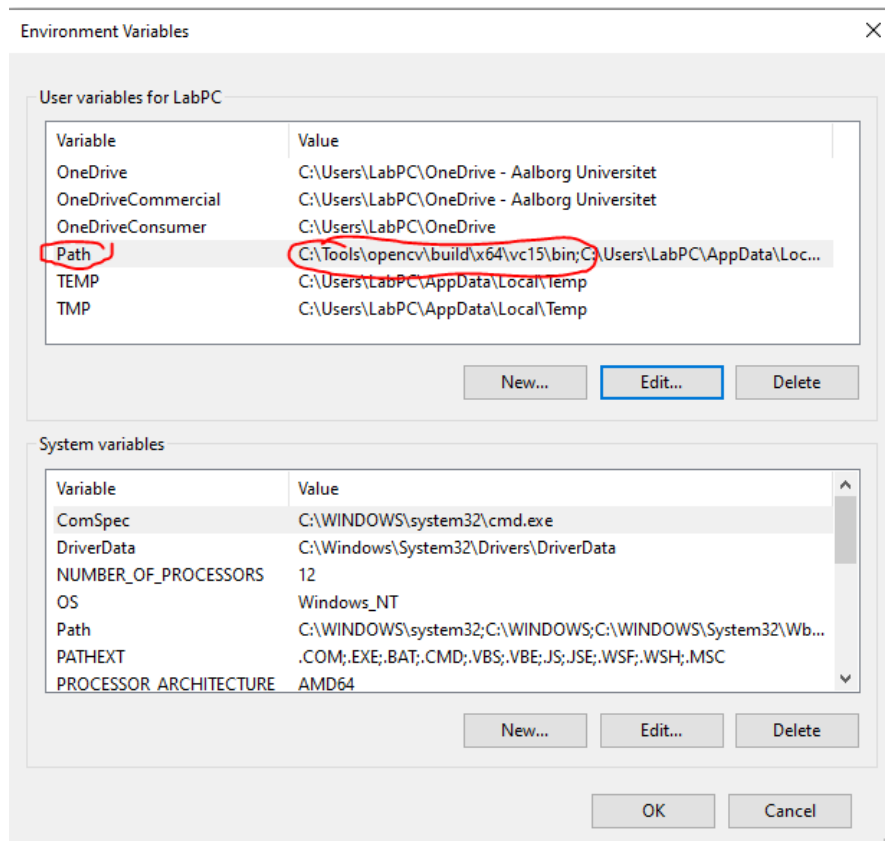


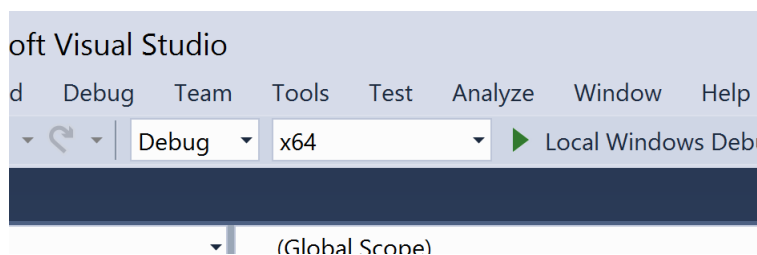
Guide for OpenCV projects in Visual Studio

This example is based on Visual Studio Community 2019 and OpenCV 4.2. Make sure that you have included C++ in your Visual Studio installation.

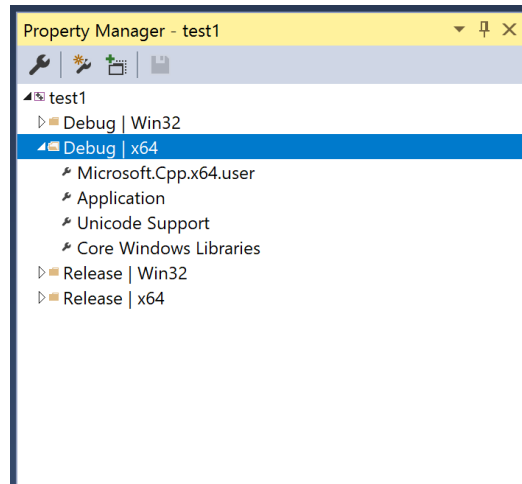
- Download and install the latest version of OpenCV (<https://opencv.org/> - Go to Releases and choose the Windows version). Extract the library somewhere you can find again.
- Add the path to the OpenCV binary folder ([opencv folder location]\build\x64\vc15\bin) as a path in your user variables in Windows (From Windows Control Panel, go to System -> Advanced system setting (-> Advanced tab) -> Environment Variables):



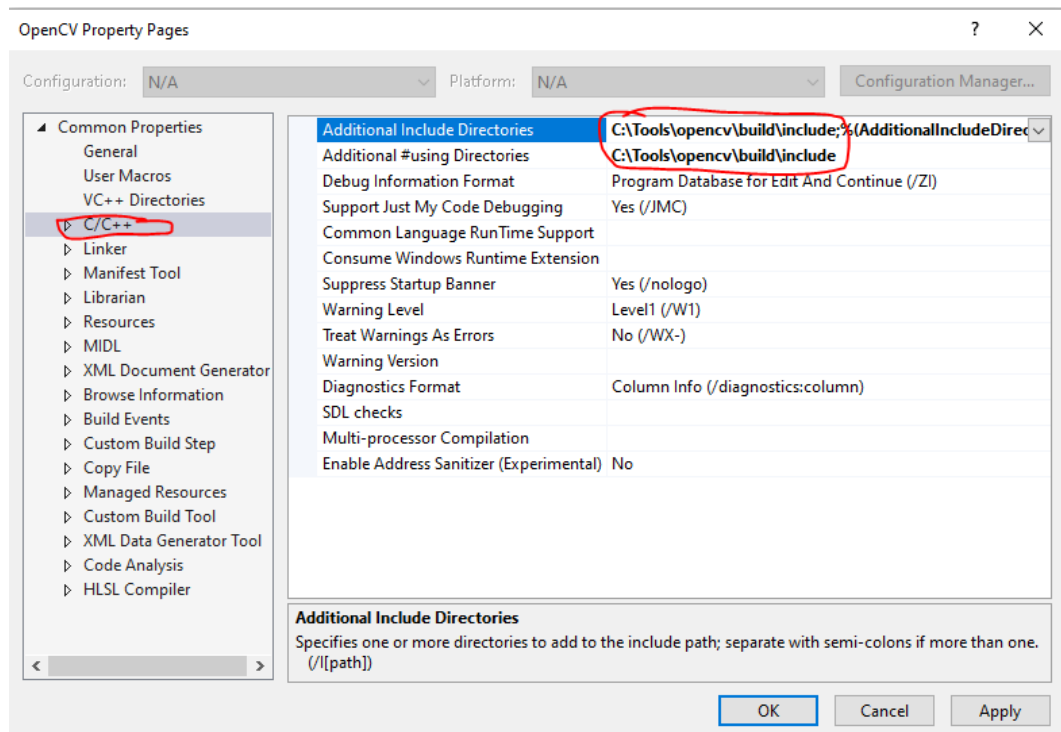
- Restart your computer!
- Make a new C++ project. Make sure the project is configured as a x64:



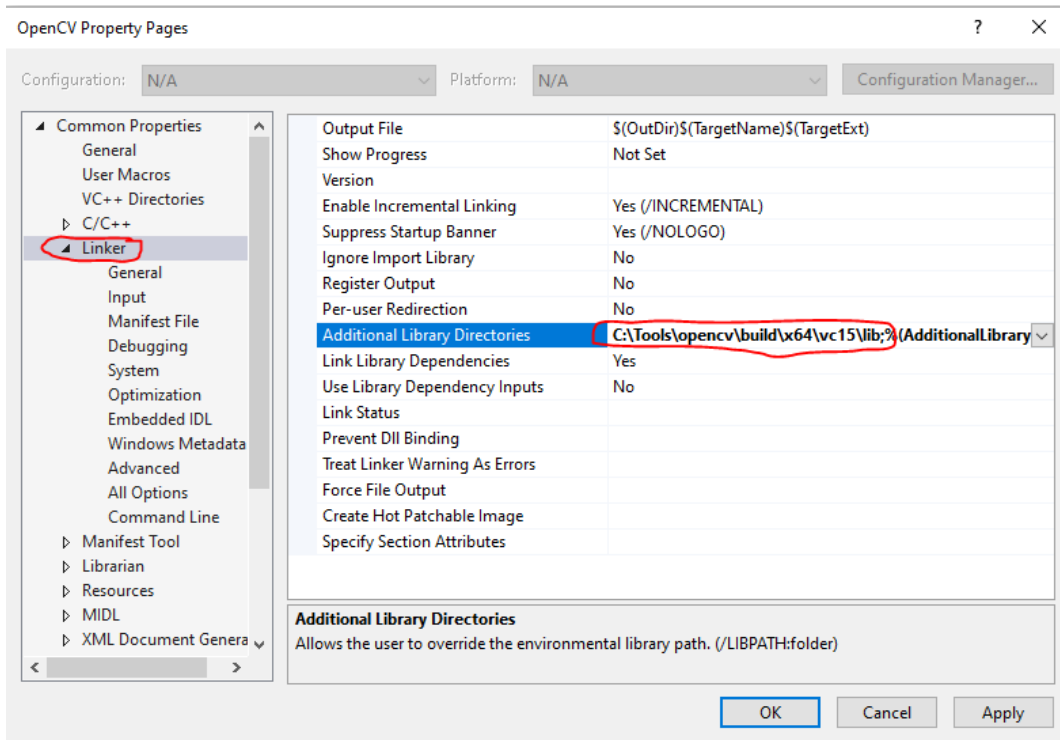
- The first time you create a project using OpenCV you should create a new property sheet, which you can reuse later.
- Bring up the Property Manager (go to View -> Other Windows ->Property Manager). Expand the project item and choose your configuration (e.g., Debug | x64)



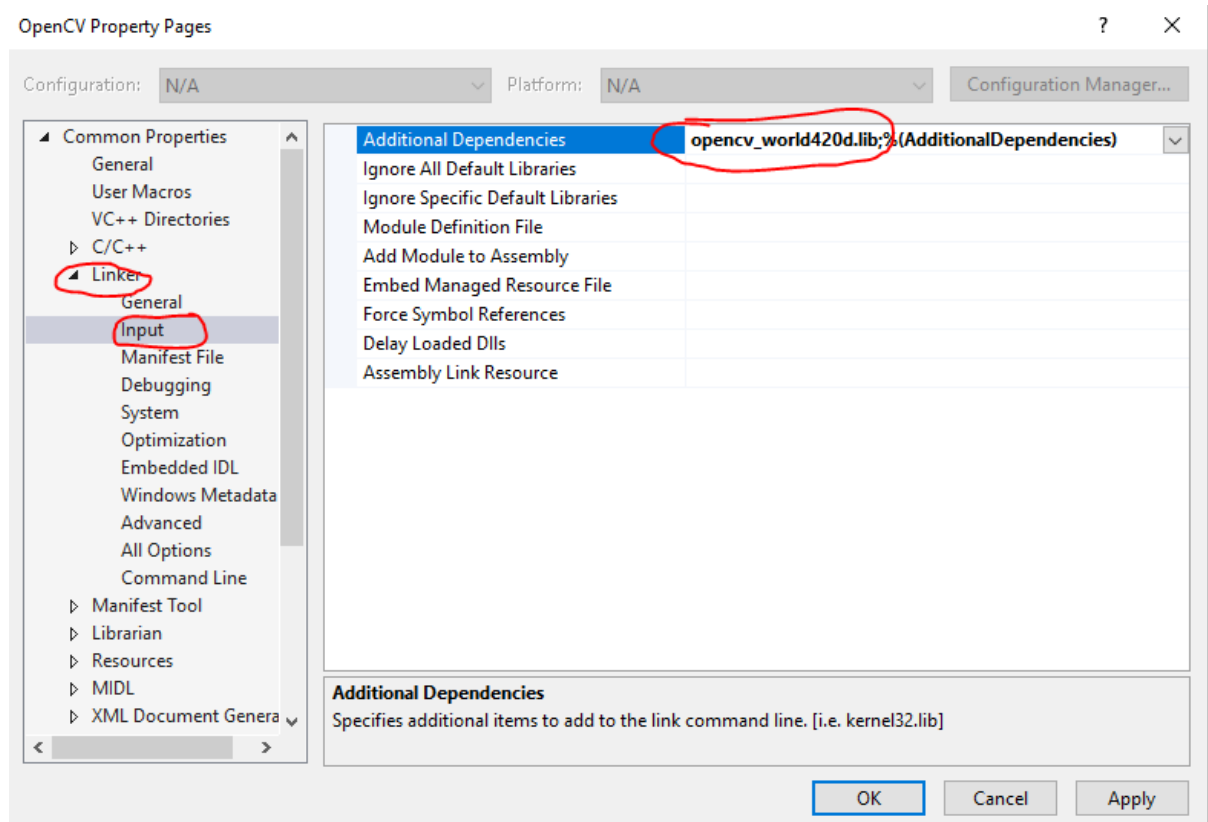
- Right-click and choose Add New Project Property Sheet. Give it a name and save it somewhere you can remember.
- Double-click the new property sheet to open it and add the path to the include folder, as shown below:



- Add the path to the library folder as additional library directory, as shown below:



- Add opencv_world420d.lib as additional dependency (only d for debug configurations, if you are using a release configuration use opencv_world420.lib):



- Your project should now be ready, include the following header files:

```
5  #include <opencv2\core.hpp>
6  #include <opencv2\highgui.hpp>
7  #include <opencv2\imgproc.hpp>
```

- You may copy the code from minimumExampleOpenCV.cpp on Moodle to test that everything is working. Remember to change the path to an image on your own computer.
- For the next OpenCV project you create you can just go to Property Manager to add the existing property sheet.