

Five steps to install *Torch* on a *MSWindows* machine

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1 What do I need ?

Torch has not been designed for *MSWindows* systems, because *Microsoft* doesn't respect several standards in its compilers. However, it's possible to install *Torch* with several little tricks. You must have:

- A *Windows* machine (a motherboard, an hard disk, a screen, a keyboard and a processor could be interesting).
- A C++ environment. Here, I'll take the example of the *Microsoft Visual C++* suite (version 6).

2 Download the library and unpack archives

The library is divided into several parts: the *core*, which is the foundation of the library (it should be stable...) and some packages developed by any user. With the *MSWindows* packaging method, all files from the core and the packages are mixed in one directory. Just go in the download¹ section of the *Torch*² website to take the *MSWindows* archive. Then unpack it³: a *Torch3* directory should appear, with two directories inside: the library is in *src/* and examples programs are in *examples/*.

3 Create a new project

Launch *Visual C++* and create a standard *Win32 Static Library* project. (e.g. *torch.dsp* (*VC6*) or *torch.vcproj* (*VC7*)). Turn off the *precompiled headers* option. Add all include (*.h*) and implementation files (*.cpp*) of the directory *Torch3/src* in your project.

4 Files to modify

If you are using *Microsoft Visual C++*, you shouldn't have any modification to do. Otherwise, check the files *general.h*, *DiskXFile.cpp* and *Timer.cpp*. This is the only files which have *#ifdef WIN32* or *#ifndef WIN32* directives. Then build the library. You should have some warning because *Microsoft* doesn't respect several standards, but it should compile without any errors.

¹<http://www.torch.ch/downloads.php>

²<http://www.torch.ch>

³ *Winzip* program can deal with it (<http://www.winzip.com>)

5 **Compile your program**

Create a new empty *Win32 Console Project*. Add **Torch3** library in the link section of the settings of your project. Add include path **Torch3/src** in the compiler settings section. Add one of the samples source files to the console project. You should be able to build the sample project now and try it out!