1. Paste *C:/SDL\_image-1.2.10; $(CUDA\_PATH)/include;./;../../common/inc;../../../shared/inc* in the Additional Include Directories under C/C++ configuration properties.
2. In the Preprocessor option, type *WIN32;\_DEBUG;\_CONSOLE*
3. Under Code Generation, select the runtime library as *Multi-threaded Debug (/MTd).*
4. In the Linker configuration properties, paste *"$(CUDA\_PATH)\lib\$(PlatformName)";"C:\Users\toshiba\AppData\Local\NVIDIA Corporation\NVIDIA GPU Computing SDK 3.2\shared\lib";"C:\Users\toshiba\AppData\Local\NVIDIA Corporation\NVIDIA GPU Computing*

In the Additional Include Directories.

1. In the Input tab, paste *SDL.lib SDLmain.lib SDL\_image.lib cudart.lib cutil32D.lib shrUtils32D.lib glew32.lib,* as the Additional Dependencies.
2. Under Command Line, add */NODEFAULTLIB:"libcpmt.lib" /NODEFAULTLIB:"libcmt.lib".*