

Installation vom ARToolKit

(Anleitung von <http://www.hitl.washington.edu/artoolkit/>, mit Ergänzungen)

Software runterladen

- VisualStudio 2008 → [MSDNAA](#)
- SP1 für VisualStudio → [MSDNAA](#)
- DirectX SDK (March 2009) → [DirectX SDK](#)
- ARToolKit 2.72 → [SourceForge](#)
- DSVL 0.0.8b → [SourceForge](#)
- OpenVRML 0.14.3 → [OpenVMRL](#)
- Vorkompilierte .lib's → [.lib's](#)

ARToolKit installieren

1. Unpack the ARToolKit zip to a convenient location. This location will be referred to below as {ARToolKit}.
2. Unpack the DSVideoLib zip into {ARToolKit}. Make sure that the directory is named "DSVL".
3. Copy the files DSVL.dll and DSVLd.dll from {ARToolKit}\DSVL\bin into {ARToolKit}\bin.
4. Install the GLUT DLL into the Windows System32 folder, and the library and headers into the VS platform SDK folders.
 - a. Set {ARToolKit}\DSVL\src and {ARToolKit}\lib as directories for headers and libraries (Tools --> Options --> Projects & Solutions --> VC++ Directories --> "Include Files" for src, "Library files" for lib)
5. Run the script {ARToolKit}\Configure.win32.bat to create include/AR/config.h.
6. Open the ARToolKit.sln file (VS.NET) or ARToolkit.dsw file (VS6).
 - a. Open the solution and convert it --> maybe "some warnings"
7. Build the toolkit.
 - a. Switch to "Release" mode
 - b. Build twice to resolve an error concerning "libAR"

VRML-Loader installieren

The VRML rendering library and example (libARvrml & simpleVRML) are optional builds:

8. Unpack the OpenVRML zip (OpenVRML.zip) into {ARToolKit}.
9. Copy js32.dll from {ARToolKit}\OpenVRML\bin into {ARToolKit}\bin.
10. Vorkompilierte libs (lib.zip) in {ARToolKit}\lib kopieren
11. Enable the libARvrml and simpleVRML projects in the VS configuration manager and build.