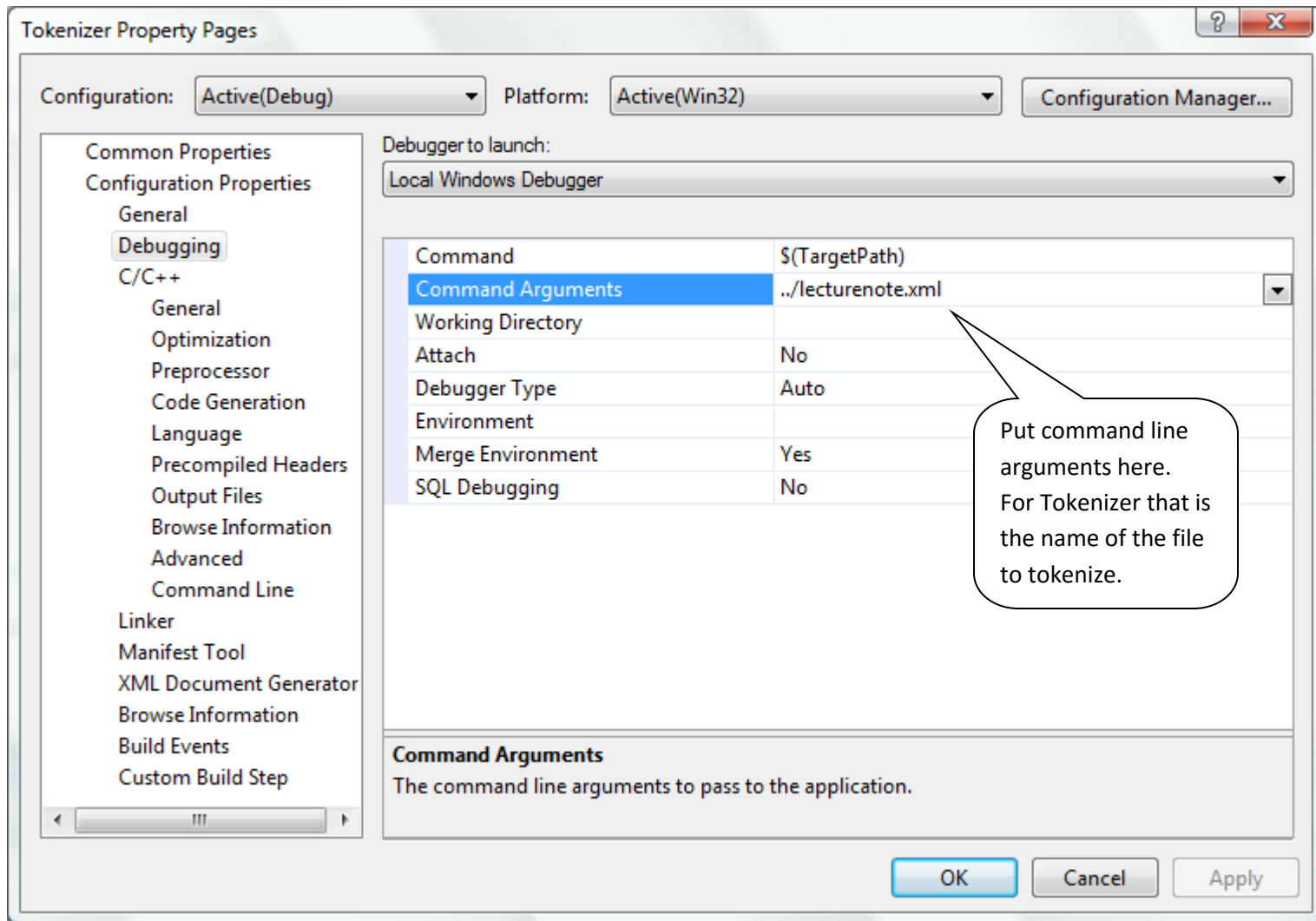


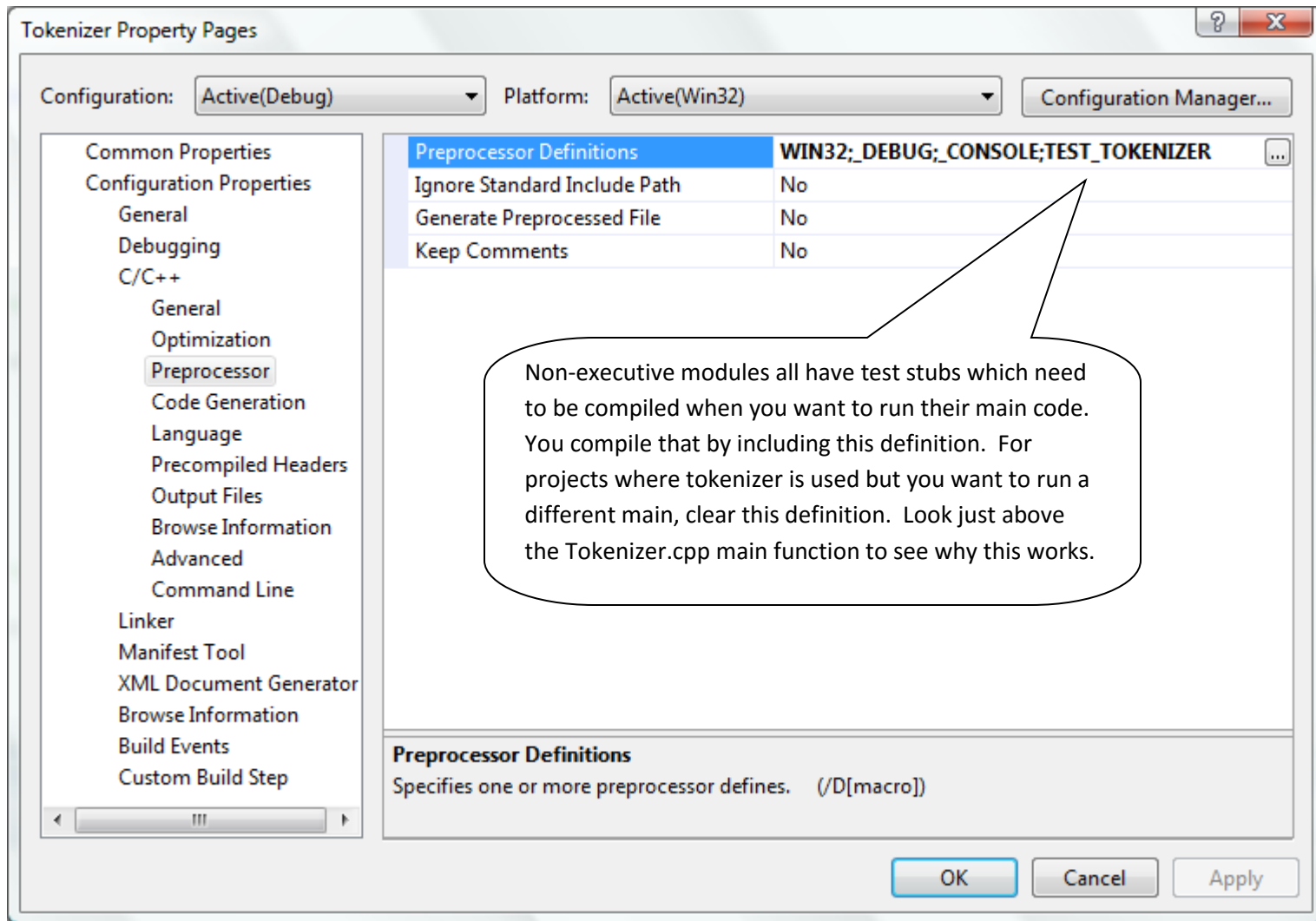
***Recommended Property Settings for Visual Studio Projects***

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When you download projects from the college server, project properties are lost, due to a quirk in the Visual Studio Design. This handout illustrates how you can set projects to sensible default values.





Tokenizer Property Pages

Configuration: Active(Debug) Platform: Active(Win32) Configuration Manager...

Common Properties  
Configuration Properties  
General  
Debugging  
C/C++  
General  
Optimization  
Preprocessor  
Code Generation  
Language  
Precompiled Headers  
Output Files  
Browse Information  
Advanced  
Command Line  
Linker  
Manifest Tool  
XML Document Generator  
Browse Information  
Build Events  
Custom Build Step

Enable String Pooling	No
Enable Minimal Rebuild	Yes (/Gm)
Enable C++ Exceptions	Yes With SEH Exceptions (/EHa)
Smaller Type Check	No
Basic Runtime Checks	Both (/RTC1, equiv. to /RTCsu)
Runtime Library	Multi-threaded Debug DLL (/MTd)
Struct Member Alignment	Default
Buffer Security Check	Yes
Enable Function-Level Linking	No
Enable Enhanced Instruction Set	Not Set
Floating Point Model	Precise (/fp:precise)
Enable Floating Point Exceptions	No

**Enable C++ Exceptions**  
Calls destructors for automatic objects during a stack unwind caused by an exception being thrown. (/EHsc, /EHa)

OK Cancel Apply

This option causes C++ to wrap Windows Structured Exceptions as C++ exceptions, so your code can catch those as well as exceptions your code and the libraries throw.

