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Subject: Re: U++ 2017.2 released

Posted by [cbpporter](#) on Wed, 10 Jan 2018 21:38:49 GMT

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mirek wrote on Wed, 10 January 2018 12:29

I guess it is MS constantly changing everything...

I guess MS were as short sighted as usual and did not anticipate several versions of the same SDK (all 10). This time they didn't go with 7 vs 7a or 8 and 8.1 scheme.

Anyway, 2017 does indeed use versioning. Tested on the clean VM. I'll try to fix it as with the libs and test it for a while and provide the fix.

Sorry this is taking a while, but my clean VM PC is the opposite corner of the city from my work PCs where I have every single VS version in existence.

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