
Subject: Re: Visual Studio (Community) 2017 released

Posted by [Tom1](#) on Mon, 03 Jul 2017 14:11:11 GMT

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You see the link below. It is 14.1 there:

https://en.wikipedia.org/wiki/Microsoft_Visual_C%2B%2B#Internal_version_numbering

Additionally, when you run Visual Studio 2017 installer and select Visual Studio Community 2017 and Desktop development with C++ workload, you can see "VC++ 2017 v141 toolset (x86,x64)" as a selected component. Further on, there is an option to install "VC++ 2015.3 v140 toolset (x86,x64)".

When you search the web for microsoft visual c++ compiler versions, you will find additional discussions of the confusion over the version numbers.

I started this discussion here for U++ users to recognize the problem and possibly overcome the current situation by changing the naming to something that easily relates to the Microsoft compiler product being used. For me personally, it does not matter what they are called as far as I know what to install and that the result will work correctly. However, to avoid confusion and therefore wasted time for many other people, it would be easier to use names and numbers that can be used to pick up a specific compiler product on the web.

Best regards,

Tom
