

TN0064E Development Environments.doc

Applies to:

Level: Public

Summary

UDP sample applications are built by Visual studio 6.0 SP5. Therefore, software developer who uses UDP products needs the build environments. This document also explains the build environments using Visual Studio .NET 2005.

Detailed Information

Build enviroments

- **Using Visual Studio 6.0**

In oder to build PrismII using Visual Studio 6.0, following additional conditions are required.

Microsoft Visual C/C++ 6.0

Service Pack 5 for Microsoft Visual C/C++ 6.0

Microsoft Platform SDK Server 2003 or belower

Microsoft Direct X SDK 9.0

Processor Pack for Service Pack 5 (Optional)

Setting directory of VC6

After installing the Platform SDK and DirectX SDK, The header and library directory of Visual Studio must set as follow.

The include folder's order of VC6 (Tools->Option->Directory -> include)

C:\DXSDK\Include (Direct X)

C:\PROGRAM FILES\MICROSOFT SDK\INCLUDE (Platform SDK)

C:\Program Files\Microsoft Visual Studio\VC98\INCLUDE

C:\Program Files\Microsoft Visual Studio\VC98\MFC\INCLUDE

Etc....

The Lib folder's order of VC6 (Tools->Option->Directory -> include)

C:\DXSDK\Lib
C:\PROGRAM FILES\MICROSOFT SDK\LIB
C:\Program Files\Microsoft Visual Studio\VC98\LIB
Etc.....

Runtime environment

PrismII needs MSXML for executing.

● **Using Visual Studio 2005**

In order to build PrismII using Visual Studio 2005, following additional conditions are required.

Microsoft Visual Studio .NET 2002 or later
Microsoft Direct X SDK 9.0
Processor Pack for Service Pack 5 (Optional)

Setting directory of VS .NET

After installing the Platform SDK and DirectX SDK, The header and library directory of Visual Studio must set as follow.

The include folder's order of VS.NET

(Tools->Option->Projects and Solution-> VC++ Directories->include files)
C:\DXSDK\Include (Direct X)
\$(VCInstallDir)include
\$(VCInstallDir)atlmfc\include
\$(VCInstallDir)PlatformSDK\include
\$(FrameworkSDKDir)include

The Lib folder's order of VS.NET

(Tools->Option->Projects and Solution-> VC++ Directories->Library files)
C:\DXSDK\Library (Direct X)
\$(VCInstallDir)lib
\$(VCInstallDir)atlmfc\lib
\$(VCInstallDir)atlmfc\lib\i386
\$(VCInstallDir)PlatformSDK\lib
\$(FrameworkSDKDir)lib

\$(VCInstallDir)
\$(VCInstallDir)lib

Runtime environment

PrismII needs MSXML for executing.

URL link

- Service Pack 5 for Microsoft Visual C/C++ 6.0
<http://www.microsoft.com/downloads/details.aspx?familyid=E41B1D62-F3CB-4867-B86A-A2FE4932CF70&displaylang=en>
- Platform SDK Server 2003
<http://www.microsoft.com/msdownload/platformsdk/sdkupdate/psdk-full.htm>
- DirectX SDK 9.0
<http://www.microsoft.com/downloads/details.aspx?FamilyID=124552ff-8363-47fd-8f3b-36c226e04c85&DisplayLang=en>
- Processor Pack for Service Pack 5 (Optional)
<http://msdn.microsoft.com/vstudio/downloads/tools/ppack/default.aspx>
- MSXML
<http://www.microsoft.com/downloads/details.aspx?familyid=28494391-052b-42ff-9674-f752bdca9582&displaylang=en>

Error-Shooting

1. "post-build step error", remove post-build command(s) in Project property.

Revision History

Revision	Date	Description
A	2006-07-10	Created.
B	2006-07-13	Fixed wrong URL address (Microsoft Platform SDK)
C	2006-07-27	Add VS .NET compilation environments
D	2006-07-29	Add "Error-Shooting"
E	2007-11-10	Fixed the download link of DirectX SDK
F	2008-06-05	Renamed