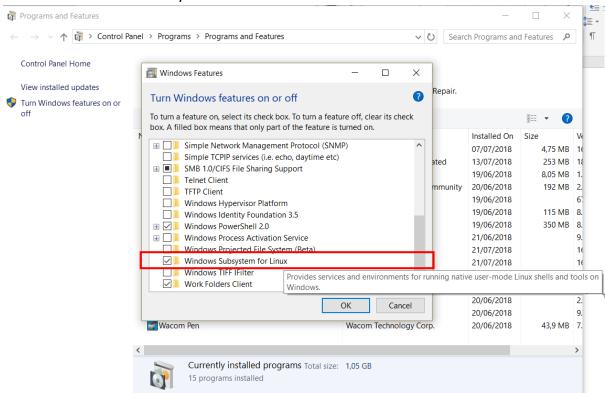
Papyrus-RT: Compiling and Running with Windows Subsystem for Linux (WSL)

WSL Activation

 Control Panel -> Programs & Features -> Turn Windows features on or off -> check the box for 'Windows Subsystem for Linux'



- 2. Restart the PC
- 3. Install Linux App from Windows App Store
- 4. Launch and create user/password

Notes:

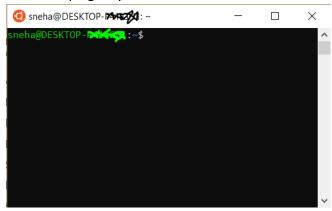
Depending upon what App is installed, the path name may vary. I have used ubuntu18.04 and the paths would be specific to that. In any case it should be located within "C:\Users\<account>\AppData\Local\Packages"

ubuntu home directory:

"C:\Users\<account>\AppData\Local\Packages\CanonicalGroupLimited.Ubuntu18.04onWin dows 79rhkp1fndgsc\LocalState\rootfs\home\<account>"

Pre-Requisites

1. Launch the ubuntu terminal and install required libraries – ~\$ sudo apt-get install build-essential (this takes care of g++) ~\$ sudo apt-get -y install cmake



2. Add to windows PATH variable (so that CDT project can locate c++ libraries) and restart PC

ubuntu bin directory:

"C:\Users\<account>\AppData\Local\Packages\CanonicalGroupLimited.Ubuntu18.04 onWindows_79rhkp1fndgsc\LocalState\rootfs\usr\bin"

UMLRTS ROOT environment variable

My Windows directory looks like -

"C:\Papyrus-RT\plugins\org.eclipse.papyrusrt.rts 1.0.0.201707181457\umlrts"

We need to add this to the Ubuntu ENV variable each time a new terminal is launched:

```
sneha@DESKTOP-PANCE:~

sneha@DESKTOP-PANCE:~

sneha@DESKTOP-PANCE:~

export UMLRTS_ROOT=/mnt/c/Papyrus-RT/plugins/org.eclip ^

se.papyrusrt.rts_1.0.0.201707181457/umlrts

~

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```

\$ env

~\$ export UMLRTS_ROOT=/mnt/c/Papyrus-

RT/plugins/org.eclipse.papyrusrt.rts_1.0.0.201707181457/umlrts

~\$ env | grep ROOT

Building the runtime System

(no change)

:~\$ cd \$UMLRTS_ROOT /umlrts\$ make clean /umlrts\$ sudo make

Building the CDT project

(windows directory: C:\Users\<account>\workspace-papyrusrt)

/umlrts\$ cd

:~\$ cd /mnt/c/Users/<account>/workspace-papyrusrt/<ProjectName>_CDTProject Project\$ mkdir build

Project\$ cd build

t/build\$ cmake ../src

t/build\$ make

t/build\$./TopMain

```
sneha@DESKTOP-
/mnt/c/Users/sneha/workspace-papyrusrt/pingPong_CDTProject/build
                                                                                                                                   X
 73%] Building CXX object CMakeFiles/TopMain.dir/Pinger.cc.o
80%] Building CXX object CMakeFiles/TopMain.dir/Ponger.cc.o
86%] Building CXX object CMakeFiles/TopMain.dir/Top.cc.o
 93%] Building CXX object CMakeFiles/TopMain.dir/TopControllers.cc.o
100%] Linking CXX executable TopMain
[100%] Built target TopMain
                          L:/mnt/c/Users/sneha/workspace-papyrusrt/pingPong_CDTProject/build$ ./TopMain
Controller "DefaultController" running.
Starting game
ping sent!
Ponger is ready
Ping received!
pong sent!
Pong received!
Ping received!
pong sent!
Pong received!
ping sent!
Ping received!
Missed! Game over!
```