Najpierw trzeba ustawić Custom build rules (prawy przycisk myszy na projekcie i z menu należy wybrać Custom build rules) Ja zaznaczyłem wersje dla 3.2. W menu poniżej pojawiają się dwa wpisy dla CUDA ale jak się rozwinie kolumnę Path to widać że dla tych drugich wpisów pliki odpowiadają wersji 3.2

| Visual C++ Custom Build Rule Files   |  | <u>? ×</u>       |
|--------------------------------------|--|------------------|
| <u>A</u> vailable Rule Files:        |  |                  |
| Name                                 | File E Path                                      | New Rule File    |
| CUDA Driver API Build Rule (v3.2)    | *.cu C:\Program Files\Microsoft Visual S         | Modify Rule File |
| CUDA Driver API Build Rule (v3.2)    | *.cu C: \Program Files \Microsoft Visual S       |                  |
| ✓ CUDA Runtime API Build Rule (v3.2) | *.cu C:\Program Files\Microsoft Visual S         | Eind Existing    |
|                                      |  | Refresh List     |
| Contained Custom Build Rules:        |  |                  |
| Name File Extension:                 | s Command Line                                   |                  |
| Cudart Build Rule *.cu               | echo [NvccPath] [Keep] [GPUDebugInfo] [ExtraNvcc | Opti             |
|                                      |  |                  |
|                                      |  |                  |
|                                      |  |                  |
|                                      |  |                  |
|                                      |  |                  |
|                                      |  |                  |
| 1                                    |  |                  |
|                                      | 0  | K Cancel         |
|                                      |  |                  |

| Visual C++ Custom Build Rul    | e Files              |   | ? ×                  |
|--------------------------------|----------------------|---|----------------------|
| Available Rule Files:          |                      |   |                      |
| ith                            |                      | ▲   | New Rule File        |
| Program Files Microsoft Visual | Studio 9.0\VC\VCP    | rojectDefaults\NvCudaDriverApi.rules              |                      |
| Program Files Microsoft Visual | Studio 9.0\VC\VCP    | rojectDefaults\WvCudaDriverApi.v3.2.rules         | Modify Rule File     |
| Program Files Microsoft Visual | Studio 9.0\VC\VCP    | rojectDefaults\WvCudaRuntimeApi.rules             | Eind Existing        |
| Program Files Microsoft Visual | Studio 9.0 (VC (VCP) | rojectDefaults/WvCudaRuntimeApi.v3.2.rules        | Defeat list          |
|                                |                      | •   | <u>R</u> efresh List |
| Contained Custom Build Rules:  |                      |   |                      |
| Name                           | File Extensions      | Command Line                                      |                      |
| Cudart Build Rule              | *.cu                 | echo [NvccPath] [Keep] [GPUDebugInfo] [ExtraNvcc0 | Opti                 |
|                                |                      |   |                      |
|                                |                      |   |                      |
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|                                |                      |   |                      |
| ,                              |                      |   |                      |
|                                |                      | 0   | K Cancel             |
|                                |                      |   |                      |

2. Następnie trzeba ustawić linkera- Additional Library



| Additional Library Directories                     | <u>? ×</u> |
|--|------------|
|  | <u> </u>   |
| \$(CUDA_PATH)/lib/\$(PlatformName)<br>//common/lib |            |
|  |            |
| Inherited values:                                  |            |
|  | <u> </u>   |
|  |            |
| 1  | <b></b>    |
| ☑ Inherit from parent or project defaults          | Macros>>   |
|  | OK Cancel  |

3. Dodatkowe zależności – tutaj biblioteki w zależności co będzie wykorzystywał kod który będziemy pisać

| CudaTest Property Pages  |   |                                    | <u>? ×</u>            |
|--|---|------------------------------------|-----------------------|
| Configuration: Active(Release)   | Platform: Active(Win32)   | •                                  | Configuration Manager |
| <ul> <li>Common Properties         <ul> <li>Configuration Properties</li> <li>General</li> <li>Debugging</li> <li>Linker</li> <li>General</li> <li>Innut</li> <li>Manifest File</li> <li>Debugging</li> <li>System</li> <li>Optimization</li> <li>Embedded IDL</li> <li>Advanced</li> <li>Command Line</li> <li>Manifest Tool</li> <li>XML Document Generator</li> <li>Browse Information</li> <li>Build Events</li> <li>Custom Build Step</li> <li>CUDA Driver API</li> <li>CUDA Runtime API</li> </ul> </li> </ul> | Additional Dependencies         Ignore All Default Libraries         Ignore Specific Library         Module Definition File         Add Module to Assembly         Embed Managed Resource File         Force Symbol References         Delay Loaded DLLs         Assembly Link Resource | nk line (ex: kernel32.lib); config | guration specific.    |
|  |   | ОК                                 | Anuluj Zastosuj       |

5. Dodatkowo należy sprawdzić czy po kliknięciu prawym przyciskiem myszy na plik \*.cu mamy zaznaczoną opcję w tools CUDA Runtime API

| VectorSum.cu Property Pages    |   |                  | <u>? ×</u>            |
|--------------------------------|---|------------------|-----------------------|
| Configuration: Active(Release) | Platform: Active(Win32)   | •                | Configuration Manager |
| Configuration Properties       | Excluded From Build   | No               |                       |
|                                | Tool  | CUDA Runtime API |                       |
| General                        |   |                  |                       |
| GPU                            |   |                  |                       |
| Host                           |   |                  |                       |
| Command Line                   |   |                  |                       |
|                                |   |                  |                       |
|                                |   |                  |                       |
|                                |   |                  |                       |
|                                |   |                  |                       |
|                                |   |                  |                       |
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|                                |   |                  |                       |
|                                |   |                  |                       |
|                                |   |                  |                       |
|                                |   |                  |                       |
|                                | Excluded From Build<br>Excludes the selected file from the build in this configuration. |                  |                       |
|                                |   |                  |                       |
|                                |   |                  |                       |
|                                |   | OK               | Anuluj Zastosuj       |