
Subject: is windows SDK needed after Visual Studio 2010
Posted by [aman11dhanpat](#) on Fri, 02 Jul 2010 02:04:37 GMT
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Hello all guys

i am new here but not much new to C++

i was previously working on CLIs only but now thinking to shift to GUIs

so while reading docs i saw that we need windows SDK

so i have a question that i had installed visual studio 2008 and 2010 on my PC

so after this do i still need to download the windows SDK

Please Help me out

thanks in advance

Subject: Re: is windows SDK needed after Visual Studio 2010
Posted by [cbpporter](#) on Fri, 02 Jul 2010 06:01:45 GMT
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Windows SDK is only needed with free/Express versions of Visual Studio. I can't tell you the exact versions, but a quick test is if you can compile a Windows API hello world or an Open GL hello world (with normal C++, not managed).

But 2008 and 2010 should be fine if they are commercial versions.

Subject: Re: is windows SDK needed after Visual Studio 2010
Posted by [mr_ped](#) on Fri, 02 Jul 2010 07:16:26 GMT
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Unless you did a weird custom installation of VS, I think you already have everything what C++ needs of Win API.

Anyway, don't worry simply to install up, run TheIDE, and see if it can auto-config the MSCC build method. If yes, you are done. If not, you can install missing parts of win SDK afterwards until u++ is satisfied (first search your HDD, if the autoconfig didn't miss some files buried deep on the disk).
