

Platform SDK and Visual Studio 6 – broken ?

Source:

<http://www.tech-archive.net/Archive/VisualStudio/microsoft.public.vstudio.development/2004-06/0035.html>

From: Allenb (*allenb_485_at_yahoo.com*)

Date: 06/04/04

Date: 4 Jun 2004 10:21:38 -0700

After a two year hiatus, developing embedded and Linux applications, I had the misfortune of having to return to the Windows platform.

At first I was looking forward to it, having over 10 years of Windows development experience, starting with Win 3.1, it felt like I was returning to an old friend. I unearthed my Visual Studio 6.0 CD,s and got going. The first problem soon came to light, I DON'T use MFC, unfortunately creating a new resource file presumes everyone has been seduced by the MFC junk, and creates a broken resource file. A search of the web, soon got me over that hurdle. Edit the resource file, and replace every occurrence of afxres.h with winres.h, simple once one knows how, but worse was yet to come.

I needed to use the SHGetFolderPath library function. It appears that this is only available in versions of shfolder.h and shfolder.lib newer than those in VS6.0. A search of microsoft's web site, informed me that I needed to install an updated Platform SDK.

This is where the real fun started. Firstly although I am happy with the Firefox browser, finding it preferable to IE in every way, MS is not happy with me using it. To download the Platform SDK, I have to use IE.crap. I load up IE, install the requisite Active X control, and eventually got to the installation page. I choose the core SDK, which informs me that I need approx 500 MByte of free disk in order to install. I am pretty shocked, as all I need is a few libraries and header files, but as I have nearly 800 MByte free, I decide to proceed. I go off to get a cup of coffee, 20 minutes later back at my desk, I see that the install has crapped out, insufficient disk space. I decide to free up some disk space before proceeding, but in the process notice that I have somewhere lost over 200MB. I reboot the computer, thinking that the temp files will probably be cleaned up, but the disk space is still gone. After deleting temp files and temporary internet files, I seem to have recovered the space. I eventually got the piece of bloatware known as the Platform SDK installed. Over 500MB of my hard drive consumed, including an Office10 directory with some junk in it. I don't, and have never used MS Office but the bizzare minds at MS seem to think that I should.

Whoever is responsible for the Platform SDK is a moron. Why should I have to install over 500MB to get a few headers and libraries? How do I burn

the SDK to a CD, so that 2 years from now when my program needs to be changed, I can install the exact same development environment?

The platform SDK is either an extreme example of MS bundling, or design by IDIOTS.

Either way, the biggest mistake the DOJ made was not breaking up MS and ridding the planet of this scourge. It is time for me to give up Windows programming for good.

I urge all you developers who have been seduced by the MS crap, to have a look at the otherside occasionally. For me having worked with non-MS products for two years, coming back to Windows was a rude shock. The terms small and elegant have meaning in my vocabulary, but seem to be used as a synonym for bloatware on the MS campus.

Allen