How to include EyeX framework into C# project.

First download EYEX SDK for .NET

Step 1: Start the EyeX framework project and compile the code

Step 2: Create a new visual c# project if you don’t already have one.

Step 3: Right click on the **References** tab in the Solution Explorer and press **Add Reference**

Step 4: Browse to the location of the EyeXFramework and locate **source\EyeXFramework\bin\x86\Debug**

Step 5: Add **Tobii.EyeX.Client.Net20.dll** and **EyeXFramework.dll**

Step 6: Set your solution platform to x86

Step 7: Build a test program. Navigate to the source of the EyeXFramework and open the solution for the project **source/MinimalSamples/MinimalGazeDataStream/Program.** Copy the code within the main function in **Program.cs** into your project’s main.

Step 8: You still miss a couple of using statements. Hover the mouse over the classes which couldn’t be found and press the little blue dot which will appear.

Then add the missing using statements.

Step 9: Build your project

Step 10: Copy the dll file **Tobii.EyeX.Client** from **SDKLOCATION/lib/x86** into your project folder under **bin/x86/Debug**

**Congratulations you have now successfully included the EyeXFramework into your project!**

**References:**

<http://developer.tobii.com/community/forums/topic/project-building-with-several-errors-when-using-eyexframework/>