

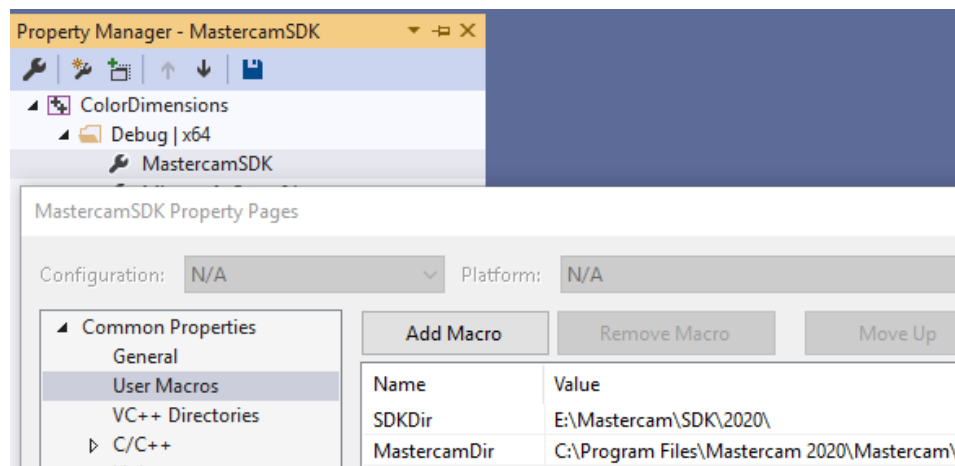


Using a Property Sheet (.props) file to set the path to the C-Hook SDK.

This C-Hook add-in project uses the **MastercamSDK.props** file to allow for easy setting of the path to where the C-Hook SDK is installed on *your* system.

Setting this path can be done a couple ways.

- 1> Alter the path property using the **Property Manager** in Visual Studio.
Main menu -> View -> Other Windows -> Property Manager
Double click on the **MastercamSDK** entry. (Release or Debug, it does not matter which.)
Select **User Macros** in the Common Properties list.
Double click on the **SDKDir** macro entry and edit the macro's value (path) as needed.



- 2> Just edit the **MastercamSDK.props** file and set the paths shown below.
*If you directly edit the file, you will need to unload/reload the entire Solution before Visual Studio will "see" the changes.
*The **AddInsDir** path is not currently used by this project.
It can be used starting with Mastercam 2022.

```
<?xml version="1.0" encoding="utf-8"?>
<Project ToolsVersion="4.0"
xmlns="http://schemas.microsoft.com/developer/msbuild/2003">
  <ImportGroup Label="PropertySheets" />
  <PropertyGroup Label="UserMacros">
    <!-- Note that the trailing '\' is needed here on these paths! -->
    <!-- Path to the Mastercam C-Hook SDK (Required) -->
    <SDKDir>C:\Program Files\Mastercam 2022\Mastercam\sdh\</SDKDir>
    <!-- Path to the Mastercam Product install -->
    <!-- Used when running in Debug -->
    <MastercamDir>C:\Program Files\Mastercam 2022\Mastercam\</MastercamDir>
  </PropertyGroup>
  <ItemGroup>
    <BuildMacro Include="SDKDir">
      <Value>$(SDKDir)</Value>
    </BuildMacro>
    <BuildMacro Include="MastercamDir">
      <Value>$(MastercamDir)</Value>
    </BuildMacro>
  </ItemGroup>
</Project>
```

If you encounter any issues with what is (or not) documented here, please let us know!

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