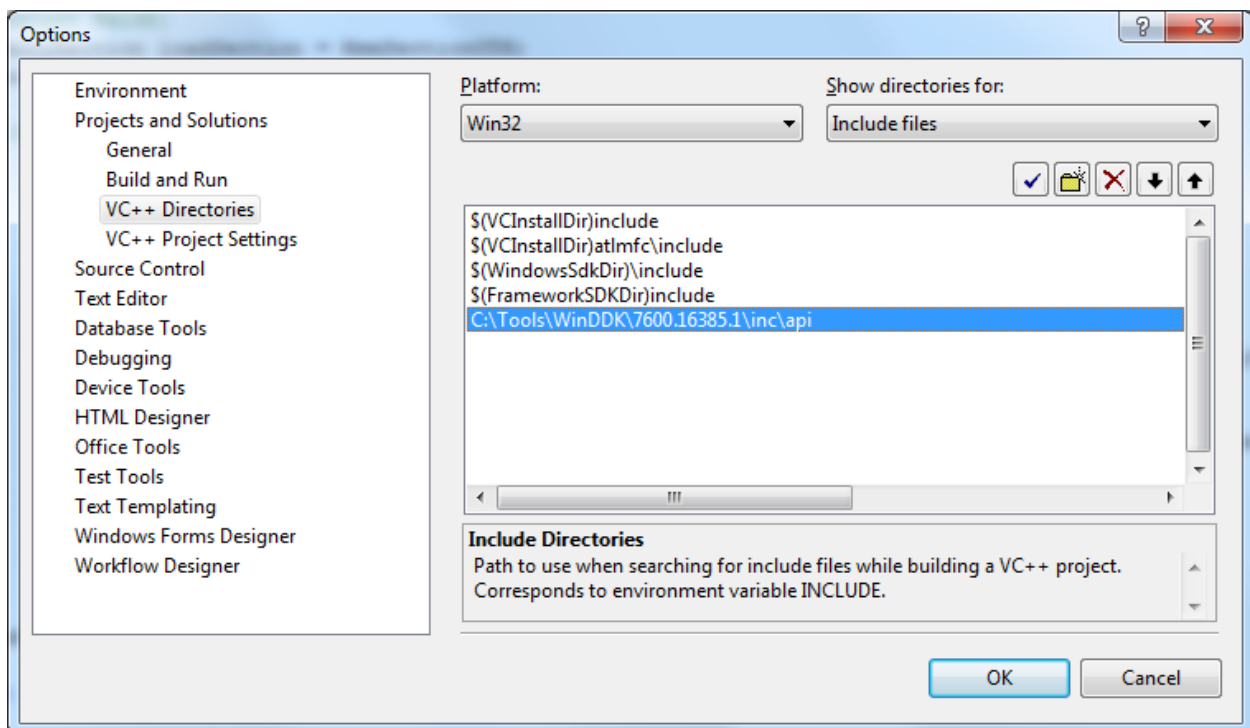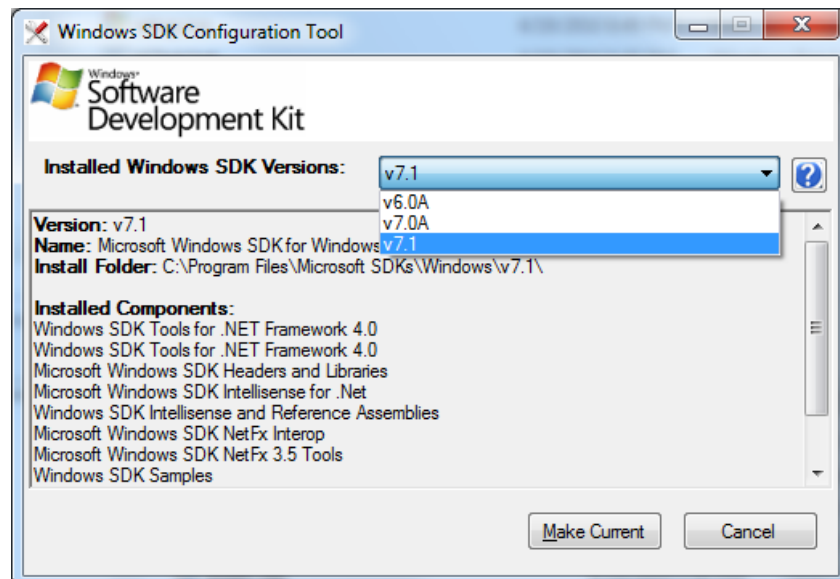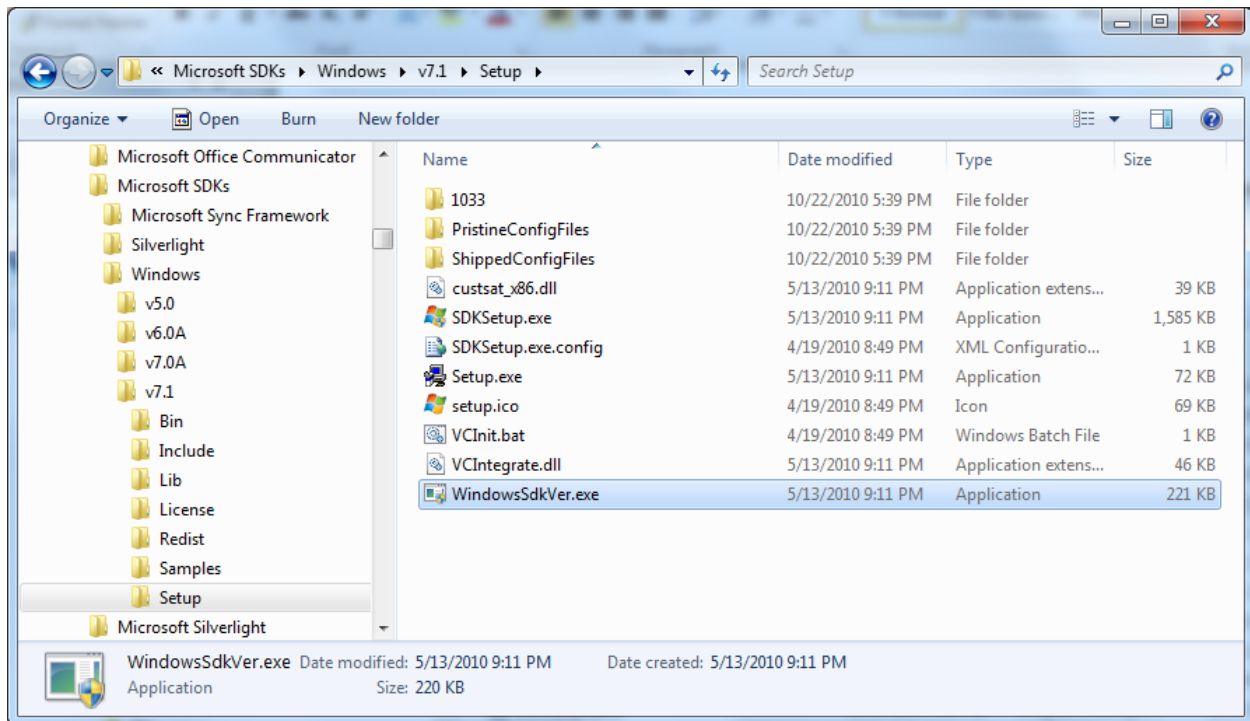Build Requirements:

Tools:

- Visual Studio 2008 Professional
- Windows 7 WDK
- Windows 7 SDK

Notes:

- Add the Windows 7 WDK inc\api path to the standard include paths in VS2008.
    - In Visual Studio, select the *Tools -> Options* menu
    - Select *Projects and Solutions\VC++ Directories*
    - Select Show directories for: *Include files*
    - Add WDK api path to the **end** of the include path list.

- Set $(WindowsSdkDir) and $(FrameworkSDKDir) to both refer to Windows 7 SDK.
    - Install the latest SDK from Microsoft.
    - Navigate to *<Install Directory>\Setup* folder. Default is similar to "C:\Program Files\Microsoft SDKs\Windows\v7.1\Setup"
    - Run WindowsSdkVer.exe
    - Select latest version in drop-down menu and click *Make Current*.

- Ensure $(WindowsSdkDir) and $(FrameworkSDKDir) both refer to Windows 7 SDK.
  - In VS2008 Solution Explorer, right-click sb_loader project and select *Properties*.
  - Select *Configuration Properties -> C/C++ -> General*.
  - Select *Additional Include Directories*.
  - Click the … button in the *Additional Include Directories* edit box.
  - Click the *Macros>>* button.
  - Scroll through macros to verify SDK paths.