# **The Imaging Source Helpdesk**

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

S.Geißler - 2021-04-15 - Programming

#### 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)/"

allback Property	Pages				? ×
<u>C</u> onfiguration:	All Configuration	ons	V Platform: All Platforms	~	Configuration Manager
> Common Pr	roperties	~	General		
<ul> <li>Configuration Properties</li> <li>General</li> <li>Debugging</li> <li>VC++ Directories</li> <li>C/C++</li> </ul>			Output Directory	\$(IC34PATH)/classlib/\$(Plat	form)/\$(Configuration)/
			Intermediate Directory	obj\\$(Platform)\\$(Configur	ation)\
			Target Name	\$(ProjectName)	~
			Target Extension	.exe	
			Extensions to Delete on Clean	*.cdf;*.cache;*.obj;*.ilk;*.resourc	ces;*.tlb;*.tli;*.tlh;*.tmp;*.rsp;*
> Linker			Build Log File	\$(IntDir)\\$(MSBuildProjectNan	ne).log
> Manifest	<ul> <li>Manifest Tool</li> <li>XML Document Generation</li> </ul>		Platform Toolset	v100	
> XML Doo			Enable Managed Incremental Build	No	
> Browse I	nformation	~	Project Defaults		
> Build Eve	ents		Configuration Type	Application (.exe)	
> Custom	Build Step		Use of MFC	Use Standard Windows Libr	aries
			Use of ATL	Not Using ATL	
			Character Set	Use Multi-Byte Character Se	et
			Common Language Runtime Support	No Common Language Runtir	me Support
			Whole Program Optimization	No Whole Program Optimizat	ion
۲	>		arget Name becifies 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		
<ul> <li>Common Properties</li> <li>Configuration Properties General Debugging VC++ Directories</li> <li>C/C++</li> <li>Linker</li> <li>Manifest Tool</li> <li>XML Document Generation</li> <li>Browse Information</li> <li>Build Events</li> <li>Custom Build Step</li> </ul>	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( ⊻		
	dditional Include Directories pecifies 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)		
<ul> <li>Configuration Properties</li> </ul>	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	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 environmental 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.