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Subject: Re: Considering different approach to Win32 release

Posted by [Tom1](#) on Thu, 29 Oct 2015 17:18:28 GMT

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Hi Mirek,

Thanks, I will try it tomorrow when back at the office.

I have not explicitly installed SDK 10 for sure. What I have, came with Visual studio community 2015. I can't check it here, but I have a strong feeling that I just installed the "Programming Languages > Visual C++ > Common Tools for Visual C++ 2015", which gives a tip: "Tools for creating Windows applications using the Visual Studio 2015 Visual C++ compiler toolset (v140). Also includes the Visual C++ 2015 libraries and project templates for Windows Desktop development."

Should I have selected something additional in order to make it work? Could you list the minimum set of items required for U++. Or is SDK 10 a separate download somewhere? If so, could you post a link to that?

Best regards,

Tom

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