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)