

手动编译 Wavedump 做一些相应的修改，主要参考 Matteo 的回复：

Message from **Support**

17/05/2023 12:14:36

Dear Xiaojie,

Could you please start from scratch? It will be easy to assist you in this case. Because I don't know what you're linking right now, and also the Wavedump installation folder doesn't seem the correct one to me.

So open the Wavedump project in the C:\Program Files\CAEN\Digitizers\WaveDump\build folder.

Now you should add the Wavedump external library dependencies, which are included in the Wavedump installation folder:

1. Open the project properties window and select Debug x64 configuration
2. In C/C++ -> General -> Additional Include Directories add C:\Program Files\CAEN\Digitizers\WaveDump\compile\inc
3. In Linker -> General -> Additional Library Directories add C:\Program Files\CAEN\Digitizers\WaveDump\compile\lib\x64
4. In Linker -> Input -> Additional Dependencies check if the CAENComm.lib and the CAENDigitizer.lib are present

That should work for Debug x64 application. If you copy this configuration for the Release x64 configuration it works too.

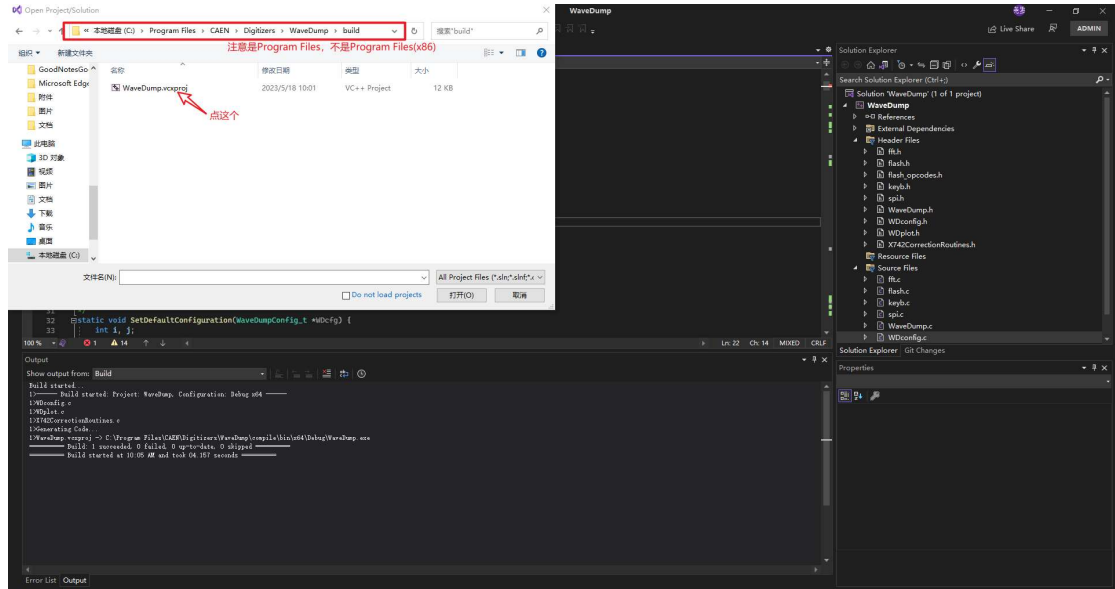
If you need to work with a 32 bits application is a bit different. In this case, please let me know and I will send you some new instructions to do that.

Let me know if everything is clear or if you find some difficulties.

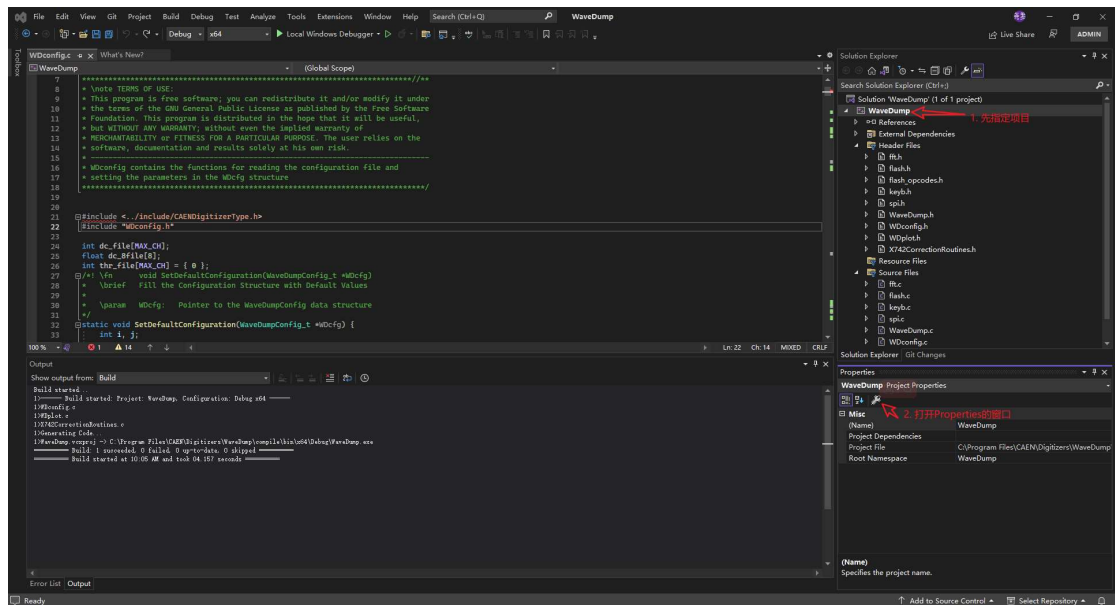
Best regards,  
Matteo

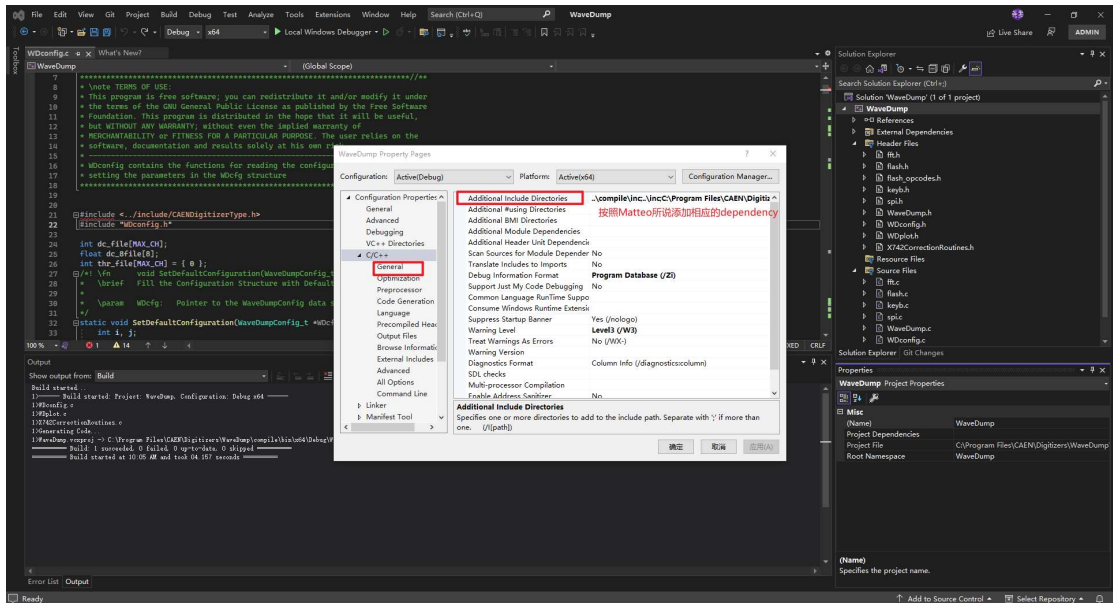
具体步骤可以见下面截图：

1.



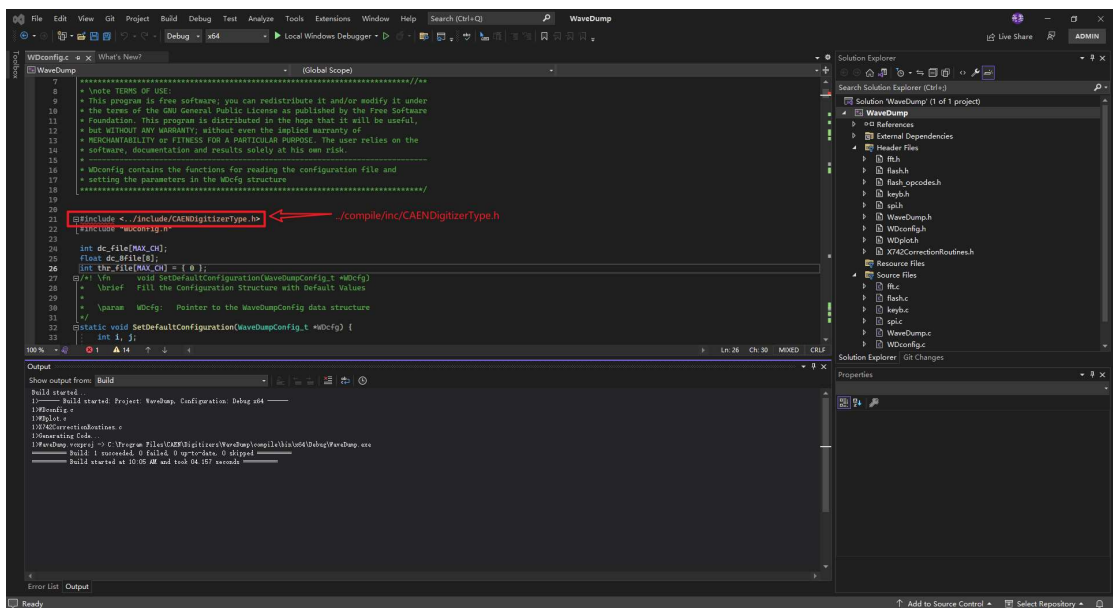
2.



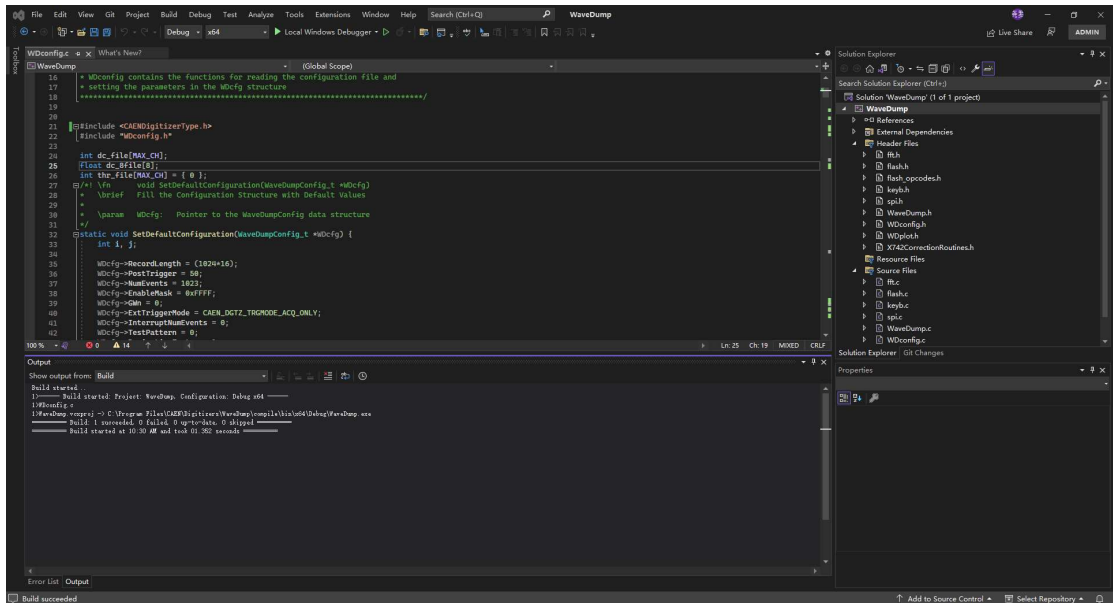


3.

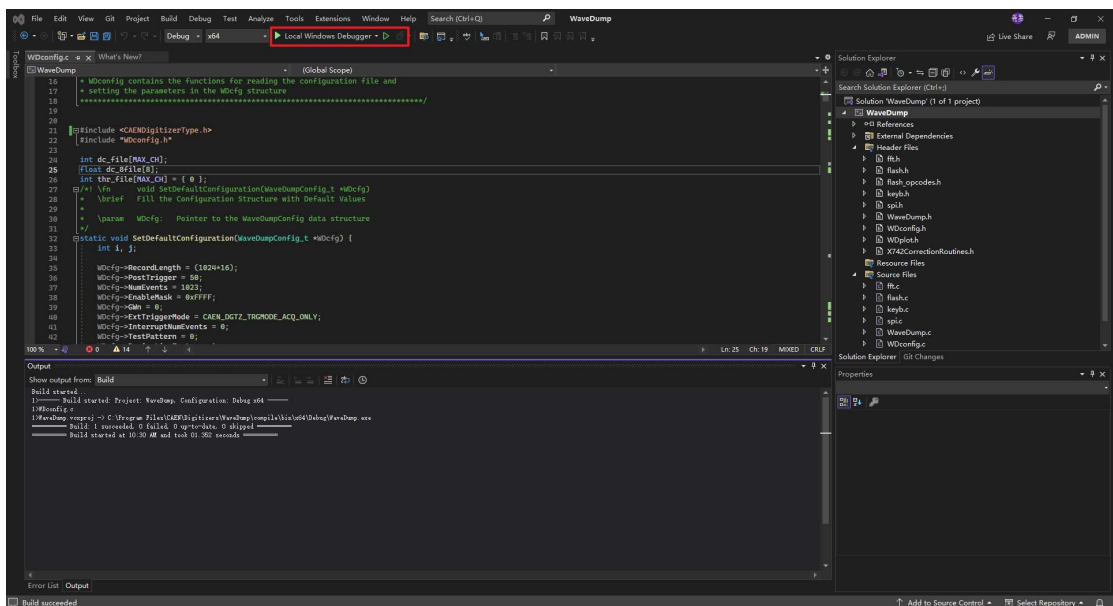
4. 这里有个 Matteo 没有提及的点，就是这个头文件不在这个文件夹里， 然后可以直接把前面的文件夹删掉，这样就可以直接找到了。（记得这是在编辑 WDconfig.C）



或者



## 5. 点编译即可



- 修改 Wavedump 的存储路径, 在 1789 行, 把 path 改成 `sprintf(path, "E:/Data/");` 这里作为一个例子。
- 编译结束后, 产生的库和 exe 文件在 Debug 文件夹里, 当你觉得成熟的时候就可以发布了

