
Subject: Re: Considering different approach to Win32 release

Posted by [cbpporter](#) on Thu, 29 Oct 2015 14:26:58 GMT

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This code helped me to correctly find the SDK, but I confess that last time I tried it was on the pre-release VS. Then I saw the single .lib file and decided not to support it :).

```
void TestLib() {
    if (create) {
        if (FindFile(sdk + "\\lib\\*.lib"))
            sdklib = "\\lib";
        if (FindFile(sdk + "\\lib\\x86\\*.lib"))
            sdklib = "\\lib\\x86";
        else if (FindFile(sdk + "\\lib\\win8\\um\\x86\\*.lib"))
            sdklib = "\\lib\\win8\\um\\x86";
        else if (FindFile(sdk + "\\lib\\winv6.3\\um\\x86"))
            sdklib = "\\lib\\winv6.3\\um\\x86";
    }
    if (create64) {
        if (FindFile(sdk + "\\lib\\*.lib"))
            sdklib64 = "\\lib";
        else if (FindFile(sdk + "\\lib\\x64\\*.lib"))
            sdklib64 = "\\lib\\x64";
        else if (FindFile(sdk + "\\lib\\win8\\um\\x64\\*.lib"))
            sdklib64 = "\\lib\\win8\\um\\x64";
        else if (FindFile(sdk + "\\lib\\winv6.3\\um\\x64"))
            sdklib64 = "\\lib\\winv6.3\\um\\x64";
    }
}
```

If the lib paths are empty even though apparently the SDK has been found, I ignore it.
