

# CUDA : Visual Studio Instructions

1. Create new Empty Win32 Console C project
2. Project -> Custom Build Rules -> Find Existing
  1. Browse to C:\Program Files\NVIDIA Corporation\NVIDIA GPU Computing SDK\C
  2. Choose Cuda.rules
3. Project -> Custom Build Rules -> Enable Cuda rule
4. Add the .cu file to your project

Convert the project to 64 bit (only 64 bit works on lab machines)

1. Solution -> Configuration Manager -> Active Solution Platform = New
  1. Choose x64 and import the setting from win32
2. Make sure Project -> Properties -> Linker -> Advanced -> Target Machine = (x64)

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Set the 64 bit library, include and bin paths

1. Tools → Options → Projects and Solutions → VC++ Directories
2. Specify include : Show Directories for Include
  1. Click new line , browse and choose C:\Program Files\NVIDIA Corporation\CUDA\include
  2. Click new line , browse and choose C:\Program Files\NVIDIA Corporation\NVIDIA GPU Computing SDK\C\common\inc
3. Specify the lib : Show directories for libraries
  1. Click new line , browse and choose C:\Program Files\NVIDIA Corporation\NVIDIA GPU Computing SDK\C\common\lib
  2. Click new line, browse and choose C:\Program Files\NVIDIA Corporation\CUDA\lib64
4. Specify the executables : Show directories for executables
  1. Click newline, browse and choose C:\Program Files\NVIDIA Corporation\CUDA\bin64

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## Set Linker Properties

1. Project -> Properties -> Linker -> Input -> Additional Dependencies : Add cuadrt.lib (You can add cutil64D.lib when Nvidia SDK is fixed)
2. Project -> Properties -> Linker -> General
  1. Additional Library directories :
    1. Click new line , browse and choose C:\Program Files\NVIDIA Corporation\NVIDIA GPU Computing SDK\C\common\lib
    2. Click new line, browse and choose C:\Program Files\NVIDIA Corporation\CUDA\lib64

You should be able to build the project

## Execution

Increase the Stack Reserve size in Project -> Properties -> Linker -> System -> Stack Reserve Size = 500000000

Note : For 32 bit, use the equivalent lib folders (Only 64 bit works on lab6 machines)