

## UVC Viewer sample code for UVC Camera (Setup for building)

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This document explains preparation and precaution for UVC Viewer sample code that build correctly.

### Windows SDK installation

It is necessary to install development package such as “Windows SDK for Windows 10” that including the necessary components before build sample code.

We’ve confirmed with SDK from below link:

<https://developer.microsoft.com/ja-jp/windows/downloads/windows-10-sdk>

### Include path setting

If there are any error related with “#include <dshow.h>” and “dshow.h” header file could not be found, please check if the SDK is installed correctly.

Also, make sure the path below is included at include direction by selecting “Include directory” under “VC++ directory” in “Project property”.

`$(WindowsSDK_IncludePath)`

Please check for “dshow.h” header file in the path that installed Windows SDK if the header file could not find. If the header file could not find, Windows SDK installation was failed or installed Windows SDK package is incorrect. Please install Windows SDK package in above link which we’ve confirmed with.

## Linker setting

It is necessary to designate the directory for necessary libraries when build UVC Viewer sample code.  
The library can be set with below procedure:

DirectShow related libraries are in “Windows SDK installation directory”.

It is necessary to add the library path by selecting “Library path” under “VC++ directory” in property of project for sample code.

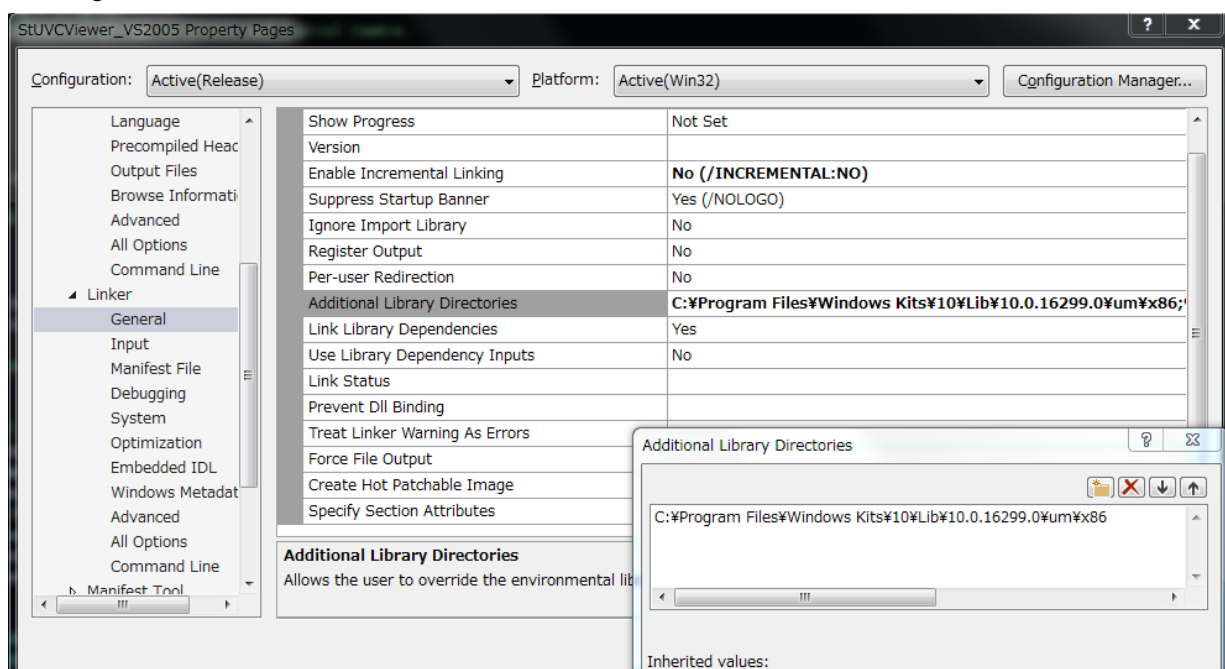
Below is example. Please check this in the system.

For Win32:

C:\Program Files\Windows Kits\10\Lib\10.0.16299.0\um\x86

For X64:

C:\Program Files\Windows Kits\10\Lib\10.0.16299.0\um\x64



### **Strmbasd.lib or Strmbase.lib not found**

It is necessary to build these files if Windows SDK package does not include Strmbase.lib, or if using Strmbased.lib, which is including debugging information, is necessary.

<https://www.microsoft.com/en-us/download/details.aspx?id=8279>

(Microsoft Windows SDK for Windows 7 and .NET Framework 4)

Strmbase.lib/Strmbasd.lib related project is in below directory after install SDK.

[SDK Installing Folder]¥Samples¥multimedia¥directshow¥baseclasses

Strmbase.lib (Release) and Strmbasd.lib (Debug) can be generated from this project.

### **Build error when using Visual Studio 2005**

LINK1103 error could be occurred when using Visual Studio 2005 even all settings are correct.

In this case, please refer to following link:

<https://social.msdn.microsoft.com/Forums/windowsdesktop/en-US/771e0f2f-8e2e-48a3-b987-349aabf15e24/cannot-build-solution-in-vs2005-with-windows-7-sdk?forum=windowssdk>

This is a known issue of Visual Studio 2005 itself and Microsoft provides Hot Fix.

Please build again after apply the Hot Fix.