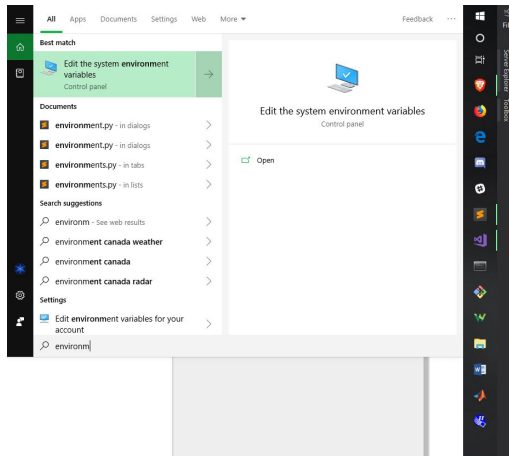


# Pre-installations

1. **Visual Studio (VS):** I use the *2017* Edition.
2. **OpenCV:** I use *4.0.0* → extract the ZIP-file to Desktop, Users, anywhere really.

## Changing your Path File

## Setting a shortcut to your OpenCV files.

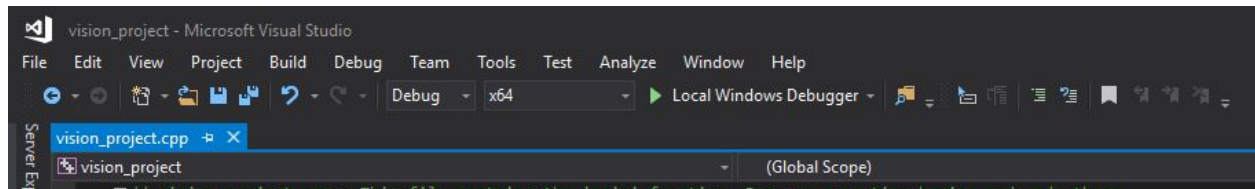


1. Enter your **Environment Variables** settings. You will add **opencv** here. Search “Environment Variables” to reach here.
2. There are many variables here. You will edit “path”, which is a **System Variable**. Look in the lower list.
3. Found it? Click *edit* and notice all the addresses. Add the address of your **opencv** folder to the list.
4. Done :)

## Preconfiguring VS

The inspiration of this document is **below**.

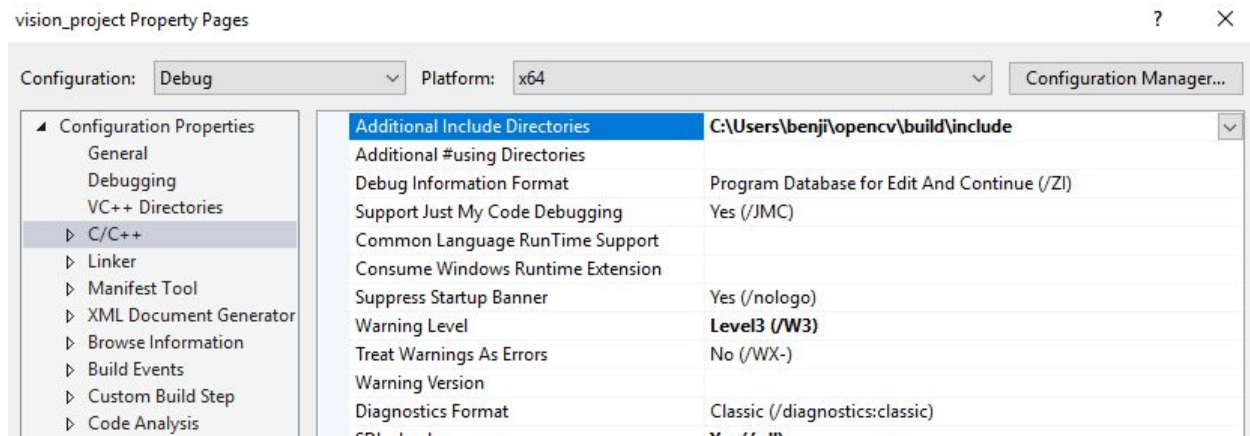
Having created a project (C++) in VS, you configure it.



1. “**x64**” corresponds to my system’s **64-bit architecture**. You need to set this to your system’s architecture. Search “**System Specifications**” to find it.
2. “**Debug**” (left of *x64*) should be selected.

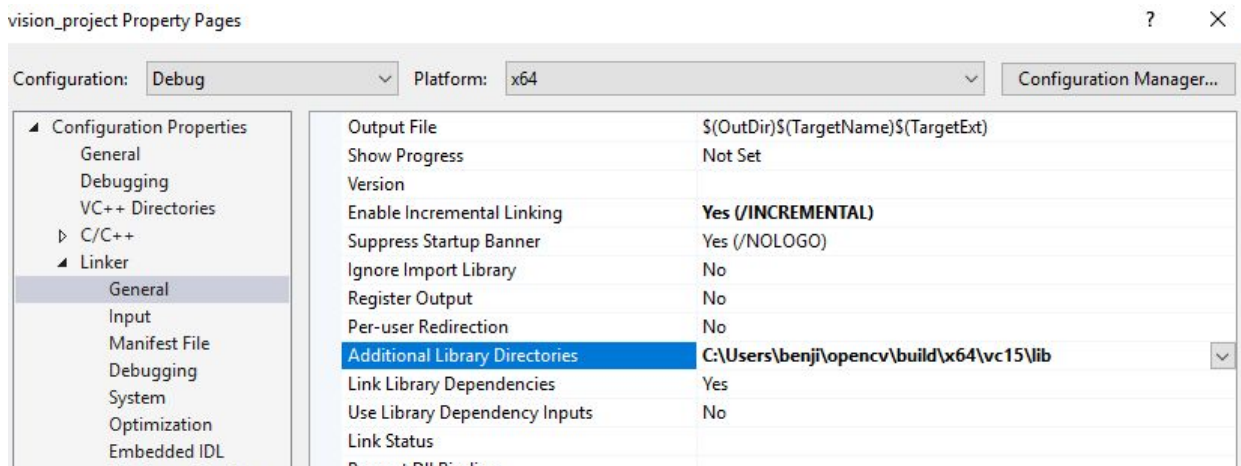
## opencv *include* directories

You will now embed **opencv** in **Project Properties**, under *Project*.



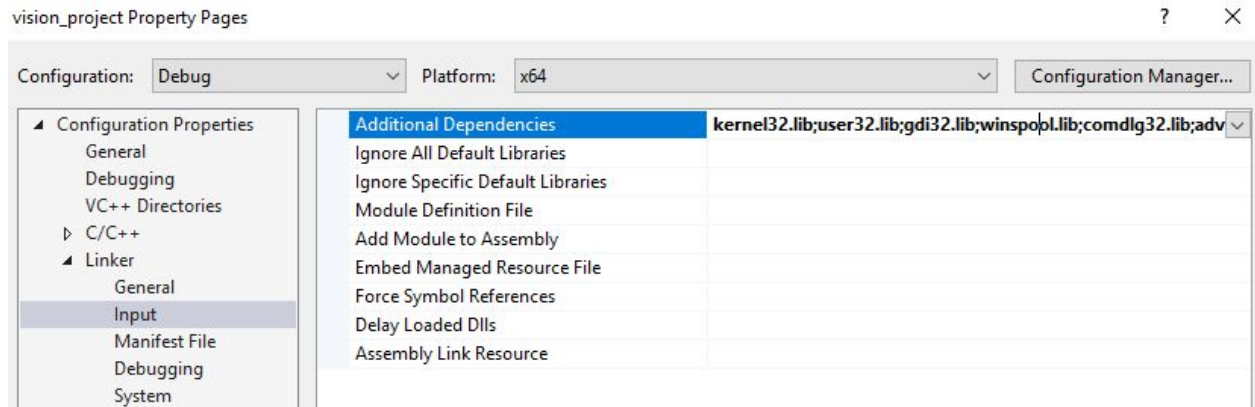
1. Navigate to **C/C++ Settings**.
2. Add the path of the opencv ***include* subfolder** to *Additional include Directories*. Mine is shown; and this subfolder lives in **opencv/build**. This will facilitate the opencv **#include** statement.

## opencv *Linker*



1. Navigate to **Linker Settings (General)** to integrate the opencv library.
2. Add the path of the opencv ***library* subfolder** to *Additional Library Directories*; mine is shown; and this subfolder lives in **opencv/build/x64/vc15**. You may see **vc16**, use the bigger one.

# opencv *Linker Input*



1. Navigate to **Linker Settings (Input)**
2. Add the filename of the *Object File Library* file to the list of “;”-delimited filenames. This is the file in the **library subfolder**, whose name ends with **d** (e.g. opencv\_world400d.lib)

Done.