Subject: Windows SDK - the only way is to get that 1.15GB file?
Posted by mr_ped on Sun, 27 Jan 2008 09:19:45 GMT
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Anyone has some simpler way? I don't want to download 1GB over my line, especially if I'm not sure if I will be able to reconnect in case of interruption.

Looks to me like I will be completely discontinuing my windows development much sooner than I expected, and focusing on linux only. (as I have that already installed anyway, and the kubuntu ISO + linux headers + some dev libs are well under 900MB in total)

Subject: Re: Windows SDK - the only way is to get that 1.15GB file?
Posted by mr_ped on Sun, 27 Jan 2008 09:28:20 GMT
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Hmm.. just tried the 2008.1beta with mingw without windows SDK.
The "HelloWorld" example works?! AdressBook works too.
TheIDE works too.

What for the Windows SDK is needed?

Subject: Re: Windows SDK - the only way is to get that 1.15GB file?
Posted by cbpporter on Sun, 27 Jan 2008 13:55:46 GMT
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mr_ped wrote on Sun, 27 January 2008 10:28Hmm.. just tried the 2008.1beta with mingw without windows SDK.
The "HelloWorld" example works?! AdressBook works too.
TheIDE works too.

What for the Windows SDK is needed?

It is not needed. Just an alternative for MINGW. The only reason why you should use it that it's a little bit better. VS compiler is considerably faster (about 30-40% on my system), binary files are smaller (debug exe is 3-4MB, compared to 20+), and most importantly, MINGW debugger is extremely bad. I has huge problems, especially with templates.

But I agree, 1GB of download is a little large, considering that you need only a few components from it. But I doubt that any form of repackaging of the installer would be legal, so you just have to download it once and make sure not to loose it. You also don't need it if you can get a VS compiler from another sources, like a full VS edition.

Subject: Re: Windows SDK - the only way is to get that 1.15GB file?
Posted by unodgs on Sun, 27 Jan 2008 14:02:59 GMT
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I used network Platform SDK installer where you can choose what to install. For example you can disable 64bit libraries downloading.

Subject: Re: Windows SDK - the only way is to get that 1.15GB file?
Posted by mr_ped on Tue, 29 Jan 2008 12:01:54 GMT
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cbpporter: I was talking about Windows platform SDK, not about MSCC. The MSCC is not part of platform SDK AFAIK!
So it's 1.15GB for SDK, and another xyzMB for either MSVS Express, or the MSCC standalone package.

Anyway, I want to stick with mingw whenever possible, it's much smaller and works ok for my needs, I was just afraid I must install windows SDK to compile basic U++ applications. Obviously works even without that, I think all the needed includes and libraries are probably already in mingw.

Subject: Re: Windows SDK - the only way is to get that 1.15GB file?
Posted by cbpporter on Tue, 29 Jan 2008 13:40:53 GMT
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mr_ped wrote on Tue, 29 January 2008 14:01cbpporter: I was talking about Windows platform SDK, not about MSCC. The MSCC is not part of platform SDK AFAIK!
So it's 1.15GB for SDK, and another xyzMB for either MSVS Express, or the MSCC standalone package.

AFAIK, MS Win SDK is more or less a version of MSCC with headers and libs, but also a lot of extra stuff which you don't need for U++ (especially .NET). I was saying that for U++ you need just a small part of the SDK, which is not a huge install base, but unfortunately, to get it, you need to download the whole thing.