



## Directions for Developing a 64-bit Application in Visual Studio

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1. Remove any references to the [TecellaAmp.lib](#) and [TecellaAmp\\_64.lib](#) in your C++/CLI properties (Linker->Input->Additional Dependencies). Do this for the Configuration/Platform combinations Debug/x64 and Release/x64.
2. Add the [libusb0\\_x64.dll](#), [okFrontPanel\\_64.dll](#), and [TecellaAmp\\_64.dll](#) files to the directory where you keep the libusb0.dll, okFrontPanel.dll, and TecellaAmp.dll files for compilation and execution.
3. Move the 32-bit versions of these 3 files into a backup folder. Then, delete the "\_64" text from each of the 64-bit files so their names look like the 32-bit versions: libusb0.dll, okFrontPanel.dll, and TecellaAmp.dll.
4. Add the following lines to the top of your TecellaAmp.h file:

```
using namespace System::Runtime::InteropServices;  
#ifndef DLLEXPORT  
#define DLLEXPORT [DllImport("TecellaAmp.dll", CharSet=CharSet::Unicode, CallingConvention=CallingConvention::Cdecl)] extern "C"  
#endif
```