
Subject: Re: TheIDE support for Visual Studio Build Tools 2022?

Posted by [Klugier](#) on Thu, 23 Dec 2021 16:35:58 GMT

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Hello,

That's true, however your code assumes that if there is x86 directory, then ignore x64. On my setup - when I have "Microsoft Visual Studio" in both "Program Files (x86)" and "Program Files" the detection doesn't work.

The original code was:

```
Array<FileSystemInfo::FileInfo> root = StdFileSystemInfo().Find(Null);
for(int i = 0; i < root.GetCount(); i++) {
    if(root[i].root_style == FileSystemInfo::ROOT_FIXED) {
        int drive = *root[i].filename;
        String pf = GetProgramsFolderX86();
        pf.Set(0, drive);
        pf = AppendFileName(pf, "Microsoft Visual Studio");
        if(DirectoryExists(pf)) // <- if x86 "Microsoft Visual Studio" exists skip x64 processing (this is
wrong!). You could have Microsoft Visual Studio Installer in x86 and Visual Studio in x64.
            GatherDirs(path, pf);
        else {
            pf = GetProgramsFolder();
            pf.Set(0, drive);
            pf = AppendFileName(pf, "Microsoft Visual Studio");
            if(DirectoryExists(pf))
                GatherDirs(path, pf);
        }
    }
}
```

The code in my PR is:

```
Array<FileSystemInfo::FileInfo> root = StdFileSystemInfo().Find(Null);
for(int i = 0; i < root.GetCount(); i++) {
    if(root[i].root_style == FileSystemInfo::ROOT_FIXED) {
        int drive = *root[i].filename;

        // Process both x86 and x64 directories
        String x86pf = GetVisualStudioFolder(drive, GetProgramsFolderX86());
        if(DirectoryExists(x86pf)) {
            GatherDirs(path, x86pf);
        }
        String pf = GetVisualStudioFolder(drive, GetProgramsFolder());
        if(DirectoryExists(pf)) {
```

```
GatherDirs(path, pf);  
}  
}  
}
```

Klugier
