

1 #pragma once

2

3 // Including SDKDDKVer.h defines the highest available Windows
platform.



4

5 // If you wish to build your application for a previous Windows
platform, include WinSDKVer.h and



6 // set the _WIN32_WINNT macro to the platform you wish to support
before including SDKDDKVer.h.



7

8 #include <SDKDDKVer.h>

9