1. **Use the static library**
1) Create an empty console project like rtklib-test. Copy the lib folder to the project directory. The lib folder is generated in the last section 1.
2) Project right click->properties->C/C++->Additional Include Directories->Add the lib folder directory.
3) Project right click->properties->C/C++->Preprocessor->Preprocessor Definitions->Add: WIN32.
4) Project right click->properties->Linker->Additional Dependencies->Add: rtklib.lib.
5) #include "rtklib.lib" in the project main.cpp file.
6) Compile and run the project.

rtklib-test Property Pages

Configuration: Active(Debug)   Platform: Active(Win32)   Configuration Manager...

▲ Configuration Properties
   General
   Advanced
   Debugging
   VC++ Directories
  ▲ C/C++
    General
    Optimization
    Preprocessor

Additional Include Directories	D:\Study\PhD Research\Work\RtklibLambda\RTKlibStaticl
Additional #using Directories	
Debug Information Format	Program Database for Edit And Continue (/ZI)
Support Just My Code Debugging	Yes (/JMC)
Common Language RunTime Support	
Consume Windows Runtime Extension	
Suppress Startup Banner	Yes (/nologo)
Warning Level	Level3 (/W3)
Treat Warnings As Errors	No (/WX-)

Additional Include Directories

D:\Study\PhD Research\Work\RtklibLambda\RTKlibStaticlib\rtklib-test\lib

Evaluated value:

D:\Study\PhD Research\Work\RtklibLambda\RTKlibStaticlib\rtklib-test\lib
%(AdditionalIncludeDirectories)

Inherited values:

☑ Inherit from parent or project defaults   Macros>>

OK   Cancel

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rtklib-test Property Pages

Configuration: Active(Debug)   Platform: Active(Win32)   Configuration Manager...

▲ Configuration Properties
   General
   Advanced
   Debugging
   VC++ Directories
  ▲ C/C++
    General
    Optimization
    Preprocessor
    Code Generation

Preprocessor Definitions	_DEBUG;_CONSOLE;WIN32;%(PreprocessorDefinitions)
Undefine Preprocessor Definitions	
Undefine All Preprocessor Definitions	No
Ignore Standard Include Paths	No
Preprocess to a File	No
Preprocess Suppress Line Numbers	No
Keep Comments	No

Preprocessor Definitions

_DEBUG
_CONSOLE
WIN32

Evaluated value:

_DEBUG
_CONSOLE
WIN32

Inherited values:

_UNICODE
UNICODE

☑ Inherit from parent or project defaults   Macros>>

OK   Cancel