PoLAR Installation with Qt Creator

1 Install a compiler

- If using **Linux**, the compiler is already install
- If using Mac OS, install XCode by writting in the terminal:

sudo xcode-select -s /Applications/Xcode.app/Contents/Developer sudo xcodebuild -license and agree with the licence

• if using Windows, install VisualStudio 2017 RTM (VC14): https://www.visualstudio.com/

2 Install CMake

- If using Linux: apt-get install cmake
- If using Mac OS or Windows: install it from the website https://cmake.org

3 Download Qt

1. Go to the webpage and select **Downloads**



2. Click on Go open Source



3. Accept



4. Download



4 Install Qt

1. Double click on the installer



2. SClick **Open** if asked



3. Next



4. Create or use an account



5. Continue

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6. Select a path and **Continue**



7. Unselect everything

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9. Only select it for your operating system and **Continue**

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10. Click Accept and **Continue**



11. Click Install



12. Click **Continue**

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13. Click **Done**



5 Download OpenScenegraph

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5. Download the code

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6 Install OpenScenegraph with Qt Creator

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2. Open CMakeLists.txt, which is on OpenScenegraph root in Qt Creator



3. Select Configure Project





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•	Manually-specified variables were not used by the project: QT_QMAKE_EXECUTABLE
h	CMake Project was parsed successfully.

4. Build the project by clicking on the hammer

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5. Install the libraries for all users with sudo make install in the build folder of *OpenScenegraph* (if you have root access)

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7 Install PoLAR

1. Download \mathbf{PoLAR} using GIT:

git clone https://scm.gforge.inria.fr/anonscm/git/polar/polar.git

2. Open CMakeLists.txt, which is on polar root in *Qt Creator*



3. Select Configure Project

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4. Build the project by clicking on the hammer



- 8 Make your own program using PoLAR
 - 1. Copy the example **polar/Applications/Simple**
 - 2. Open Simple.pro, which is on Simple root in Qt Creator

3. Select Configure Project

- 4. Build the project by clicking on the hammer
- 5. Run the project by clicking on the green triangle



6. Copy the data folder where the executable file has been produced

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7. Launch it with a command line

