**How to Create a New Project in Visual Studio 2013 on the 826 board**

**Creating a Program in C**

Our group is doing all of our coding is C, and since VS doesn’t have C as one of its default languages, special care should be taken when setting up a new project to be sure that it will compile in C.

1. Open VS
2. Select File -> New -> Project
3. When the New Project dialog box appears, select Visual C++ in the left pane.
4. In the Project window, select Win32 Console Application.
5. Name to Project.
6. When the Win32 Application Wizard box appears, click Next on the Welcome Page.
7. On the Application Settings, make sure the following are selected:
   1. Application Type: Console Application
   2. Additional Options: Empty Project
8. Click Finish

You now have a C project. Now we need to make the C files:

1. If Solution Explorer is not visible, go to View -> Solution Explorer.
2. Right click the Source Files folder in the Solution Explorer and select Add -> New Item
3. The New Item dialog box should appear.
4. Select C++ File(.cpp) and give it a name, but be sure to add the .c extension (for example, your file name might be 826controller.c)
5. Your source file is now in C, and you can start programming.

**Compiling the Program**

The only thing that needs to be done differently that compiling a normal program in VS is you need to add the DLL .lib file so VS can call on all the board’s functions.

1. Click on Debug from the menubar and select “Project Name” Properties
2. When the dialog box opens, expand Linker on the left pane
3. Click on General
   1. On the right hand side find Additional File Directories and click the down arrow on the far right to edit.
   2. Type (or paste) in the address to the file where the .lib and .dll files are located.
4. Click on Input on the left pane
   1. Select Additional Dependencies and click the down arrow to edit
   2. Type (or paste) in the address of the .lib file
5. Close the Properties dialog box.
6. Your program is now ready to compile and talk to the 826 board