

Visual Studio Hints:

Both the PlexStimExample projects have been configured for the “Release” configuration on the “Win32” (32-bit) platform. If you change the configuration of the project you may need to re-specify the location of .h files (PlexStim.h and PlexStimTypes.h) and the location of the .lib file (PlexStim.lib) for the new configuration.

1. To specify the location of the include files, right-click on the particular project and select Properties. Expand the tree under Configuration Properties, C/C++, and then select General. Type the path of the folder where the include files are stored in the box labelled Additional Include Directories. In this example solution, the include files are used by both the PlexStimExample1 and PlexStimExample2 projects and are stored in a folder called “include” that is in the solution folder alongside both project folders. From the point of view of either project, the path of the folder containing the include files is “..\include”.

2. To specify the location of the .lib file, right-click on the particular project and select Properties. Expand the tree under Configuration Properties, linker, and then select Input. Type the path of the library file in the box labelled Additional Dependencies. In this example solution, the library file is used by both the PlexStimExample1 and PlexStimExample2 projects and is stored in a folder called “lib” that is in the solution folder alongside both project folders. From the point of view of either project, the location of the include file is “..\lib\PlexStim.lib”.

| Revision | Description | Originator | Date |
|----------|--|------------|----------|
| -- | Example Visual Studio 2010 solution for PlexStim 32-bit DLL (version 2.3.17.0) | CDP | 04-21-15 |
| | Updated to Visual Studio 2019 for PlexStim 32-bit DLL (version 2.3.19.0) | CLH | 08-26-22 |