

Install PS3 Eye Multi

Description

- this is PS3 Eye Freeframe Plugin for VVVV
- it use cmake to build your projectFiles
- so your projectFiles and your SourceCode is clearly seperated
- you can build your projectFiles for different IDEs (ie. VisualStudio/CodeBlocks)

Requirements:

CL Eye Platform Driver/ CL Eye Platform SDK

- <http://codelaboratories.com/downloads/>

CMAKE 2.6 or grater:

- <http://www.cmake.org/cmake/resources/software.html>
- download and install

for OpenCV use

- download and install
- <http://sourceforge.net/projects/opencvlibrary/files/opencv-win/1.0/>

Configure CMake

- open `PS3EyeMulti-source\source\CMakeLists.txt`

```
PROJECT( ps3EyeFreeFrame CXX C)

MESSAGE(STATUS "-----")
MESSAGE(STATUS "Configuring: ${PROJECT_NAME}")
MESSAGE(STATUS "-----")

CMAKE_MINIMUM_REQUIRED(VERSION 2.6 FATAL_ERROR)

SET(OPENCV1.0_PATH "C:/Program Files (x86)/OpenCV")
SET(CL_EYE_SDK_PATH "C:/Program Files (x86)/Code Laboratories/CL-Eye Platform
SDK")
SET(VVVV_PATH "E:/000_WORK/001_CODING/Vvvv-45beta25.1/bin")

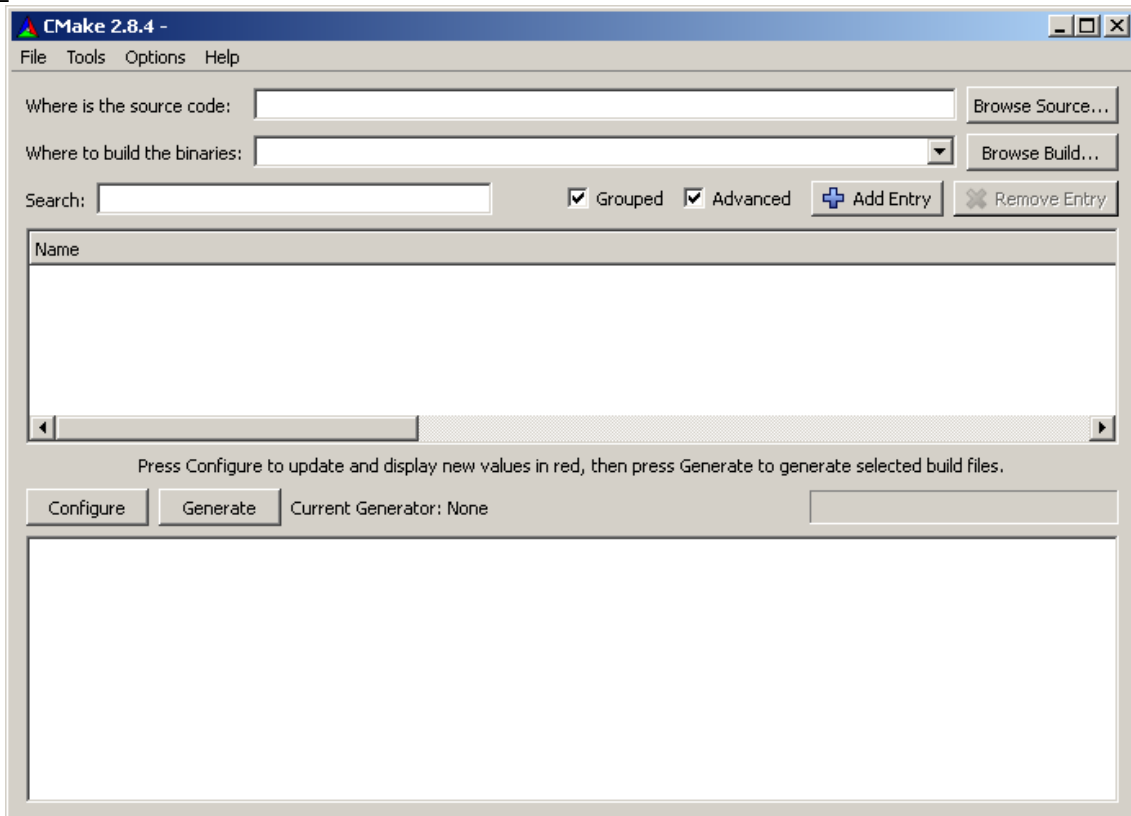
SET(CMAKE_MODULE_PATH "${CMAKE_CURRENT_SOURCE_DIR}/_cmake")
INCLUDE(CommonConfig)
INCLUDE(MacroOptionalAddSubdirectory)

# ADD YOUR PROJECTS HERE

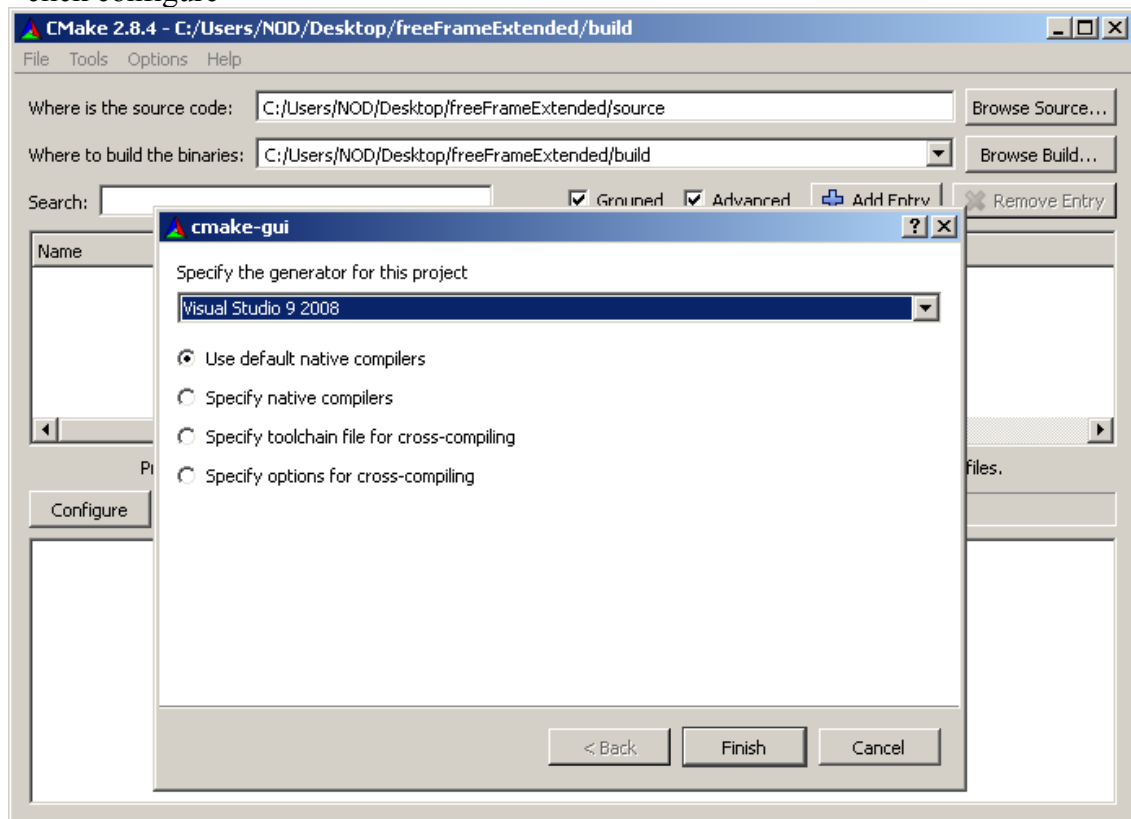
MACRO_OPTIONAL_ADD_SUBDIRECTORY(PS3EyeMulti)
```

- set Path to [OpenCV](#)
- set Path to [CL Eye Platform SDK](#)
- set Path to [vvvv](#)
- if it's true, your IDE (i.e VisualStudio) will copy your Plugin to `<vvvvPath>\freeframe`
- add subdirectories here (is done allready), this will be your Projects

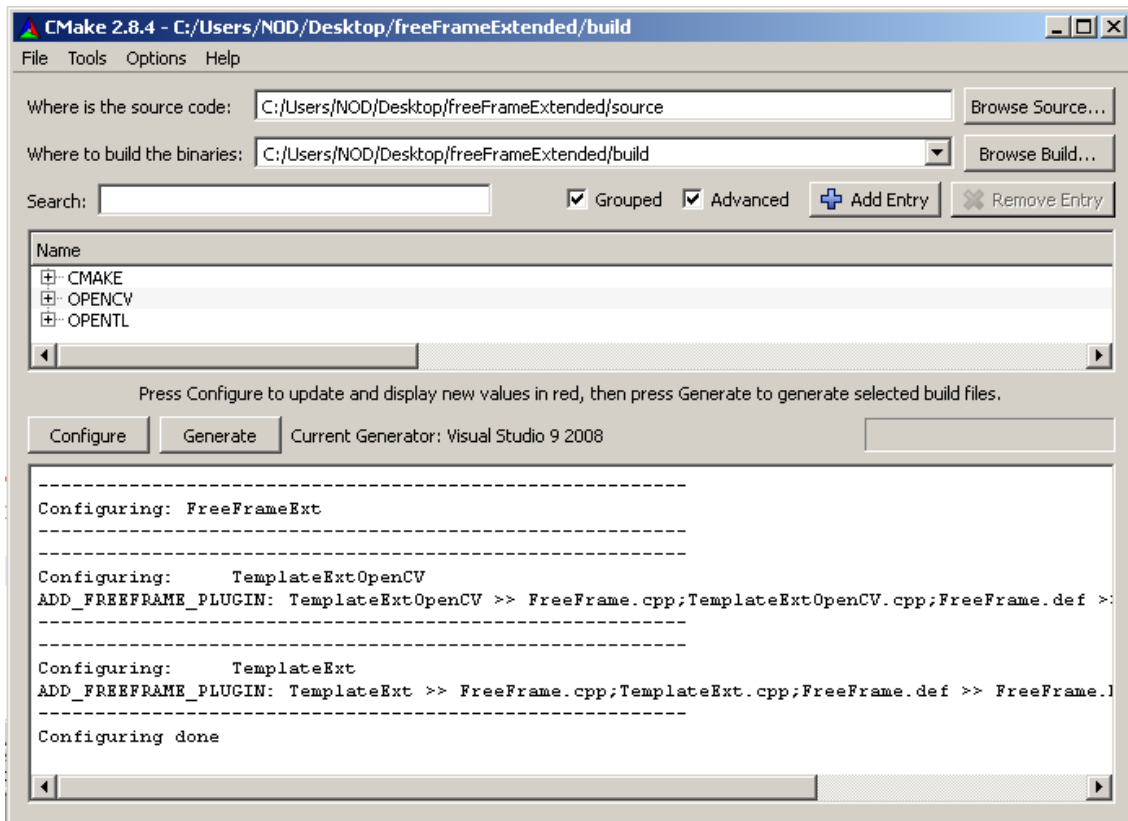
Make



- open CMake (cmake-gui)
- set source to [PS3EyeMulti-source\source](#)
- set build to [PS3EyeMulti-source\build](#)
- click configure



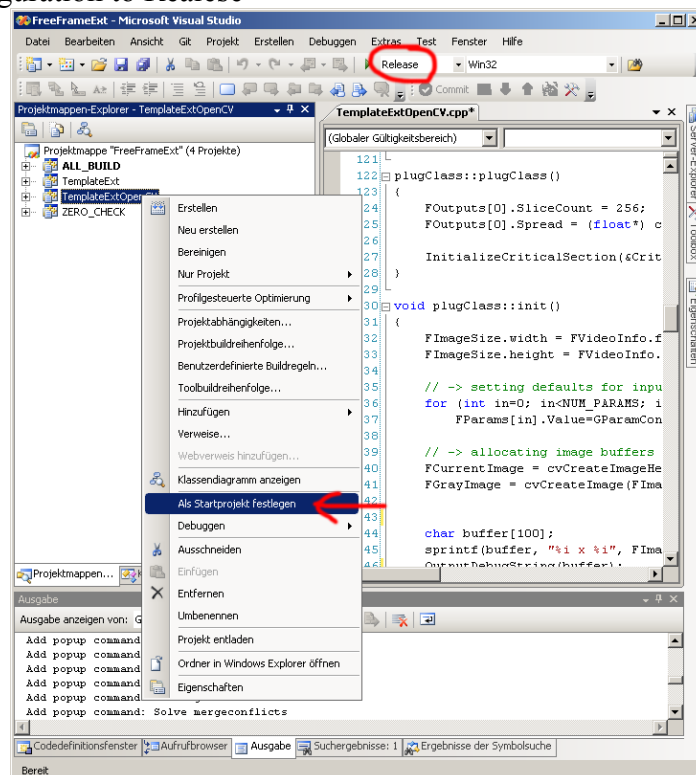
- select you IDE (i.e. VisualStudio) click [Finish](#)



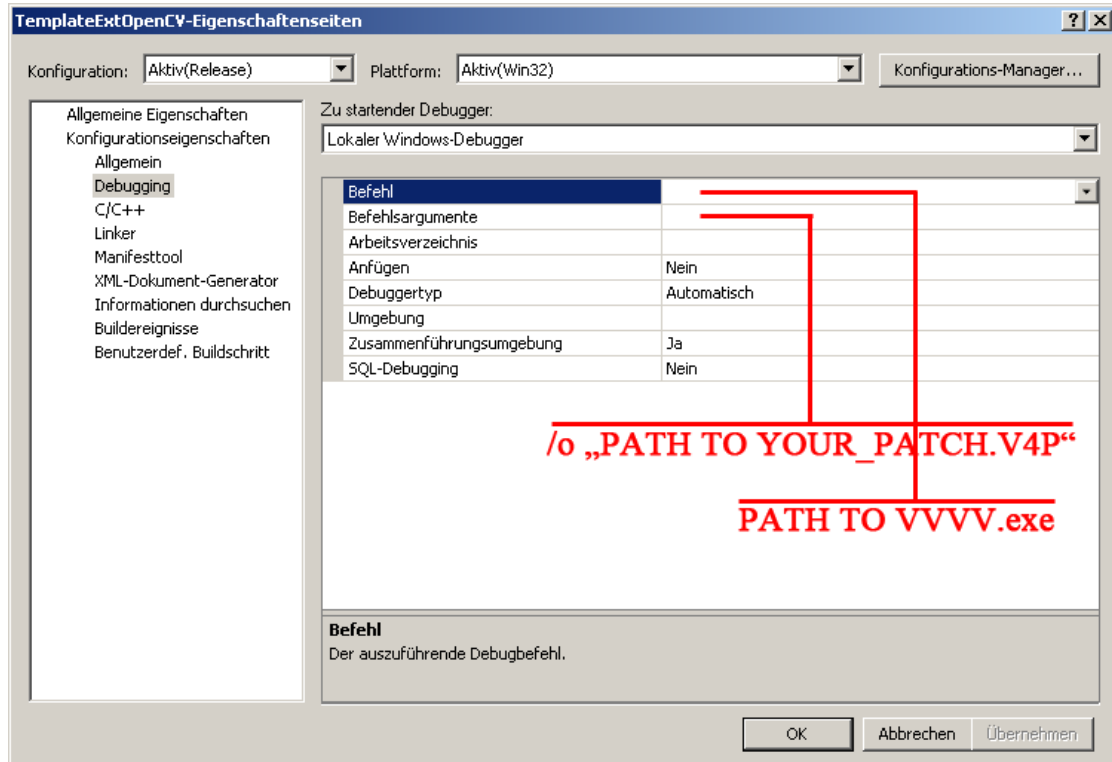
- Click [Generate](#)
- and your VisualStudioProject will be make
- you will find it at
- [PS3EyeMulti-source\build\PS3EyeMulti.sln](#)

Configure VisualStudio

- set your PluginProject to startProject
- set your Configuration to Release



- go to Project-Properties/Debugging/Comand
- set path to vvvv.exe
- set /o "path to your Patch.v4p"
 - COPY [PS3EyeMulti-source\freeframe\PS3EyeMulti help.v4p](#)
 - TO [vvvv\freeframe](#)



- now you can RUN/DEBUG your PlugIn
- hit **F5** the PlugIn will be build to [PS3EyeMulti-source\freeframe](#))
- if you use COPY_TO_VVVV your patch will be open AND DEBUG
- IN CODE USE SOMTHING LIKE THAT TO DEBUG

```
char buffer[100];
sprintf(buffer, "%i x %i", FImageSize.width, FImageSize.height);
OutputDebugString(buffer);
```