs wodniw vcnepo na .nur ni neht dna nottub ÃylppA Äeht no kcilC :gnp.hsiFelttiLyppaH Äesu sÂÂÃ¢teL .)redlof egamIyalpsiD/ecapskrow eht ot evitaler htap(nepo ot tnaw ew elif egami eht fo htap eht etirW .baT ã,stnemmager ã,eht ,wodniw eht fo edis tgir eht ,won .) elbatucexe ruoy fo eman eht Ees swallow uoy noitacilppa++c/c rednu snoitamutunos snoitur ã,ot og :spilce morf of od sâ€â€â€ttel lt ltp .gnp .gnp .gnp . >yrotcerid_egamiyalpsid< The detacol Eb dluow tnemugra eht is ega ot egami eht taht taht gnimsa gnp.hsifelttilyppah/segami/.. Egamiyalpsid/. CRS >yrotcerid_egamiyalpsid< DC :Ekil gnihtemos ylbaborp dluow ew ,lanimret eht ew ew fi .dur ot ydaer elbatucexe evao's ew ,os ,s ,s ,s .ereht elbatus Uoy allosnoc eht by lla dliub>-tcejorp ã,ot og og) Add_executable (HelloWorld Heroworld.cxx) Target_link_Libriias (Elhoworld $ {OpenCv_libs}) Run: ã ¢ Cmake-care .. and be sure to fill where it was built OPENCV. Perform clicks ¢ and then generates. If it is ok, stop doing cmake -careuñã ¢ -J4ã ¢ (the `` -j4`` è optional, says only to the compiler to build in 4 threads). Make sure it is built. Put the work area in a certain directory but not in Foo \\ Buildright click in the Explorer section of the project. Select imports and then open the C/C ++ filter. Choose Codeas existing to Makefile Project` `name your project, Say Helloworld. Browse the position of the existing-foo \\ build code (from where you managed your GUI). Select Linux GCC ã ¢ âvelop "Toolchain for the settings of the Indicizer ã ¢ âvelop â,¬ ÅUE ¢ âvelop âvelopClick on the Explorer section of the project. Select property. Underã ¢ C/C ++ ã ¢ Build, Sets the Build Directory: from something similar to ${Workspace_Loc:/HelloWorld} ã ¢ a ${Workspace_Loc:/HelloWorld}/Buildã ¢ from that point where you are building. You can also optionally change the Build command: something similar to verbose = 1 in j4 to be done that tells the compiler to produce files of detailed symbols for the debug and also to fill in in 4 parallel threads. Installation in Windows the description here was tested by the author using the Windows 7 SP1 operating system (OS). However, it should also work on any other Windows operating system. If errors occur after following the steps described here, feel free to contact us through our group of users and we will try to solve your problem. Open a web browser and go to: ã ¢ open the folder for the latest version (currently this is 2.3). Choose a Build you want to use and download it. The denomination conventions used will show what kind of tib tib 23 rep ¨Ã ehc acifingis ¢Å 23niwoidutS lausiV ehc acifingis ¢Å 0102SV :oipmese dA .onorffo In Osgpuã ¢ it means that it includes support for the use of the GPU in order to further increase the performance of the library). If you downloaded the files of origin here, see the installation by creating your bookstores from the origin files. Make sure you have administrative rights. Start the installation and follow the magician. Accepts the license agreement ". While the addition of the OPENCV library to the system path is a good decision for a better control of this, we will do it manually. Therefore, make sure you do not set up this option. The more of the time it is A good idea install the files of origin as there allow you to debug in the OpenCV library, if necessary. Therefore, just follow the default settings of the wizard and finish the installation. You can check the installation on the chosen route as you can see Below. To finalize the installation, go to the tax the OPENCV environmental variable and add it to the systems path. You may find the content of this tutorial also within the following videos: ã iat 1 for 1nd and is part 2, hosted On YouTube. Title = "Install OpenCV using its origin files - Part 1" Width = "560" height = "349" src = " "Framebord er = "0" amgliscreen = "" align = "middle"> ã ¢ title = "install OpenCV using its origin files - part 2" width = "560" height = "349" src = "http: // www .youtube.com/ Embed/ qgnwmcfwwwpu? Rel = 0 & Loop = 1 "Frameborder =" 0 "ABLITUTFULLSCREEN =" "align =" Middle "> if you are building your bookstores you can take the origin files from the last: while the next one can contain a couple of new algorithms and experimental, increases in performance and interface improvements, be aware, which can also contain bugs to many. The use of the first is recommended in most of the nu nu edeihcir orez ad VCnepO airerbil al eriurtsoC .asse id atanroigga ¹Âip enoisrev anu id ongosib orevvad iah o assets VCnepO acetoilbib al odnednetse aits non ut ehc onem a otseuQ of tools installed beforehand: AnÃ ÂIntegratedÃ ÂDeveloperÃ ÂEnviroment (IDE) preferably, or just a CC++ compiler that will actually make the binary files. Here I will use theÃ ÂMicrosoft Visual Studio. Nevertheless, you can use any otherÃ ÂIDEÃ Âthat has a valid C\C++ compiler.ThenÃ ÂCMakeÃ Âis a neat tool that will make the project files (for your choosenÃ ÂIDE) from the OpenCV source files. It will also allow an easy configuration of the OpenCV build files, in order to make binary files that fits exactly to your needs.AÃ ÂSubversionÃ ÂControlÃ ÂSystem (SVN) to acquire the OpenCV source files. A good tool for this isÃ ÂTortoiseSVN. Alternatively, you can just download an archived version of the source files from theÃ ÂSourceforge OpenCV page. OpenCV may come in multiple flavors. There is a ¢ÂÂÂcore¢ÂÂÂ section that will work on its own. Nevertheless, they are a couple of tools, libraries made by other organizations (so called 3rd parties) that offer services of which the OpenCV may take advantage. These will improve in many ways its capabilities. In order to use any of them, you need to download and install them on your system. TheÃ ÂPython librariesÃ Âare required to build theÃ ÂPython interfaceÃ Âof OpenCV. For now use the versionÃ Â2.7.x. This is also a must have if you want to build theÃ ÂOpenCV documentation.NumpyÃ Âis a scientific computing package for Python. Required for theÃ ÂPython interface.Intel Ã©Â Threading Building Blocks (TBB)Ã Âis used inside OpenCV for parallel code snippets. Using this will make sure that the OpenCV library will take advantage of all the cores you have in your systems CPU.Intel Ã©Â Integrated Performance Primitives (IPP)Ã Âmay be used to improve the performance of color conversion, Haar training and DFT functions of the OpenCV library. Watch out as this isn¢ÃÂât aÃ ÂfreeÃ Âservice.OpenCV offers a somewhat fancier and more useful graphical user interface, than the default one by using theÃ ÂQt framework. For a Overview of Cié that this has to offer to look at the Highgui module documentation, under the QT New Functions section. The version 4.6 or next of the picture is required. Eigen is a C ++ model bookshop for linear algebra. The last Cuda toolkit allows you to use the power inside the GPU. This drastically improves performance for some of the algorithms, such as the Hog descriptor. Working more and more than our GPU algorithms is a constant effort of the OpenCV team. Openexr origin files are needed for the library to work with this high -end dynamic high -end image file format (HDR). Open Framework contains a set of open source bees that provide support for natural interaction with devices through methods such as the recognition of voice commands, the gestures of the hands and the monitoring of the body movement. Miktex is the best Tex implementation on the Windows operating system. OpenCV documentation must be built. Sprinx is a Python documentation generator and it is the tool that actually creates the OpenCV documentation. This alone requires a couple of tools installed, covered this in the section in the section how to install Sprinx. Now I describe the steps to follow for a complete construction (using all the paintings, tools and bookstores above). If you don't need the support for some of these, you can simply jump those parts freely. Make sure you have a working ID with a valid compiler. In the case of Microsoft Visual Studio, just install it and make sure it starts. Install cmake. Just follow the Wizard, there is no need to add it to the route. The default installation options are large. There is no need to change them. Install Tortoisesvn. Choose the 32 or 64 bit version based on the type of operating system in which you work. Again the wizard, the default options are good. System reboot is required. Choose a directory in your file system where you can download OpenCV libraries. I recommend creating a new one that has a short route and andIn it, for example D:/OPENCV. During this tutorial I suppose you did it. If you use a different directory, just change this front of the path in my future examples. Then, in the directory. A window appears where you can select which repository you want to download the source files (1) and to which directory (2 :) add here one of the versions described above. Then press the OK button and be patient as the repository is currently over 330MB to download. It takes some time until it ended up depending on the internet connection. When you are done, you should have an OpenCV and an OpenCV_EXTRA directory as seen in (3). In this section I was dealing with installing third -party bookstores. Download the Python bookstores and install it with the default options. You will need a couple of other python extensions. Fortunately, installing all of these can be automated by a nice tool called Setuptools. Download and install again. Installing SPHINX is easy once setuptools installed. This contains a small application that automatically connects to python databases and downloads the latest version of many python scripts. Start a command window (enter CMD in the window start menu and press Enter) and use the CD command to navigate the Python Sotto-Cartella Script folders. Here just go to the Easy_install. exe as a topic the name of the program you want to install. Add the SPHINX topic. Note The CD navigation command works only within a unit. For example, if you are somewhere in C: Drive you cannot use it to go to another unit (for example D :). To do this, it is first to change units. For this just insert the D:. So you can use the CD to surf the specific folder inside the units. .stnemgyP .stnemgyP e 2ajniJ itisiuqererp ious i ehcna ¯Árellatsni otseuQ .SLC odnamoc li odnazzilitu omrehcs ol erallecnac elibissop ¨Ã For devira ecno .yrotcerid tnerruc ruoy edisni selif tsil ot dnamammoc ã ã ã,eht esu Redlof detcartxe eht ot ot edeganvan Jon .) ã,unem trats eht hguorht eganvan ro(hcraes unem trats eht gnisusussis yb)0102(ã,tporp Ädmammodoc . ã,/tq/ped/vcnepo/:D ã ã yrotcerid deman trohs dna ecin tcartxe :)!!! oT .)relipmoc tib 23 htiw 8002 oidutS lausiV tfosorciM eht esu uoy sselnu(selif yranib eht flesruoy dliub ot deen uoy Ãkrowemarf tQ Äeht fo esac nI .SO ruoy ot gnidrocca sputes tib 46 ro 23 eht gnisu yb noitpo Â epelpmoc ã,a htiw meht fo llsni dna daolnwod .kds sloot aduc ã,eht dna Ätikloot aduc ã,tstal sã namir rof -hud roth htob lt. Latsni ot deen Uoy ã,Krowemarf innepo ã,eht rof ã,htiw evoba

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Then enter the next command that required much more time (it can easily request even more than an entire hour): after this setting the QT environment variables using the following command on Windows 7: Setx -M Qtdir D:/OPENCV/DEP/ Qt /q-Alto-qua-Opensurce-Src-4.7.3 Furthermore, add the route of the binary files built to the system route using the route editor. In our case this ISD: /opencv/dep/qt/qt-everywhere-opensource-src-4.7.3/bin. Note is if you plan to develop the QT application, you can also install the additional component QT Visual Studio at this point. Then you can create and create QT applications without using the creator QT. Everything is well integrated into Visual Studio. Now the Cmake begins (cmake-care). It is possible to insert it again in the Start Search menu or get it from that. First, select the Directory for the Origin Files of the OpenCV Library (1). Then, specify a directory in which the binary files for OpenCV (2) is created. Press the Configure button to specify the compiler (and the IDE) that you want to use. Note that in the event that you can choose between different compilers to make 64 -bit or 32 -bit bookstores. Select what you use in the development of the application. Cmake begins and based on the variables of the system they will try to automatically identify as many packages as possible. It is possible to change the packages to be used for the Build in the menu points (where x for the abbreviation of the package). Here is a list of current packages that you can activate or deactivate: select all the packages you want and press the Configure button again. For a simpler overview of build options, make sure the option grouped in the binary directory selection is enabled. For some of the cmake packages may not find all the required requests itnegros noc piz oivihcra'l etnemecilpmes aerc ehc ottegorp ovoun nu areneg VCnepO id enigiro id elif imitlu ilg reP .imetsis irtla us VCnepO eropas out li erallatsni etnemlicaf ioup otseuq noC .VCnepO enoizallatsni id ammargorp nu Äriurtsoc ehc ottegorp nu eraerc itsertop otseuq noc 3.2 enoisrev alled amirP >-¢Åegakcap_dliuB.nohtyP augnil allad VCnepO erazzilitu rep iranib i aerC .ovitacilpseotua >-¢Åtroppus_nohtyp_wen_dliub.ti arongI .swodniW amrofattaip allus elaer otacifingis nucla ah non otnemom lA >-¢Åtroppus_avaj_dliuB.retupmoc out lus elanoiznuf etnemaneip ¨Ã VCnepO es etnemlicaf eravorp rep elitu ehcna Äras otseuQ .ehcetoilbib id Âtilanoiznuf elled etrap roiggam al erarapmi itsertop iuc ad oipmese id inoizacilppa etlom noc otinrof eneiv VCnepO >-¢ÅselpmaxE_dliuB.olraf rep itseuq us oticilpse dliub id ottegorp id odnamoc nu erautteffe oirassecen Ã .enoizulos alla emeisni itiurtsoc onos non itseuq ehc iton iS .)FDP e LMTH elif id enoizurtsoc al rep otarapes ottegorp nu Äras ic(VCnepO id enoizatnemucod alled enoizurtsoc al rep ittegorp eud aerc >-¢Åscod_dliuB .eriurtsoc iouv VCnepO id etrap elauq eranoizeles ived ,ertlonI .ideihc ol em es ,tsum acitsirettarac anu Ã .enoizulos alled rerolpxE'llen yrotcerid elled onretni'lla etacifissalc onais ehc Ärerucissa is enoizpo atseuq eramrofsart e itlom itlom a ittegorp Äreerc VCnepO .¢Ã :etnemarucis iarema ehc enoizpo'nu erazzitafne oilgov arO .IUG alled tuptuo id etrap allen o erolav/opmac len irorre eredev elibissop ¨Ã non e enoub onos non icov el ettut odnauq a onif ollaF .on o otattecca otats ¨Ã et ad ossemmi erolav li es eredev rep enoizarugifnoc id enoizarugifnoc li ovoun id imerp atseuq opoD .elif osrocrep li o yrotcerid el etnemlaunam eratsopmi oirassecen ¨Ã itseuq rep :oipmese dA .itnatsoc eravort non rep ,opmac id irolav ious i Äretsopmi e)IUG alled eroirefni etrap allen atautis(aticsu id artsenif aus allen erorre nu Ärecnal ekamc itseuq id osac leN .yrotcerid o With this you can check to create DLL files (when activated) or static bookcase files (*.lib) otherwise.build_testsã ¢ -> each module module yeht fi ruoy htiw VCnepO etubirtsid ot siht esu neht nac uoY .redlofÃ ÂSISN/23niw/segakcaP_kcaPC_/dliuBÂ Äeht otni rellatsni eht dliub ot tcejorpÂ ÃegakcaPÂ Äeht dliub tsuj nehT .SISNÃ Ãllatsni ot deen uoy rellatsni na etaerc oT Â Ã etoN .snoisrevÂ ÃgubeDÂ ÃdnaÂ ÂesaeleRÂ Äeht htob tliub uoy retfa ylno siht esU .ecalp elgnis a otni seiranib tliub eht lla gnitcelloc enoÃ ÂdliuBÃ Äeht edisni yrotceridÃ ÃllatsniÃ Ã na eterc ilw siht .tcejorpÂ ã,Llatsniâ ã ,eht dliub yleticilpxe ot deen ot)pihs seiranib tliub-erp eht woh ot yralliminis (yrotce nwol nWof nowo .slaunam Fdp ehtâ ã,Cod/dliubâ ã,eht nihtiw dna segap lmth eht rofâ ã,lmth_/Cod/dliubâ ã,eht edareneg yiht edifid ow drah eht lla od otÂ ÃxnihpSÂ Ãllac lliw eseht fo hcaE .seno LMTH eht rofÂ Ãlmth_codÂ Äeht no dna self FDP eht rof tcejorpÂ ÃcodÂ Äeht no sdnammoc dliub eht eussi ylticilpxe ot deen uoy noitatnemucod EHT ROF :yrotcerid nib eht eht eht selif yranib yranib tliub eht Eht Eht Eht Eht Eht Evresbo nac uoy dne eht .meht fo rof gnidliub retfa retfa eseht yo rehtona tnah-pord edir Eht htob dliub ot deen uy uy uy uy .putrats eht because eht if eht if tnarelop stcejorp fo tol a atatnoc yam nolos eht detceles uoy snoitpo evoba hcum scum og .nottubâ â ã ã ,ehsup yb selif tcejorp tcejorp eht eht ekamc ot ekamc ult nac ooy esac siht fi .detroper Era Srorre on erussyssyssyssyssyssyssyssyssyssyssyssy enht taht ,tuo yrt yaw yaw yaw yaw nga osla ni estcejorp tset eseht gnidliub .The ot dengssa tc Ejorp tset SAH Vcnepo You're done. Otherwise something definitely wrong. In this case you must contact us through our group of users. If everything is okay with the contours. exe output should look like the following image (if built with Qt support): Note If you use the GPU module (CUDA libraries) make sure to update to the latest GPU drivers as well. Error messages containing invalid entries in (or cannot find) nvcuda.dll are mostly caused by old video card drivers. To test the GPU (if built) perform the application of the performance_gpu.exe sample. First we set an enviroment variable to make our work easier. This will keep the installation directory of our OpenCV library that we use in our projects. Launch a command window and enter: setx -m OPENCV_DIR D:\OpenCV\Build\Install Here the directory is where you have your OpenCV binaries (installed or built). Within this you should have folders like bin and include. The -m should be added if you want to make the computer settings wise, instead of wise user. If you built static libraries, then you're done. Otherwise, you need to add the bin folder path to the system path. This is why you use the OpenCV library in the form of “Dynamic-link Library” (also known as DLL). Within these are stored all the algorithms and information that the OpenCV library contains. The operating system only charges them on request, during the execution period. However, to do this you need to know where they are. PATH systems contains a list of folders where you can find DLLs. Add the path of the OpenCV library to this and the operating system will know where to look if you need the OpenCV tracks. Otherwise, you must copy DLLsJust next to the executable file applications (Exe) for the operating system to find it, which is highly unsatisfactory if you work on many projects. To do this to restart the path editor and add the following new item (click right in the application to bring the menu): save save at the register and you're done. If you ever change the location of the installation directories or want to try your applicaton with a different build all you need to do is update the opencv_ dir variable through the setxcommand within a command window. Now you can continue reading the tutorials with how to build applications with opencv within the microsoft visual study section. here you can find out how to use the opencv library in your projects with the help of microsoft visual studio ide. how to build applications with opencv within the microsoft visual studio all I describe here will apply to the C\C++ interface of opencv. start assuming that you have read and successfully completed installation in windows tutorials. Therefore, before going further make sure you have an opencv directory that contains opencv header files plus binaries and you set environment variables as described here. opencv libraries, distributed by us, are located in a dynamic linked libraries (dll). these have the advantage that all contents of the library are uploaded only to runtime, on request, and that countless programs can hide the same library file. this means that if you have ten applications using the opencv library, you do not need to have around a version for each of them. of course you need to have the opencv dll on all systems where you want to run your application. another approach is to use static libraries that have lib extensions. you can build these using our source files as described in the installation in the windows tutorial. when using this, the library will be incorporated into your own outcome. therefore there is no possibility that the user deletes them, for some reason. asYour application will be larger and how, it takes more time to upload it during his startup. To build an application with with tcejorp siht rehtegot tup nac uoy hcihw ni tcejorp niam a evah lliw uoy dna gnihtemos ezilaer lliw tcejorp yrevE .noitacilppa na fo skcolb gnidliub eht era stcejorP .stcejorp elpitlum niatnoc A .noitulos a si oidutS lausiV ni tcejorp a fo meti esab ehT .era secnereffid niam eht tahw wohs ll rotut siht fo noitces labolg eht edisnI .ti gniod fo Åyaw 0102 ♪ In case of the many simple applications (like many of the tutorials will be) you do not need to break down the application into modules. In these cases your main project will be the only existing one. Now go create a new solution inside Visual studio by going through theÃ ÂÃ Âmenu selection. ChooseÃ ÂWin32 Console ApplicationÃ Âas type. Enter its name and select the path where to create it. Then in the upcoming dialog make sure you create an empty project. Every project is built separately from the others. Due to this every project has its own rule package. Inside this rule packages are stored all the information theÃ ÂIDEÃ Âneeds to know to build your project. For any application there are at least two build modes: aÃ ÂReleaseÃ Âand aÃ ÂDebugÃ Âone. TheÃ ÂDebugÃ Âhas many features that exist so you can find and resolve easier bugs inside your application. In contrast theÃ ÂReleaseÃ Âis an optimized version, where the goal is to make the application run as fast as possible or to be as small as possible. You may figure that these modes also require different rules to use during build. Therefore, there exist different rule packages for each of your build modes. These rule packages are called inside the IDE asÃ Âproject propertiesÃ Âand you can view and modify them by using theÃ ÂProperty Manger. You can bring up this withÃ Â. Expand it and you can see the existing rule packages (calledÃ ÂProporty Sheets). The really useful stuff of these is that you may create a rule packageÃ ÂonceÃ Âand you can later just add it to your new projects. Create it once and reuse it later. We want to create a newÃ ÂProperty SheetÃ Âthat will contain all the rules that the compiler and linker needs to know. Of course we will need a separate one for the Debug and the Release Builds. Start up with the Debug one as shown in the image below: Use for example theÃ ÂOpenCV_DebugÃ Âname. Then by selecting the sheetÃ Â. 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Now click OK to save and do the same with a new property within the release ruleMake sure to omit the letters of from the names of the library and save the ownership sheets with the saved icon above them. You can find your ownership sheets within your project directory. At this point it is a wise decision to support them in some special directory, to always have at hand in the future, every time you create an OpenCV project. Note that for Visual Studio 2010 the extension of the file is props, while for 2008 this is VSprops. The next time you do a new OPENCV project just use the â € menu â € œDo the existing ownership card ... â € within the Property Manager to easily add the OpenCV construction rules. In the event that it is in annoying to add the ownership pages to each of your projects, it is also possible to add these rules to a â € â € œ However, this only applies to additional directories and bookcases. The name of the bookstores to be used is still necessary to specify manually using for example: a ownership page. In Visual Studio 2008 you can find this under :. In Visual Studio 2010 this has been moved to a sheet of global property that is automatically added to each project that is created: the process is the same described in the event of a local approach. Just add the directories, include using the OPENCV_DIR environment variable. Now to try this outside downloading our small trial source code or obtaining it from the Code of the Champion of the OpenCV sources. Add this to your project and build it. 1 2 3 4 5 6 7 9 10 11 12 13 15 16 17 18 19 20 21 22 23 25 27 27 27 28 33 33 35 37 38 39 40 41 43 44 46 47 48 50 51 52 52 52 52 52 56 56 57 58 59 60 60 62 62 63 64 65 66 67 69 71 72 73 74 75 76 78 79 80 81 83 84 86 89 90 92 tuoc {}) (deneeposi.tstdnutpac! 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