1. I got an error when running the scripts with Linux or Command Prompt on Windows. Can edit the scripts?

```
C:\skeleton\bin>rem yolo_cpu.exe detector map yolohw.names yolov3-tiny-aix2022.cfg yolov3-tiny-aix2022.weights -thresh 0.24

C:\skeleton\bin>yolo_cpu.exe detector map yolohw.names yolov3-tiny-aix2022.cfg yolov3-tiny-aix2022.weights -thresh 0.24
valid: Using default 'C:/skeleton/bin/dataset/target.txt'
names: Using default 'C:/skeleton/bin/yolohw.names'
Couldn't open file: yolov3-tiny-aix2022.cfg

C:\skeleton\bin>pause
계속하려면 아무 키나 누르십시오 . . .
```

Answer: Yes, you can edit the script file. For example, on Windows, you can edit the script files as follows:

- yolo_cpu.cmd

  yolo_cpu.exe detector map yolohw.names **yolov4-tiny-aix2023.cfg yolov4-tiny-aix2023.weights** -thresh 0.24

- yolo_cpu_int8.cmd

  yolo_cpu.exe detector map yolohw.names **yolov4-tiny-aix2023.cfg yolov4-tiny-aix2023.weights** -thresh 0.24 -quantized

- yolo_cpu_int8_test.cmd

  yolo_cpu.exe detector test yolohw.names **yolov4-tiny-aix2023.cfg yolov4-tiny-aix2023.weights** -thresh 0.24

2. I used a different version of Visual Studio, so I could not build the code. How do I build the project?

Answer: yolo_cpu.sln is built with Visual Studio 2019, the VS version is 14.0.25420.1. For detail, you can open yolo_cpu.sln with a text editor.

```
1
2   Microsoft Visual Studio Solution File, Format Version 12.00
3   # Visual Studio 14
4   VisualStudioVersion = 14.0.25420.1
5   MinimumVisualStudioVersion = 10.0.40219.1
6   Project("{8BC9CEB8-8B4A-11D0-8D11-00A0C91BC942}") = "yolo_cpu", "yolo_cpu.vcxproj", "{58803E1F-DBC5-4332-87B4-FF90E6E1E2A8}"
7   EndProject
8   Global
9       GlobalSection(SolutionConfigurationPlatforms) = preSolution
10          Debug|x64 = Debug|x64
11          Debug|x86 = Debug|x86
12          Release|x64 = Release|x64
13          Release|x86 = Release|x86
14      EndGlobalSection
15      GlobalSection(ProjectConfigurationPlatforms) = postSolution
16          {58803E1F-DBC5-4332-87B4-FF90E6E1E2A8}.Debug|x64.ActiveCfg = Debug|x64
17          {58803E1F-DBC5-4332-87B4-FF90E6E1E2A8}.Debug|x64.Build.0 = Debug|x64
18          {58803E1F-DBC5-4332-87B4-FF90E6E1E2A8}.Debug|x86.ActiveCfg = Debug|Win32
19          {58803E1F-DBC5-4332-87B4-FF90E6E1E2A8}.Debug|x86.Build.0 = Debug|Win32
20          {58803E1F-DBC5-4332-87B4-FF90E6E1E2A8}.Release|x64.ActiveCfg = Release|x64
21          {58803E1F-DBC5-4332-87B4-FF90E6E1E2A8}.Release|x64.Build.0 = Release|x64
22          {58803E1F-DBC5-4332-87B4-FF90E6E1E2A8}.Release|x86.ActiveCfg = Release|Win32
23          {58803E1F-DBC5-4332-87B4-FF90E6E1E2A8}.Release|x86.Build.0 = Release|Win32
24      EndGlobalSection
25      GlobalSection(SolutionProperties) = preSolution
26          HideSolutionNode = FALSE
27      EndGlobalSection
28  EndGlobal
```
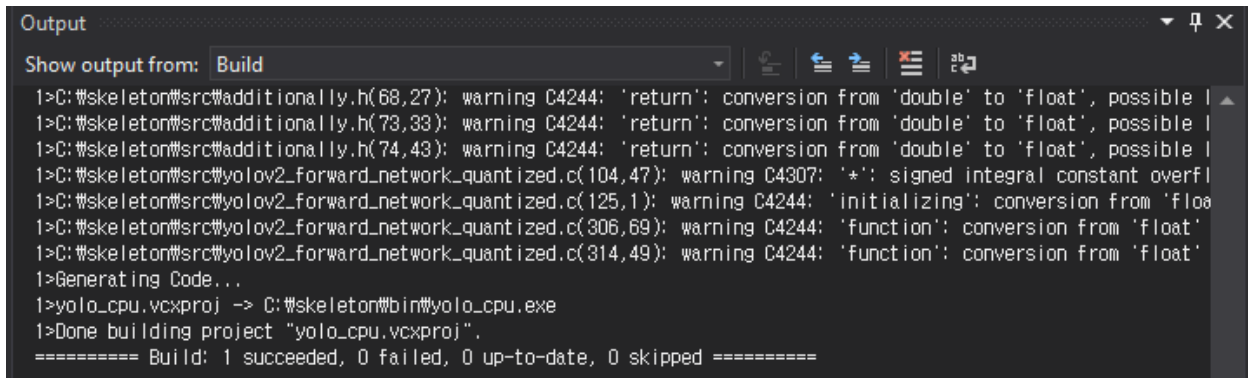
To build a new Visual Studio project, you can do the following steps:

- Step 1: Delete the project file **yolo_cpu.sln**

- Step 2: Double-click on yolo_cpu.vcxproj to open a new project solution

- Step 3: Change the mode from x86 to x64
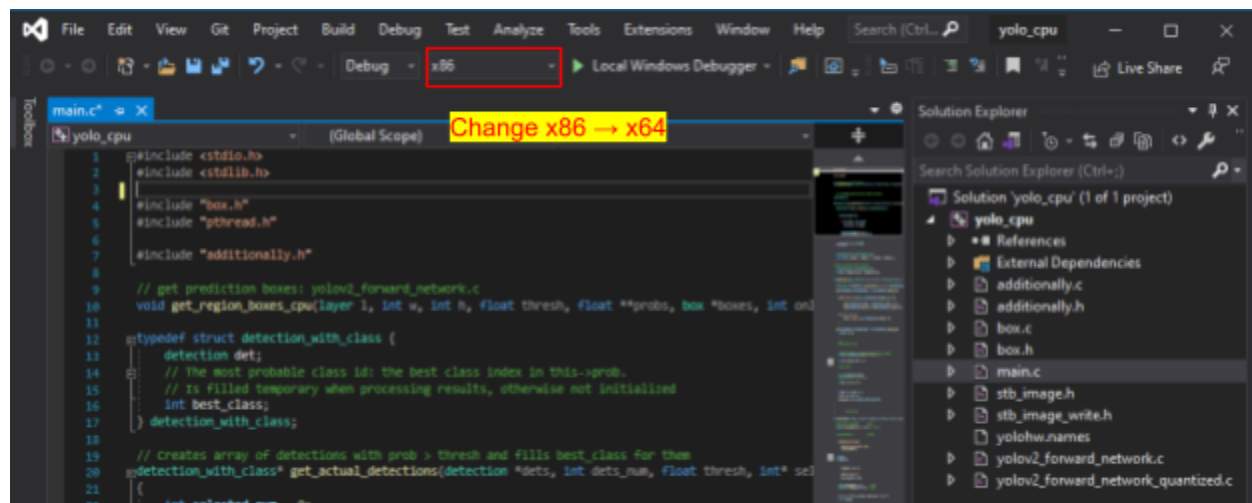
- Step 4: Choose Tab **Build** → **Build Solution.** It should compile the code successfully as follows:

```
Output                                                    ▾ ⏻ ✕
Show output from:  Build                          ▾    ⬛ ⬛ ⬛ ⬛ ⬛

1>C:\skeleton\src\additionally.h(68,27): warning C4244: 'return': conversion from 'double' to 'float', possible l  ▲
1>C:\skeleton\src\additionally.h(73,33): warning C4244: 'return': conversion from 'double' to 'float', possible l
1>C:\skeleton\src\additionally.h(74,43): warning C4244: 'return': conversion from 'double' to 'float', possible l
1>C:\skeleton\src\yolov2_forward_network_quantized.c(104,47): warning C4307: '*': signed integral constant overfl
1>C:\skeleton\src\yolov2_forward_network_quantized.c(125,1): warning C4244: 'initializing': conversion from 'floa
1>C:\skeleton\src\yolov2_forward_network_quantized.c(306,69): warning C4244: 'function': conversion from 'float'
1>C:\skeleton\src\yolov2_forward_network_quantized.c(314,49): warning C4244: 'function': conversion from 'float'
1>Generating Code...
1>yolo_cpu.vcxproj -> C:\skeleton\bin\yolo_cpu.exe
1>Done building project "yolo_cpu.vcxproj".
========== Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped ==========
```

- Step 5: Now, if you close the project, it pops up the following Window.
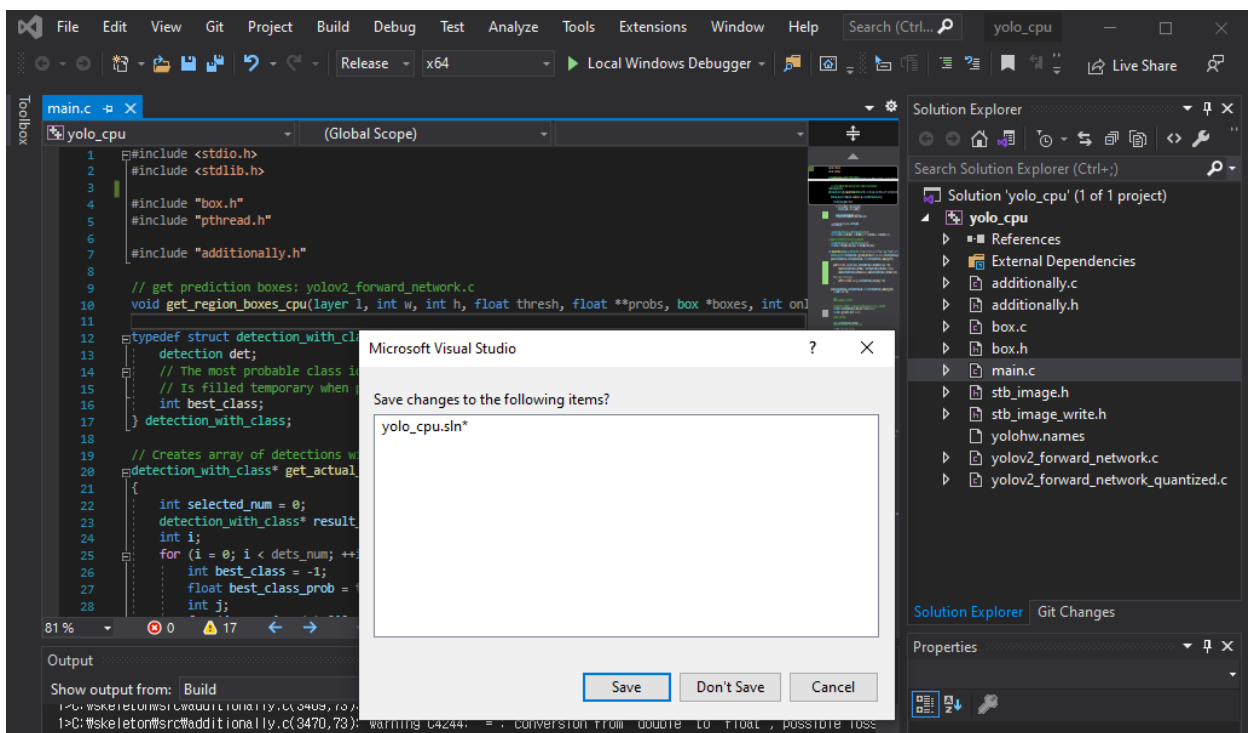
- Step 6: Click **Save → Save.** Now you should see the new project file appear.
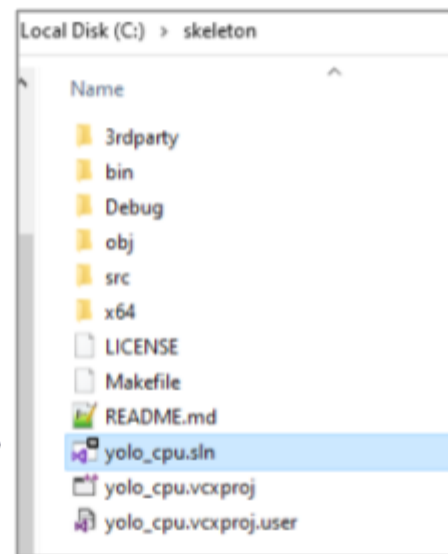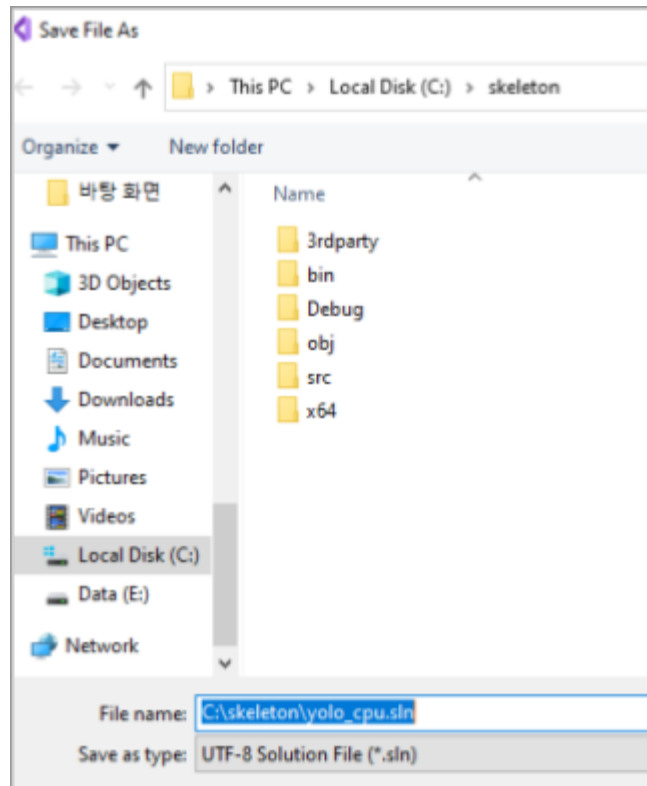
Now you can use the code with the new project file.