

## Setup – CrewAI Training Session

In preparation for the upcoming training session, participants are advised to ensure that **Microsoft Visual C++ Build Tools are installed on their machines** prior to commencement. This document provides guidance on verifying and, if necessary, installing these tools to avoid any setup issues during training.

### Situation:

Some packages from the Python ecosystem required native compilation (e.g., dependencies for parsing, vectorization, or C bindings).

As a result, pip showed errors requesting that the Microsoft Visual C++ Build Tools be installed.

### This occurs because:

- Many Python packages provide pre-compiled wheels only for Linux/macOS;
- On Windows, when a wheel does not exist for the Python version being used, pip attempts to compile the source code → requiring a C++ compiler (MSVC) and Windows SDK.

### Solution:

To resolve this issue, the Build Tools must be installed, so I suggest checking that the machines of everyone participating in the training have it installed, and if not, to install it.

### Install Visual Studio Build Tools (necessary for CrewAI and native dependencies):

- Install via Winget:
  - winget install Microsoft.VisualStudio.2022.BuildTools
- On the installer screen, select:
  - o ☒ **Desktop development with C++**
  - o Includes **MSVC, Windows 10/11 SDK, and CMake.**
- After installation, verify that the compiler is available:
  - cl

It should return something like: Microsoft (R) C/C++ Optimizing Compiler.