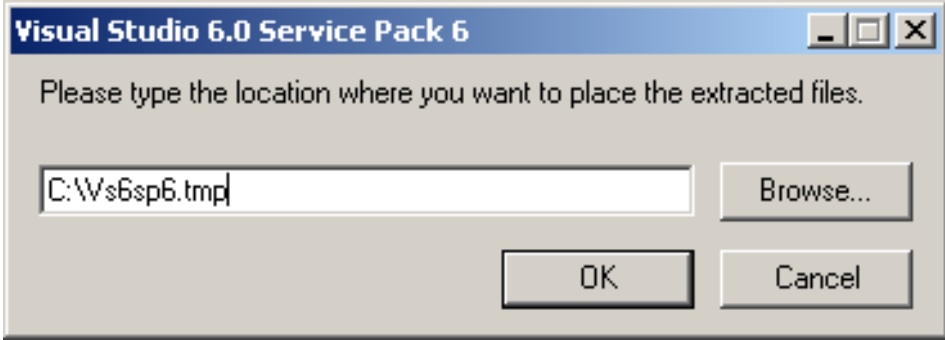


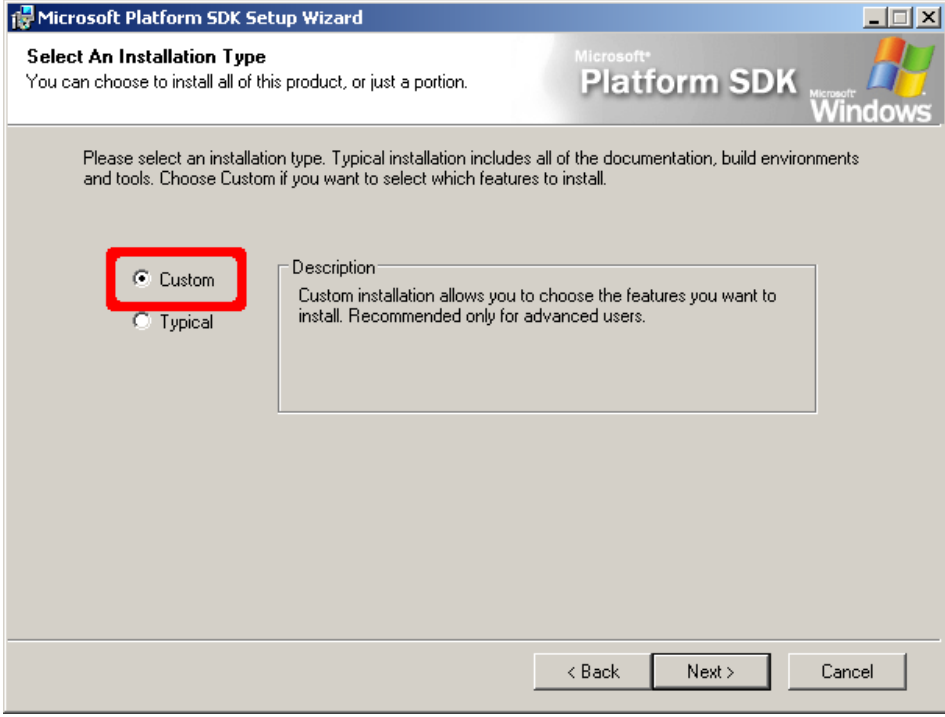
Installation and configuration of MSVC6 for “CamIt”

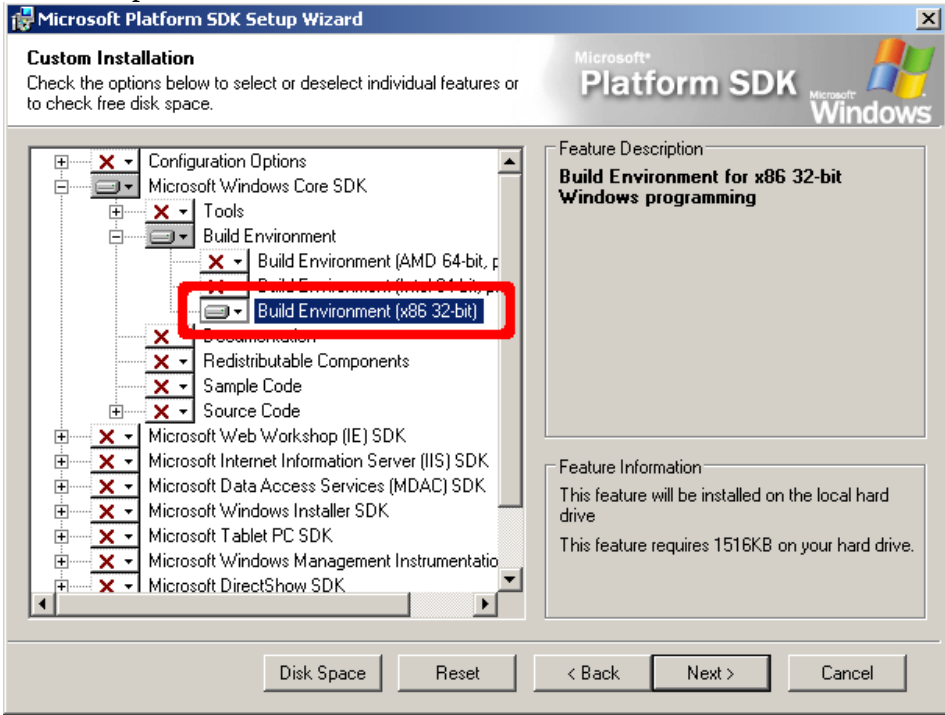
1 Prerequisites

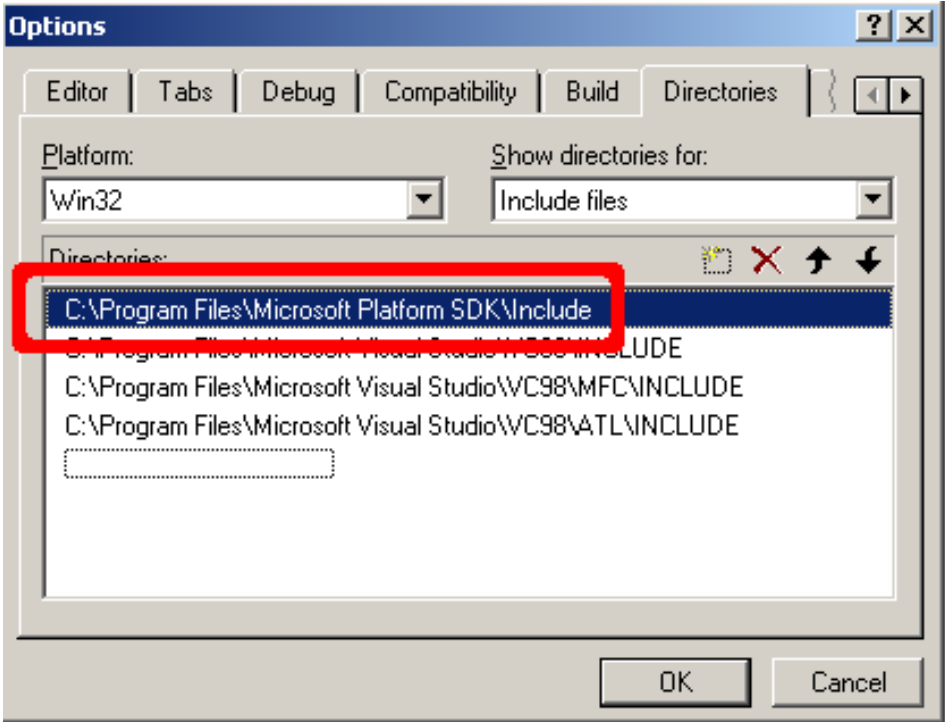
Reference	Designation	Identification
	PC with 512 MB RAM.	May be a virtual machine.
	Windows XP SP2.	Either “Pro” or “Home Edition”.
	CD-ROM drive.	
[MSVC6]	Microsoft Visual C++ 6.0.	
[VS6SP6]	Service Pack 6 for Visual Basic 6.0, Visual C++ 6.0 with Visual Source Safe 6.0d	setup = “vs6sp6.exe” timestamp = “2004-03-12 19:25” (CET) size = “63 799 912” bytes md5sum = “b69f34e54fe4603f8d42021891743651”
[PSDK2003SP1]	Windows® Server 2003 SP1 Platform SDK	CD-ROM image = “5.2.3790.1830.15.PlatformSDK_Svr2003SP1_rtm.img” timestamp = “2005-04-16 04:52” (CET) size = “414 361 600” bytes md5sum = “dd26a923e94efd35878d9a725f012660”
[WMFSDK9]	Windows Media Format 9 Series SDK	setup = “WMFormatSDK.exe” timestamp = “2002-12-12 05:31” (CET) size = “6 437 008” bytes md5sum = “b63028b6ec2528bc00b07d13e1f02414”

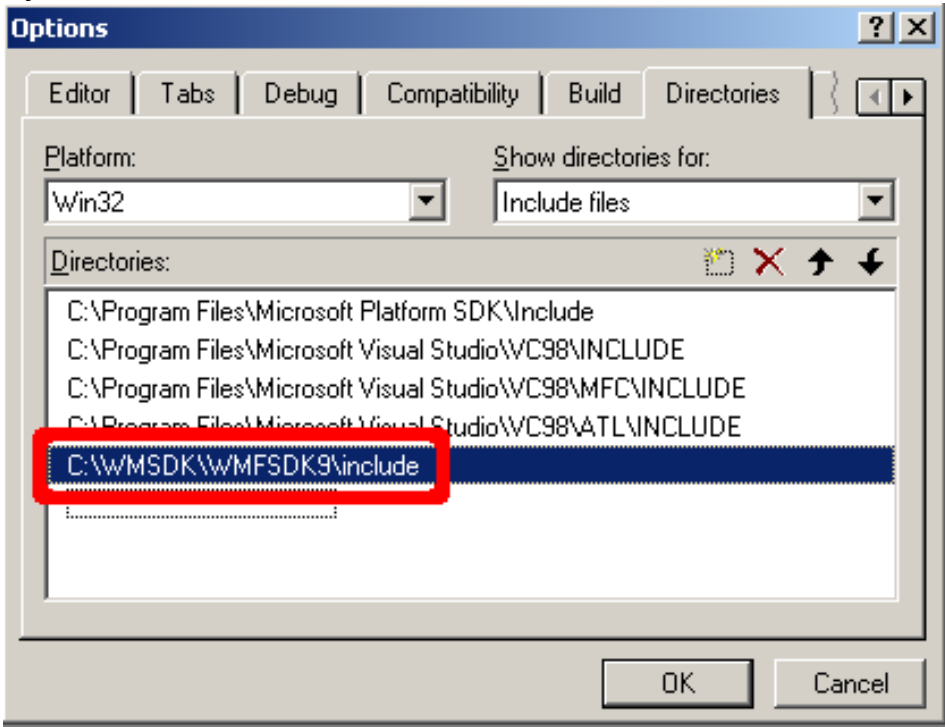
2 Check-list

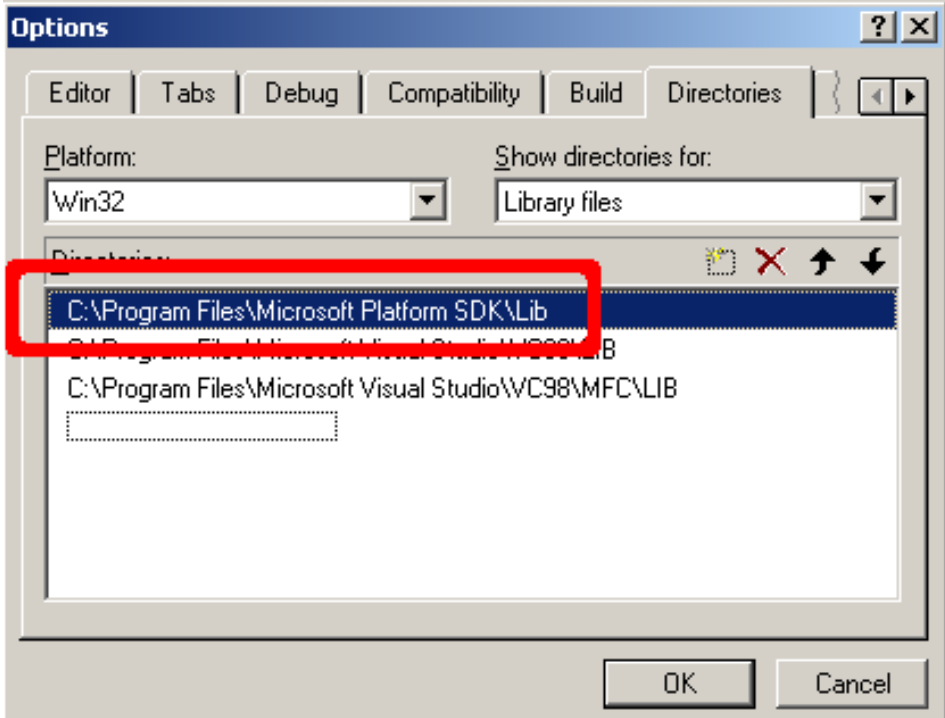
Step	Done	Instructions	Comments
1.	<input type="checkbox"/>	Rename file “5.2.3790.1830.15.PlatformSDK_Svr2003SP1_rtm.img” as “5.2.3790.1830.15.PlatformSDK_Svr2003SP1_rtm.iso”.	Ref.: [PSDK2003SP1]. Some softwares do not recognize the ISO format without the “.iso” extension.
2.	<input type="checkbox"/>	Burn image image file “5.2.3790.1830.15.PlatformSDK_Svr2003SP1_rtm.iso” to a CD-R.	
3.	<input type="checkbox"/>	Label the CD-R as “Windows® Server 2003 SP1 Platform SDK”.	
4.	<input type="checkbox"/>	Under an administrator account, install the MSVC6 compiler.	
5.	<input type="checkbox"/>	Create a temporary directory.	For example: “C:\Vs6sp6.tmp”.
6.	<input type="checkbox"/>	Execute “Vs6sp6.exe”.	Ref.: [VS6SP6].
7.	<input type="checkbox"/>	Extract files to the temporary directory created hereabove.	
8.	<input type="checkbox"/>	Execute “setupsp6.exe” from the temporary directory.	

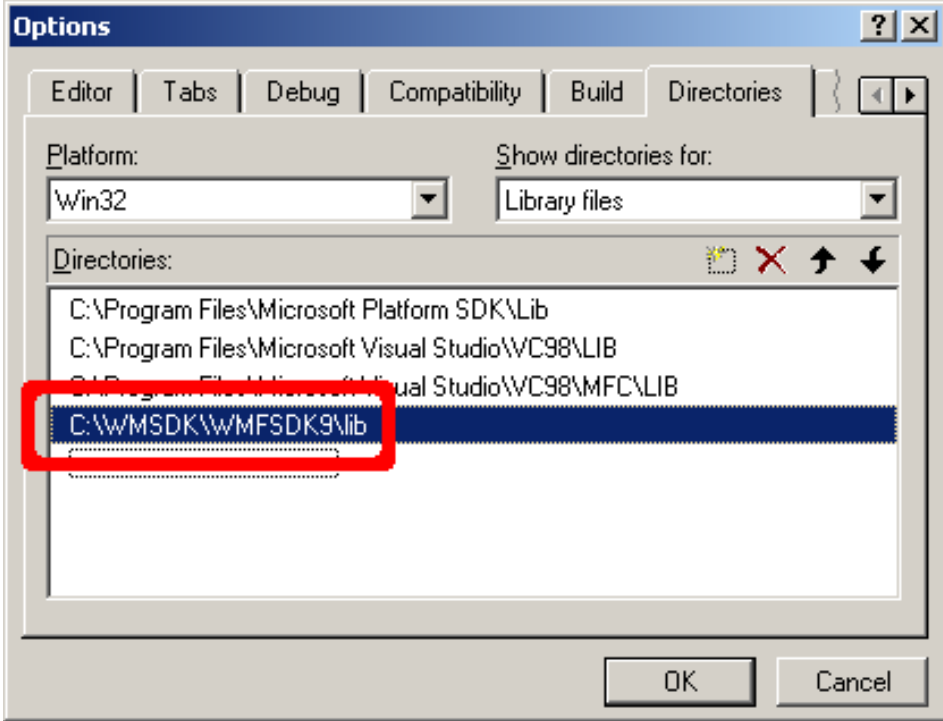
Step	Done	Instructions	Comments
9.	<input type="checkbox"/>	Take all default answers.	
10.	<input type="checkbox"/>	Delete the temporary directory.	
11.	<input type="checkbox"/>	Insert “Windows Server 2003 SP1 Platform SDK” in the CD-ROM drive.	
12.	<input type="checkbox"/>	Execute “Setup .Exe” from the CD-ROM, if it does not run automatically.	
13.	<input type="checkbox"/>	Select “Custom” as the type of installation.	

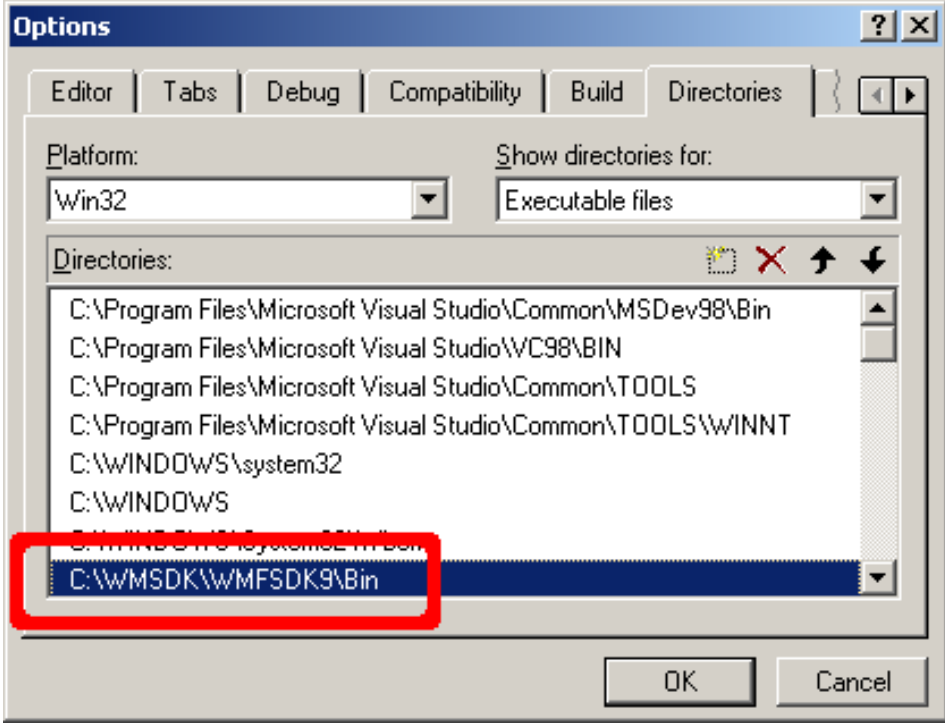
Step	Done	Instructions	Comments
14.	<input type="checkbox"/>	Select only installation of component “Build Environment (x86 32-bit)”.	<p>Need only this component for “CamIt”. You may find useful to install other components too.</p> 
15.	<input type="checkbox"/>	Execute “WMFormatSDK.exe”.	
16.	<input type="checkbox"/>	Take all default answers.	
17.	<input type="checkbox"/>	Log on as the user who will be used for compiling.	Following settings are memorized on a user basis.
18.	<input type="checkbox"/>	Launch MSVC6.	
19.	<input type="checkbox"/>	Click on “Tools / Options”.	
20.	<input type="checkbox"/>	Select the “Directories” tab.	

Step	Done	Instructions	Comments
21.	<input type="checkbox"/>	Select “Show directories for: 'Include files””.	
22.	<input type="checkbox"/>	Insert before all other directories, the Platform SDK include directory.	<p>By default: “C:\Program Files\Microsoft Platform SDK\Include”.</p> 

Step	Done	Instructions	Comments
23.	<input type="checkbox"/>	Insert after all other directories, the Windows Media Format include directory.	<p>By default: "C:\WMSDK\WMFSDK9\include".</p>  <p>The screenshot shows the 'Options' dialog box with the 'Directories' tab selected. The 'Platform' dropdown is set to 'Win32' and the 'Show directories for:' dropdown is set to 'Include files'. The 'Directories:' list contains the following paths: <ul style="list-style-type: none"> C:\Program Files\Microsoft Platform SDK\Include C:\Program Files\Microsoft Visual Studio\VC98\INCLUDE C:\Program Files\Microsoft Visual Studio\VC98\MFC\INCLUDE C:\Program Files\Microsoft Visual Studio\VC98\ATL\INCLUDE C:\WMSDK\WMFSDK9\include (highlighted in blue and circled in red) </p>
24.	<input type="checkbox"/>	Select "Show directories for: 'Library files'".	

Step	Done	Instructions	Comments
25.	<input type="checkbox"/>	Insert before all other directories, the Platform SDK lib directory.	<p>By default: "C:\Program Files\Microsoft Platform SDK\Lib".</p> <p>In order to avoid the following error "Linking... uuid.lib(cguid_i.obj) : fatal error LNK1103: debugging information corrupt; recompile module Error executing link.exe.", library "uuid.lib" must be used from the original MSVC6 SP6 (vs "Platform SDK"). "uuid.lib" has been copied in the project directory, and the linking settings have been changed for using this library: "./uuid.lib".</p> 

Step	Done	Instructions	Comments
26.	<input type="checkbox"/>	Insert after all other directories, the Windows Media Format lib directory.	<p>By default: "C:\WMSDK\WMFSDK9\lib".</p>  <p>The screenshot shows the 'Options' dialog box with the 'Directories' tab selected. The 'Platform' dropdown is set to 'Win32' and the 'Show directories for:' dropdown is set to 'Library files'. The 'Directories' list contains the following paths: <ul style="list-style-type: none"> C:\Program Files\Microsoft Platform SDK\Lib C:\Program Files\Microsoft Visual Studio\VC98\LIB C:\Program Files\Microsoft Visual Studio\VC98\MFC\LIB C:\WMSDK\WMFSDK9\lib (highlighted and circled in red) </p>
27.	<input type="checkbox"/>	Select "Show directories for: 'Executable files'".	"Platform SDK" does not have such a directory.

Step	Done	Instructions	Comments
28.	<input type="checkbox"/>	Insert after all other directories, the Windows Media Format bin directory.	<p>By default: "C:\WMSDK\WMFSDK9\Bin".</p> 
29.	<input type="checkbox"/>	Click the "OK" button of the "Options" dialog box.	