Building Gideros on the Raspberry Pi (3/6/2017)

These instructions allow you to build Gideros Studio from sources on a Raspberry Pi.

Download the latest Raspbian from: https://www.raspberrypi.org/downloads/raspbian/ (Download the 2017-04-10 or higher, full version - not the 'lite' version!)

Burn the image file within the downloaded zip to an SD card (use 'Win32 Disk Imager'). Insert the SD card into the pi and boot it.

Then open a terminal window and type the following:

```
sudo apt-get install qt5-default
sudo apt-get install qtcreator
sudo apt-get install libqt5scintilla2-dev

git clone https://github.com/gideros/gideros.git
cd gideros

cd texturepacker
qmake texturepacker.pro
make
./GiderosTexturePacker

cd..

cd fontcreator
qmake fontcreator.pro
make
./GiderosFontCreator

cd ..

cd ui
qmake ui.pro
make
./GiderosStudio

cd ..

cd libgvfs
qmake OBJECTS_DIR=release libgvfs.pro
make

cd ..

cd libpystring
qmake OBJECTS_DIR=release libpystring.pro
make

cd ..

cd lua
qmake OBJECTS_DIR=release lua.pro
make

cd ..

cd libgid
qmake OBJECTS_DIR=release libgid_pi.pro
make

cd ..

cd libgideros
qmake OBJECTS_DIR=release libgideros.pro
make

cd ..

cd player
qmake player_pi.pro
make

cd ..

cd scripts
./copypi.sh

cd ~/release      (this is home/release)
export LD_LIBRARY_PATH=~/release
```

You can now run the player and studio using…

```
./GiderosStudio &
./GiderosPlayer &
```

In the player use the hardware menu and set the framerate to unlimited as there is currently a bug in the Linux version of Gideros (and the pi version is the Linux version!). The player is currently slow on pi zero and pi 1 because of the software opengl X system. Next time just cd to the release folder, set the LD_LIBRARY and run the programs.

To test the non-X player:

Open terminal…

```
cd gideros
cd pi_example
sh depend.sh
sh compile.sh
export LD_LIBRARY_PATH=~/gideros/pi_example
./pi
```

The non-X player is still experimental, but runs at 60hz on any pi.