How to Configure Coin3D in Windows

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(Environment: Visual Studio 2008)

1. Download Coin3D package.
   Here’s the link: [http://www.coin3d.org/lib/coin/releases/3.1.3](http://www.coin3d.org/lib/coin/releases/3.1.3), choose the version of Visual C++ 9.0 binaries:

   ![Get Coin 3.1.3 for Windows](Visual C++ 9.0 binaries)

   Choose a proper location to unzip it we get the directory of bin, lib and include, which we will use in the next steps

2. Set Environment Variables
   a) Right-click on Computer -> Properties -> Advanced system settings-> Environment Variables...
   b) Use new and edit buttons for system variables, not for the User variables, unless we really want to install it just for the current user.
   c) COINDIR should point to our installed path, while PATH must contain what was there before (many things) plus path to bin folder in our Coin installation. For example, if Coin is installed in C:\Project\Coin3D, COINDIR have to be set to C:\Project\Coin3D and PATH must include C:\Project\Coin3D\bin

   ![System variables](System variables)

   ![Edit System Variable](Edit System Variable)

d) Restart your computer to activate the environment variable
3. Configure VS2008
   a) Create a new c++ project inside Visual Studio. Right-Click Property of your project
   b) Go to Configuration Properties - > C/C++ - > General, add the path of include of Coin3D to the “Additional Include Directories”
   c) Go to Configuration Properties - > C/C++ - > Preprocessor, add “COIN_NOT_DLL” to the “Preprocessor Definitions”
   d) Go to Configuration Properties - > Linker - > General, add the path of lib of Coin3D to the “Additional Library Directories”
   e) Go to Configuration Properties - > Linker - > Input, add “coin3d.lib” (if you’re using Debug mode) or “coin3.lib” (using Release mode) to “Additional Dependencies”
So far you’ve done all the configurations for the coin3d, you can use the files of OSUInter to help you get your ray tracing journey started!