Install the GPU Computing SDK 3.2

Install CUDA Toolkit 3.2

Go to these addresses and run all the solution files: cutil, paramgl, rendercheckgl, shrUtils, -\_vc90.

“C:\Users\MIKA\AppData\Local\NVIDIA Corporation\NVIDIA GPU Computing SDK 3.2\C\common”

“C:\Users\MIKA\AppData\Local\NVIDIA Corporation\NVIDIA GPU Computing SDK 3.2\shared”

Go to “C:\Program Files\NVIDIA GPU Computing Toolkit\CUDA\v3.2\extras\visual\_studio\_integration\rules” and copy the “NvCudaRuntimeApi.rules” in the directory  
“C:\Program Files (x86)\Microsoft Visual Studio 9.0\VC\VCProjectDefaults”.

Copy the SDL and glui-2.35 folders in C:/.

Compile SDL\_image solution file in C:\SDL\SDL\_image-1.2.10\VisualC directory.

Open the solution file named ImageProcessingV3.

Open Tools, then Options, Projects and Solutions then VC++ Directories

Paste the directories for each folder

Bin

C:\Program Files\NVIDIA GPU Computing Toolkit\CUDA\v3.2\bin

Include

“C:\Program Files\NVIDIA GPU Computing Toolkit\CUDA\v3.2\include”

C:\Users\MIKA\AppData\Local\NVIDIA Corporation\NVIDIA GPU Computing SDK 3.2\C\common\inc

C:\Users\MIKA\AppData\Local\NVIDIA Corporation\NVIDIA GPU Computing SDK 3.2\shared\inc

C:\glui-2.35\src\include

C:\SDL\SDL\_image-1.2.10

C:\SDL\SDL-1.2.14\include

C:\SDL\SDL\_image-1.2.10\VisualC\graphics\include

Lib

C:\Program Files\NVIDIA GPU Computing Toolkit\CUDA\v3.2\lib\x64

C:\Users\MIKA\AppData\Local\NVIDIA Corporation\NVIDIA GPU Computing SDK 3.2\C\common\lib

C:\Users\MIKA\AppData\Local\NVIDIA Corporation\NVIDIA GPU Computing SDK 3.2\shared\lib

C:\SDL\SDL\_image-1.2.10\VisualC\graphics\lib

C:\SDL\SDL\_image-1.2.10\VisualC\Debug

C:\SDL\SDL-1.2.14\lib

C:\glui-2.35\src\msvc\lib