# 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
```
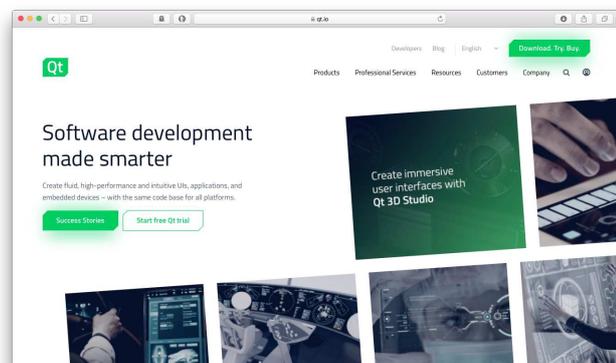
- if using **Windows**, install VisualStudio 2017 RTM (VC14): `https://www.visualstudio.com/`
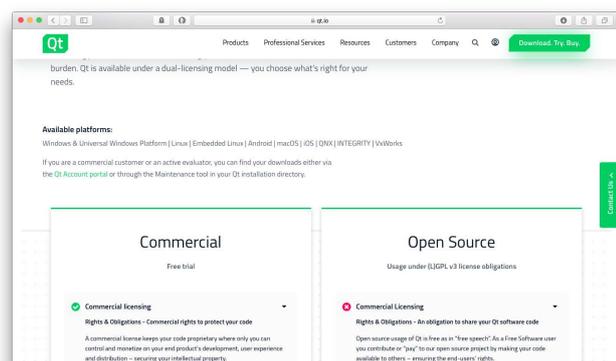
## 2  Install CMake

- If using **Linux**: `apt-get install cmake`

- If using **Mac OS** or **Windows**: install it from the website `https://cmake.org`
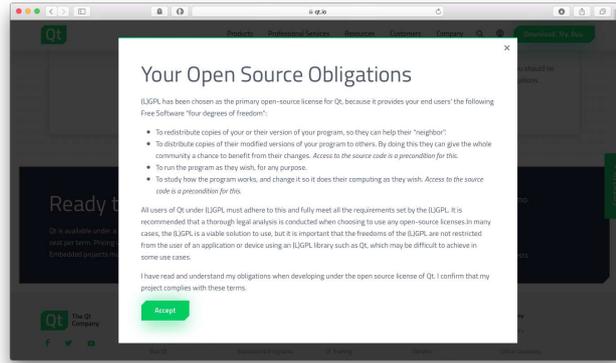
## 3  Download Qt

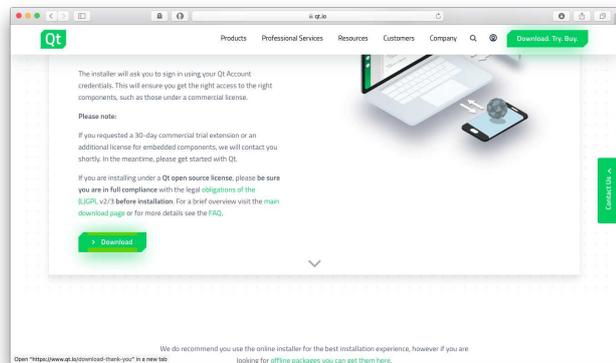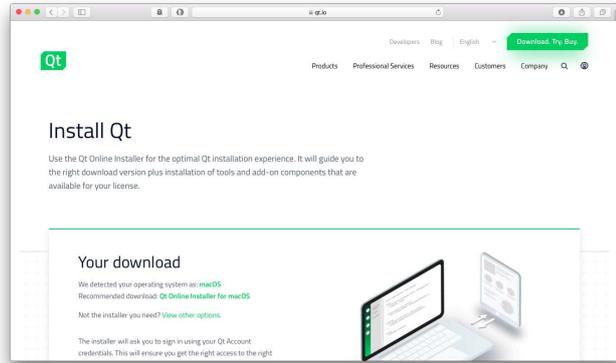1. Go to the webpage and select **Downloads**
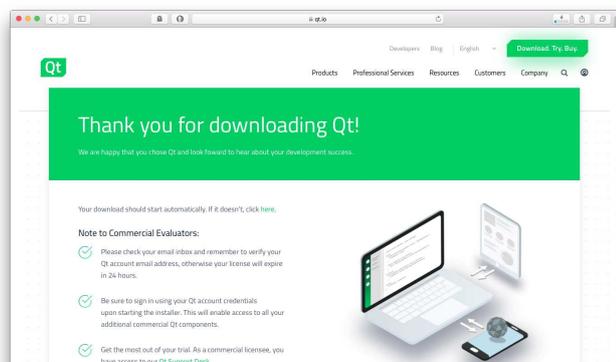


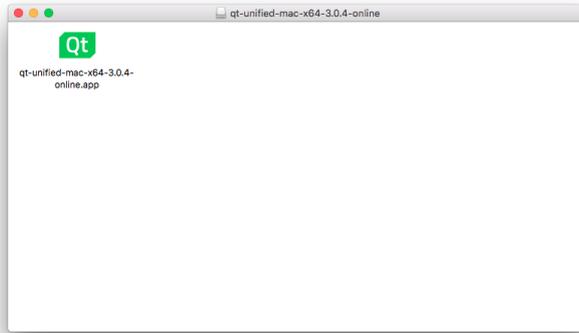2. Click on **Go open Source**

3. Accept
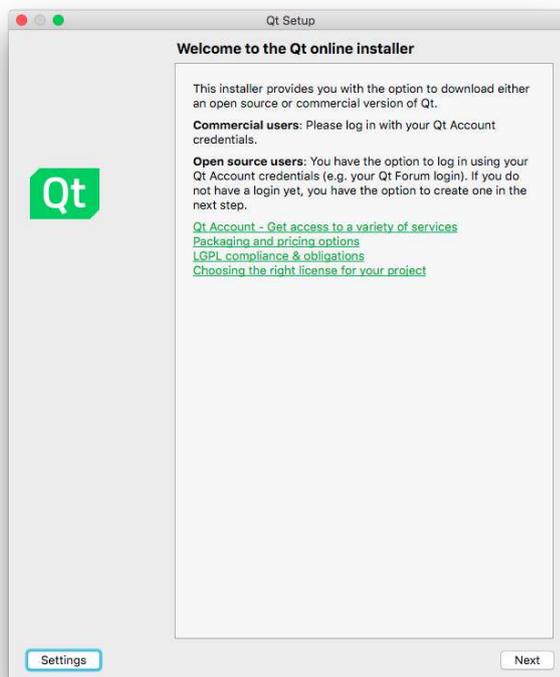


4. Download





5.



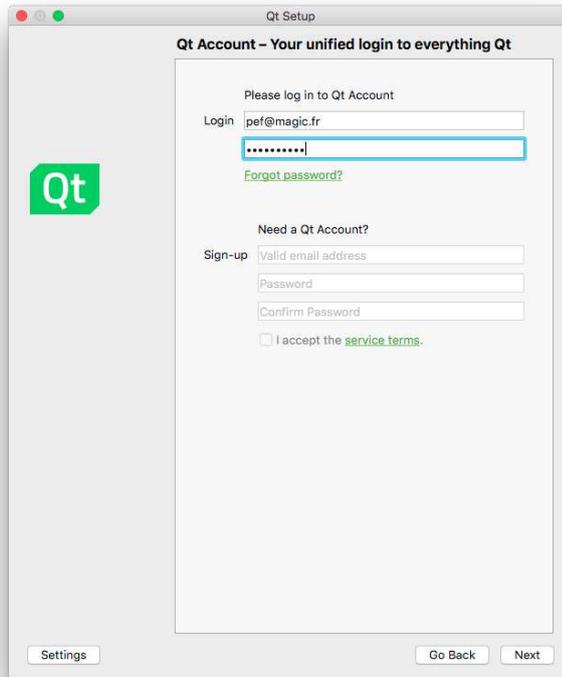# 4   Install Qt

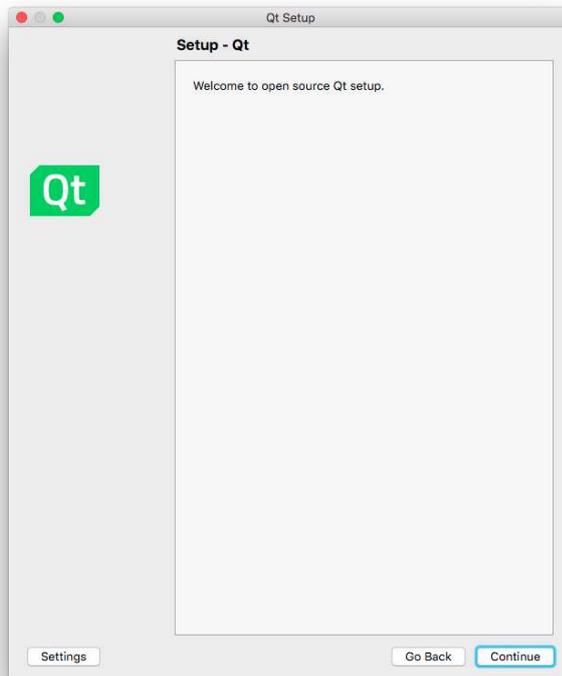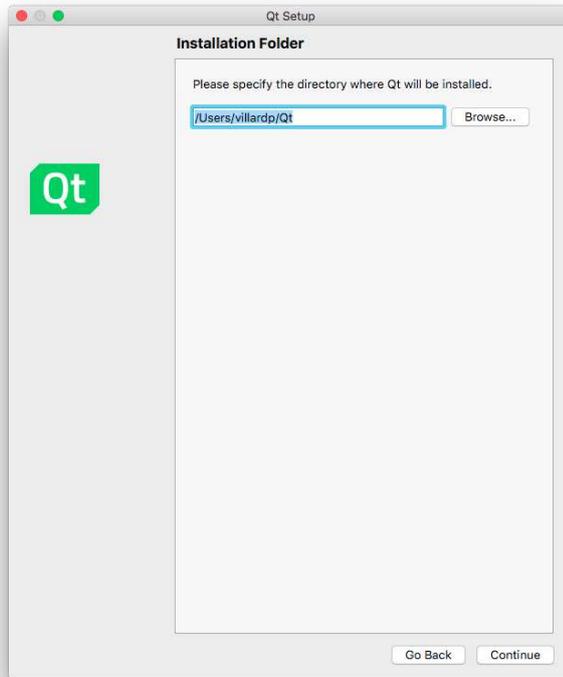1. Double click on the installer

2. SClick **Open** if asked
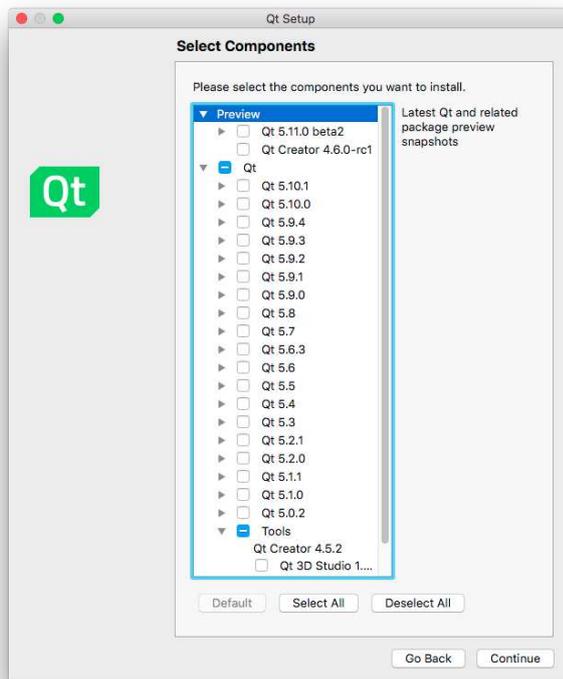


3. **Next**



4. Create or use an account
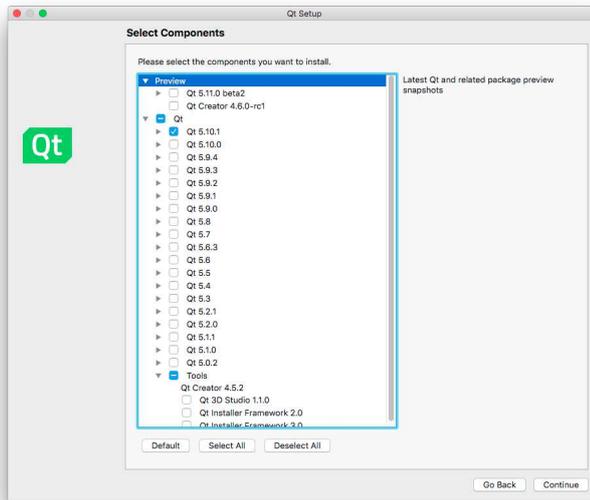
5. **Continue**
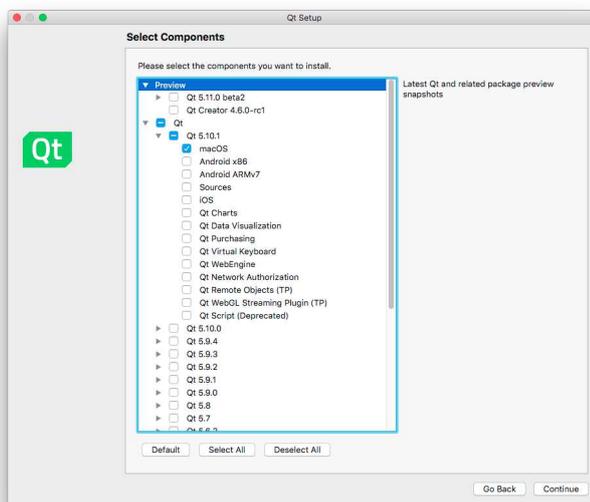


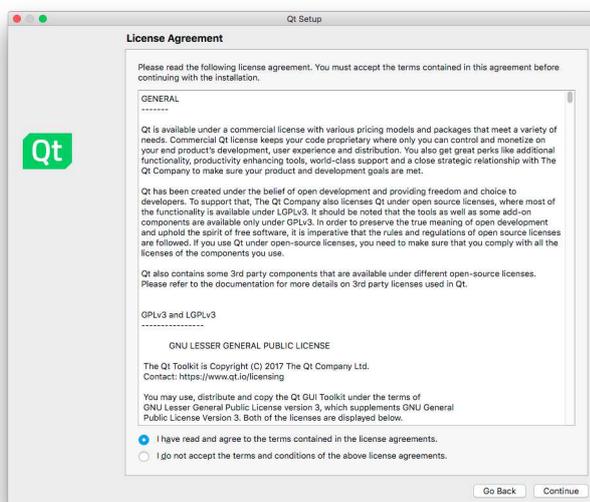6. Select a path and **Continue**

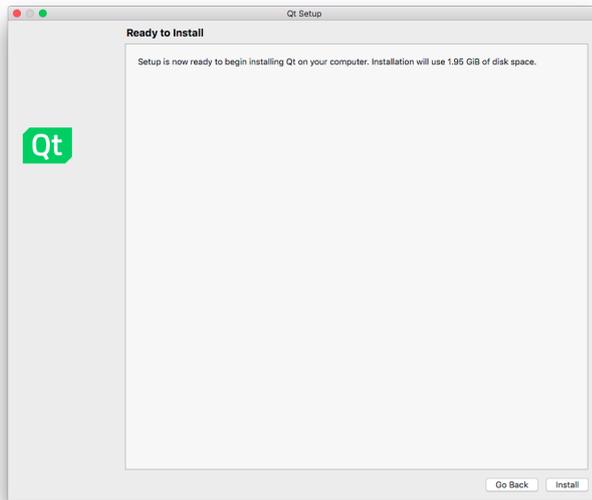7. Unselect everything



8. Only select the latest Qt available

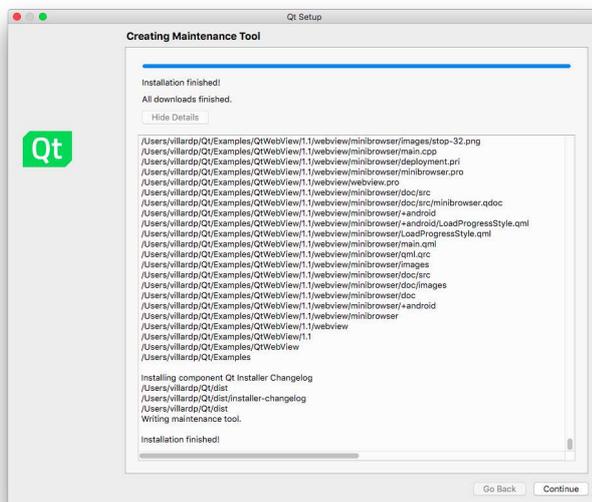9. Only select it for your operating system and **Continue**



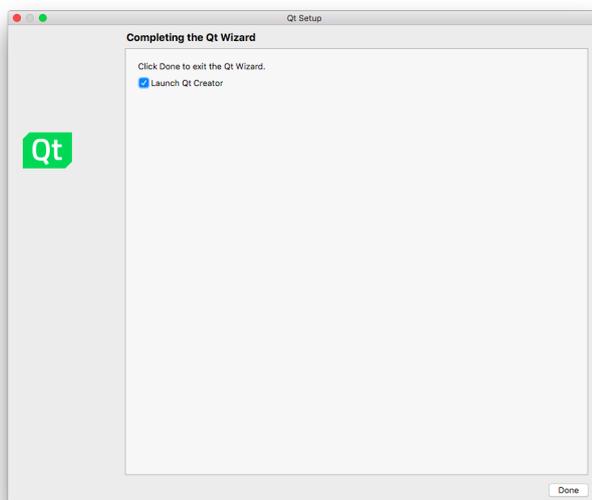10. Click Accept and **Continue**
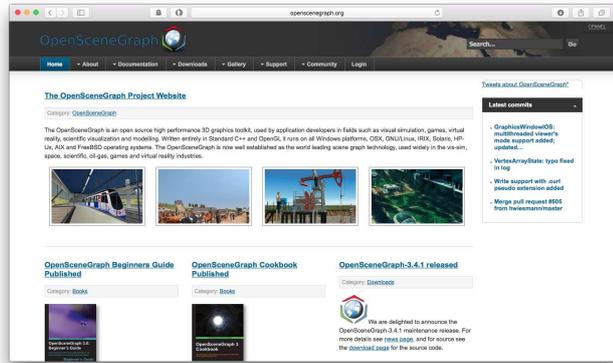


11. Click **Install**
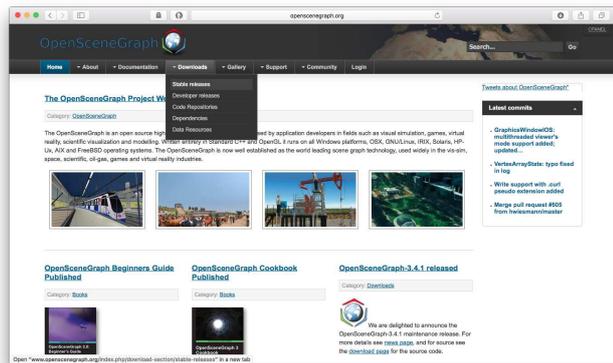
12. Click **Continue**
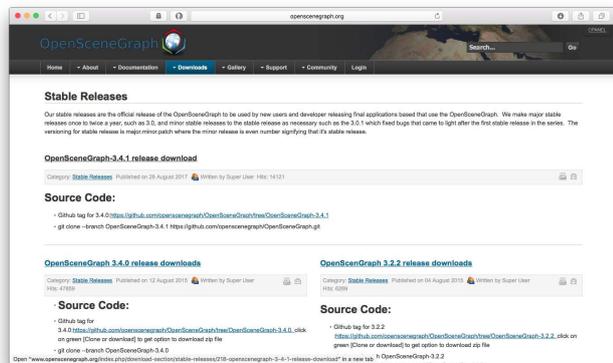


13. Click **Done**
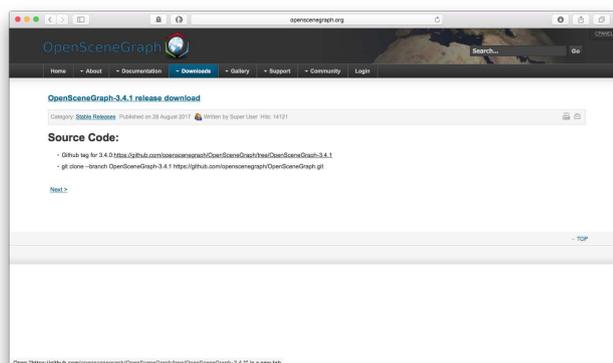


# 5   Download OpenScenegraph

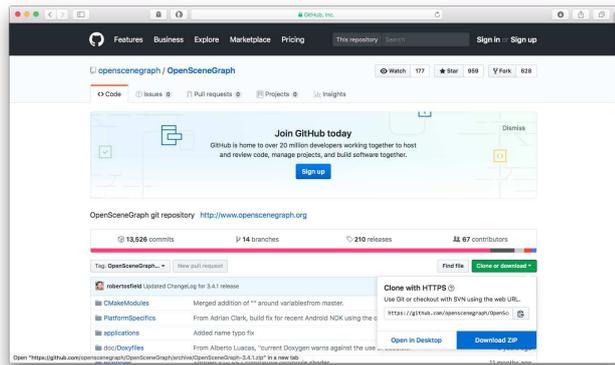1. Go to the webpage

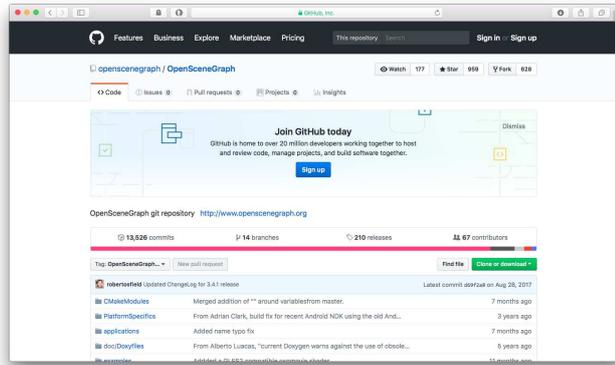2. Select **Downloads → Stable releases**



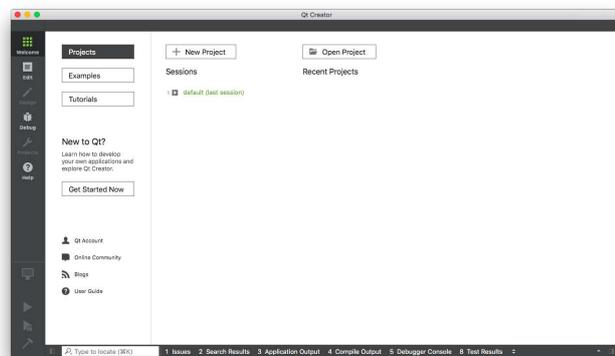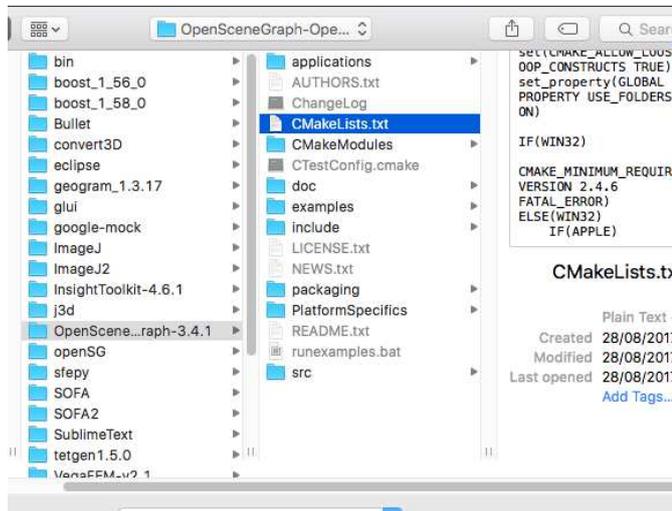3. Select the first github link



4. Select the github link



5. Download the code

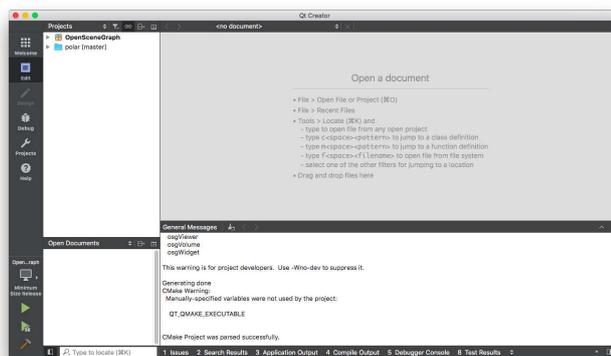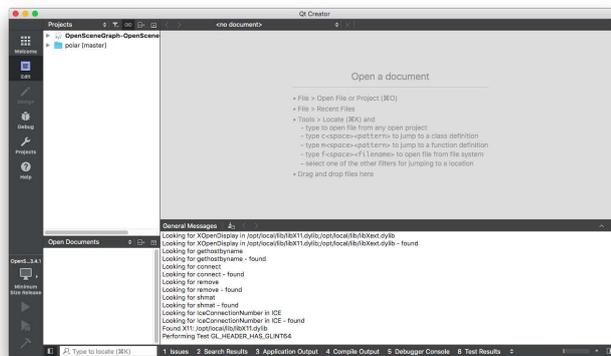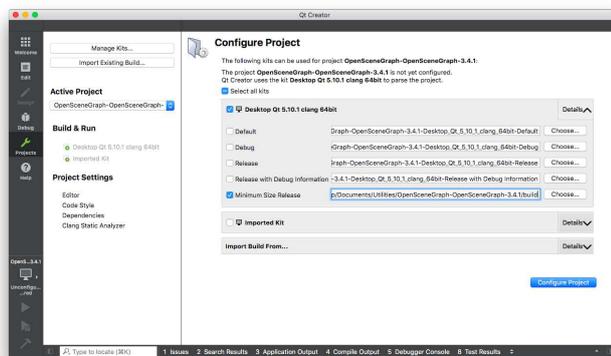# 6   Install OpenScenegraph with Qt Creator

1. Launch **Qt Creator**



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

3. Select **Configure Project**







4. Build the project by clicking on the hammer

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





# 7   Install PoLAR

1. Download **PoLAR** using GIT:

   ```
   git clone https://scm.gforge.inria.fr/anonscm/git/polar/polar.git
   ```
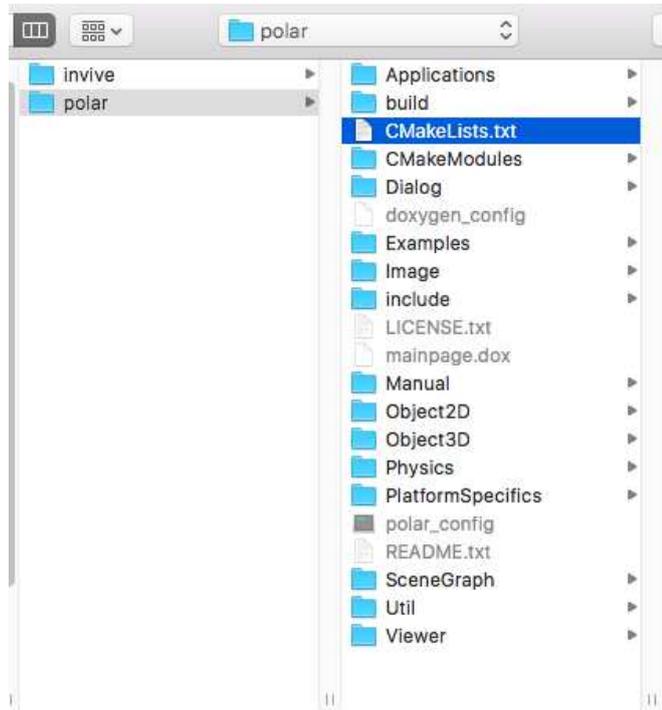
2. Open `CMakeLists.txt`, which is on polar root in *Qt Creator*

3. Select **Configure Project**
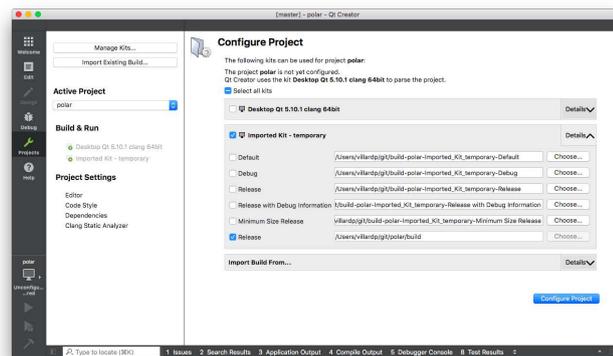


4. Build the project by clicking on the hammer
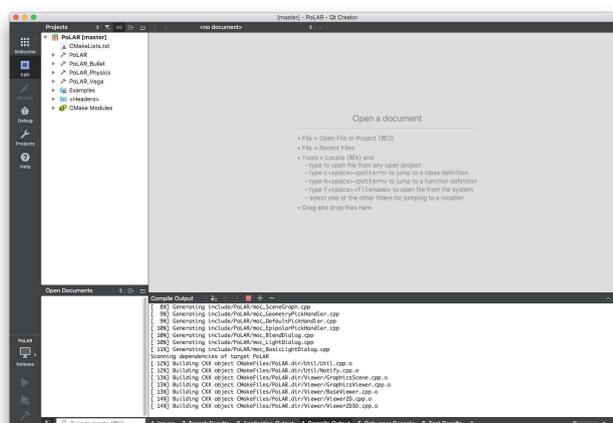


# 8    Make your own program using PoLAR

1. Copy the example **polar/Applications/Simple**
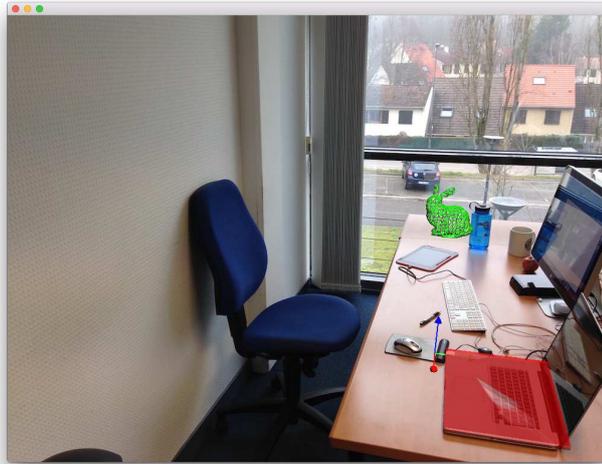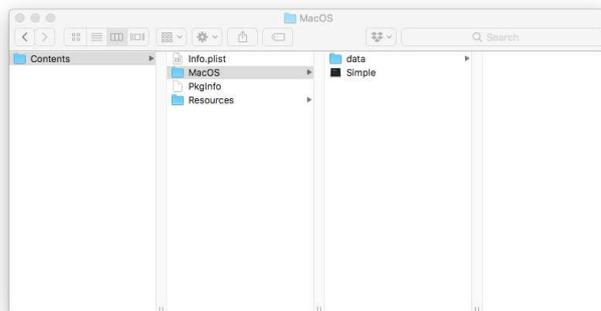
2. Open `Simple.pro`, which is on *Simple* root in *Qt Creator*

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



7. Launch it with a command line