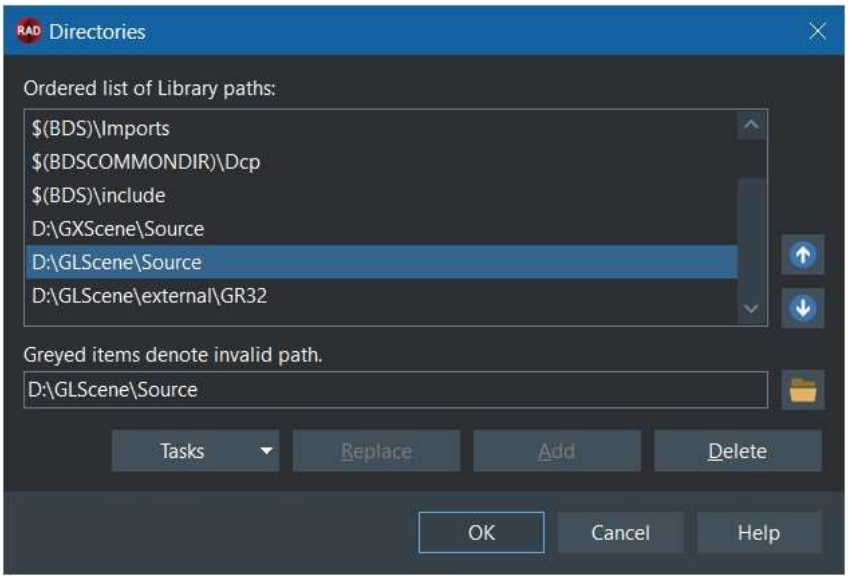
The Installation of GLScene For Embarcadero RAD Studio

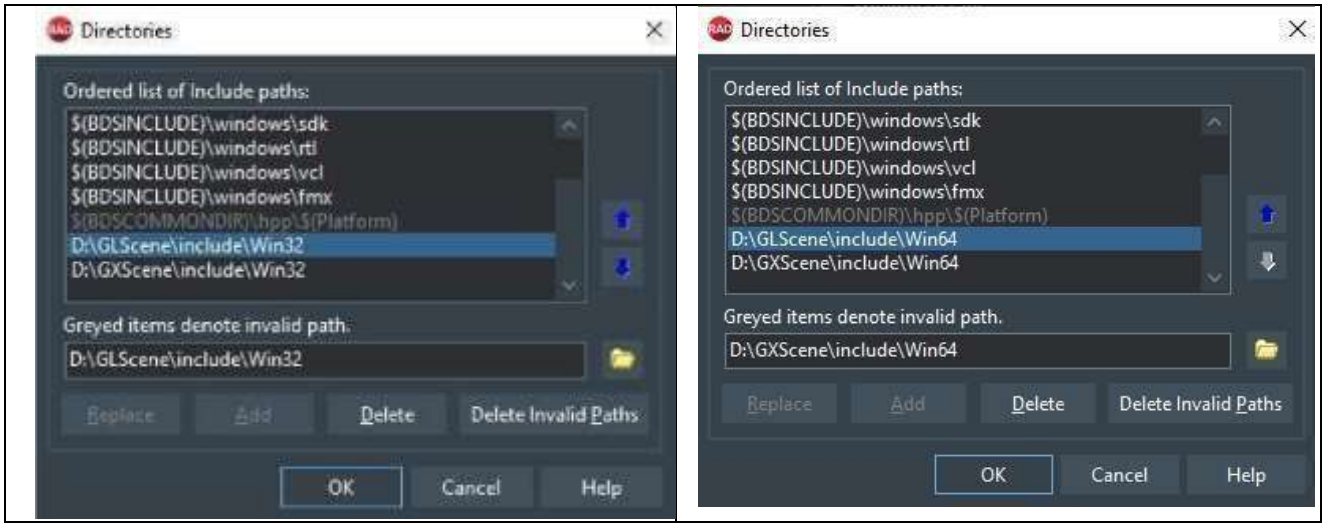
1. Download GLScene source codes from the Sourceforge repository https://svn.code.sf.net/p/glscene/code/ to your disk, e.g. D:\Library\SVN_GLScene. Use TortoiseSVN client or RAD Studio's embedded subversion control system in menu File | Open From Version Control… to check out the code. You may also get the whole current Snapshot of the trunk from code page http://sourceforge.net/p/glscene/code/HEAD/tree/ or download archive zip files with previous releases of GLScene project at the page http://sourceforge.net/projects/glscene/files/
2. Make a copy of the trunk in a separate directory, e.g. in the working directory D:\GLScene, to prevent original sources from occasional changes. You may skip the step if you don't need to update your copy of code from SVN repository further.
3. Run SetupDLLs.bat before installation of packages in directory ..\GLScene\external as administrator to copy third party dynamic libraries into C:\Windows\System32 and C:\Windows\SysWOW64 directories to support 3D sounds (BASS, FMOD, OpenAL), game API (SDL2), nVidia CG shaders and physics (ODE, Newton). In other cases you may place the DLLs in your program.exe directory for calling from your application.

4. Setup Delphi Library Paths in Options dialog. Open Delphi Options Library page and add paths to GLScene sources

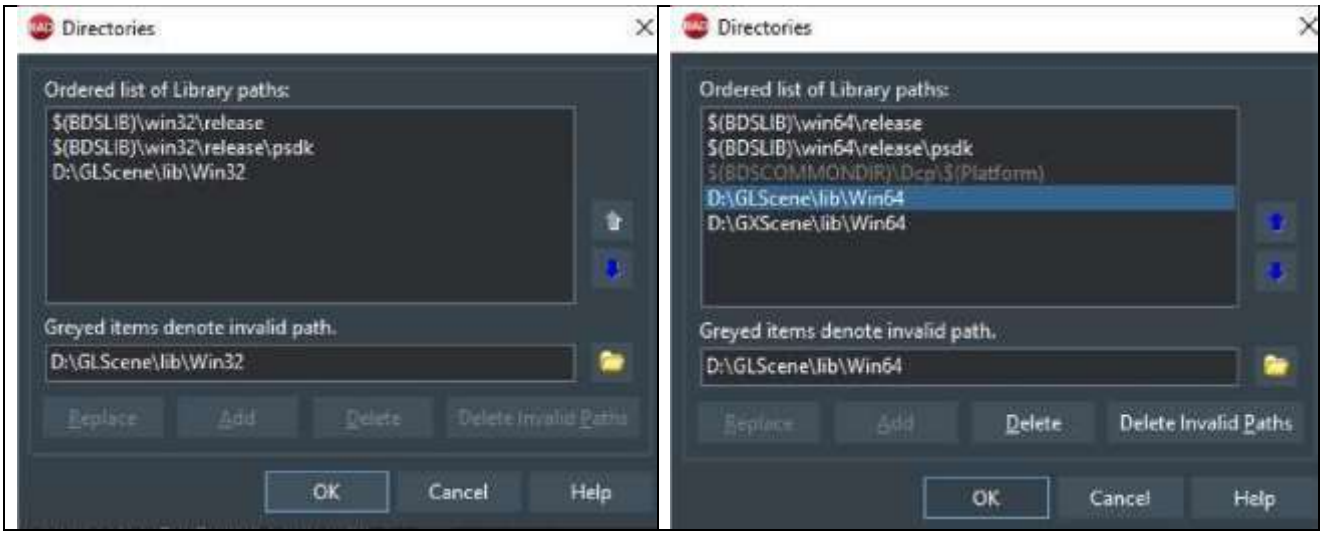


Options for C++Builder

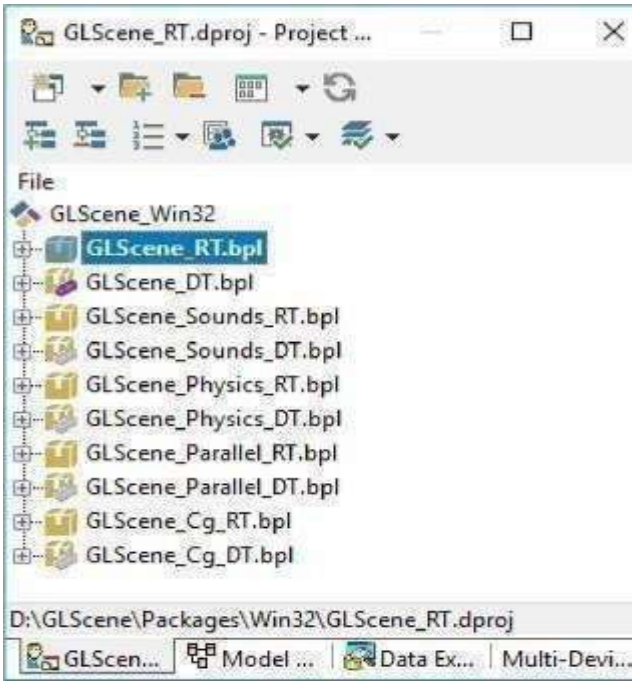
5. Setup C++ Options for C++ Compiler to include HPP files. Open Cpp Options dialog for Paths and Directories and add paths in “System include path” to GLScene’s headers for Win32: and Win64



6. Setup C++ Options for libraries files. Add paths in “Library paths” to lib/bpi files for Win32: and to lib/bpi files for Win64:

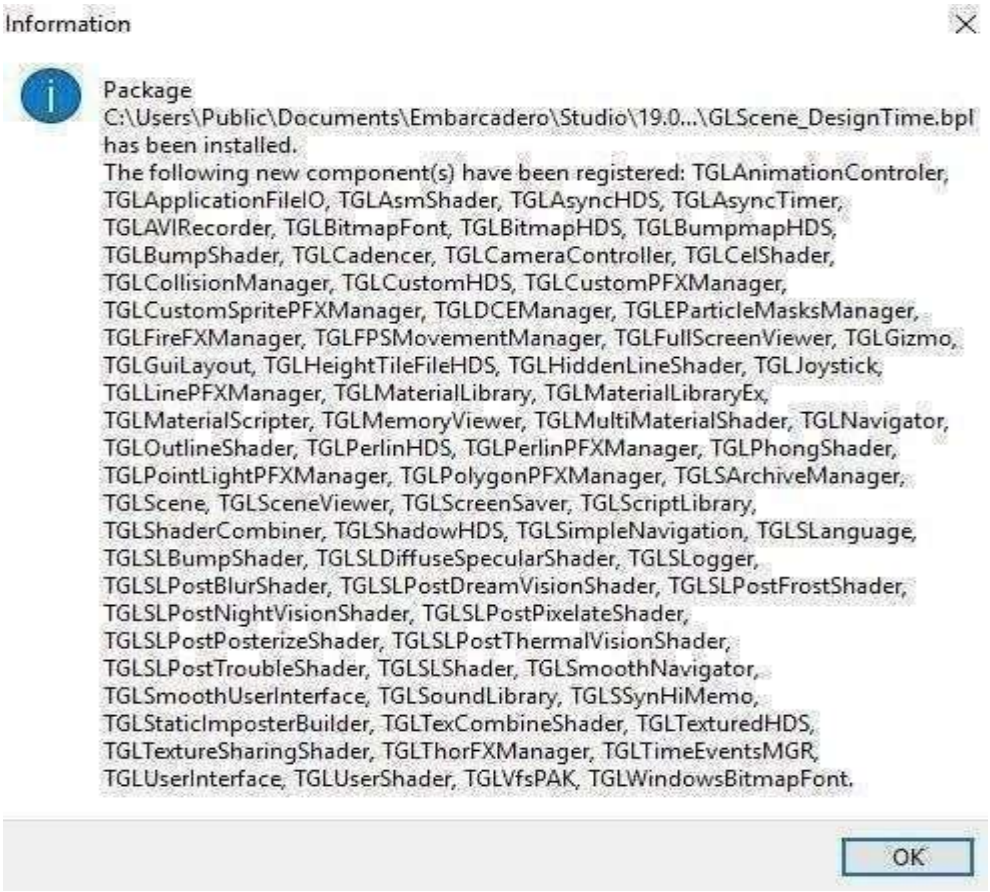


7. Open the GLScene.groupproj in your directory $(GLSCENE)\Packages\ using menu item File|Open Project…(Ctrl+F11). In Project Manager window you will find the next list of projects with *.bpl extensions and ones for GLScene.groupproj:

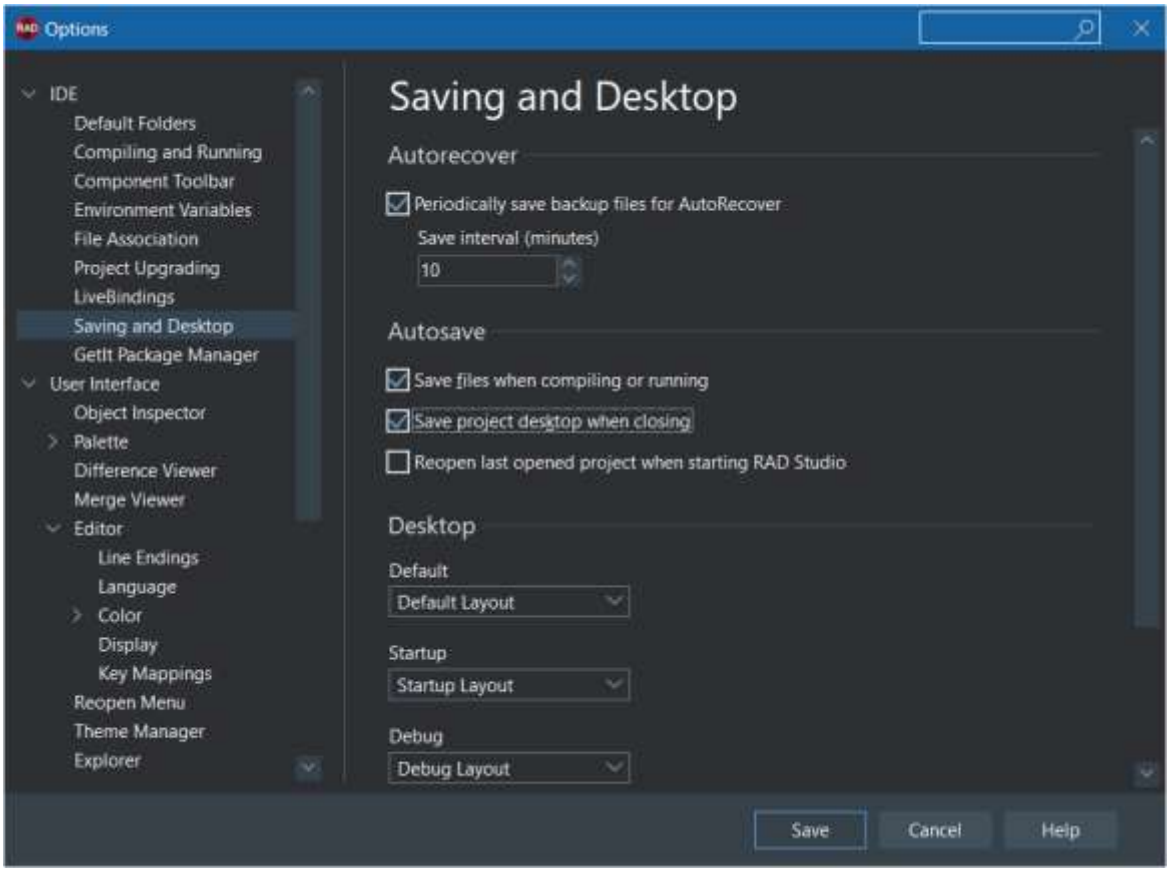


The paths for Delphi/C++ Compilers all saved in packages of the group project.

8. Compile GLScene's packages for Win32/Win64 using "Compile All From Here" and install components by choosing every DT (DesignTime) package in GLScene.groupproj to RAD Studio component palette. Then you should get an information for GLScene_DT.bpl as shown below



9. Run Demos for Delphi & C++Builder in ..GLScene\Demos directory.


Options
IDE
Default Folders
Compiling and Running
Component Toolbar
Environment Variables
File Association
Project Upgrading
LiveBindings
Saving and Desktop
GetIt Package Manager
User Interface
Object Inspector
Palette
Difference Viewer
Merge Viewer
Editor
Line Endings
Language
Color
Display
Key Mappings
Reopen Menu
Theme Manager
Explorer
Saving and Desktop
Autorecover
Periodically save backup files for AutoRecover
Save interval (minutes)
10
Autosave
Save files when compiling or running
Save project desktop when closing
Reopen last opened project when starting RAD Studio
Desktop
Default
Default Layout
Startup
Startup Layout
Debug
Debug Layout
Save
Cancel
Help