The Imaging Source Helpdesk

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Creating a VIsual Studio C++ Project with IC Imaging Control

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1. Create the Project, e.g. MFC, or Console in Visual Studio.

Click on "File", "New", "Project" and choose a C++ Project.

2. Set the Output directory

The output directory, where the executable is copied to, should be the IC Imaging Control 3.5 directory in the "Documents" folder. During installation of IC Imaging Control 3.5 and environment variable IC35PATH is created. It points "C:\Users\<username>\Documents\IC Imaging Control 3.5\" In there is the the subdirectory "classlib" with platform and configuration subfolders. This should be used, because there are the libs and binary DLLs, we need.

Open the project properties. I suggest to choose at "Configuration" "All Configurations" and at "Platform" "All Platforms". This selection is available only, if there is more than one platform, e.g Win32 and x64.

Under "Configuration Properties" choose "General" and set "Output Directory" to "

\$(IC35PATH)/classlib/\$(Platform)/\$(Configuration)/"

llback Property Pages		? ×
Configuration: All Configuration	 <u>P</u>latform: All Platforms 	✓ Configuration Manager
> Common Properties	General	
 Configuration Properties 	Output Directory \$(IC34PATH))/classlib/\$(Platform)/\$(Configuration)/
General	Intermediate Directory obj\\$(Platfo	orm)\\$(Configuration)\
Debugging	Target Name \$(ProjectNa	me)
VC++ Directories	Target Extension .exe	
> C/C++	Extensions to Delete on Clean *.cdf;*.cache;*	*.obj;*.ilk;*.resources;*.tlb;*.tli;*.tlh;*.tmp;*.rsp
> Linker	Build Log File \$(IntDir)\\$(M	ISBuildProjectName).log
> Manifest Tool	Platform Toolset v100	
> XML Document Genera	Enable Managed Incremental Build No	
> Browse Information	Project Defaults	
> Build Events	Configuration Type Application	(.exe)
> Custom Build Step	Use of MFC Use Standar	d Windows Libraries
	Use of ATL Not Using AT	Ľ
	Character Set Use Multi-B	yte Character Set
	Common Language Runtime Support No Common	Language Runtime Support
	Whole Program Optimization No Whole Program Optimization	ogram Optimization
x >	r get Name recifies a file name that this project will generate.	
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(Image still from IC 3.4)

3. Add additional include directory;

Now click on C/C++ in the "Configuration Properties" and add " $(IC35Path)classlib\include"$ to "Additional Include Directories":

Callback Property Pages			? ×		
Configuration: All Configurations	✓ <u>P</u> latform: All Platforms	~	Configuration Manager		
 Common Properties Configuration Properties General Debugging VC++ Directories C/C++ Linker Manifest Tool XML Document Generation Browse Information Build Events Custom Build Step 	Additional Include Directories Resolve #using References Debug Information Format Common Language RunTime Support Suppress Startup Banner Warning Level Treat Warnings As Errors Multi-processor Compilation Use Unicode For Assembler Listing	\$(IC34Path)classlib\include Yes (/nologo) Level3 (/W3) No (/WX-)	e;%(AdditionalIncludeDir(⊻		
< >>	Additional Include Directories Specifies one or more directories to add to the include path; separate with semi-colons if more than one. (/I[
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(Image still from IC 3.4)

4. Add Additional Link directory

The library file of IC Imaging Control is in the Documents path above, in particular in the output directory we use.

Click on "Linker" in "Configuration Properties" and add "\$(TargetDir)" at "Additional Library Directories":

Callback Property Pages			? ×
Configuration: All Configuratio	ns v <u>P</u> latform: All Platforms	~	Configuration Manager
> Common Properties	Output File	\$(OutDir)\$(TargetName)\$(Ta	rgetExt)
 Configuration Properties 	Show Progress	Not Set	
General	Version		
Debugging	Enable Incremental Linking		
VC++ Directories	Suppress Startup Banner	Yes (/NOLOGO)	
> C/C++	Ignore Import Library	No	
> Linker	Register Output	No	
> Manifest Tool	Per-user Redirection	No	
> XML Document Gener;	Additional Library Directories	\$(TargetDir);%(Additional	LibraryDirectories) 🗸 🗸
> Browse Information	Link Library Dependencies	Yes	
> Build Events	Use Library Dependency Inputs	No	
> Custom Build Step	Link Status		
	Prevent DII Binding		
	Treat Linker Warning As Errors		
	Force File Output		
	Create Hot Patchable Image		
	Specify Section Attributes		
	Additional Library Directories Allows the user to override the environmen	tal library path (/LIBPATH:folder)	
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In the source code only the "tisudshl.h" must be included and the project is ready for compile and link.

The IC Imaging Control 3.5 Project Wizards do this automatically.