Building Steem SSE on Windows

# Tools Used

* Visual Studio Ultimate 2012 – Version 11.0.60610.01 Update 3
* TortoiseSVN (V1.8.2.24708 X64)
* VisualSVN (V3.0.6)

# What I have done to make VS2012 version of project

* Created a Steem directory in my Visual Studio 2012 Project’s repository.
* Checked out with TortoiseSVN the latest release of Steem in my Visual Studio 2012 Steem Project’s repository.
* Created a VS2012 directory and copied VC6 required files then converted to Visual Studio 2012 format. In this directory is also located documentation and batch file used to build Steem with Visual Studio 2012.
* Added in steem/lib directory dinput8.lib and dxguid.lib files (old files no more released). Note the original Steem build was using dinput.lib but this lib is no more available in recent DirectX SDK. Using dinput8.lib instead seems to work fine.
* Added in steem/obj the files: asm\_draw.obj, asm\_osd.obj and make\_obj.bat
* Modified several .cpp and .h file so the code compiled. All modifications are marked JLG VS2012 and should normally not break anything (mostly uninitialized variables and warning pragmas).
* Modified the configurations properties to compile correctly under VS 2012. The following configurations are available:
  + Boiler: Release version including Steem debugger
  + Boiler Debug: Debug version including Steem debugger
  + Debug: Debug version of Steem
  + Release: Release version of Steem (normally the version you want to use)