Table of Contents

L-Py

User Documentation

edit	1471864798	[User Documentation]	section	43-74

Installing Lpy

Dependencies

L-Py core is a C++ library but based on the Python language. The communication between both language is made using Boost.Python. The PlantGL library is used for the 3D modelling. The Qt library and its python wrappers PyQt (build with SIP) are used to create the visual interface. PyOpenGL is used to display and edit the materials.

To compile and install it from sources, the project requires scons and setuptools and their openalea extension OpenAlea.SconsX and OpenAlea.Deploy.

To test it, the nosetests conventions is used.

All these projects have to be correctly installed before compiling L-Py.

Additionally, the Cython module that make it possible to translate python code into C code is automatically integrated to the project if detected. You can install it if you want to test this extension.

Installing binaries

You can download binaries of this project via the OpenAlea Installer after loggin on the Inria Gforge.

Installing from sources

You should first install all dependencies. You should then retrieve the sources from https://github.com/openalea/lpy. Then in a shell, go in the project home directory and simply type

```
$ scons
```

to compile. You can use option `-j numproc` if you have several processors. Then type

```
$ python setup.py install
```

to install it into you python system.

To run test,

```
$ cd test/
$ nosetests
```

To launch the visual editor, on windows you can click on [Start]/Programs/OpenAlea/Lpy. On linux, just type

```
$ lpy
```

edit	1471864798	[Installing Lpy]	section	75-