
Subject: Re: U++ 2017.2 released
Posted by [cbpporter](#) on Tue, 09 Jan 2018 10:52:54 GMT
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I managed to get stuff working with VS2015, by moving over some existing .bm files and editing them to whatever paths the setup decided to use. VS 2015 was not detected.

This time the include and libs are under "10.0.16299.0".

When U++ was upgraded to C++xx whatever, it did not work out of the box for months. Then it got better. Now there is regression again.

Plus, I have no BLITZ, even though it looks like it is enabled.

----- Core (MSC15 DEBUG DEBUG_FULL MSC WIN32) (1 / 5)
