
Subject: Re: Looking for windows compiler possibilities
Posted by [cbpporter](#) on Fri, 10 Jul 2015 13:26:48 GMT
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mirek wrote on Fri, 10 July 2015 14:11

Maybe you can fix this and post the patch. Should be easy...

Mirek

Yes, I haven't truly contributed a lot of patches lately .

Anyway, the problem is that Microsoft loves to change the directory layout around for no good reason. Simply checking that msc.sdk + "\\lib" exists on disk won't help.

Here is a potential way that fixed bugs for me:

```
void TestLib() {
  if (create) {
    if (FindFile(sdk + "\\lib\\*.lib"))
      sdklib = sdk + "\\lib";
    if (FindFile(sdk + "\\lib\\x86\\*.lib"))
      sdklib = sdk + "\\lib\\x86";
    else if (FindFile(sdk + "\\lib\\win8\\um\\x86\\*.lib"))
      sdklib = sdk + "\\lib\\win8\\um\\x86";
    else if (FindFile(sdk + "\\lib\\winv6.3\\um\\x86"))
      sdklib = sdk + "\\lib\\winv6.3\\um\\x86";
  }
  if (create64) {
    if (FindFile(sdk + "\\lib\\*.lib"))
      sdklib64 = sdk + "\\lib";
    else if (FindFile(sdk + "\\lib\\x64\\*.lib"))
      sdklib64 = sdk + "\\lib\\x64";
    else if (FindFile(sdk + "\\lib\\win8\\um\\x64\\*.lib"))
      sdklib64 = sdk + "\\lib\\win8\\um\\x64";
    else if (FindFile(sdk + "\\lib\\winv6.3\\um\\x64"))
      sdklib64 = sdk + "\\lib\\winv6.3\\um\\x64";
  }
}
```

I had to add the sdklib fields to actually determine where the lib files are. I have a ton of VS version installed, and all use different paths...

I'm downloading VS 2015 which for some stupid reason is MSC14 to test that too...
