**Developer Installation**

NOTE: the following guide is written with Visual Studio 2017 and C# programming in mind. I am assuming you will install the controller drivers, visual studio IDE, and the C# .Net Framework 4.0 before proceeding.

* Located in the LeapDeveloperKit\_2.3.1+31549\_win directory, you will find the **LeapSDK** as well as the **Controller installation executable**.

**NOTE: When your application calls a function in the Leap Motion C# API, the C# code calls the matching function defined in LeapC.dll. The Leap Motion libraries are designed to be loaded from the same directory as your application executable. You are expected to distribute the appropriate Leap Motion library with your application. The Leap Motion libraries are located in the \LeapSDK\lib directory.**

**To add Leap Motion support to a new or existing project:**

1. Make a **LEAP\_SDK** system environment variable to point to your Leap Motion SDK directory. You must restart your IDE after creating this variable, or it will not be recognized. (As a reminder, you can create and change system environment variables from the Windows System Properties dialog.)
   1. Hit windows key, type: “**edit the system environment variables**”
   2. With system properties open, select **Environment Variables**.
   3. In *System variables*, select **New.**
   4. In *Variable name* field, type: “**LEAP\_SDK”**
   5. In *Variable value* field, type the full path of the **LeapSDK** directory.
   6. Hit **Ok.**
2. Open or create a new project in Visual Studio of the desired Windows Forms or WPF type.
3. Add a reference to one of the pre-built .NET libraries:
   1. Select **Project** > **Add Reference**.
   2. In the *References* dialog, select **Browse**.
   3. Browse to your Leap Motion SDK folder.
   4. Choose *LeapCSharp.NET4.0.dll.* located in \LeapSDK\lib.  
      **NOTE: do not add any of the other Leap Motion library files as a reference.**
4. Set the target platform to x64:
   1. Open the project properties page with **Project** > *ProjectName* **Properties**.
   2. Select the **Build** page.
   3. Set the **Configuration** to *All Configurations.*
   4. Under General, set **Platform target** to *x64*.  
      **NOTE: Do not use the *Any CPU* target.**
5. Edit the *Post Build Event* to copy the native libraries to the project’s target executable directory.
   1. With the project properties page open, select the **Build Events**page.
   2. Click **Edit Post-build  
      Add:** xcopy /yr "$(LEAP\_SDK)\lib\x64\Leap.dll" "$(TargetDir)"  
      xcopy /yr "$(LEAP\_SDK)\lib\x64\LeapCSharp.dll" "$(TargetDir)"