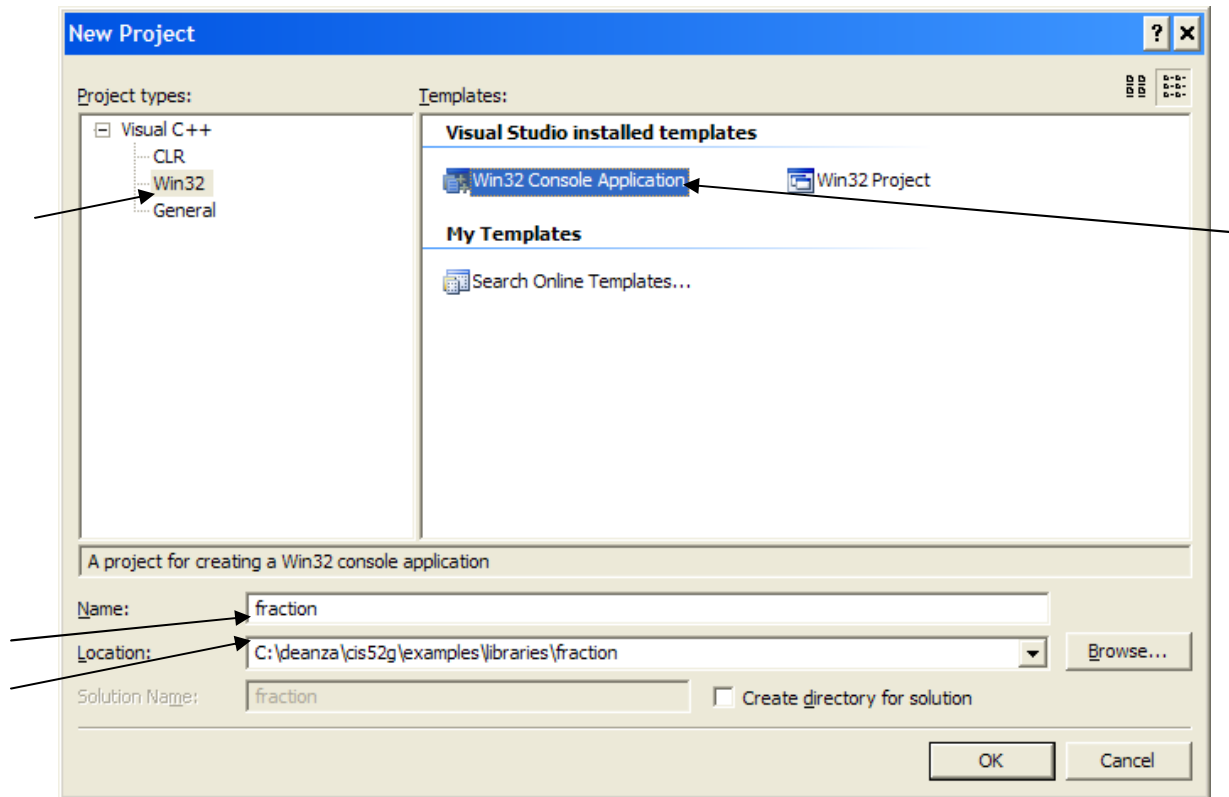


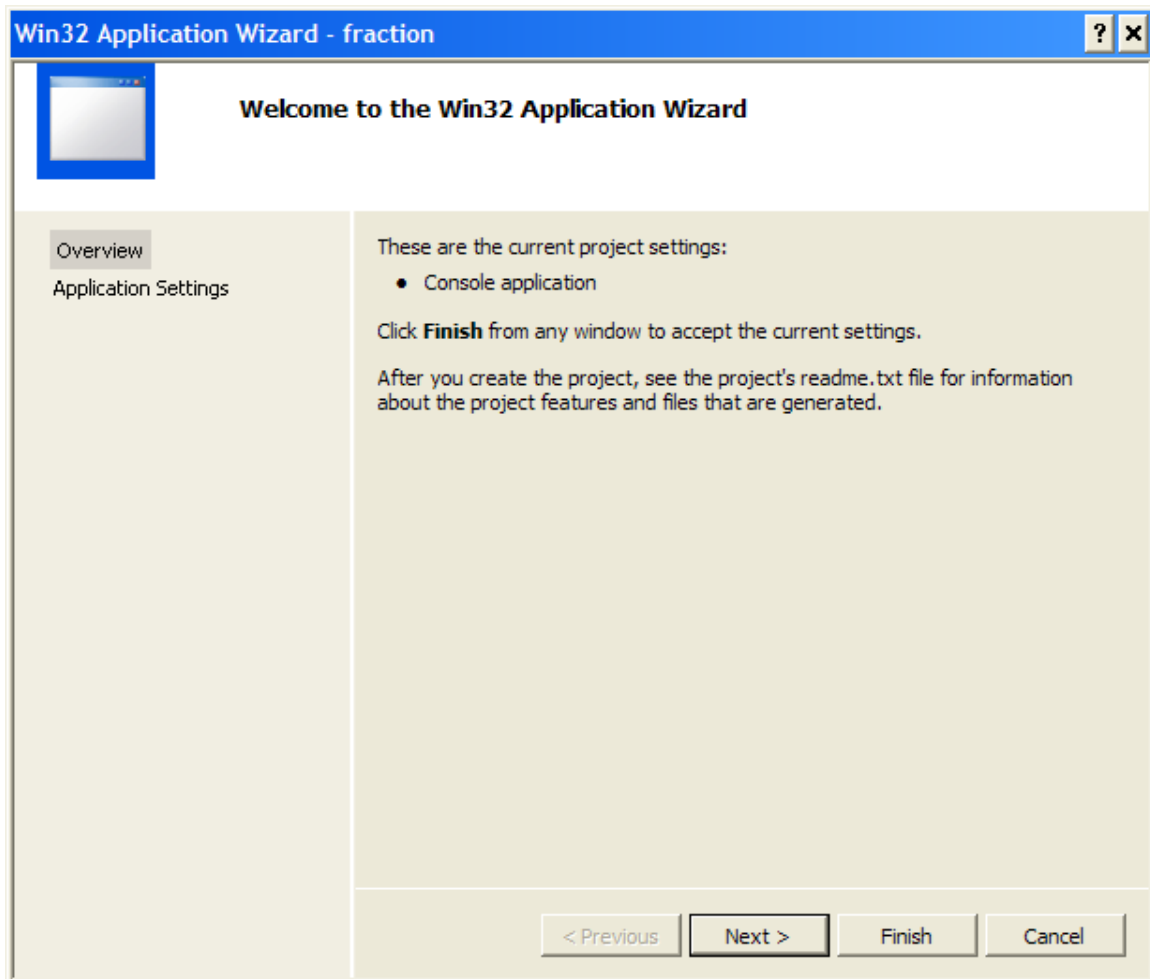
Create and Use a static library using MS Visual C++ 2008 Express Ed.

Note: this “walk-thru” assumes you have “organized” your project files and that you know where they are located. It also assumes that you are familiar with the “usual” process of creating a “General”--“Empty Project”.

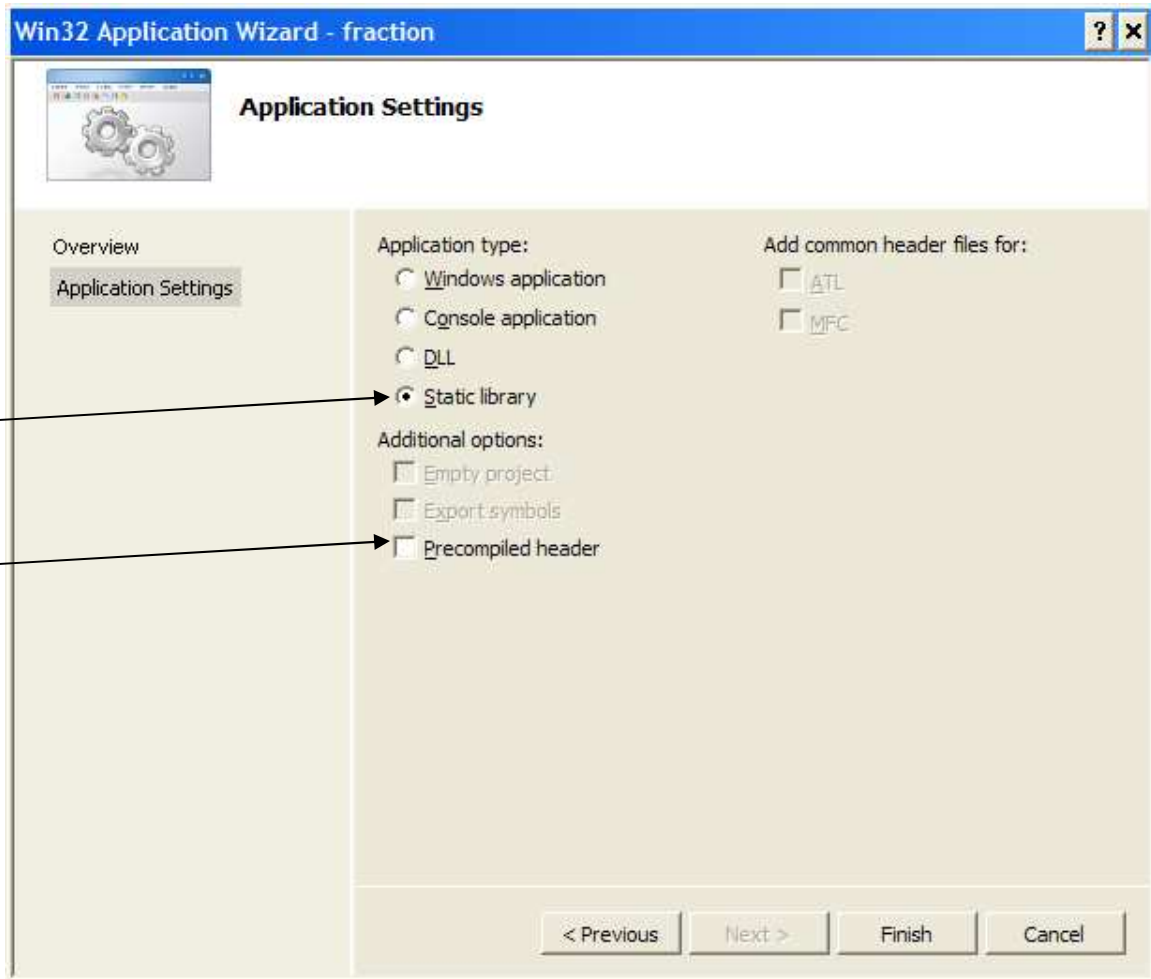
1. Select Project types: Win32
2. Select Win32 Console Application
3. Enter a project name
4. Enter a directory location for the project



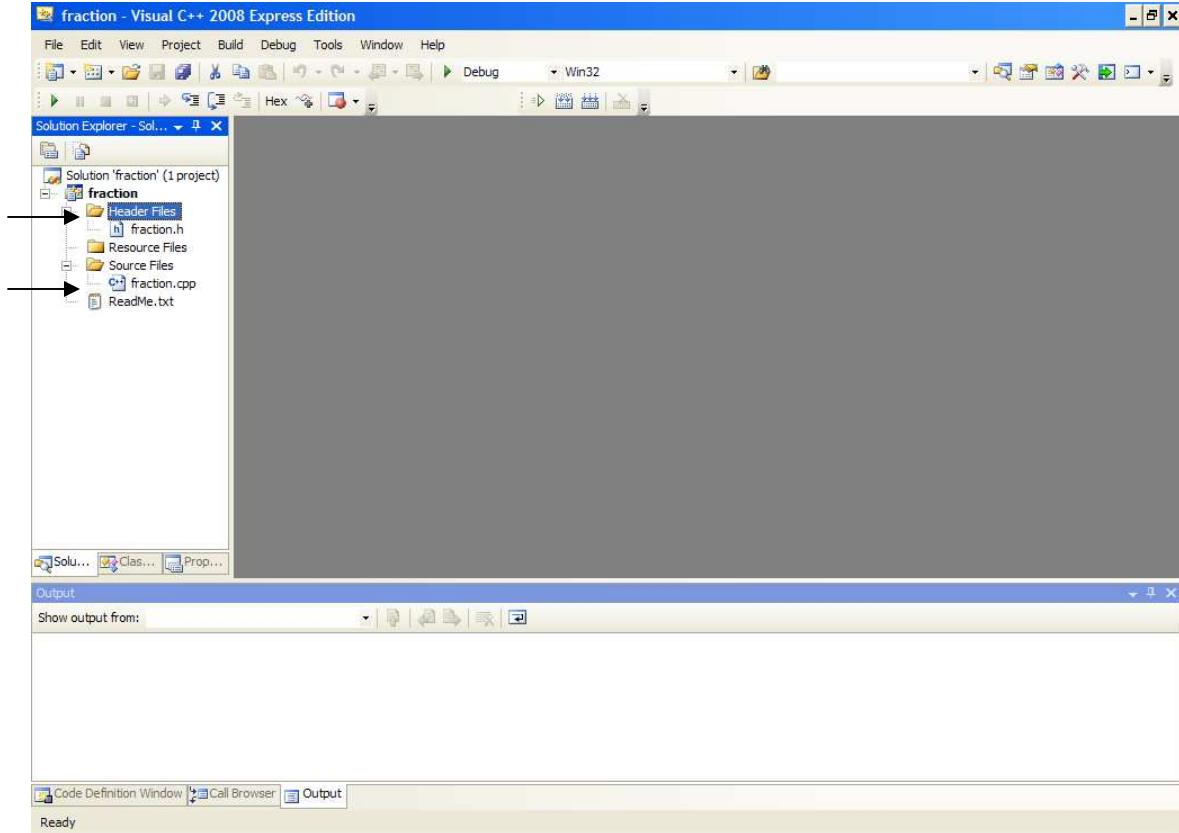
Click next.



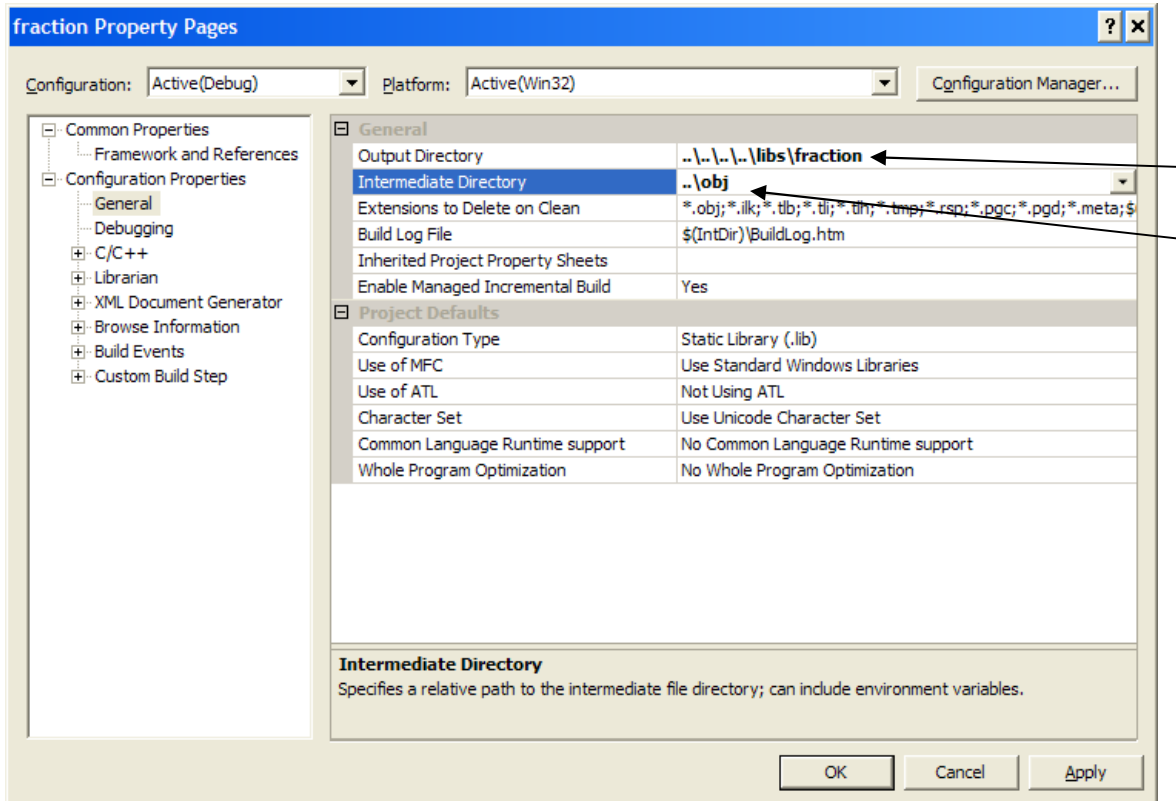
Select Static library and uncheck Precompiled header. Click Finish.



In the Solution Explorer window, add the Source and Header Files (new or existing).



To assign the (library) Output Directory and the (obj) Intermediate Directory, choose Project from the menu, then select <project-name> Properties from the menu. In the pop-up window, enter (use browse if you want) an Output Directory and an Intermediate Directory.



Now you can select Build from the Build menu to compile and “archive” the library.

Make use of an existing static library in a project

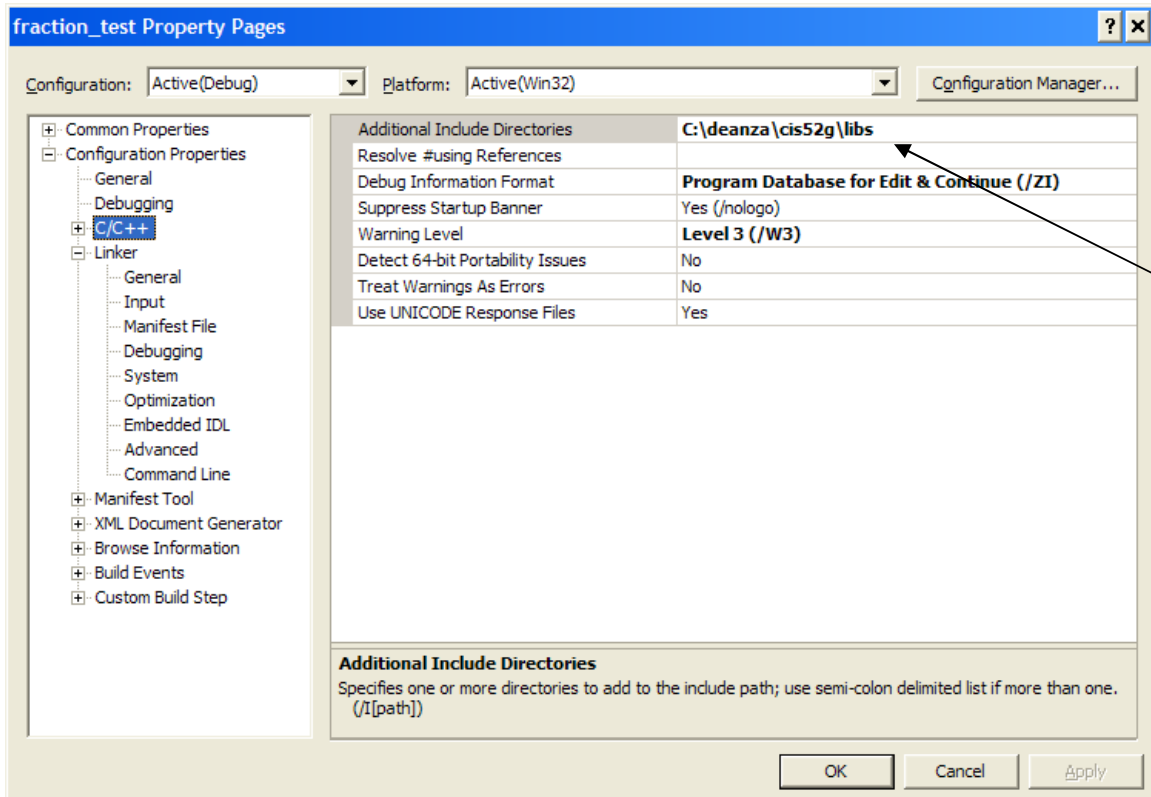
Create your “usual” project (General – Empty Project).

Add sources.

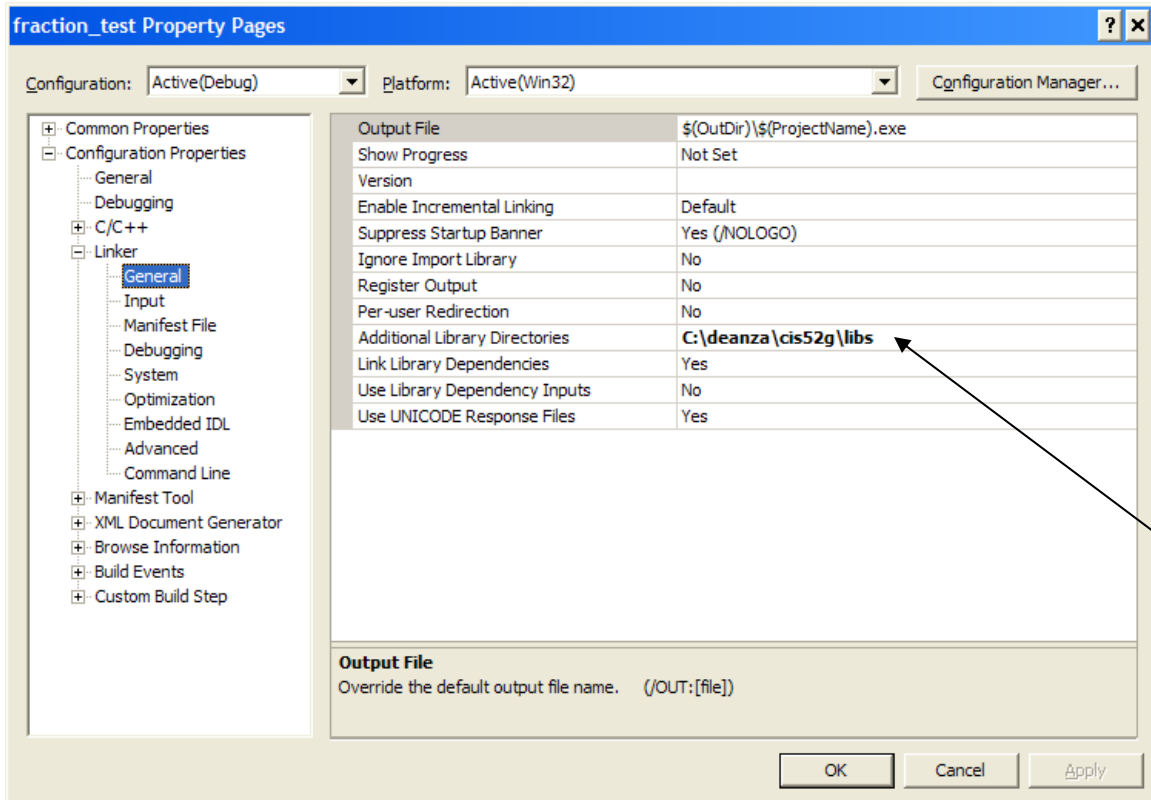
Then choose **Project** from the menu. Select **Properties** from the pull-down menu.

Expand the **Configuration Properties** and ...

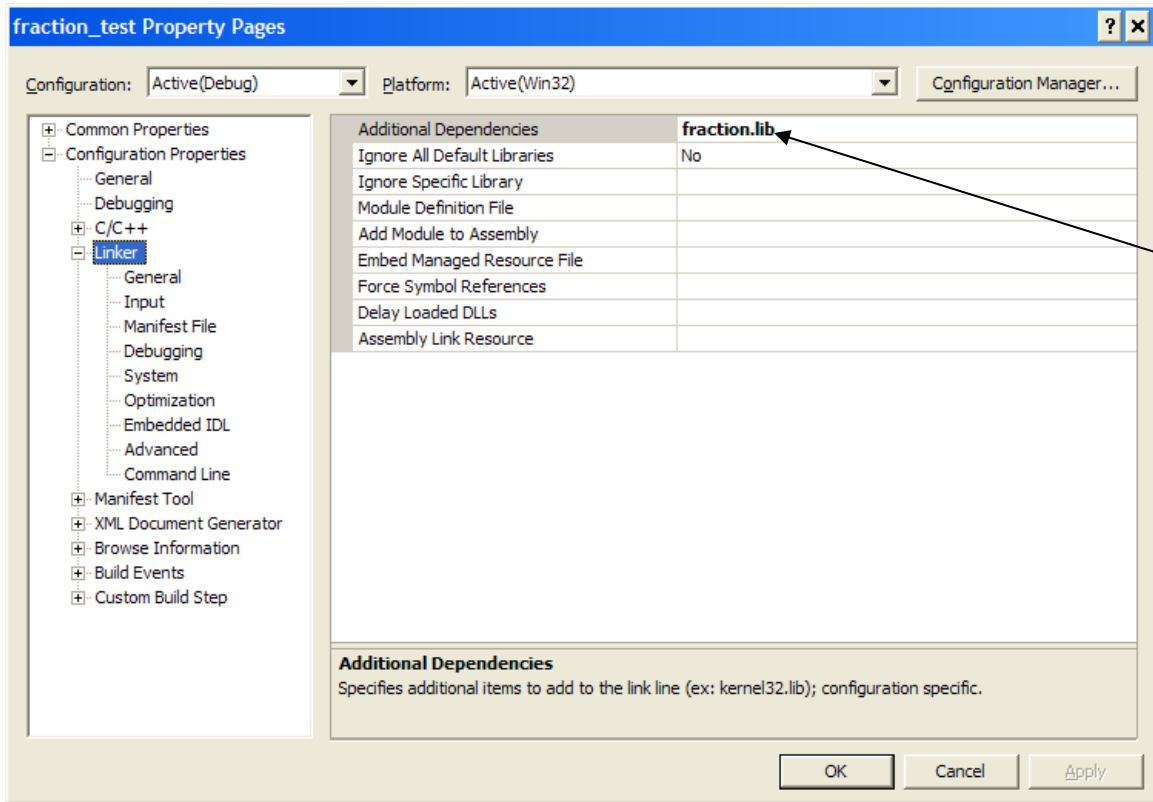
Identify **Include Directories**



Identify “link library”



Identify libraries to be “linked in”.



Now you can compile and link “as usual”.