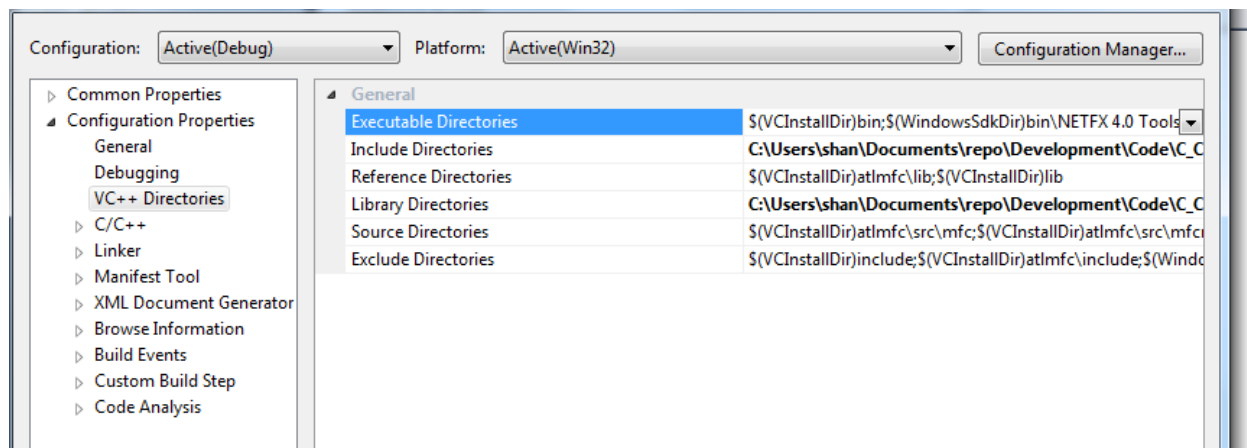


Using the new OSApi in Microsoft Visual Studio 2010

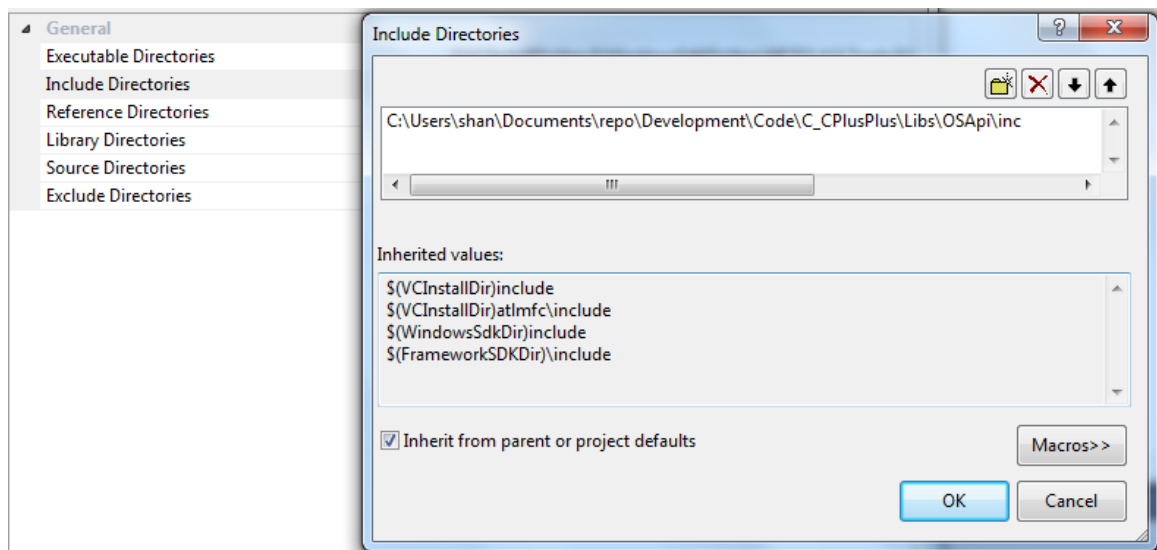
This is a small tutorial describing how you can use the OSApi in a Visual Studio 2010 solution. It is assumed that a solution has been created and the next step is to start utilizing the OSApi.

Setting up the solution for utilizing the OSApi library

Right click on the solution and choose *Properties*.



Select *VC++ Directories* and add an additional include and library path. The include path must look something like this: `C:\Users\shan\Documents\repo\Development\Code\C_CPlusPlus\Libs\OSApi\inc`

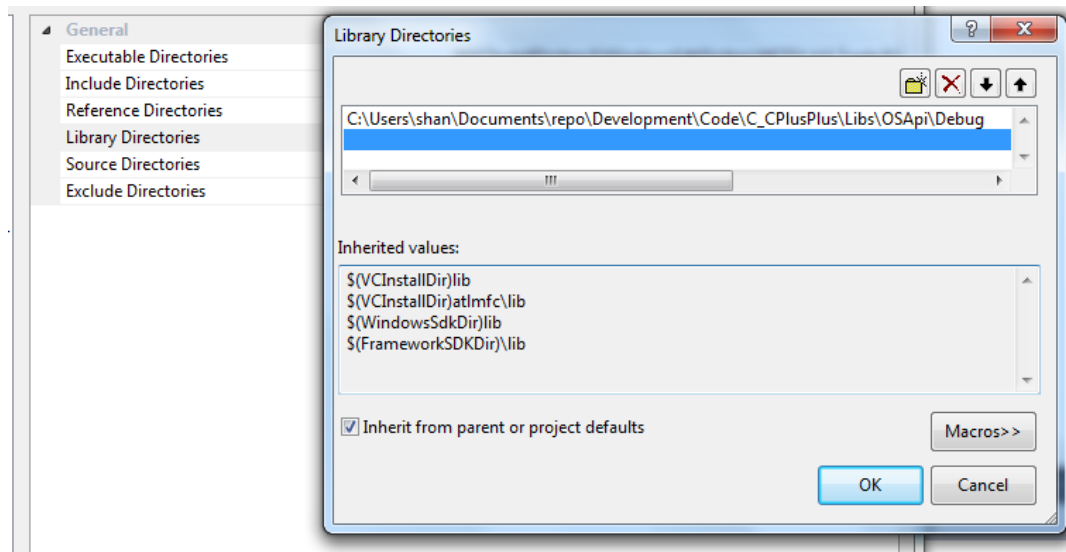


Be aware of the fact that you only include up to the path `inc` and not the directories below, these are automatically referenced by using the path notation within the source files.

e.g. `#include <osapi/Thread.hpp>` - refers to the file that is placed in `inc/osapi/`.

The Library path something like this:

`C:\Users\shan\Documents\repo\Development\Code\C_CPlusPlus\Libs\OSApi\Debug`



Notice that this is actually the debug build which is referred to, the release build resides in `..\Release`.

We need to perform one final thing before an actual build will work. The reason is that the OSApi code is shared between multiple OSs, and each OS has specific headers that need to be included. From a user's point of view only one header file should be included (`osapi/Thread.hpp`), this in turn should then include the relevant OS version. In the case of a windows target the `osapi/win32/Thread.hpp`. This is done by adding a `OS_WIN32` define to the build. See above picture.

