**Microsoft Visual Studio 2013 and Manta Cameras set-up**

(1) Go to --> Control Panel\System and Security\System --> Advanced System Settings --> Advanced --> Environment Variables

(2) Variable name: MANTA\_DIR

(3) Variable value: C:\Program Files\Allied Vision Technologies\GigESDK

(4) Click "Path" or "PATH" inside the list of System variables and then click "Edit" button at the bottom of the window.

(5) Then add a ; to the end of the line and add the following %MANTA\_DIR%\bin-pc\x64 after the semicolon (or %MANTA\_DIR%\bin-pc). Here x64 is my system architecture.

- We have PvAPI.dll file in C:\Program Files\Allied Vision Technologies\GigESDK\bin-pc\x64.

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(1) Go to "PROJECT" --> "Properties"

(2) Make "Configuration" --> "All Configurations"

(3) Go to "Configuration Manager" and change "Active Solution Platform" from Win32 to x64 (if your PC is 64 bit).

(4) Go to "Configuration Properties" --> "C/C++" --> "General" --> "Additional Include Directories" and set it as "$(MANTA\_DIR)\inc-pc".

- "Additional Include Directories" is associated with header files, e.g.,

#include <PvApi.h> #include "PvApi.h" ???

- PvApi.h is at C:\Program Files\Allied Vision Technologies\GigESDK\inc-pc directory.

(5) Go to "Configuration Properties" --> "Linker" --> "General" --> "Additional Library Directories" and set it as "$(MANTA\_DIR)\lib-pc\x64".

or "$(MANTA\_DIR)\lib-pc"

We have lib files in C:\Program Files\Allied Vision Technologies\GigESDK\lib-pc\x64 folder, i.e., PvApi.lib and ImageLib.lib.

(6) Go to "Configuration Properties" --> "Linker" --> "Input" --> "Additional Dependencies" and click "Edit". There you copy and paste Allied Vision Tech Libraries

PvAPI.lib

optional: ImageLib.lib