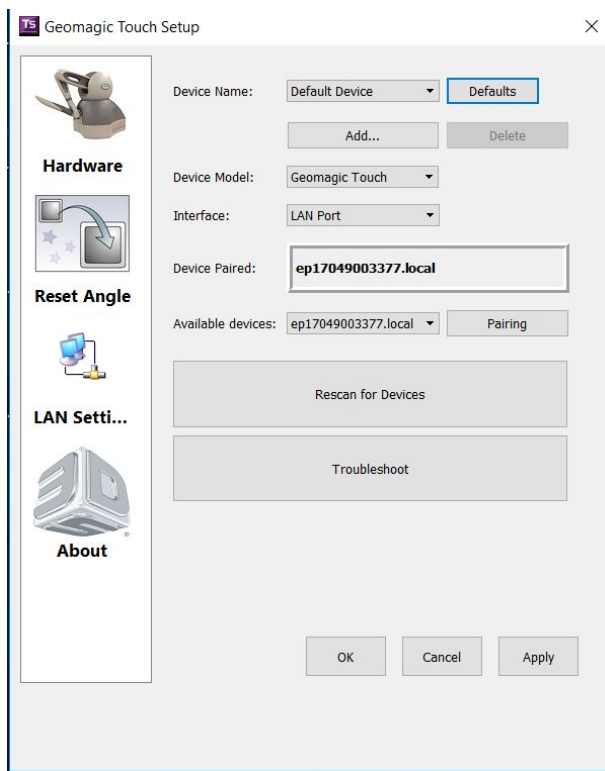


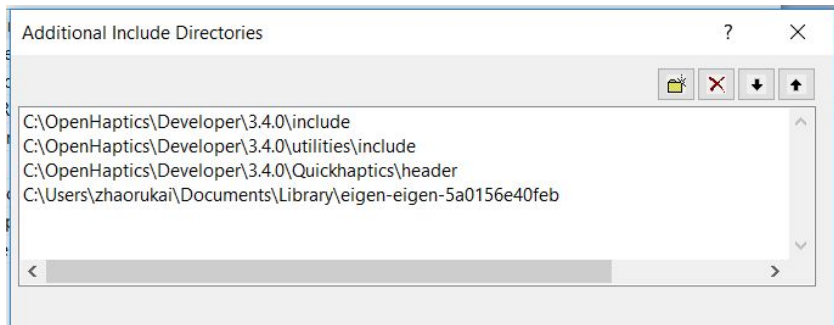
For general setting up the Haptic environment, you need to first follow the "Geomagic Touch Quick Start Guide" to download and install the Geomagic Touch Device Driver. Follow the link: <https://3dssupport.microsoftcrmportals.com/knowledgebase/article/KA-03459/en-us>



After you have finished with installing the driver, you'll need to download the OpenHaptics toolkit. It is also available on <https://3dssupport.microsoftcrmportals.com/knowledgebase/article/KA-01460/en-us>. There is a newer version "v3.5" available online. You can find older version by clicking the "More" under "Legacy Driver". The good thing about "v3.5" is that you can use VS2015 or VS2017 as your compiler, so I recommend you to use the "v3.5" version: <https://3dssupport.microsoftcrmportals.com/knowledgebase/article/KA-03459/en-us>.

You also need to download the Eigen library for using in program 1. The link: [http://eigen.tuxfamily.org/index.php?title=Main\\_Page](http://eigen.tuxfamily.org/index.php?title=Main_Page).

Now, you'll need to set up the environment in Visual Studio. The version of Visual Studio should be compatible with the OpenHaptics version you have downloaded. Follow the "OpenHaptics\_ProgGuid" page 81 for details in setting up the environment. The important things are that the "Configuration" should be in "Release" mode and the "Platform" should be "x64". The following screenshot is the additional include directories. The exact addresses might be different:



The following screenshot is the additional dependencies you need to have under “linker” “input”. The addresses also can be different on your laptop:

