Properties->Configuration Properties->C/C++->General->Additional Include Directories

C:\ProgramData\NVIDIA Corporation\NVIDIA GPU Computing SDK 3.2\C\common\inc

C:\Program Files (x86)\NVIDIA GPU Computing Toolkit\CUDA\v3.2\include

Properties->Configuration Properties->Linker->Additional Library Directories

-add where ever you have the libraries for FFTW for ex (C:\Users\clefebvr\Desktop\fftwExG\FFTW\_LIBS)

You must put all the libraries (.lib and .dll) FFTW files inside the debug or release folder.

Add

C:\Users\clefebvr\Desktop\ITK\Code\IO;C:\Users\clefebvr\Desktop\fftwExG\FFTW\_LIBS;C:\Users\clefebvr\Desktop\ITK\Code\Algorithms;C:\Users\clefebvr\Desktop\ITK\Code\BasicFilters;C:\Users\clefebvr\Desktop\ITK\Utilities\vxl\core;C:\Users\clefebvr\Desktop\ITK\Utilities\vxl\vcl;C:\Users\clefebvr\Desktop\CITK\Utilities\vxl\core;C:\Users\clefebvr\Documents\bin\Utilities\vxl\v3p\netlib;C:\Users\clefebvr\Documents\bin\Utilities\vxl\vcl;C:\Users\clefebvr\Documents\bin\Utilities\vxl\core;C:\Users\clefebvr\Documents\bin\Utilities\gdcm;C:\Users\clefebvr\Desktop\CITK\Utilities\gdcm\src;C:\Users\clefebvr\Desktop\ITK\Code\Common;C:\Users\clefebvr\Desktop\ITK\Code\Review;C:\Users\clefebvr\Desktop\CITK\Code\IO;"C:\Program Files (x86)\NVIDIA GPU Computing Toolkit\CUDA\v3.2\include";C:\Users\clefebvr\Documents\bin\Utilities\vxl\core;C:\Users\clefebvr\Desktop\CITK\Utilities\vxl\vcl\config.win32;C:\Users\clefebvr\Desktop\CITK\Utilities\vxl\core;C:\Users\clefebvr\Documents\bin\Utilities;C:\Users\clefebvr\Documents\bin\Utilities\vxl\vcl;C:\Users\clefebvr\Desktop\CITK\Utilities\vxl\vcl;C:\Users\clefebvr\Desktop\CITK\Code\Common;C:\Users\clefebvr\Documents\bin; C:\ProgramData\NVIDIA Corporation\NVIDIA GPU Computing SDK 3.2\C\common\inc

To Properties->Configuration Properties->C/C++->General->Additional Include Directories

STEP 2 for Properties->Configuration Properties->Linker->Additional Dependencies

kernel32.lib user32.lib gdi32.lib winspool.lib shell32.lib ole32.lib oleaut32.lib uuid.lib comdlg32.lib advapi32.lib ITKCommon.lib ITKBasicFilters.lib ITKStatistics.lib ITKAlgorithms.lib ITKIO.lib itkgdcm.lib itkNetlibSlatec.lib ITKNumerics.lib C:\Users\clefebvr\Desktop\fftwExG\FFTW\_LIBS\libfftw3-3.lib C:\Users\clefebvr\Desktop\fftwExG\FFTW\_LIBS\libfftw3f-3.lib C:\Users\clefebvr\Desktop\fftwExG\FFTW\_LIBS\libfftw3l-3.lib itkjpeg12.lib itkjpeg16.lib itkopenjpeg.lib snmpapi.lib rpcrt4.lib ITKNrrdIO.lib itkpng.lib itktiff.lib itkjpeg8.lib ITKSpatialObject.lib "C:\Program Files (x86)\NVIDIA GPU Computing Toolkit\CUDA\v3.2\lib\Win32\cudart.lib" "C:\Program Files (x86)\NVIDIA GPU Computing Toolkit\CUDA\v3.2\lib\Win32\cuda.lib" "C:\ProgramData\NVIDIA Corporation\NVIDIA GPU Computing SDK 3.2\C\common\lib\cUtil32.lib" itkvnl\_inst.lib itkvnl\_algo.lib itkv3p\_netlib.lib itkvnl.lib itkvcl.lib itkv3p\_lsqr.lib ITKMetaIO.lib itksys.lib ws2\_32.lib comctl32.lib wsock32.lib ITKDICOMParser.lib ITKEXPAT.lib ITKniftiio.lib ITKznz.lib itkzlib.lib $(NOINHERIT)

STEP 3: Properties->Configuration Properties->Linker->Additional Library Directories

C:\Users\clefebvr\Desktop\fftwExG\FFTW\_LIBS;"C:\Users\clefebvr\Documents\bin\bin\$(OutDir)";C:\Users\clefebvr\Documents\bin\bin;"C:\Users\clefebvr\Desktop\fftwExG\FFTW\_LIBS\$(OutDir)";"C:\Program Files (x86)\NVIDIA GPU Computing Toolkit\CUDA\v3.2\lib\Win32\$(OutDir)";"C:\Program Files (x86)\NVIDIA GPU Computing Toolkit\CUDA\v3.2\lib\Win32";"C:\ProgramData\NVIDIA Corporation\NVIDIA GPU Computing SDK 3.2\C\common\lib\$(OutDir)";"C:\ProgramData\NVIDIA Corporation\NVIDIA GPU Computing SDK 3.2\C\common\lib"

MUST HAVE ARGV[1] as the name of input image and agrv[2] as the desired output name.