## **Building Bforartists with Ubuntu 17**

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In this short tutorial we will go through the build process under Linux Ubuntu 17. I will show one working way. But will not go into too much detail. I am no Linux user. I prefer the graphical UI where ever available. You can do all the steps completely at console too.

I have unfortunately just a german Ubuntu here. Sorry for the german screenshots.

# Downloading the repository

We need to download the repository. This can be done in the console. First we make a directory. Then we tell GIT to clone the repository into this new created directory. Note that i am SU at the moment. You might need to sudo ...

The commands are:

```
mkdir ~/bforartists-git
cd ~/bforartists-git
```

Home directory of your

username.

git clone https://github.com/Bforartists/Bforartists.git







And inside you can now find the repository folder with the code.

## Downloading and building the dependencies

The next thing we need is the dependencies. Bforartists uses the very same dependencies than Blender.

There is a script in the repository, called install\_deps.sh. It is located in

./Bforartists/build files/build environment/

Run this script. Either from the console. Or by simply double clicking at it and click at run from console.



In the console you will be asked if you want to continue. Click yes.



The process to download, to compile and to install the dependencies may take a pretty while. Bforartists requires quite a few things.

#### Note

You can of course also install all dependencies manually. That's this monster term in the console then ...

git, build-essential, libx11-dev, libxi-dev, libsndfile1-dev, libopenexr-dev, libopenjpeg-dev, libpng-dev, libjpeg-dev libopenal-dev, libalut-dev, python3-dev, libglu1-mesa-dev, libsd1-dev, libfreetype6-dev, libtiff-dev, libavdevice-dev, libavformat-dev, libavuti1-dev, libavcodec-dev, libswscale-dev, libx264-dev, libxvidcore-dev, libmp3lame-dev, libspnav-dev, python3

Beware, the python versions may change over time. So you may need to adjust them ...

#### install\_deps.sh options

This scripts accepts some optional command lines arguments (use --help one to get an exhaustive list), among which:

--source <path> Where to store downloaded sources for libraries we have to build (defaults to ~/src/blender-deps). --install <path>

Where to install the libraries we have to build (defaults to /opt/lib).

--with-all

Include some extra libraries that are by default not considered mandatory (main effect of this one is building OpenCollada).

### Cmake

You need Cmake to configure the compiling process. So if not installed already, install Cmake.

Cmake also allows you to change some options manually. But this step is not required for building! This is for advanced useage, and will not be covered here.

The important part is that Cmake is installed. It gets used in the background.

But in case you want to do it manually, the different configurations can be found in the repository in build\_files\cmake\config

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	he conducte and disclose accession in	red, then press Generate to gene	erate selected build files.
Press Configure	to update and display new values in		

The blender\_release.cmake comes with all settings from the official build. To make it short, that's how we currently compile the official versions:

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### Building

We have downloaded the repository, we have downloaded and builded the dependencies. Now it's time to build Bforartists.

Open the path to the repository folder in the terminal.



This will start the compiling process.

When it's done you will have a folder called build\_linux. Inside this folder you will find a folder called Bin. And that's where you can find the bforartists executable now.

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<pre>s/source/kernel/split/kernel_split_data.h</pre>	
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Installing: /home/x/bforartists-git/build_linux/bin/2.79/scripts/addons/cycle	
edit build configuration with: /home/x/bforartists-git/build_linux/CMakeCache.tx t run make again to rebuild. Bforartists successfully built, run from: /home/x/bforartists-git/build_linux/bi n/bforartists	blender-thumbnailer. copyright.txt datatoc py

Double click at bforartists, allow to make it executable, and Bforartists should start.





## Desktop shortcut and start menu entry

When you have created the build with "make" and not with "make install" then the destkop icon is missing.

You can create a starter at the desktop. Right click at the desktop, choose create new starter here, type hin the name, and in the Command field navigate to the bforartists executable.



You will get a dialog if you want to add it to the start menu too. Click yes, and bforartists will be in the start menu too.

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### Note

The console term sudo make install in the build\_linux folder will do the same, it will place the installer in the start menu. But will not create a shortcut at the desktop.

Finally you could add an icon to the desktop icon. Right click at the desktop icon, click at the icon, and navigate to the blender.svg in the build\_linux folder. This is the Bforartists icon file. Choose it and click OK.

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# Updating the repository

To update your repository open the console, navigate to the bforartists-git/Bforartists folder, and type.

make update

This checks for the newest changes in the official repository and in the dependencies and downloads it. Therefore there should not be a need to rerun install-deps.sh when you rebuild Bforartists. make update should update the svn files too.

And it creates the new files in the build\_linux file, and builds the new binary.