

# Release Notes

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## Documentation

IceFIX is documented in the [IceFIX User Guide](#).

## Configuring Visual Studio 2010 C++ Projects

To create a new IceFIX client in C++, open Visual Studio 2010 and create a new C++ project, then enable the Slice builder for this project to configure it for Ice.


After the project has been configured to use Ice, we need to configure IceFIX. IceFIX installs a Visual Studio property sheet in %ALLUSERSPROFILE%\ZeroC\IceFIX.props. On a Windows 7 machine this path name resolves to C:\ProgramData\ZeroC\IceFIX.props.

In Visual Studio, open the Property Manager window using **View > Other Windows > Property Manager**, expand the node that represents your project, and add the IceFIX.props sheet to each of your project configurations. This property sheet defines two user macros; double click IceFIX.props in the Property Manager and select **User Macros** to see them. Verify that the values of IceFIXHome and QuickFIXHome correspond to your IceFIX and QuickFIX installations, respectively.

Now open the project property pages and append the following values to the corresponding settings:

Release Configuration	
<b>C/C++ / General / Additional Include Directories:</b>	\$(IceFIXHome)\include;\$(QuickFIXHome)\include;
<b>Linker / General / Additional Library Directories:</b>	\$(IceFIXHome)\lib;\$(QuickFIXHome)\lib;
<b>Linker / Input / Additional Dependencies:</b>	icefix.lib;quickfix.lib;

Debug Configuration	
<b>C/C++ / General / Additional Include Directories:</b>	\$(IceFIXHome)\include;\$(QuickFIXHome)\include;
<b>Linker / General / Additional Library Directories:</b>	\$(IceFIXHome)\lib;\$(QuickFIXHome)\lib\debug;
<b>Linker / Input / Additional Dependencies:</b>	icefixd.lib;quickfix.lib;

 The IceFIX and QuickFIX binary distributions do not include debug libraries; you must use source distributions for debug builds.

 If you are using another FIX library, replace the QuickFIX-related settings with appropriate settings for your library.

## Configuring Visual Studio 2010 C# Projects

To create a new IceFIX client in C#, open Visual Studio 2010 and create a new C# project, then enable the Slice builder for this project to configure it for Ice.

After the project has been configured to use Ice, we need to configure IceFIX. The IceFIX .NET library (IceFIX.dll) is located in the bin subdirectory of your IceFIX installation. You must add a reference to this library in your project.

If you are using QuickFIX, the .NET libraries are located in the lib subdirectory of your QuickFIX installation. Add references to quickfix\_net.dll and quickfix\_net\_messages.dll in your project.

## Corresponding Ice release

The IceFIX DLLs included in the binary distribution were compiled with Ice 3.4.2 and Visual Studio 2010. If you need to use a different version of Ice or Visual Studio, you will need to rebuild IceFIX and QuickFIX using source distributions.