

ca2

Getting Started



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What is ca2?

ca2 is an all-purpose multi-platform framework and set of libraries written in C++ language to help developers create great apps for users.

ca2 is developed by Camilo Sasuke Tsumanuma since 1997

Overview of important links

ca2 links

- main website: ca2.cc
- developers can acquire license at: <https://developer.ca2.cc/join>
- register for web account: <https://account.ca2.cc/>
- link for repository: <https://repos.ca2.cc/>
- ca2 support and live development:
<https://www.livecoding.tv/ca2/>

video tutorial links

- Setting up repository access: <https://www.livecoding.tv/ca2/videos/07vpn-reposca2cc-setup-ca2-repos>
- Configuração repos.ca2.cc:
<https://www.livecoding.tv/ca2/videos/Jj3No-configuracao-reposca2cc>

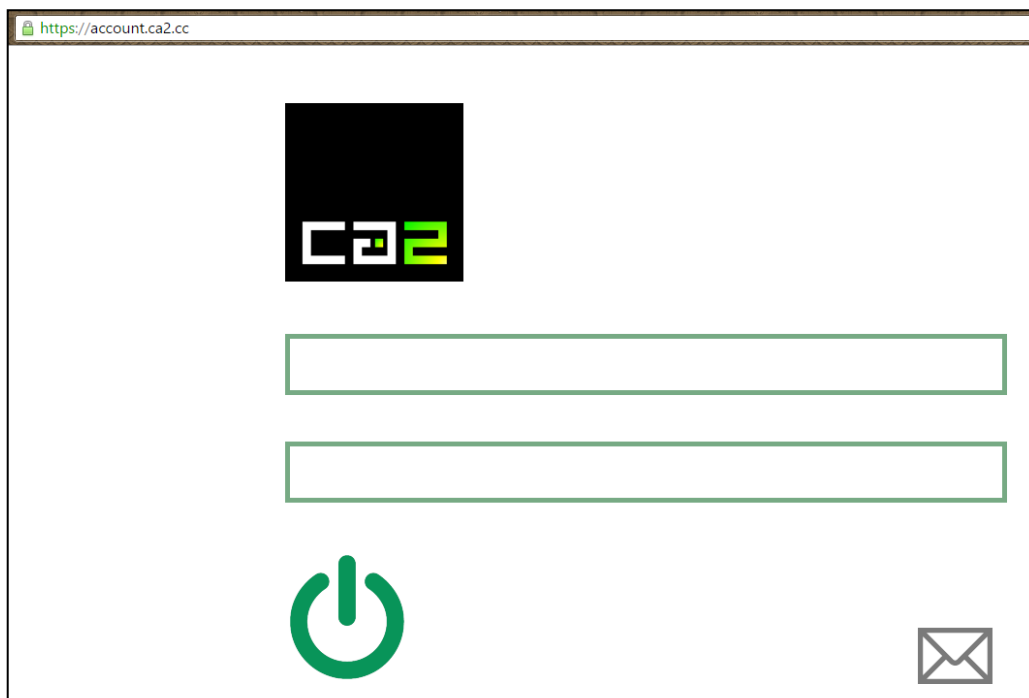
Signing up on the website

Go to: <https://account.ca2.cc>

Enter your (valid) email address at the top. This will become your username.

Choose a password of your liking and enter it at the bottom. After your sign up has been approved, this will remain your login password.

This login will be required for the website. For access to the repository you will be provided with a separate account.

A screenshot of a web browser window showing the login page for account.ca2.cc. The browser's address bar displays "https://account.ca2.cc". The page features a black square logo with the text "ca2" in white and green. Below the logo are two empty text input fields for email and password. At the bottom left is a green power button icon, and at the bottom right is a grey envelope icon representing email.

You can now login to account.ca2.cc using your email address and password.

Getting a repository account

The repository of ca2 is located at: <https://repos.ca2.cc/>

To get repository access contact ca2. For instance on <https://www.livecoding.tv/ca2/>

You will be provided with a password that will be sent to the email address you used to sign up with for the web account.

To use the repository you will need a SVN client such as TortoiseSVN or SmartSVN.

Setting up ca2 files on your pc

To set up ca2 you will need to create a new folder preferably in a root location. Create a name with no spaces to avoid build errors later on. For example:
C:\ca2test

Inside this folder you create three new folders: app, app-core and platform. These three folders are the minimum folders required to use ca2.

Inside the app folder will be copied the files from:

<https://repos.ca2.cc/app/basis>

Inside the app-core folder will be copied the files from:

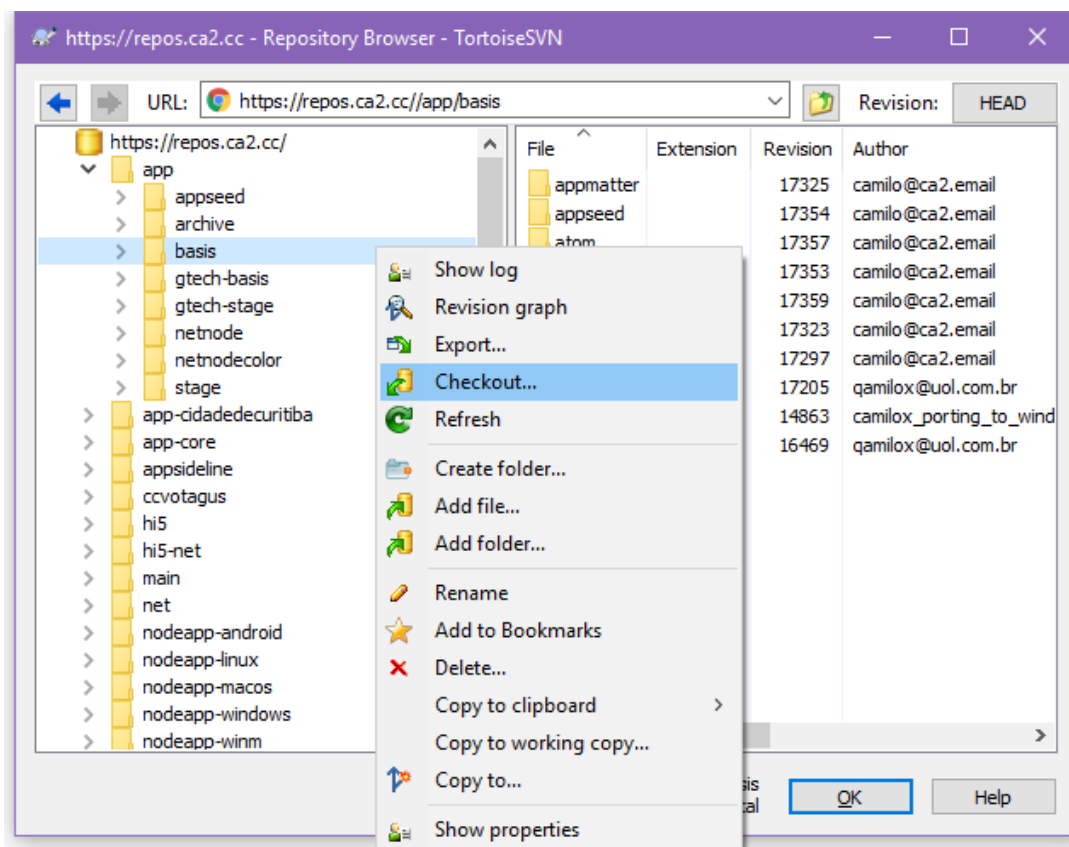
<https://repos.ca2.cc/app-core/basis>

Inside the platform folder will be copied the files from:

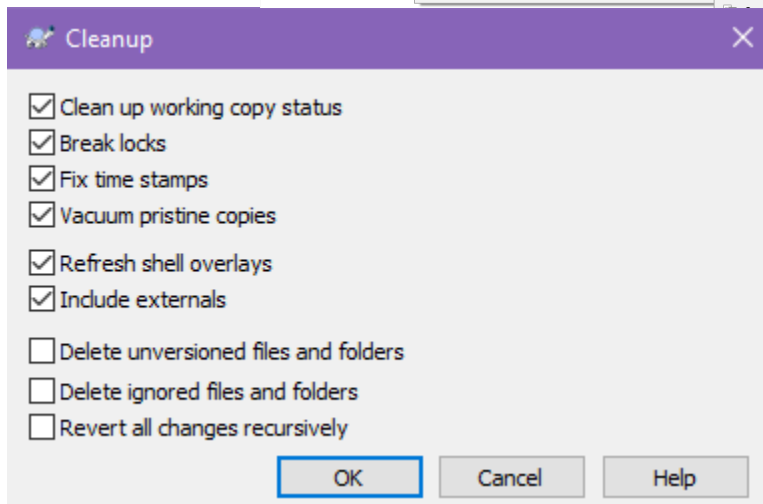
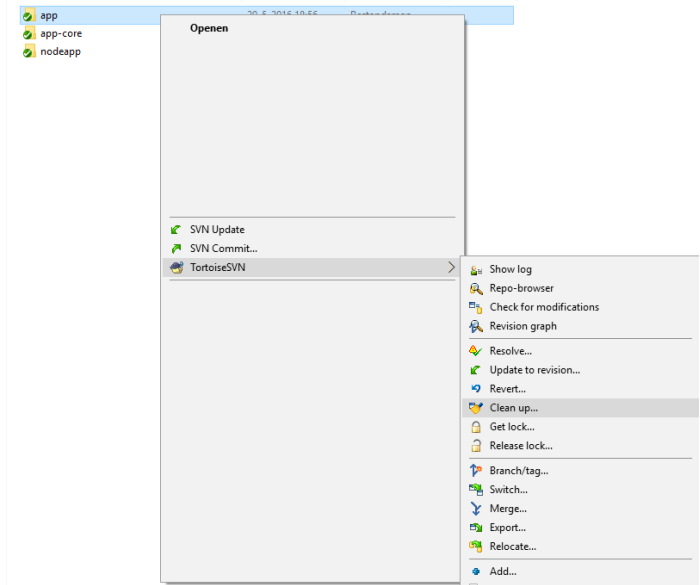
Checking out files using TortoiseSVN (windows)

To check out the files from TortoiseSVN go to the repository browser and enter <https://repos.ca2.cc/> enter your credentials to gain access. Go to the folder <https://repos.ca2.cc/app/basis> and right click on it. Choose checkout and browse on your pc to the checkout location for example: C:\ca2test\app

Do the same for app-core and app-node.



During this process it might ask for your authentication several times. Click cancel or enter credentials if needed. Go to the folder on your pc and right click. Go to TortoiseSVN -> Clean up. When the clean-up is complete, right click again and click on update. The checkout should now continue.



SmartSVN

For the SmartSVN tutorial see the video tutorials on LCTV.

Using an SVN client can also be done through the command line, for examples on this see the tutorial videos on LCTV.

Or wait for the next version of this documentation ;-)

Test your installation with Hello Multiverse

To use ca2 files you will need an IDE, for example Code::Blocks on Linux or Windows, or preferably Visual Studio on Windows.

Visual Studio Community edition can be downloaded for free at:

<https://www.visualstudio.com/en-us/downloads/download-visual-studio-vs.aspx>

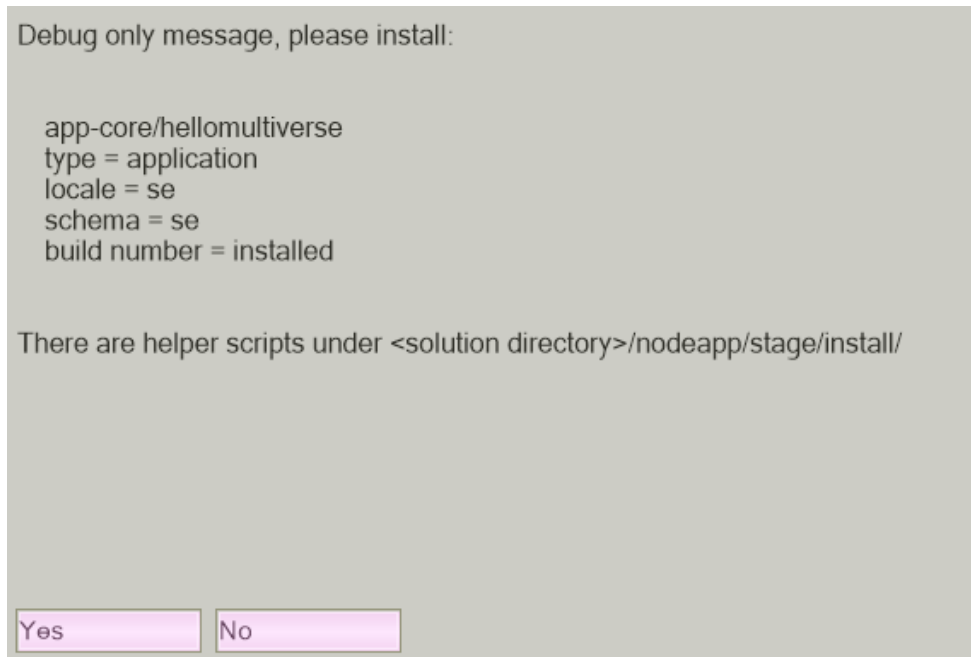
Code::Blocks can be downloaded from:

<http://www.codeblocks.org/downloads>

This example will demonstrate how to test ca2 with Hello Multiverse by using VS2015 on Windows 10.

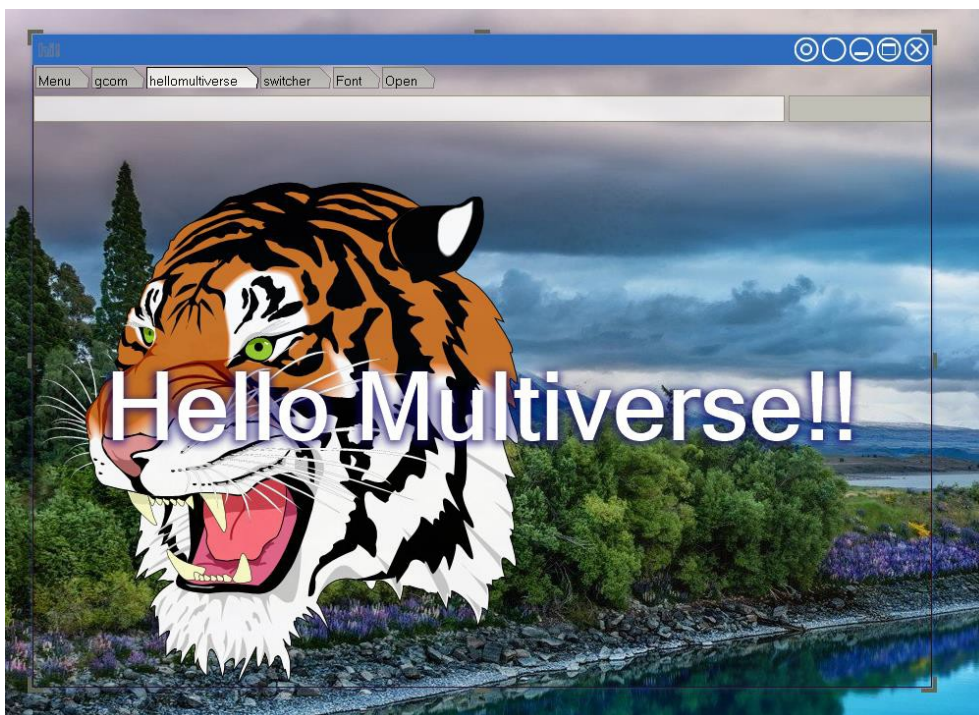
1. Go to the ca2 folder on your pc and proceed to:
2. platform -> seed -> metaseed -> core_hellomultiverse.sln
3. click to open in Visual Studio
4. right click in the solution explorer on app_core_hellomultiverse and set it as start-up project.
5. Make sure at the top you choose basis
6. Now you can choose right click build (or if you tried to build before choose clean and then build) you can also click the green arrow with Local Windows Debugger to run.
7. After your build there will be another folder called 'time' next to app, app-core and platform.

After the build you may be prompted with the following:



Choose yes to install app.exe, this is the required ca2 installer.

Run the build to get something similar to this:



Remarks

For questions, additions or to join the ca2 development team please visit *Camilo Sasuke Tsumanuma* at:

- <https://www.twitch.tv/ca2live/>

The document 'ca2 Getting Started' was created by Camilo Sasuke on July 2nd, 2019 based on previous “CA2 DOCUMENTATION – Getting Started”