



VC++ Directories:

Include Directories: $(OPENCV\_DIR)\build\include;$(KINECTSDK10\_DIR)\inc;$(IncludePath)

Library Directories: $(OPENCV\_DIR)\build\x64\vc10\lib;$(KINECTSDK10\_DIR)\lib\amd64;$(LibraryPath)

Source Directories: $(OPENCV\_DIR)\modules\core\src;$(OPENCV\_DIR)\modules\imgproc\src;$(OPENCV\_DIR)\modules\highgui\src;$(SourcePath)

C/C++:

General: Additional Include Directories: $(OPENCV\_DIR)\..\..\include

Linker:

General: Additional Library Directories: $(OPENCV\_DIR)\lib

Input: Additional Dependencies: opencv\_calib3d249d.lib;opencv\_contrib249d.lib;opencv\_core249d.lib;opencv\_features2d249d.lib;opencv\_flann249d.lib;opencv\_gpu249d.lib;opencv\_highgui249d.lib;opencv\_imgproc249d.lib;opencv\_legacy249d.lib;opencv\_ml249d.lib;opencv\_nonfree249d.lib;opencv\_objdetect249d.lib;opencv\_ocl249d.lib;opencv\_photo249d.lib;opencv\_stitching249d.lib;opencv\_superres249d.lib;opencv\_ts249d.lib;opencv\_video249d.lib;opencv\_videostab249d.lib;opencv\_core$(OPENCV\_VER).lib;opencv\_imgproc$(OPENCV\_VER).lib;opencv\_highgui$(OPENCV\_VER).lib;opencv\_contrib$(OPENCV\_VER).lib;Kinect10.lib;comctl32.lib;%(AdditionalDependencies)

Advanced: Target Machine: MachineX64 (/MACHINE:X64)