Building and Running Greensea Software

All commands are from the Konsole, which you can start by pressing Alt-F2 and typing "Konsole" followed by enter

 Mount repository network drive cd bin ./mount_drives (enter network drive password when prompted)

- 3) Navigate to the directory where you will create this project cd ~/development
- 2) Find the program of interest in the repository (Linux has a very useful shortcut for recalling commands - press the up arrow to start with a past command and edit from there)

svn ls file:///mnt/gssrepos/repos

(scroll through the list until you find the project you want to run and replace project_name below with that project)

svn ls file:///mnt/gssrepos/repos/project_name (you should see branches/ tags/ trunk)

(you should see branches/ tags/ trunk)

svn ls file:///mnt/gssrepos/repository/project_name/branches
(you should see project name wc)

svn ls file:///mnt/gssrepos/repos/project_name/branches/project_name_wc (you should see a list of files and directories)

- 3) Check the program out of the repository svn co file:///mnt/gssrepos/repos/project_name/branches/project_name_wc
- Go to the directory where the program is located cd project_name_wc
- 5) Determine which type of build environment is required

ls

(look one of the following files:

CMakeLists.txt - build with cmake Makefile - if a user interface build with qmake

If you are unsure, you could try either option or ask for help)

6) Build with cmake
 cmake
 make clean
 make -j2 (or replace 2 with the number of processing cores on your computer)

7) Build with qmake

qmake

(if qmake gives as error WARNING:Failure to find: revision.h try running ./linux_svn_version.sh then repeat qmake)

make clean

make -j2 $\,$ (or replace 2 with the number of processing cores on your computer)

8) Run the program

(you should see a file in green with a name that is probably similar to project_name) ./green_file (where green_file is the name of the program from the step above)

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