

Image Component Library - Bug #501

Does not build with OpenCV 3.2

2017-02-22 09:46 - Timo Korthals

Status:	Closed	Start date:	2017-02-22
Priority:	Normal	Due date:	
Assignee:	Christof Elbrechter	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:			

Description

The includes have changed in OpenCV 3.x, so the following patch might fix it.
But it is untested with former versions:

```
Index: ICLCV/src/ICLCV/OpenSurfLib.cpp
=====
--- ICLCV/src/ICLCV/OpenSurfLib.cpp    (revision 4625)
+++ ICLCV/src/ICLCV/OpenSurfLib.cpp    (working copy)
@@ -53,6 +53,7 @@
#include <opencv/highgui.h>
#else
#include <opencv2/highgui/highgui_c.h>
+#include <opencv2/calib3d/calib3d_c.h>
#endif

Index: ICLCV/src/ICLCV/OpenCVCamCalib.cpp
=====
--- ICLCV/src/ICLCV/OpenCVCamCalib.cpp (revision 4625)
+++ ICLCV/src/ICLCV/OpenCVCamCalib.cpp (working copy)
@@ -31,6 +31,7 @@

#ifdef ICL_HAVE_OPENCV
#include <opencv/cv.h>
+#include <opencv2/calib3d.hpp>
#endif

Index: ICLCV/src/ICLCV/LensUndistortionCalibrator.cpp
=====
--- ICLCV/src/ICLCV/LensUndistortionCalibrator.cpp    (revision 4625)
+++ ICLCV/src/ICLCV/LensUndistortionCalibrator.cpp    (working copy)
@@ -33,6 +33,7 @@
#include <ICLUtills/StringUtils.h>

#include <opencv/cv.h>
+#include <opencv2/calib3d.hpp>

namespace icl{

Index: ICLCV/src/ICLCV/CheckerboardDetector.cpp
=====
--- ICLCV/src/ICLCV/CheckerboardDetector.cpp    (revision 4625)
+++ ICLCV/src/ICLCV/CheckerboardDetector.cpp    (working copy)
@@ -35,6 +35,7 @@
```

```
#ifndef ICL_HAVE_OPENCV
#include <opencv/cv.h>
+ #include <opencv2/calib3d.hpp>
#endif

namespace icl{
```

History

#1 - 2017-02-27 14:47 - Christof Elbrechter

- % Done changed from 0 to 100

fixed. there were some API incompatibilities ..

#2 - 2017-02-27 14:47 - Christof Elbrechter

- Status changed from New to Feedback

#3 - 2017-11-22 22:21 - Alexander Neumann

- Status changed from Feedback to Closed

Tested it with OpenCV 3.1 (Ubuntu Artful), 3.2 (Windows 10) and 3.3 (High Sierra). Should be okay I guess.