Configuring Microsoft Visual C++ for use with the Boost Library

First the boost library must be installed. Easiest is to download and install the boost distribution from: http://www.boostpro.com
During installation select the libraries for the compiler you use.

Visual Studio 2008

We configure Visual C++ for use with the boost library in such way that every C++ project can find the boost libraries.

- After installing boost you need to set the Visual Studio global include and libraries paths. For this go to the dropdown menu: "*Tools->Options*".
- In the list in the Options dialog box, select "*Projects and Solutions -> VC++ Directories*".
- In the "*Show directories for*" dropdown select "*Include files*".
- Then add the boost installation header file directory to the "*Include files*" e.g. "*C:\Program Files\boost\boost_1_44*". This path is of course dependent on where you installed boost and the boost version.

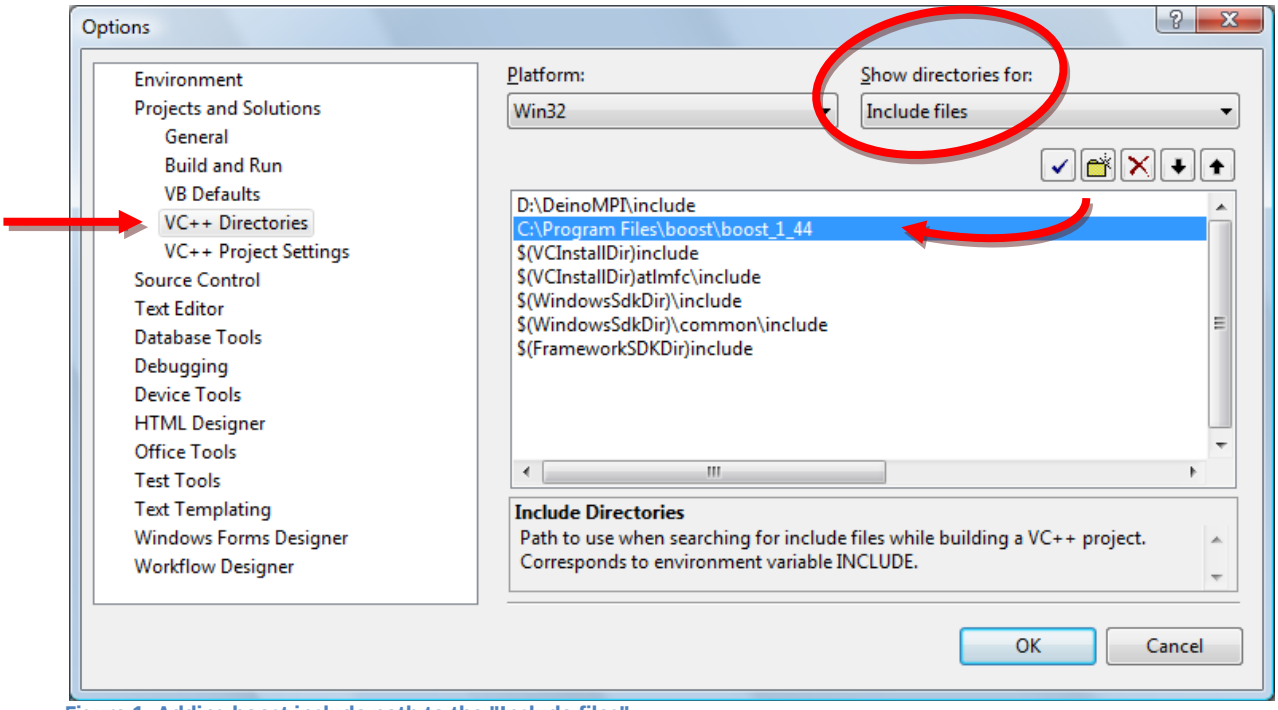

Figure 1: Adding boost include path to the "Include files"

- Also add the boost library directory to the "*Library files*" e.g. "*C:\Program Files\boost\boost_1_44\lib*" (Select "*Library files*" in the "*Show directories for*" dropdown).
- Now, all C++ projects will search in the boost directories for include and library files.

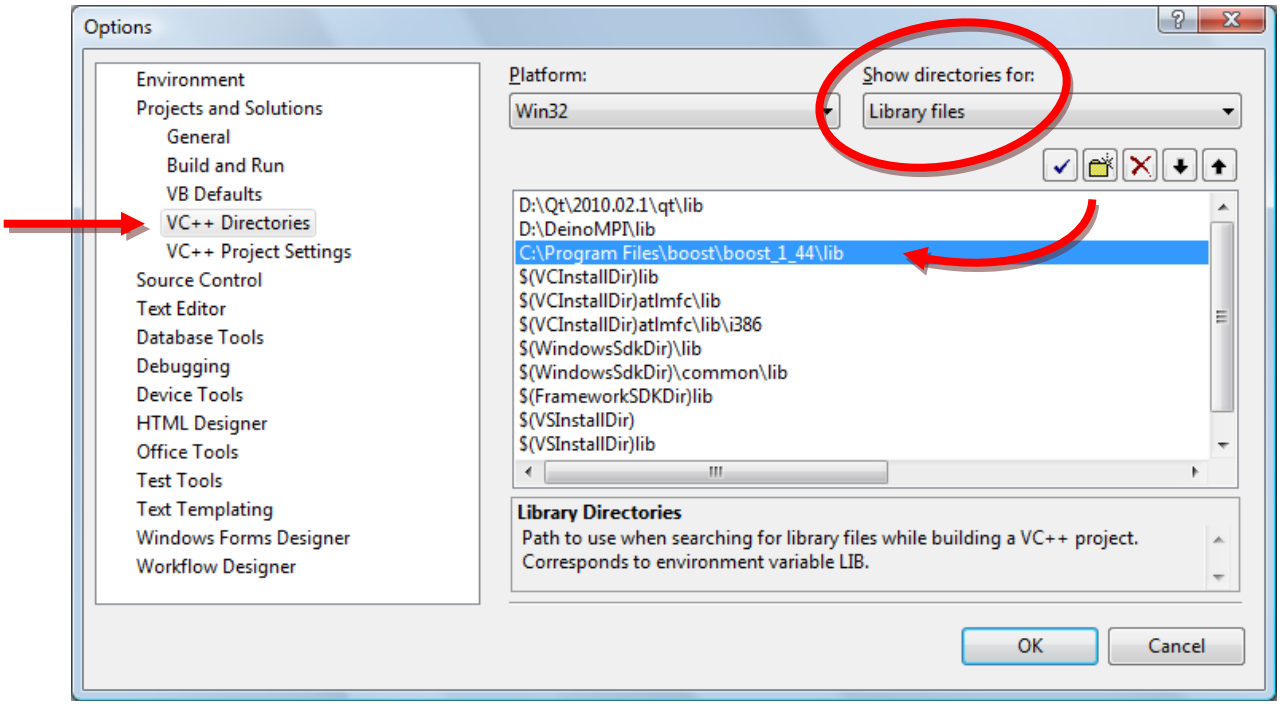

Figure 2: Adding boost library path to the "Library files"

Visual Studio 2010

Also in Visual Studio 2010 you need to set the boost directories. However, setting the global include directories in Visual Studio 2010 works completely different from Visual Studio 2008.

Here you need to set the directories in a "*User Property Sheet*".
See the Visual Studio 2010 documentation on how to create a property sheet and how to inherit project properties from a property sheet.

Easiest is to add the directories to the "Microsoft.Cpp.Win32.user" property sheet that is used by projects by default.

When you are using Visual C++ 2010 Express Edition, you first have to enable expert settings. For that go to: "Tools->Settings->Expert Settings".

- First, a C++ project must be loaded.
- Open the "*Property Manager*". This is under the dropdown menu: "View -> Other Windows -> Property Manager". In the express edition it is in the menu: "View -> Property Manager". This will open the property manager at the place were also the class view and solution explorer are.

- In the property manager tree view, expand the project node and the *Debug* or *Release* node. You should now see the node: *Microsoft.Cpp.Win32.user*
- Double click on the *Microsoft.Cpp.Win32.user* node. This will open the global property pages that are used by all C++ projects by default.
- In the dialog box select "*Common Properties -> VC++ Directories*"
- Then add the boost installation header file directory to the "*Include Directories*" e.g. "*C:\Program Files\boost\boost_1_44*". This path is of course dependent on where you installed boost and the boost version.
- Also add the boost library directory to the "*Library Directories*" e.g. "*C:\Program Files\boost\boost_1_44\lib*"
- Now all 32 bit C++ projects will search in the boost directories for include and library files by default. (unless the *Microsoft.Cpp.Win32.user* properties were removed from the project)

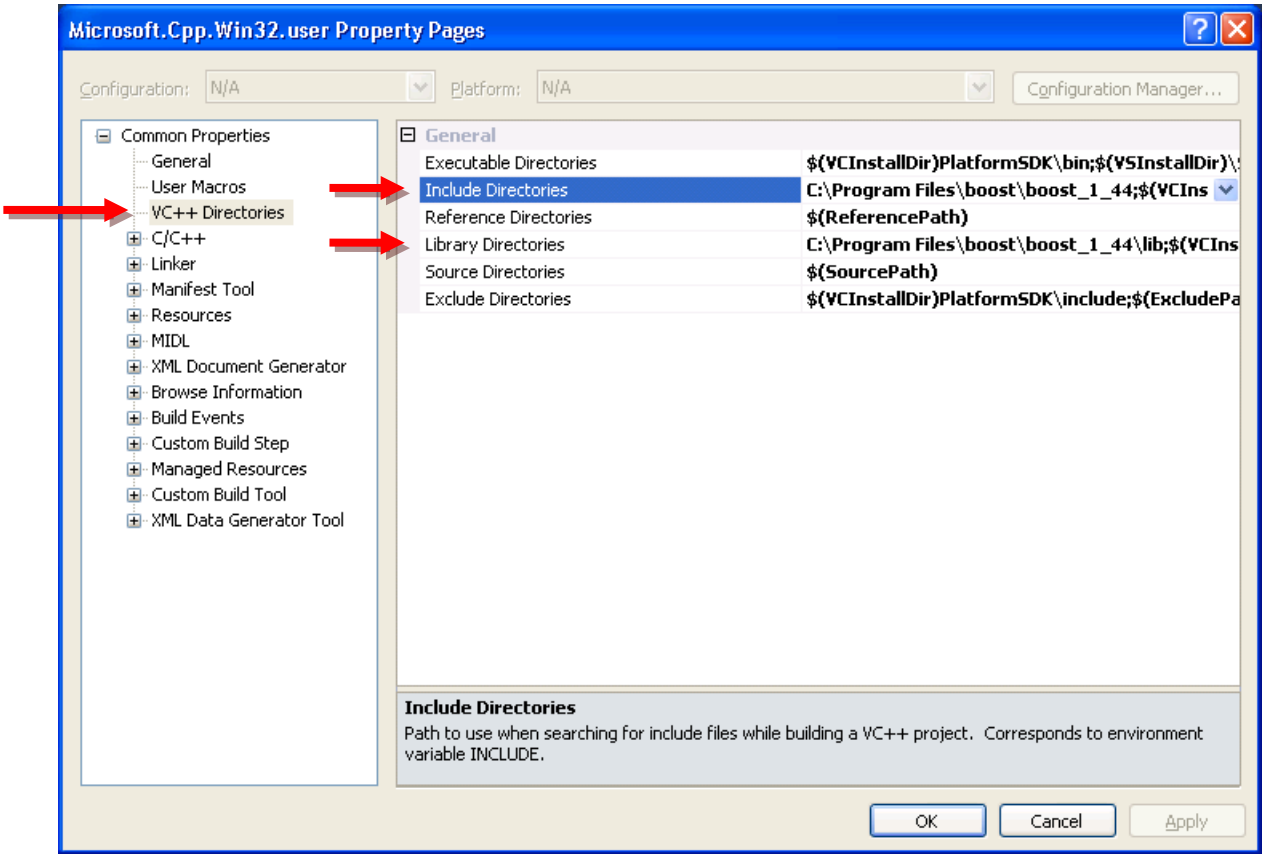

Figure 3: Adding the boost include and library paths to the Microsoft.Cpp.Win32.user global property page

This manual was writing for the Datasim book: *Introduction to the Boost C++ Libraries - Volume I - Foundations*
http://www.datasim-press.com/BoostVolumeI.html