
Subject: Re: IDE not retaining SDK path
Posted by [eldiener](#) on Fri, 20 Mar 2015 09:04:44 GMT
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mirek wrote on Thu, 19 March 2015 18:25eldiener wrote on Thu, 19 March 2015 18:11Using the latest version of U++ (8227) and choosing the menu Setup | Automatic setup... I enter the path to the SDK version 7.1a on my machine for VC++ 12.0. I then click the OK button. But when I next open the same dialog the path I entered is gone.

I cannot use VC++ 12.0 if the SDK paths are not there when I try to build.

That is OK. This is dialog for automatic setup of build methods. After hitting OK, build methods are created and are later editable using Setup/Build methods.

But it is clearly not creating the right directories for the Setup/Build methods. For instance I gave the path to the SDK as C:\Program Files (x86)\Microsoft SDKs\Windows\v7.1A on my machine. Then when I look at the Setup/Build methods I see for executables C:\Program Files (x86)\Microsoft SDKs\Windows\v7.1A\bin\x86 which does not exist at all; for include directories C:\Program Files (x86)\Microsoft SDKs\Windows\v7.1A\Include\um, C:\Program Files (x86)\Microsoft SDKs\Windows\v7.1A\Include\shared, and C:\Program Files (x86)\Microsoft SDKs\Windows\v7.1A\Include\winrt, none of which exist; for lib directories C:\Program Files (x86)\Microsoft SDKs\Windows\v7.1A\Lib\winv6.3\um\x86, which also does not exist. Where is the IDE getting this stuff from when clearly it is not looking in the path I gave for the Windows SDK ?

I understand I can manually change these paths but this is a bug for setting them up. Also I still do not understand why Automatic Setup does not retain the path I enter so it always know it for each new package I may add to the system. That seems to also be a bug to me.