

---

Subject: Re: U++ 2017.2 released  
Posted by [mirek](#) on Wed, 10 Jan 2018 10:29:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cbpporter wrote on Wed, 10 January 2018 10:25It looks like the problem with VS2015 is that in the SDK folder, some files are not in the x86 subfolder, but in 10.0.16299.0/x86.

Do we need those binaries too? Are the VC ones + includes + libs not enough?

Yes. There are some utils required to build.

Quote:

```
bin = df.Get(x64 ? "/windows kits/10/bin/10.0.16299.0/x86" : "windows  
kits/10/bin/10.0.16299.0/x86", "makecat.exe;accevent.exe");
```

This fixes both VS 2017 and VS 2015.

A real fix will be needed that looks in all the subfolders, not just 10.0.16299.0.

Then it is simple. The support for versions is there, used for include / lib. See lines bellow. So it is just that I have not anticipated bin being in versioned folder (only).

Quote:

But first the question is: is it my install or the fact that I added VS2017 on top of 2015. I'll test in the VM that only has 2017 and on one with only VS2015 and get back to you with the results.

I guess it is MS constantly changing everything...

---