

Project seems to build fine but you get a 'binary not found' on running your app. You are probably missing a debug or Release configurations

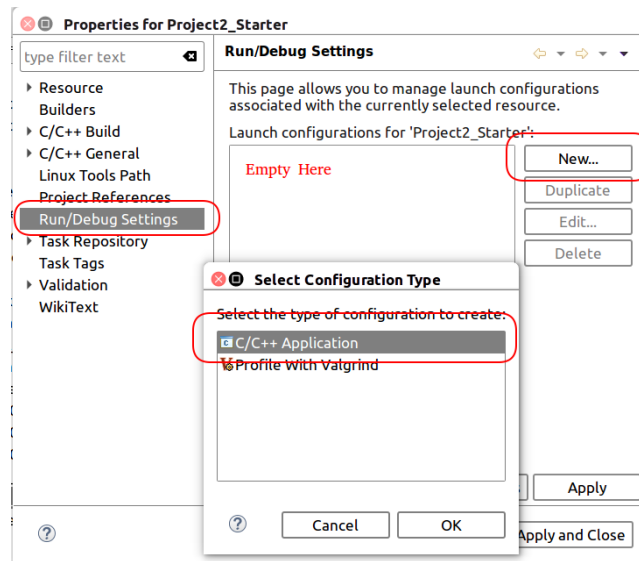
Right click your project

choose 'Properties'

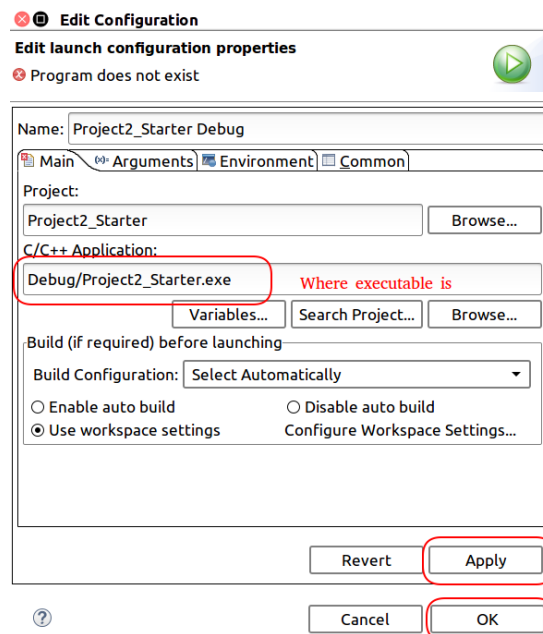
in left pane choose 'Run/Debug Settings'

in right pane if there is nothing in the 'Launch configurations for ...' your project

choose New



then OK, in the following screen do



Things should work now.

What version of C++ do you use? The default is 98, but you can change what standard you code too  
You can also do the following

1. go to project properties (alt enter)
2. In the left pane, scroll to "C/C++ Build", expand it, select settings.
3. In the right pane, select and expand your compiler under the Tool Settings menu, select "Dialect", choose your language standard from the drop down, or enter -std=c++0x in the "other dialect flags" text input.

Alternatively,

1. Properties --> "C/C++ Build" --> collapse and select "Settings"
2. Under the Tool settings tab, select your compiler, and highlight the "Miscellaneous" field.
3. Add -std=c++0x to the "Other flags" input field.

#### Additional Include Paths

select project in project explorer

alt-enter (properties for project)

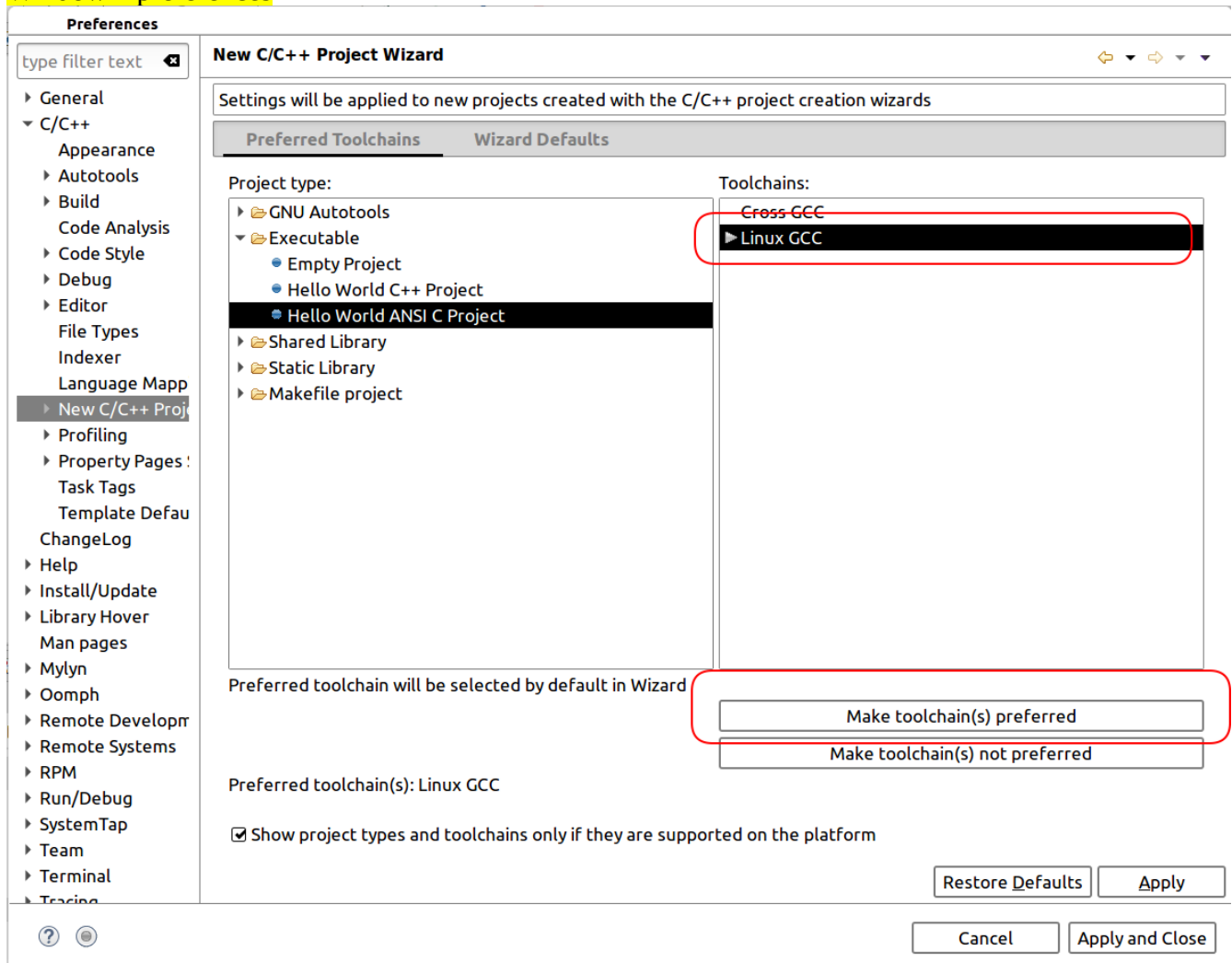
under c/C++ general

paths and symbols

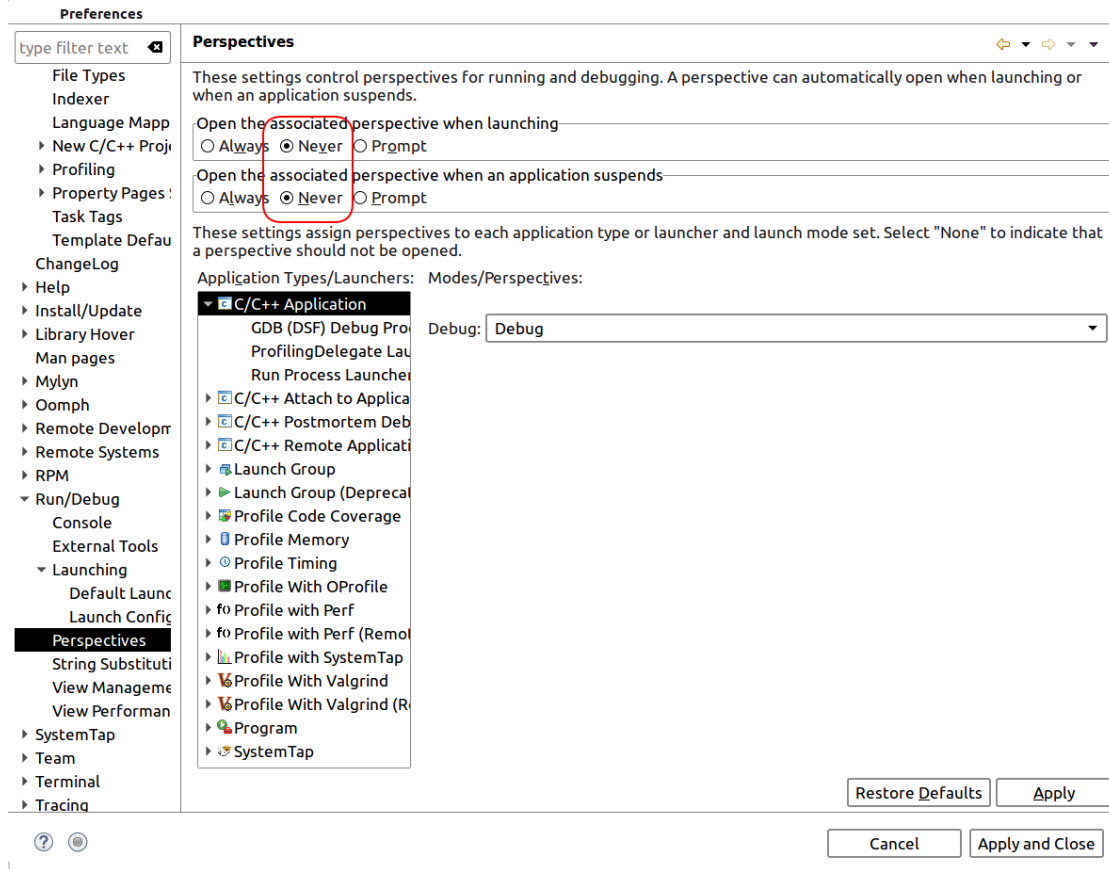
includes tab

enter the directory that you want c++ preprocessor to look in for include files

Want to autoselect the correct compiler?  
Window → preferences



Sick of switching between c/C++ perspective and Debug Perspective? Then stay in only 1 perspective for both!  
Window → preferences



Want to turn off stopping at main when you debug?  
Windows->Preferences

