There are three repos that exist in the following hierarchy and dependency

ITURHFProp

Contains include file ITURHFProp.h

Dependent on Common.h and Noise.h from P372 repo

Dependent on P533.h from P533 repo

Dependent on P533.dll from P533 repo

P533

Contains include file P533.h Note that P533.h contains a reference to ***#include Noise.h*** now

Dependent on include files Common.h and Noise.h from P372 repo

dependent on the P372 library

P372

* Contains include files Common.h and Noise.h

P533 is statically linked to the P372 library. At some point in the future you might consider.

To compile in Visual Studio the solutions must be compiled in the order i) P372, ii) P533 and iii) ITURHFProp. This is because the dependent include files are copied to the appropriate repo from Pre-Build Events.

To do list

1. The code compiles in each repo
2. Determine if the outputs from the programs are copied to the appropriate bin directories
3. Rename Noise to P372
4. Change copyright to 2018
5. Document or store the configuration from each solution preferably to an ASCII file and store it in each repo. So it is easier to redo the visual studio solution (aka you don’t have to remember to do \_CRT\_SECURE\_NO\_WARNINGS)
6. The initialization of the noiseP structure in path needs to be examined.
7. Validate that the program still works and produces the same output
8. There needs to be another solution created in the P372 repo that is an example of the use. Need an example output in the repo with the example
9. Create .so files for the new architecture. Look at the possibility that we use the git command line shell to compile. Need make file from the boys.
10. Decide if P372 should be a lib or dll. If it is the latter change the code in P533.