

Open the Visual Studio 2010 C++ project: parameters configuration

The Visual Studio project file *.sln (TE_USB_FX2_CyUSB_SampleApplication.sln and TE_USB_FX2_CyUSB.sln) can be opened

1. using right click ;
2. and then select "Open with";
3. and then select "Microsoft Visual C++ 2010 Express" or "Microsoft Visual Studio 2010" (the latter is used if Visual Studio 2010 Professional is installed).



If Visual Studio 2010 Express is used to compile 64 bit C++ programs, Microsoft Windows SDK 7.1 must be installed after the installation of Visual Studio 2010 Express.

After the project file is open you must select the correct parameter (in particular if you use the version of the code from GitHub instead of precompiled software project or create a new softwareproject) for the 32 and 64 bit case.

You must follow this procedure:

1. open the project;
2. wait the end of the parsing (it is shown at lower left with a white "Ready");
3. right-click "Solution 'TE_USB_FX2_CyAPI_SampleApplication'" under "Solution Explorer";
4. a new window pop up ("Solution 'TE_USB_FX2_CyAPI_SampleApplication'" Property Pages);
5. select "Configuration Properties";
6. left-click "Configuration Manager...";
7. a new window pop up ("Configuration Manager");
8. for "Active solution configuration" select "Release";
9. for "Active solution platform" select "Win32" ("x64" for 64 bit case) If "x64" does not exist you must create this option with <Edit>;
10. if are not already selected in the table, select "Release" for "Configuration" and "Win32" for "Platform" (Build must also selected with a "v" shown);
11. left click "Close";
12. the window "Configuration Manager" is closed;
13. verify that "Win32" ("x64") is selected for "Platform";
14. verify that "Release" is selected for "Configuration";
15. in the window "Solution 'TE_USB_FX2_CyAPI_SampleApplication'" Property Pages" select "Apply" and then "Ok";
16. the window "Solution 'TE_USB_FX2_CyAPI_SampleApplication'" Property Pages" is closed;
17. right-click "TE_USB_FX2_CyAPI_SampleApplication" under "Solution Explorer";
18. select "Configuration Properties" then "General";
19. a) "Platform Toolset" must be selected "v100" for 32 bit (both Express and Professional) and for 64 bit professional. b) "Platform Toolset" must be selected "Windows7.1SDK" for 64 bit Express;
20. select "Configuration Properties" then "C/C++", then "Preprocessor";
21. select "Preprocessor Definitions" must be left clicked;
22. left click the black arrow pointing toward the bottom and then select <Edit>;
23. a new window pop up ("Preprocessor Definitions");
24. add "WIN32" and then click return;
25. add "NDEBUG" and then click return;
26. add " _CONSOLE" and then click return;
27. select "OK";
28. the window "Preprocessor Definitions" is closed;
29. select "Configuration Properties" then "C/C++", then "Linker";
30. select "Input", then "Ignore specific default libraries";
31. left click the black arrow pointing toward the bottom and then select <Edit>;
32. a new window pop up ("Ignore Specific Default Libraries");
33. add "libcmtd.lib" and then click return;
34. select "OK";
35. select "Input", then "Additional Dependencies";
36. left click the black arrow pointing toward the bottom and then select <Edit>;
37. a new window pop up ("Additional Dependencies");
38. add "setupapi.lib" and then click return;
39. add "CyApi.lib" and then click return;
40. select "OK";
41. select "debugging", then "Generate Debug";
42. left click the black arrow pointing toward the bottom and then select "Yes(/DEBUG)";
43. click "Apply" and then "OK".