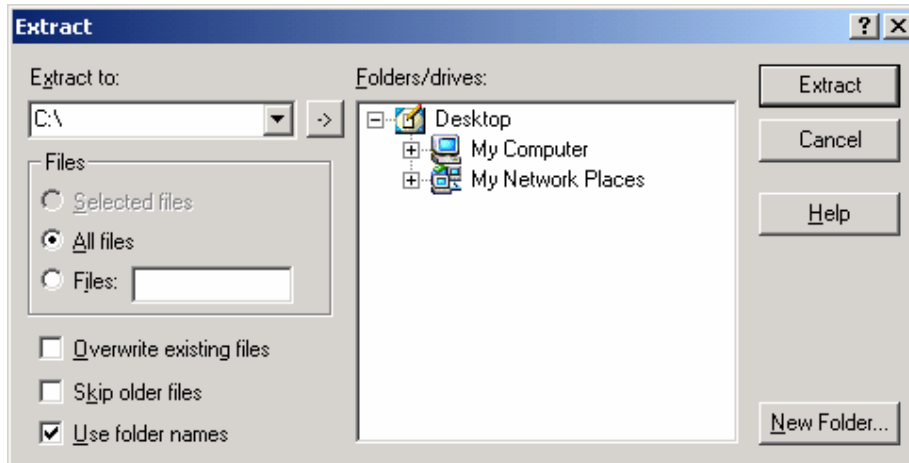
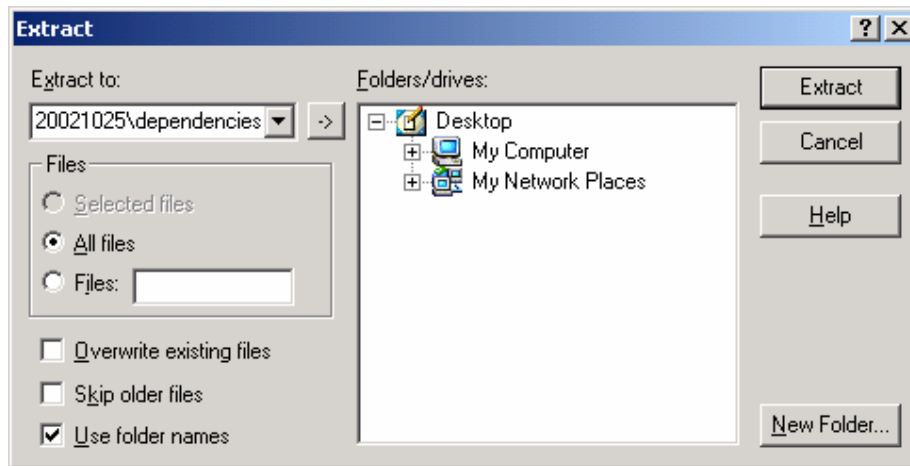


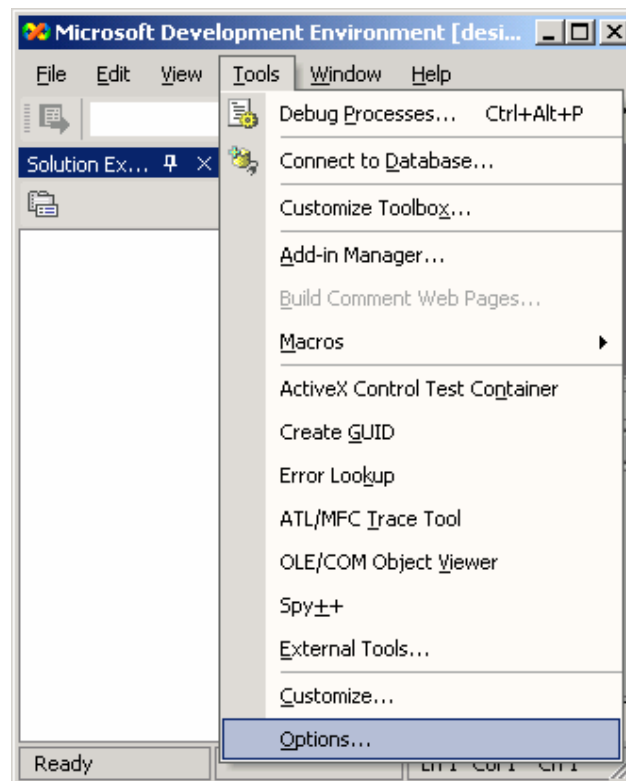
1. Download the current binary or source version of the AMIRE framework (Framework-package and the Default-Plug-ins-package):
<http://webster.fhs-hagenberg.ac.at/amire/development.html>
2. Extract the “.zip” file of the source or the binary distribution to the location where the new AMIRE directory should be located. When you extract the zip file to “C:\” for example the AMIRE directory will be “C:\AMIRE-?.?.?-????????” (the “?” characters represents the version number and snapshot date). Further the dependencies directory will be created at the following location: “C:\AMIRE-?.?.?-????????\dependencies”



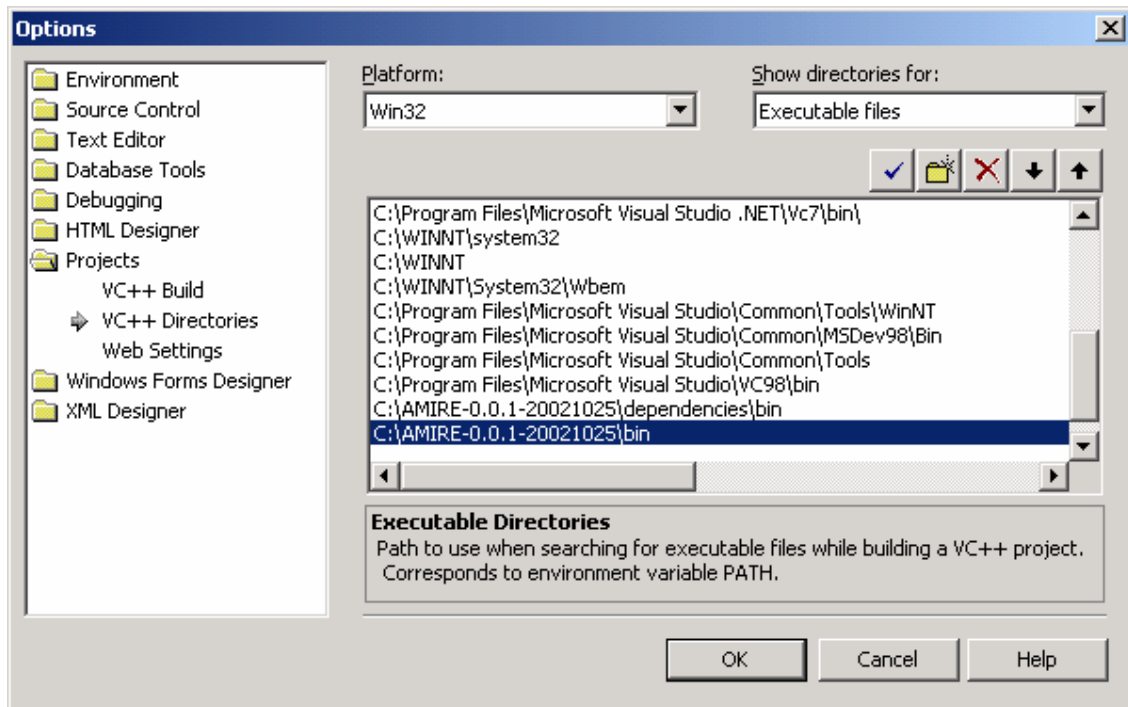
3. Download the framework dependencies for the current version of the AMIRE framework:
<http://webster.fhs-hagenberg.ac.at/amire/development.html>
We recommend that you download and install all dependency files. Therefore you have one very large “.zip” file containing all dependencies or smaller “.zip” files containing packages of a dependency library. When your internet connection is stable enough you should install the large package containing all dependencies.
4. Extract the dependency “.zip” files to directory “AMIRE-?.?.?-????????\dependencies”.



5. After the installation of all required files you have to configure Microsoft Visual Studio Development Environment. This can be done by starting it and opening the “Options” dialog.



6. Then you must select the “Projects” folder and its subfolder “VC++ Directories” and add the “AMIRE-?.?.?-????????\dependencies\bin” and “AMIRE-?.?.?-????????\ bin” paths to the “Executable files” directory, which can be chosen by the “Show directories for:” field.

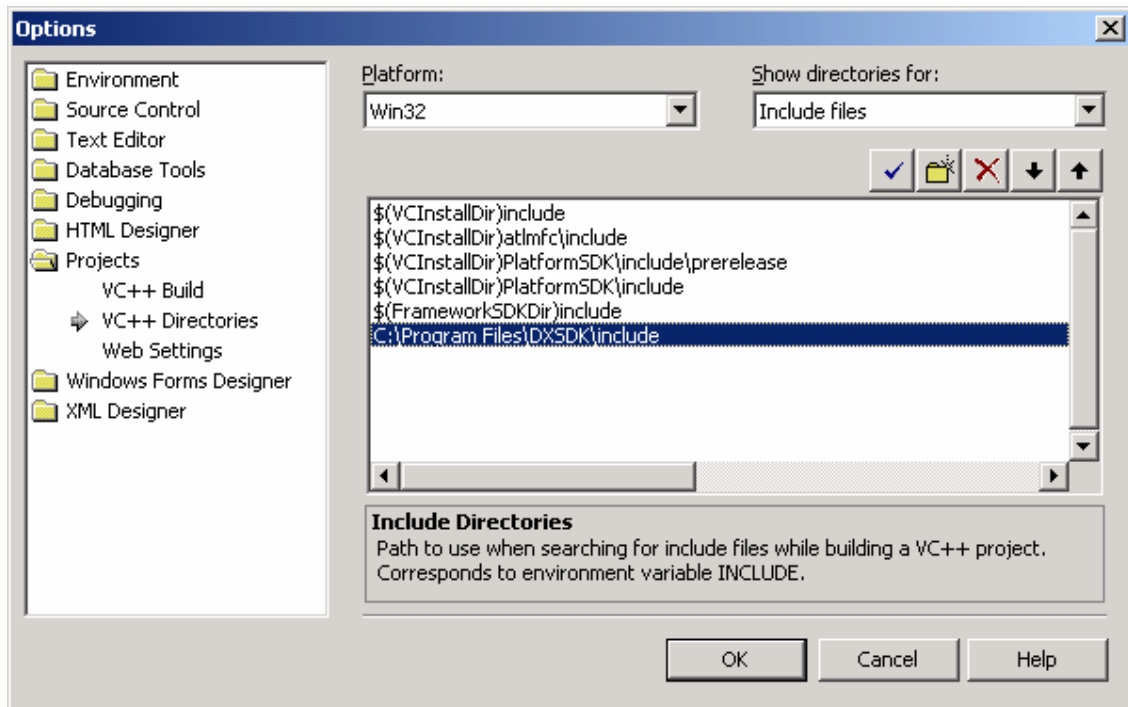


7. After this you must change the directory from “Executable files” to “Include files”. Ensure that the DirectX SDK include directory is included in the include path (e.g. “C:\Program Files\DXSDK\include”) and the “\$(VCInstallDir)atlmfc\include” entry is also part of this list. When you cannot find the include directory of DirectX you should check if you have installed the DirectX SDK (The normal version of DirectX is only a runtime version!). It can be found under the following link:

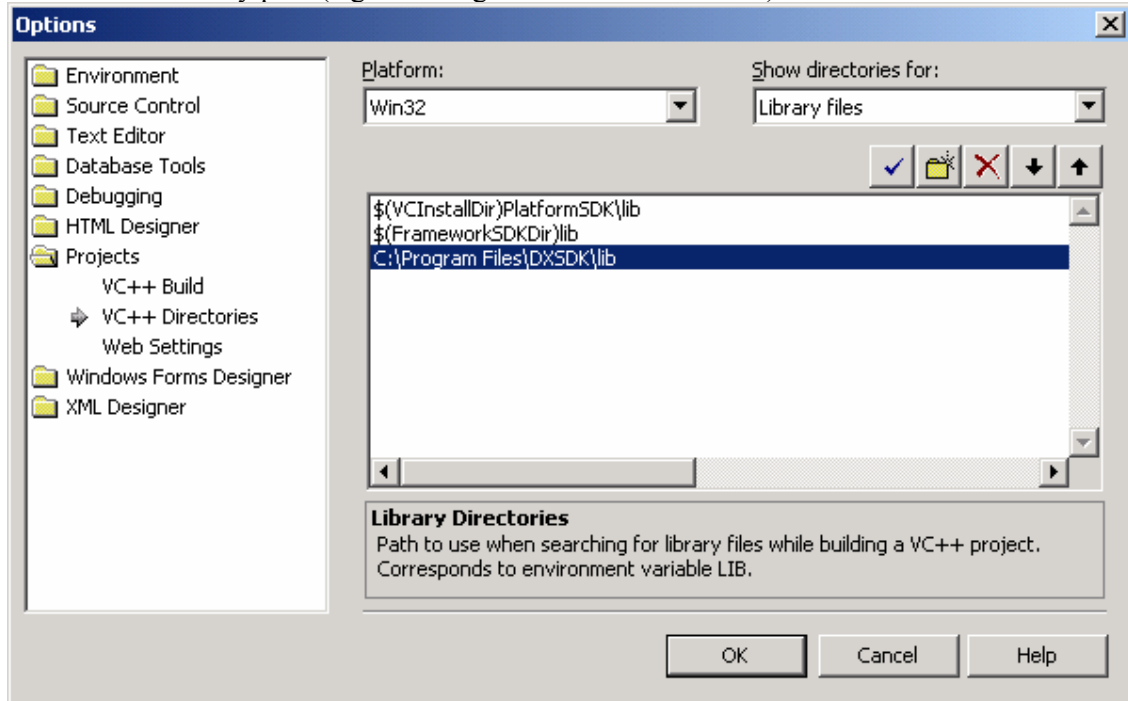
DirectX 8.1b SDK:

http://download.microsoft.com/download/DirectX/Patch/8.1b/W982KMeXP/EN-US/DX81b_SDK.exe

DirectX 9.0 SDK: <http://download.microsoft.com/download/8/0/e/80ebbf72-fc51-4799-a2f4-7fcca37b8bb3/dx9sdk.exe>



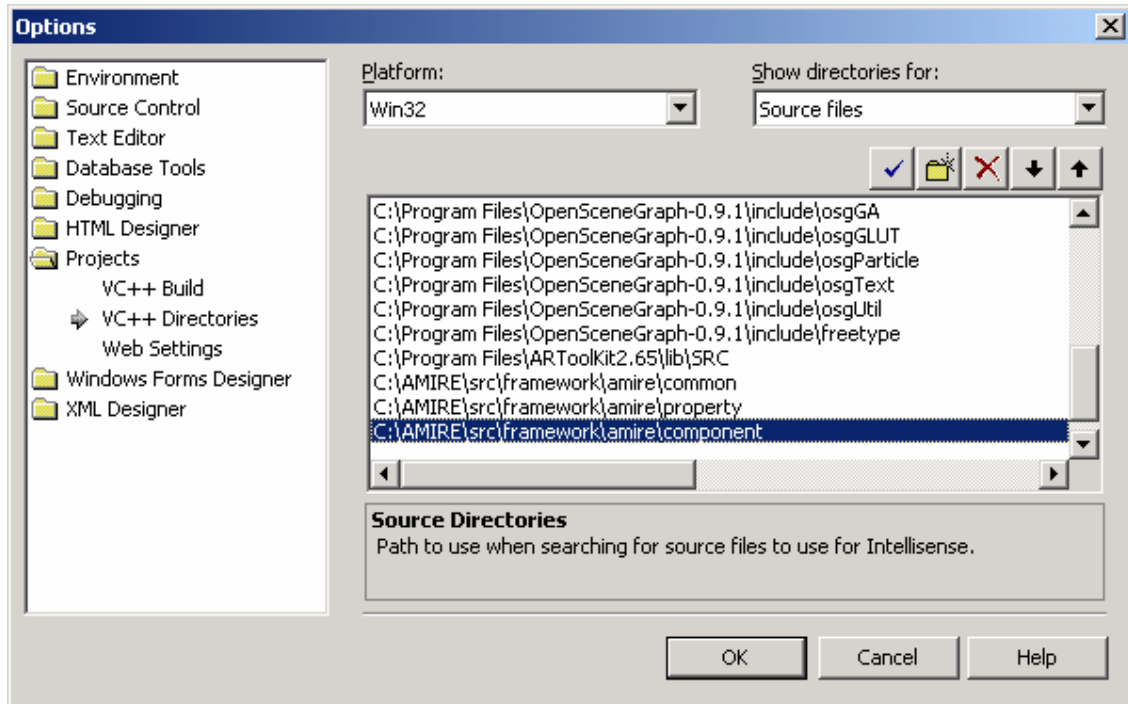
8. After the configuration of the include path you must control the library path. The directory containing the ".lib" files of the DirectX SDK must be contained in the library path (e.g. "C:\Program Files\DXSDK\lib").



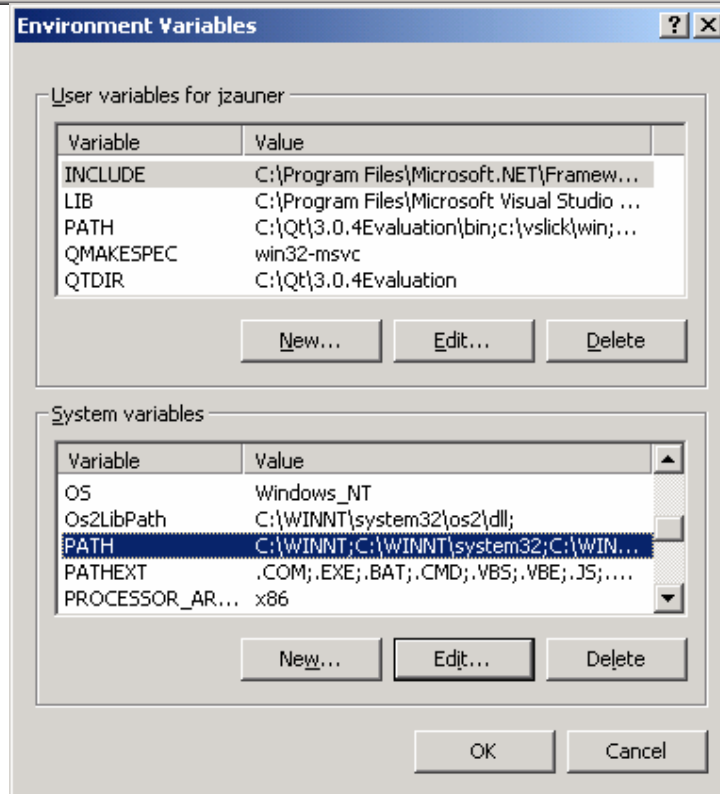
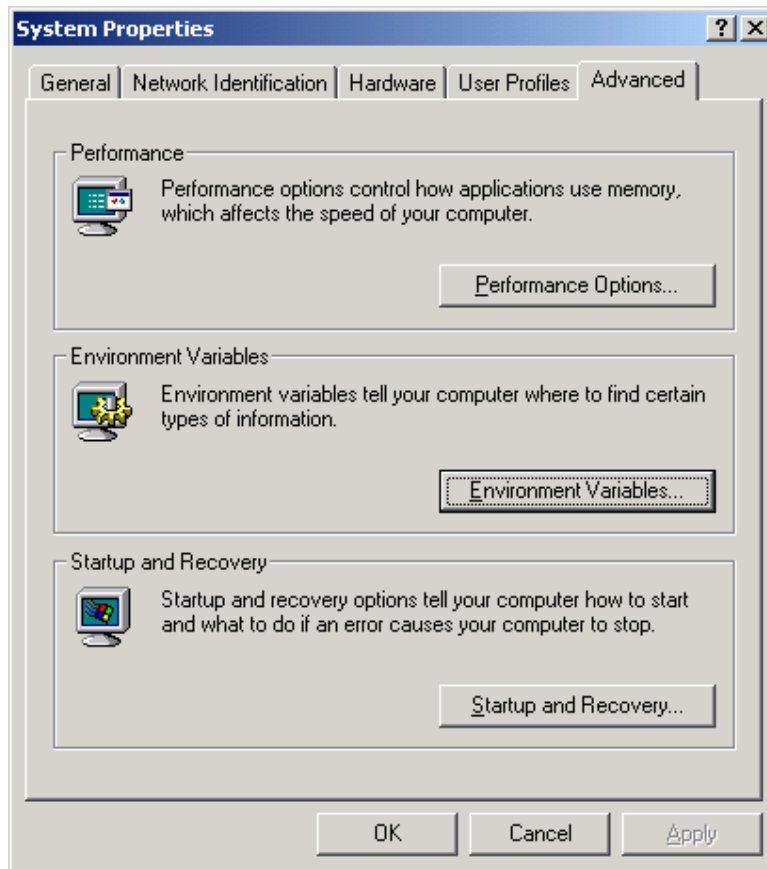
9. The last path that must be configured is the source path. You are not able to step into a method of a dependency library when the sources for this method

are not contained in the source path. This means you must add all source paths of Open SceneGraph, ARToolKit and the AMIRE framework. Therefore you should download the original source packages of the dependency libraries and install them where you want (this is only necessary when you want to step inside methods of this libraries during debugging). We recommend that you add at least the AMIRE framework to the source path. We have included for example the following source directories:

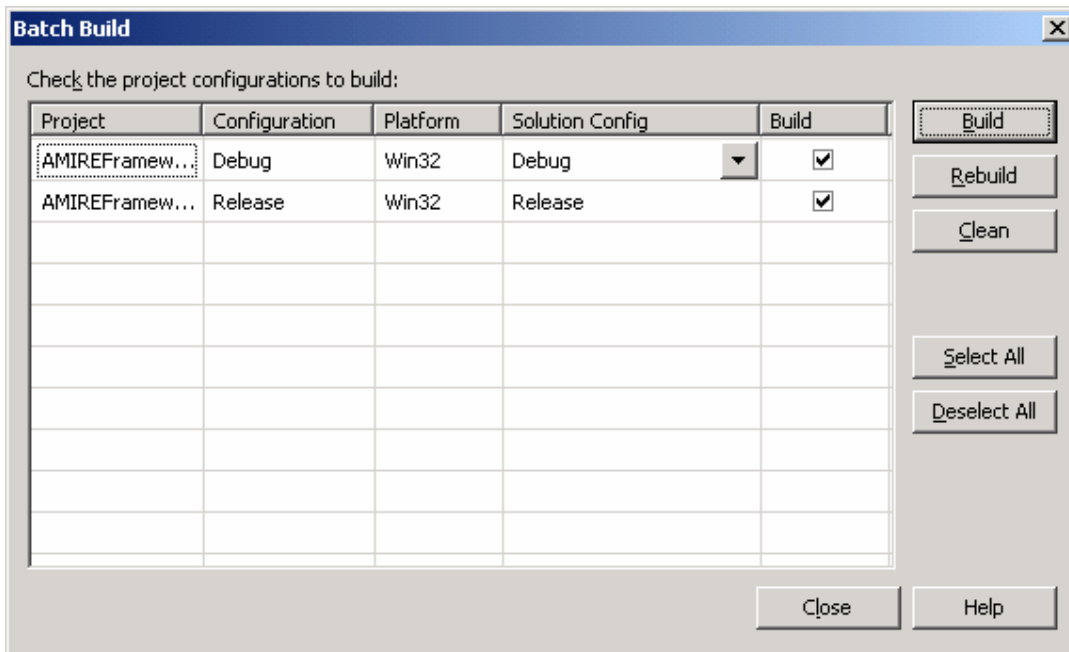
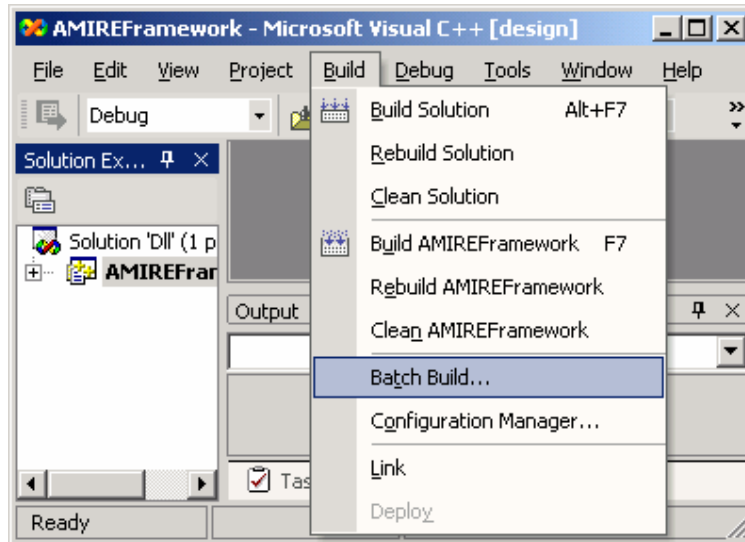
```
C:\Program Files\OpenSceneGraph-0.9.3\src
C:\Program Files\OpenSceneGraph-0.9.3\src\osg
C:\Program Files\OpenSceneGraph-0.9.3\src\osgDB
C:\Program Files\OpenSceneGraph-0.9.3\src\osgGA
C:\Program Files\OpenSceneGraph-0.9.3\src\osgGLUT
C:\Program Files\OpenSceneGraph-0.9.3\src\osgParticle
C:\Program Files\OpenSceneGraph-0.9.3\src\osgPlugins
C:\Program Files\OpenSceneGraph-0.9.3\src\osgText
C:\Program Files\OpenSceneGraph-0.9.3\src\osgUtil
C:\Program Files\OpenSceneGraph-0.9.3\include
C:\Program Files\OpenSceneGraph-0.9.3\include\osg
C:\Program Files\OpenSceneGraph-0.9.3\include\osgDB
C:\Program Files\OpenSceneGraph-0.9.3\include\osgGA
C:\Program Files\OpenSceneGraph-0.9.3\include\osgGLUT
C:\Program Files\OpenSceneGraph-0.9.3\include\osgParticle
C:\Program Files\OpenSceneGraph-0.9.3\include\osgPlugins
C:\Program Files\OpenSceneGraph-0.9.3\include\osgText
C:\Program Files\OpenSceneGraph-0.9.3\include\osgUtil
C:\Program Files\OpenSceneGraph-0.9.3\include\freetype
C:\Program Files\ARToolKit2.65\lib\SRC
C:\AMIRE-?.?.?-????????\src\framework\amire\common
C:\AMIRE-?.?.?-????????\src\framework\amire\property
C:\AMIRE-?.?.?-????????\src\framework\amire\component
```



10. Further add the “AMIRE-?.?.?-????????\dependencies\bin” and “AMIRE-?.?.?-????????\ bin” directories to the environment variable PATH.

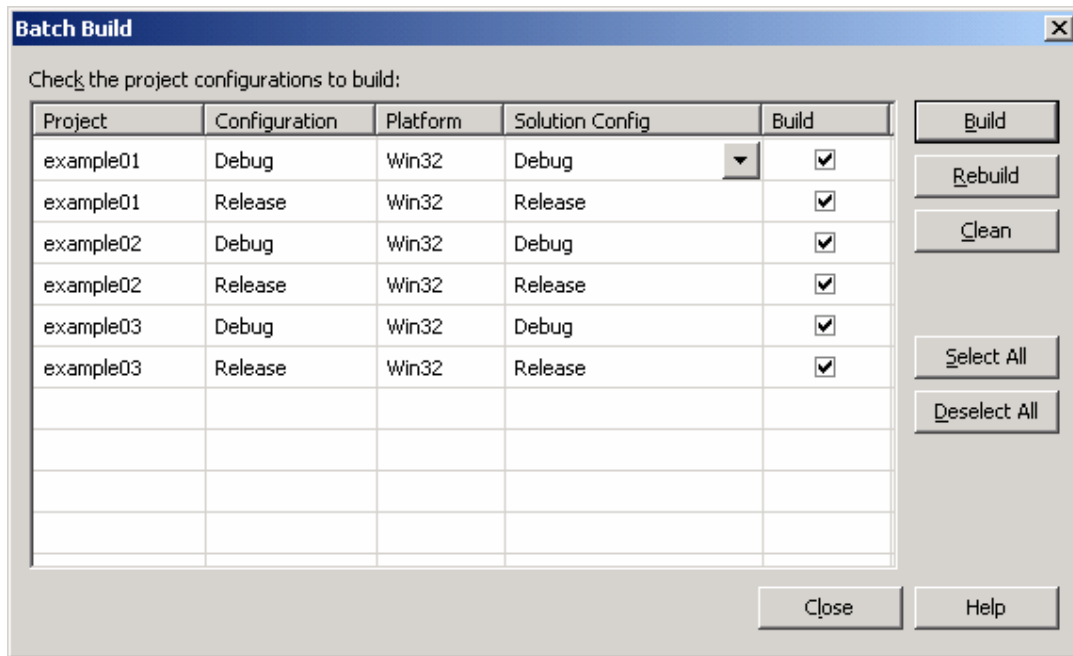


11. When you have installed the binary distribution you are finished with the installation and configuration of the AMIRE framework.
12. Otherwise you have to compile the AMIRE framework and its examples. Therefore you must open the solution file “Dll.sln” that is located in the “C:\AMIRE-?.?.?.-????????\VisualStudio\Framework\Dll” directory.
13. Then you must build the libraries by opening the “Batch Build” dialog, pressing the “Select All” button, pressing the “Clean” button (to ensure that there exists no previous compiled object files) and pressing the “Build” button. On our station the compiling and linking of the “.dll” libraries takes about 7 minutes.



14. To build the examples you have to open the solution file “Examples.sln”, which is located in the “C:\AMIRE-?.?.?.-

???????VisualStudio\Framework\Examples” directory. Like in the previous step you open the “Batch Build” dialog, press the “Select All” button, press the “Clean” button and press the “Build” button to build the examples. On our station the compiling and linking of the examples takes about 2 minutes.



In the the “C:\AMIRE-?.?.?-???????bin” directory you will find batch files for all three examples. “example01d.bat” for example starts the debug version of first example with all required arguments. “example01.bat” for example starts the release version of first example with all required arguments.