

## How to install Morse with Yarp

This installation guide describes the installation of MORSE with Yarp support on Ubuntu 10.04 LTS.

### Dependencies

- `sudo apt-get install swig`
- `sudo apt-get install python3.1-dev`
- `sudo apt-get install libgtk2.0-dev`
- `sudo apt-get install subversion build-essential gettext \`  
`libxi-dev libsndfile1-dev \`  
`libpng12-dev libfftw3-dev \`  
`libopenexr-dev libopenjpeg-dev \`  
`libopenal-dev libalut-dev libvorbis-dev \`  
`libglu1-mesa-dev libsdl1.2-dev libfreetype6-dev \`  
`libtiff4-dev libsamplerate0-dev libavdevice-dev \`  
`libavformat-dev libavutil-dev libavcodec-dev libjack-dev \`  
`libswscale-dev libx264-dev libmp3lame-dev`

### Installing Yarp

- `sudo apt-get install cmake libace-dev subversion`
- `svn co https://yarp0.svn.sourceforge.net/svnroot/yarp0/trunk/yarp2 yarp2`
- `cd yarp2`
- `mkdir build`
- `cd build`
- `ccmake ..`

% Make sure that you've set 'Build Python' enabled and link the right paths (Python3.1)

% For Yarpview, enable `set_guis`. Make sure you've got the GTK+ dev library. Press 'c' and 'q'.

- `make`
- `sudo make install`

### Link SWIG

- `cd ..`
- `cd examples/swig`
- `ccmake .`

% Make sure you've Python3.1 enabled and press 'c' and 'q'

- make
- sudo make install

### **Installing ACE**

- ../scripts/fetch-ace.sh
- cmake ..
- make
- sudo make install

### **Installing Blender**

- Blender-2.56-beta-source: <http://download.blender.org/release/Blender2.56beta/>
- cd blender2.56beta
- scons (compiles blender in ../install and ../build)
- copy the blender in the ../install to the location you want

### **Installing MORSE**

- Morse-source: <https://github.com/laas/morse/tarball/0.3>
- mkdir build
- cd build
- cmake ../
- make
- sudo make install

### **Set environment variable**

- sudo gedit /etc/environment
- add line: MORSE\_BLENNDER=/opt/blender256b/blender (path to blender executable)
- restart your computer

### **Start-up MORSE and check if the YARP-bindings are correctly set-up**

- morse
- shift+f1
- add middleware yarp\_empty (share/morse/components/middleware/yarp\_empty.blender/object/yarp\_empty)
- Press 'P' to run the simulation