

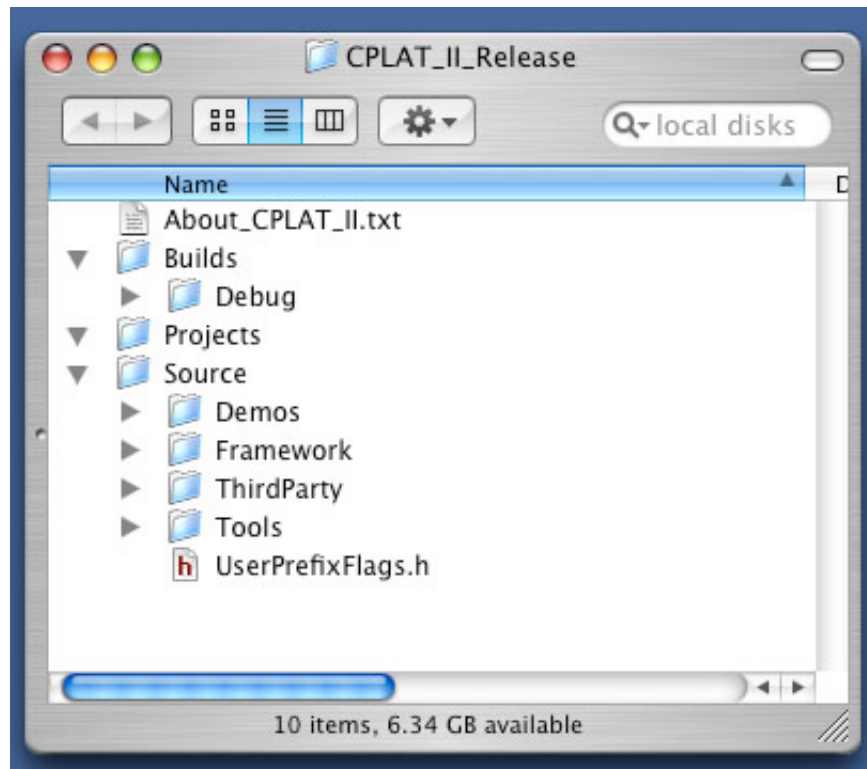
Installation

Overview

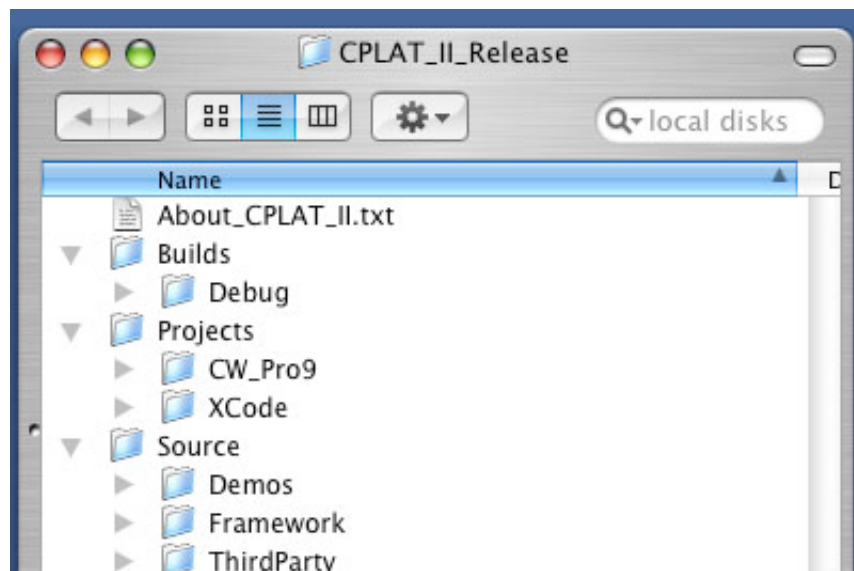
The following section describes the steps necessary to install the CPLAT framework.

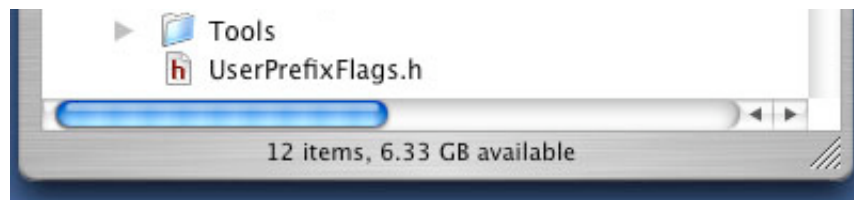
The CPLAT II release has been divided into 2 archives. The first one is the source code for the framework and demos. The second one is for the projects. This division means that you only need to download a small archive containing only the projects you will be using.

Once you download the projects archive, you simply copy the contents into the empty Projects folder that is part of the source release.



In this screen shot, you see the unarchived CPLAT II release.





Next, we see the projects folder with projects for both Codewarrior Pro9 and Apples XCode.

IDE / build environment setup

This next section describes the steps necessary to setup each build environment for building CPLAT applications.

Metrowerks Codewarrior Pro 8.x and 9.x

The only step needed to be done before building the CPLAT demos, tools and libraries is to setup some global source trees, since the paths are relative to these source trees.

The 3 source trees are (only the CPLAT entry is mandatory): CPLAT - this should point to the outer most folder. In the case of the above setup, the source tree should point to the CPLAT_II_Release folder. OpenGL - if you are going to build the CFM versions of the OpenGL demo, then you need to point to the Apple OpenGL SDK (which you need to download from Apples developer site). Windows and Mach use the headers and libraries provided by the OS, so you don't need this entry, unless building for CFM. QT_SDK - you need this one if you are going to build the QuickTime classes under Windows.

Apples XCode

Like Codewarrior, the XCode projects are built with all entries relative to a CPLAT source tree, which you setup, using the preferences of XCode.

Microsofts Visual C++ / Visual .Net

Neither of these environments require anything special. All files are setup to be relative to the project.

UserPrefixFlags.h

The UserPrefFile is included in all precompiled / prefix files, and is designed for the user to be able to customize how they want CPLAT to be built, such as overriding any of the default defines in CPLAT.

If you are building on OSX 10.3, there is a flag `CPLAT_BUILD_OSX_10_3_OR_LATER` that should be defined to 1 to enable features of OSX 10.3 and above to be enabled. If you are building on 10.2 this should not be defined.