Linking to Gateware Libraries

NOTE: Gateware is currently in BETA build. It is subject to minor interface changes and minor bugs.

In Visual Studios, right click on your project and go to properties.  
In the properties panel, click on VC++ Directories (on the left-hand side).

Make sure you are on All Configurations and All Platforms  
In the include directories option, Edit the options and add in the path to the header file.  
Then in the Archive Directory, set the path to the folder containing the libraries.

Go to Linker/Input  
In Additional dependencies, add the library for your current build configuration. Example (release/x64/GLog.lib).  
Do this for each different build setting.

You should now be good to go. Just #include the associated header in the Interface folder(Ex: “GLog.h”) and start working!