



# Extreme Motion SDK – Visual Studio Unmanaged Quick Start Guide

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Extreme Reality

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## 1 Prerequisites

The ExtremeMotionSDK\Win32\PreRequisites\32bit\ExtremeMotionPrerequisites.exe executable installs the following packages which are required at running time by the SDK:

For Windows 7:

- Microsoft Visual C++ 2010 x86 redistributable – 10.0.40219
- Intel(R) C++ Redistributables on IA-32 - 13.0.190
- Microsoft .NET Framework 4 Extended - 4.0.30319

For Windows 8:

- Microsoft Visual C++ 2010 x86 redistributable – 10.0.40219
- Microsoft Visual C++ 2012 Redistributable (x86) – 11.0.51106
- Intel(R) C++ Redistributables on IA-32 - 13.0.190

The ExtremeMotionPrerequisites.exe need to be installed on every machine which runs the SDK.

## 2 Visual Studio Versions

SDK binaries support all version of Visual Studio 2005 above. The Visual Studio samples were built in Visual Studio 2010, and therefore can be built with Visual Studio 2010 and all versions above.

## 3 Required DLLs and Resources

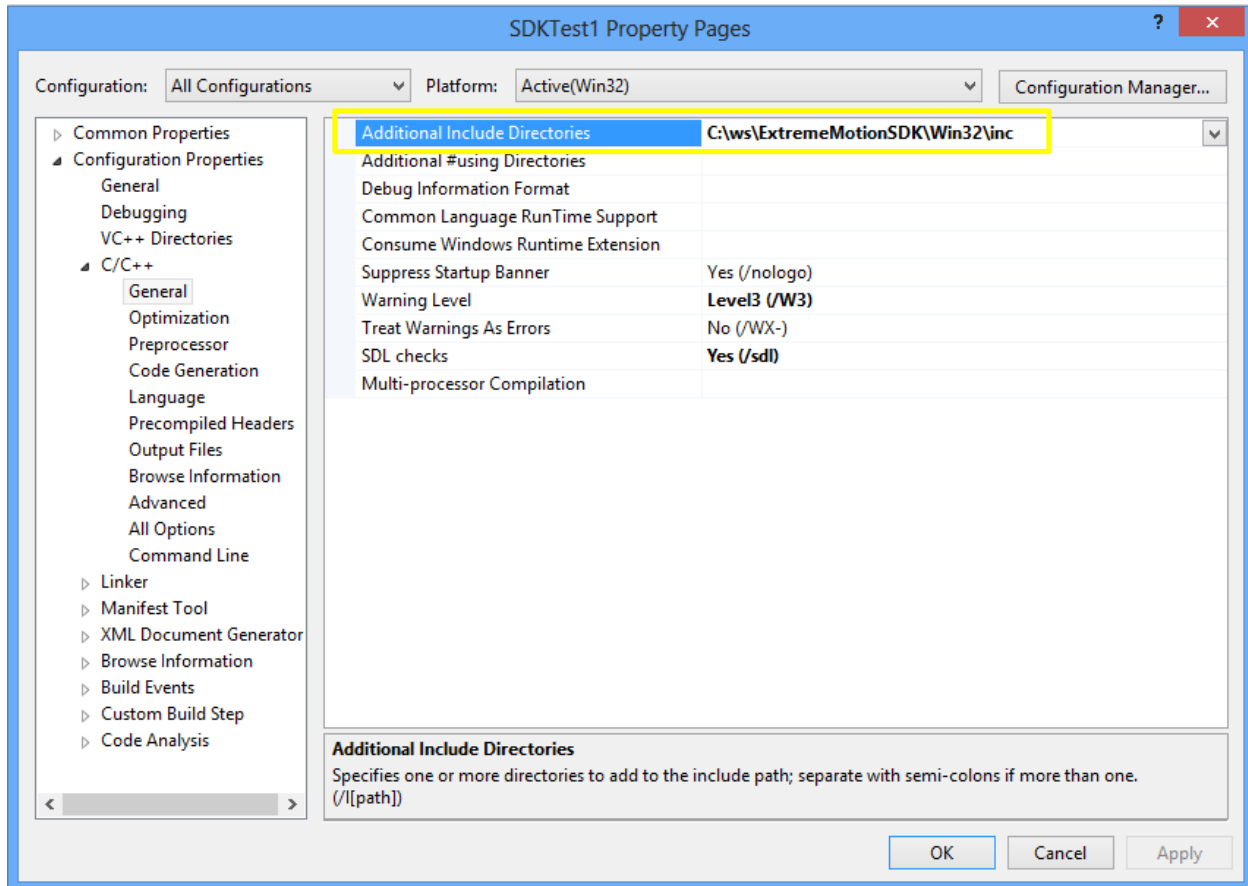
The following DLLs from the “bin” folder of the SDK need to be copied to the folder from which the application is running:

- ExtremeMotion.dll
- XTR3D\_ImageAcquisition.dll
- XTR3D\_SDK\_Metadata.dll
- Xtr3dInfra.dll
- Xtr3dLogger.dll
- Xtr3dManager.dll
- Xtr3dSkeleton.dll
- EM\_Trial.lic

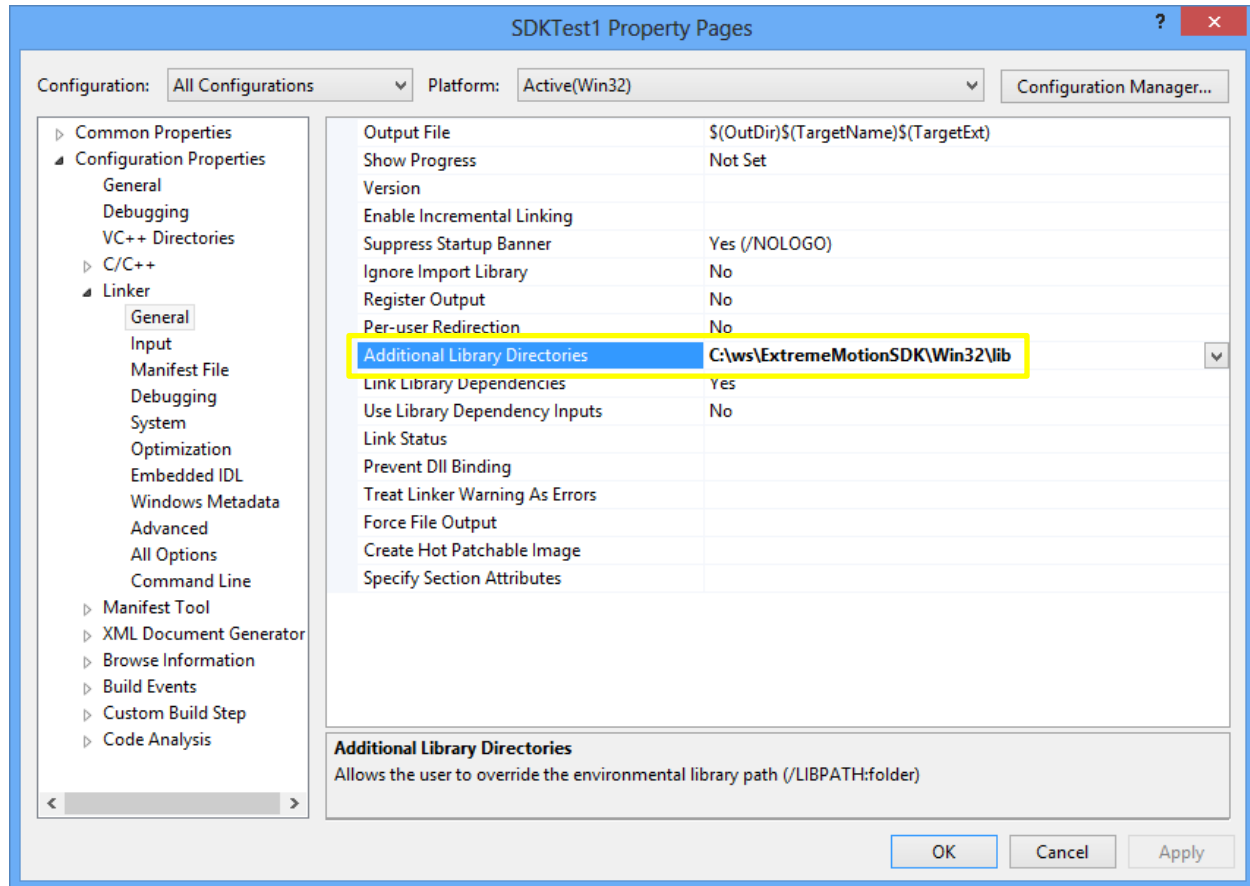
## 4 Setting Project Properties

After creating a new project the following project properties need to be set:

1. Add the path of the "inc" folder of the SDK to "**C/C++**" -> "**General**" -> "**Additional Include Directories**":



2. Add the path of the "lib" folder of the SDK to "**Linker**" -> "**General**" -> "**Additional Library Directories**":



3. Add ExtremeMotion.lib to **"Linker"** -> **"Input"** -> **"Additional Dependencies"**

