

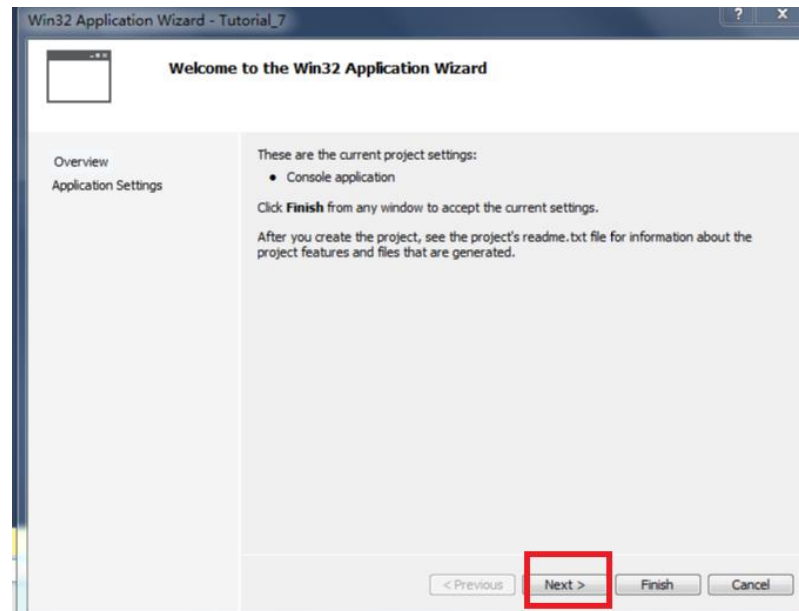
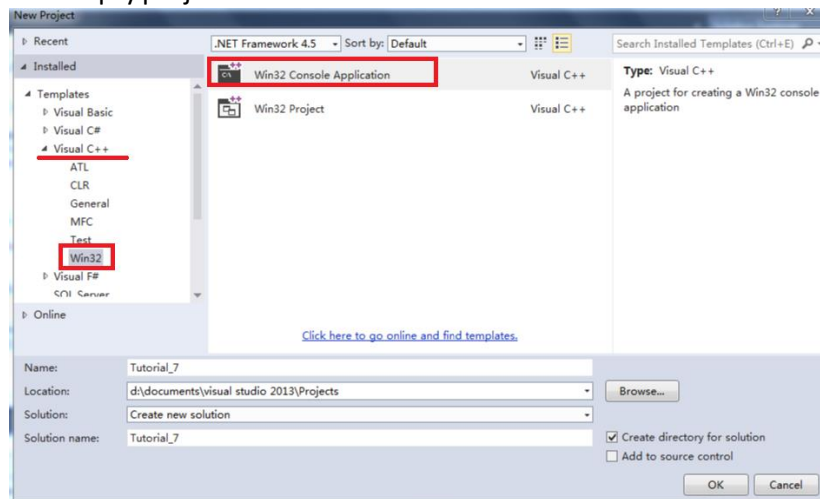
## Create CUDA Project

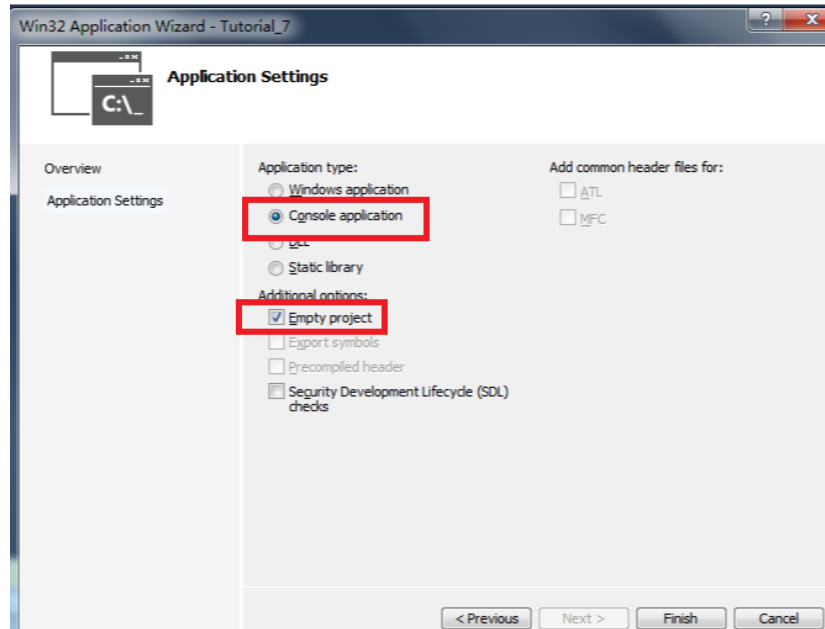
### Environment:

- Win 7
- VS2013
- CUDA 6.5
- NVIDIA Geforce GT 502
- Compute capacity: 2.1

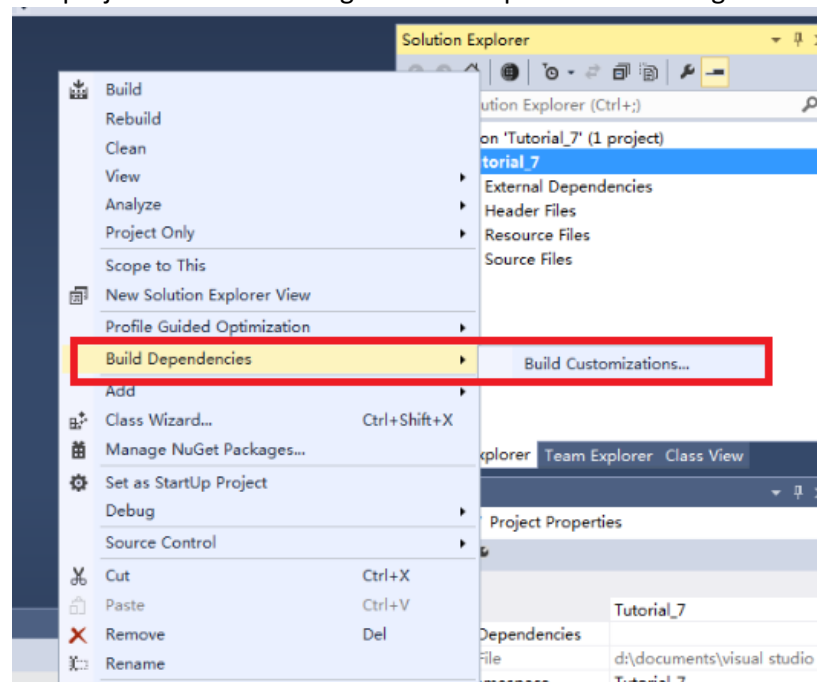
### Configuration steps:

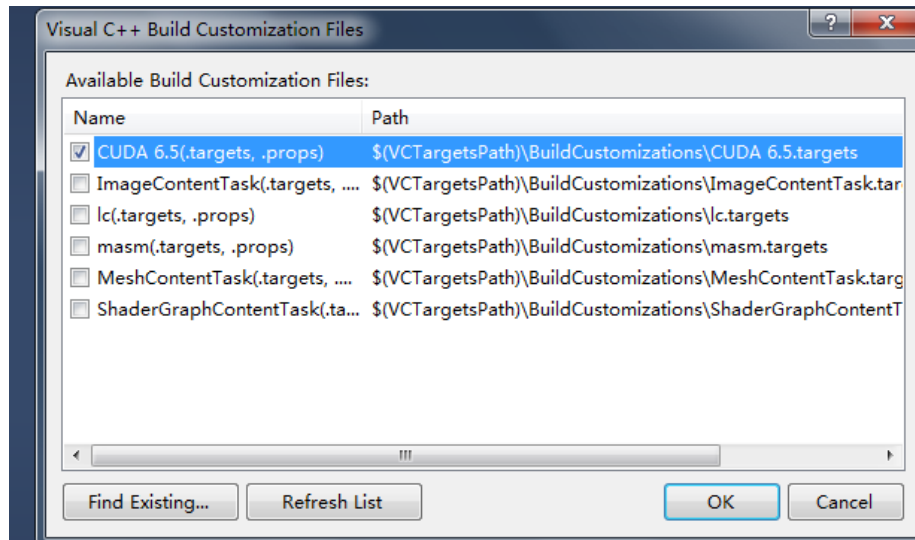
1. Launch VS2013
2. Create Win32 empty project



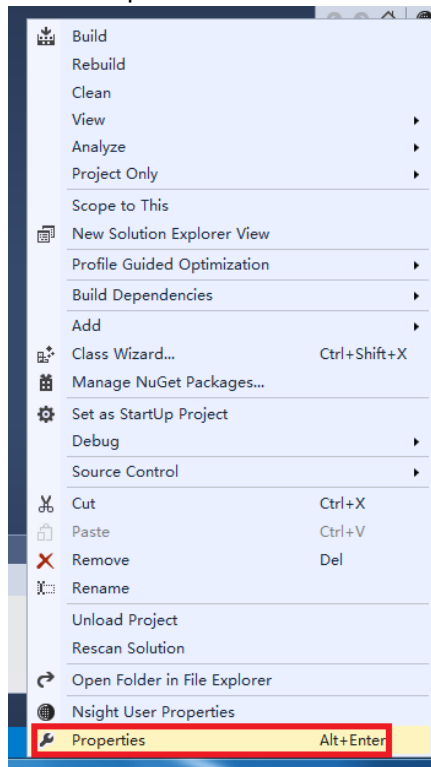


3. Right click the project name and config the build dependencies to target CUDA

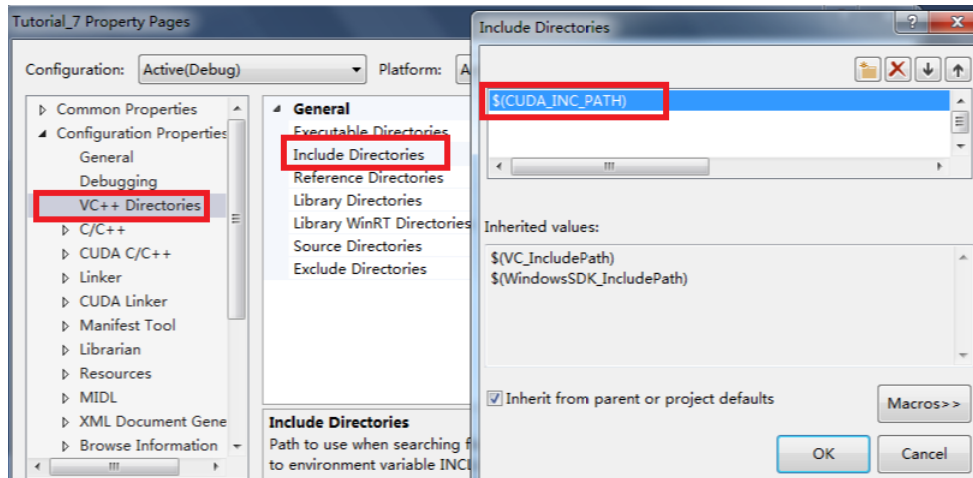




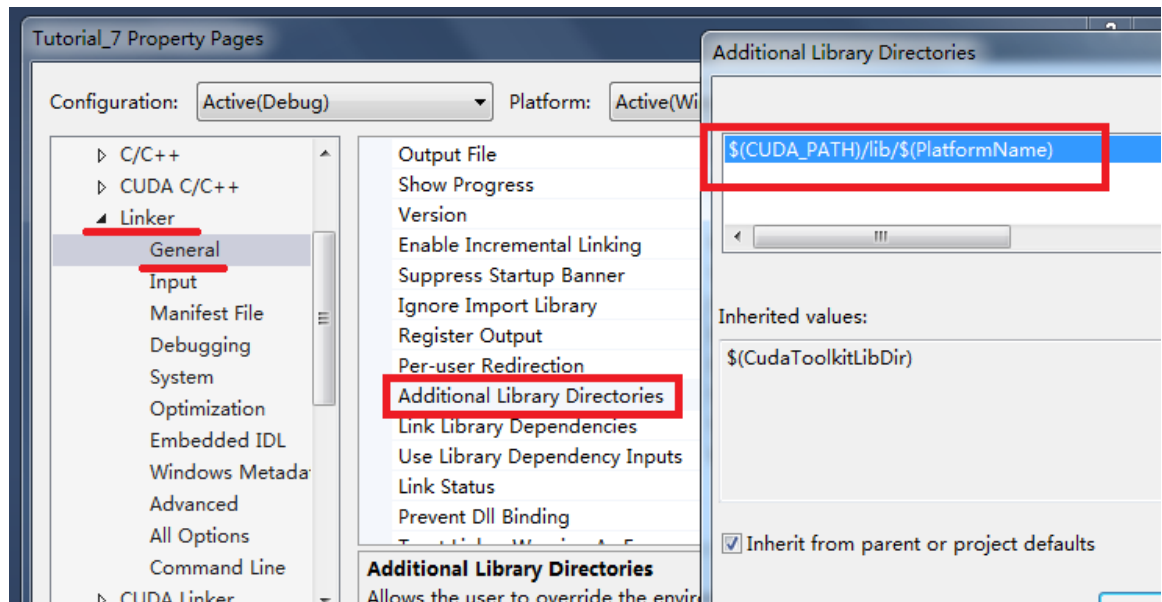
4. Right click project to select the "Properties"



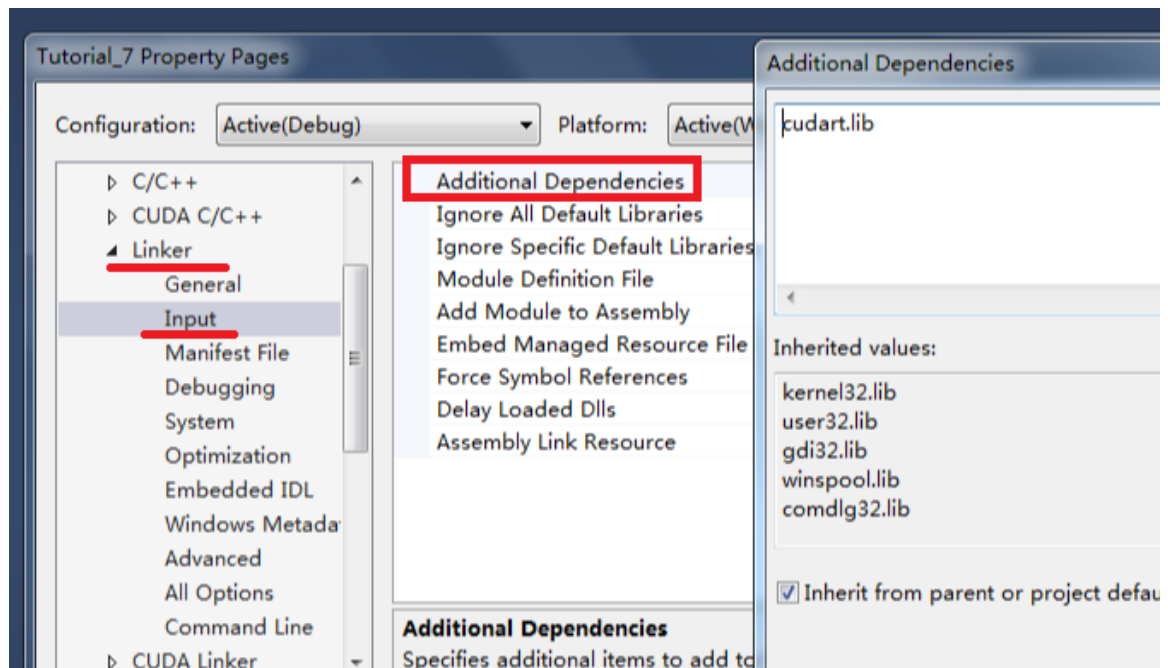
5. Add "\$(CUDA\_INC\_PATH)" into "VC++ Directories" -> "Include Directories"



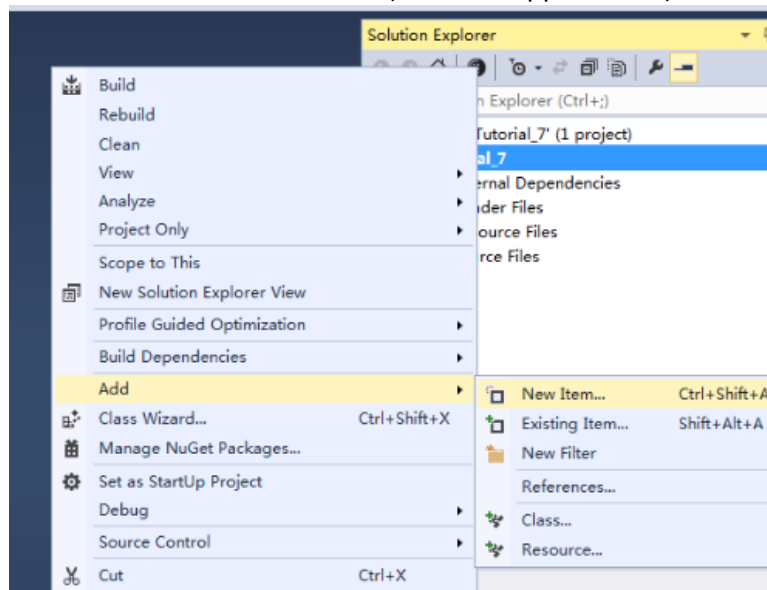
6. Add “\$(CUDA\_PATH)/lib/\$(PlatformName)” into “Linker” -> “Additional Library Directories”

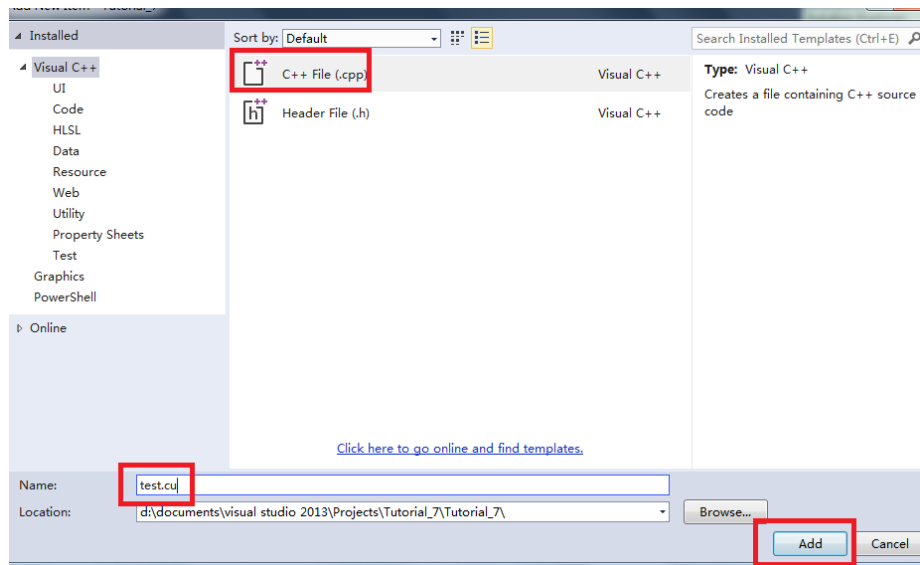


7. Add “cudart.lib” into “Linker” -> “Additional Library Directories”



8. Create a new item as “.cu” file. (rename “.cpp” as “.cu”)





9. Then you can start programming and debugging