

# Re: First time Visual C++ 2005 Express Edition help!

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<http://www.tech-archive.net/Archive/VisualStudio/microsoft.public.vsnnet.general/2008-06/msg00002.html>

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  - Date: Sun, 01 Jun 2008 17:20:20 -0500
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In article <A2084ABE-1F61-4119-9984-1BA6FDC3426D@xxxxxxxxxxxxxxxx>, =?Utf-8?B?RXJpYw==?= <Eric@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

I've programmed in C++ before and I know windows.h is a library, so why doesn't it work? I am just started learning how to use Visual C++ 2005 Express Edition from the book "Beginning Game Programming – Second Edition." I tried the first example in the book, but Visual C++ won't allow me to build because an error appears that says 'windows.h' is not a file or a directory.

Nitpick: <windows.h> is a header, not a library file. Regardless, your issue is that Visual C++ 2005 Express Edition does not ship with <windows.h>. There are some workarounds:

1) Download the latest Platform SDK from Microsoft. I tend to use something like

<http://www.microsoft.com/downloads/details.aspx?FamilyId=A55B6B43-E24F-4EA3-A93E-40C0EC4F68E5&disp>

.. Once you've done that, you'll need to update the include directories for Visual Studio to allow it to search in the folders that have <windows.h>. More information can be found at

<http://www.codeproject.com/KB/applications/FreeVS2005Win32.aspx>

2) Switch to Visual C++ 2008 Express Edition, which ships with <windows.h> and the like. You may still have to install the DirectX SDK.

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# Programmer at Pandemic Studios -- <http://www.pandemicstudios.com/>  
# NOT speaking for Pandemic Studios. "Care not what the neighbors  
# think. What are the facts, and to how many decimal places?" –R.A. Heinlein

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