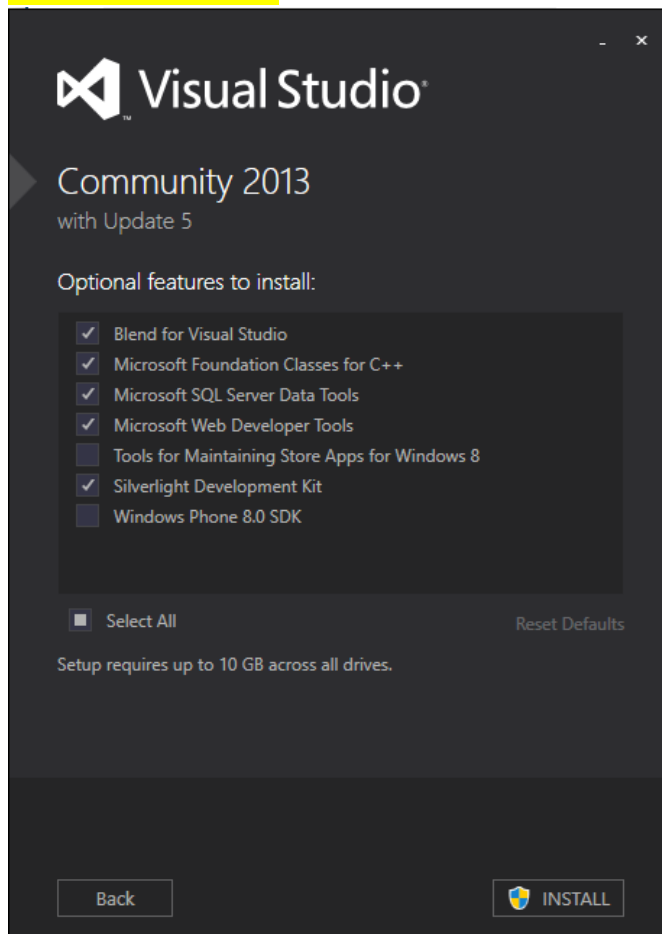


Appropriate installers should be on the desktop in files matching their specific step number.

1. Install UEye software.
2. Run "2013 Installer.exe" from base USB directory. Hit "Install" with the "Blend for Visual Studio", "Microsoft Foundation Classes for C++", "Microsoft SQL Server Data Tools", "Microsoft Web Developer Tools", and "Silverlight Development Kit" checkboxes all checked.

a. <<2013 Installer.exe>>



3. Run "2017 Installer.exe" from base USB directory. When the "Installing" window pops up, download ".NET desktop development", "Desktop development with C++", and "Universal Windows Platform Development" windows.
 - a. <<2017 Installer.exe>>
4. Select the "atomic", "concr.h", "condition_variable", "future", "mutex", and "thread" files from the base USB directory and move them into "C:\Program Files (x86)\Microsoft Visual Studio 12.0\VC\include".
 - a. <<Individual Files.zip>>
5. Replace the files in the destination. Select "yes" when asked if you want to do it in administrator mode if prompted



6. Install EZ3D version 3.24.0.0 if it has not already been installed.
7. Open EZ3D program and take some measurements to verify everything is working.
8. Delete the "Visual Studio 2013" and "Visual Studio 2017" desktop apps, Visual Studio 2013 Blend if present, Visual Studio 2017 Blend if present, and the Visual Studio 2013 and Visual Studio 2017 installer. DO NOT RUN THE WINDOWS UNINSTALLER.
 - a. "C:\Program Files (x86)\Microsoft Visual Studio\Installer"
9. 12. Run the EZ3D program again one more time just to verify