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Subject: Build Methods detection

Posted by [idzeta](#) on Mon, 07 Oct 2019 12:55:27 GMT

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It seems to me that the IDE was able to auto-detect and properly set up for both of my side-by-side installed MSVS15 and MSVS19 in the first run. However, after I (manually) updated MSVS19 to 16.3.2 (the latest), the IDE wasn't aware of the changes of the bin/include/lib directories and stuck to the old settings, which caused "almost silent" failure (the unhelpful "There were errors. (0:xx.xx)" diagnostic) during build process that took me some time to figure out and fix. Could there be a better way?

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Subject: Re: Build Methods detection

Posted by [mirek](#) on Fri, 25 Oct 2019 07:09:44 GMT

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idzeta wrote on Mon, 07 October 2019 14:55: It seems to me that the IDE was able to auto-detect and properly set up for both of my side-by-side installed MSVS15 and MSVS19 in the first run. However, after I (manually) updated MSVS19 to 16.3.2 (the latest), the IDE wasn't aware of the changes of the bin/include/lib directories and stuck to the old settings, which caused "almost silent" failure (the unhelpful "There were errors. (0:xx.xx)" diagnostic) during build process that took me some time to figure out and fix. Could there be a better way?

Invoking "Automatic build method setup" from "Setup" menu fixes it.

Now it is true that this step might be done automatically, so that is something to do for the next release, but it is not that simple; I will probably need to find the correct detection of the problem...

Mirek

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