

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:
 - **Desktop development with C++**
 - 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.