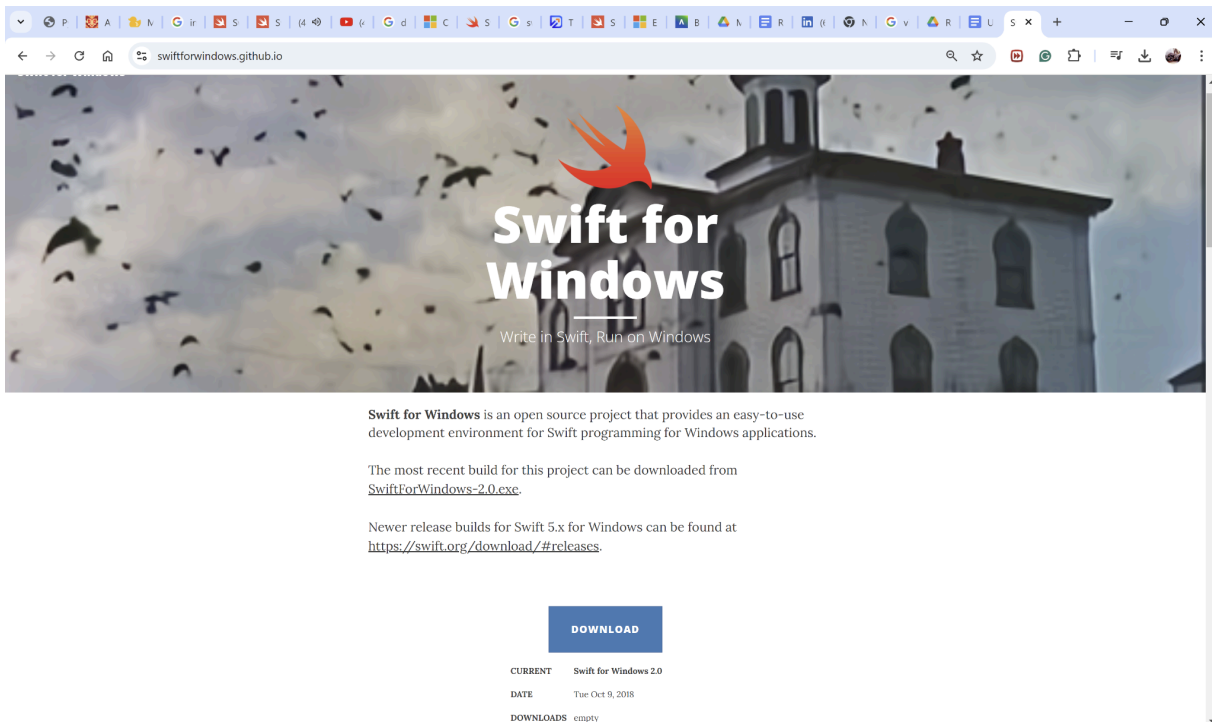


\*Works for Windows 11 as of 9/24/2024, unsure if same process for Windows 10

1. Install **Swift For Windows**: <https://swiftforwindows.github.io/>

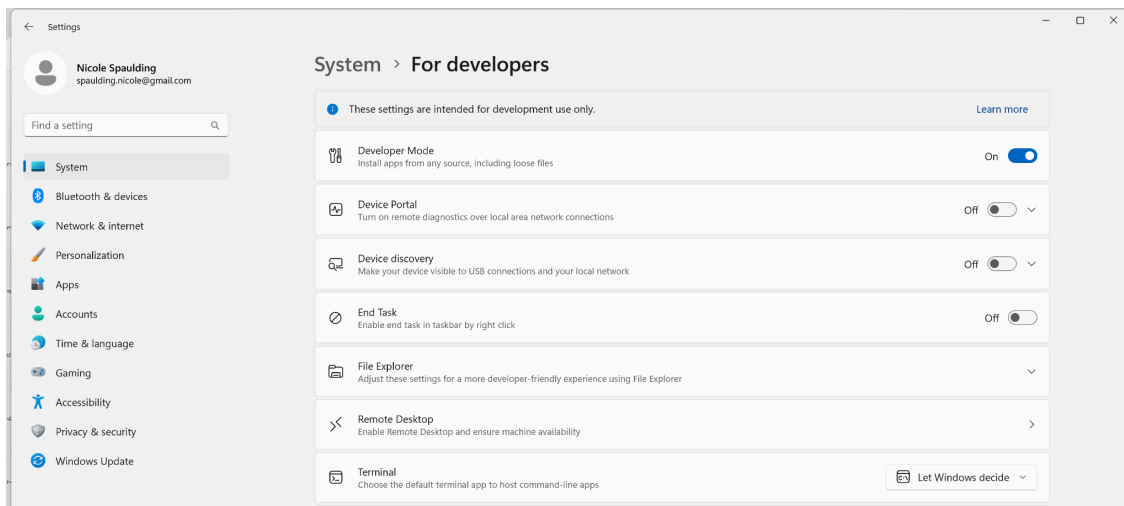
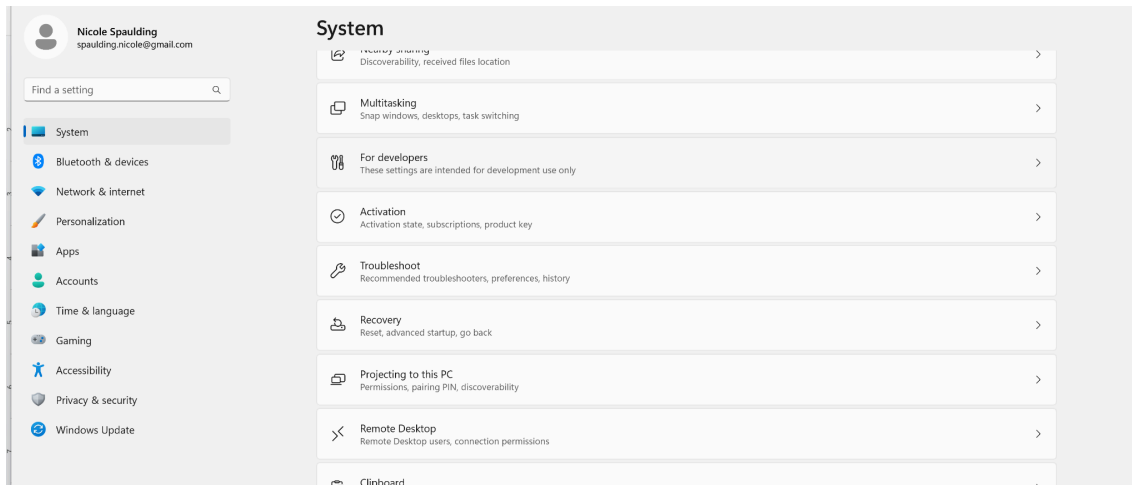


2. Follow the instructions for installing swift from the official swift website, or here it is in more detail:

Website: <https://www.swift.org/install/windows/winget/>

Note: Windows Package Manager (aka WinGet) comes pre-installed with Windows 11 (21H2 and later). It can also be found in the Microsoft Store or be installed directly.

- a) Enable developer mode: Go into settings and find the option “For Developers”. Enable Developer mode.



- b) Install required Visual Studio components:

Open VS code and paste this command into your VS code terminal:

```
winget install --id Microsoft.VisualStudio.2022.Community
--exact --force --custom "--add
Microsoft.VisualStudio.Component.Windows11SDK.22000 --add
Microsoft.VisualStudio.Component.VC.Tools.x86.x64"
```

^^This installs the latest MSVC toolset and Windows 11 SDK (10.0.22000) through Visual Studio 2022 Community installer. You may change the Visual Studio edition depending on your usage and team size. I personally just left it as 2022 and that worked for me.

Once this command is done running, you may be asked to restart your computer.

c) Install Swift and other dependencies:

Run the following command in your VS code terminal as well:

```
winget install --id Swift.Toolchain -e
```

^^This installs the latest Swift developer package, as well as compatible Git and Python tools if they don't exist.

d) Finally for convenience feel free to install the **Swift** extension from within VS code for autocompletion etc.

