Subject: Re: Visual Studio (Community) 2017 released
Posted by Tom1 on Thu, 06 Jul 2017 06:41:54 GMT
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Hi Koldo,

You are absolutely right. I made it under Windows 10 Pro 32 bit.

Please note that current U++ can auto detect the VS2017 Community installation, while it cannot auto detect VS2017 Build Tools installation at this time. I have a strong feeling that this will change pretty soon now since Mirek indicated interest in this. I think the compiler is exactly the same, but Build Tools lacks debugger and IDE compared to a full VS2017 Community installation. (So installing VS2017 Community already includes everything needed and is also readily auto detected with current U++.)

Best regards,

Tom