Minetest: Windows 11 Setup Guide
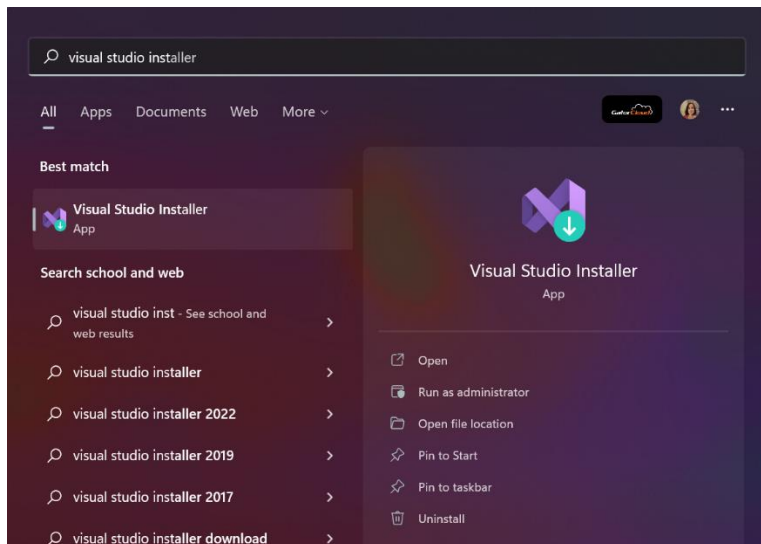
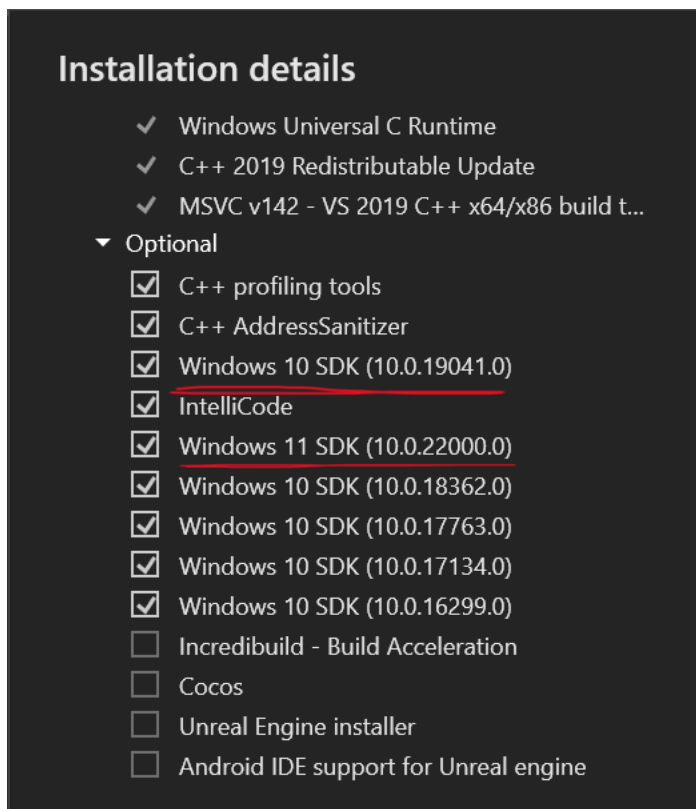**Lisa Touchton**

Last Updated 9/10/22

After item 1 of step 2, search for Visual Studio Installer, and run.

Hit modify. On the left-hand side under installation details and under the optional section, install the latest Windows 11 SDK as well as Windows 10 SDK (10.0.19041.0). You must use that exact Windows 10 SDK (I have not tested all versions yet, but this one does work). You need only install those 2 SDK's. Hit modify and install. You may continue to item 2 of step 2.

You will probably not use the Windows 11 SDK in the project, however CMake threw errors that I did not have it.

Before step 4, right click Minetest, and open its property page. Under Configuration Properties -> General (should show by default), change the Windows SDK Version to 10.0.19041.0. Hit apply then OK.

minetest Property Pages   ?

| Configuration: | Active(Debug) | ∨ | Platform: | Active(x64) | ∨ | Configuration Manager. |

▲ Configuration Properties
　　General
　　Advanced
　　vcpkg
　　Debugging
　　VC++ Directories
　▷ C/C++
　▷ Linker
　▷ Manifest Tool
　▷ Resources

∨ **General Properties**

Output Directory	**C:\Users\ldtou\DIR\minetest\bin\Debug**
Intermediate Directory	**minetest.dir\Debug**
Target Name	**minetest**
Configuration Type	**Application (.exe)**
Windows SDK Version	**10.0.19041.0**
Platform Toolset	**Visual Studio 2019 (v142)**
C++ Language Standard	Default (ISO C++14 Standard)
C Language Standard	Default (Legacy MSVC)

Continue with step 4. Luck pending, you should be able to run MineTest!