

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <Project DefaultTargets="Build" ToolsVersion="14.0" xmlns="http://
  schemas.microsoft.com/developer/msbuild/2003">
3   <ItemGroup Label="ProjectConfigurations">
4     <ProjectConfiguration Include="Debug|ARM">
5       <Configuration>Debug</Configuration>
6       <Platform>ARM</Platform>
7     </ProjectConfiguration>
8     <ProjectConfiguration Include="Debug|Win32">
9       <Configuration>Debug</Configuration>
10      <Platform>Win32</Platform>
11    </ProjectConfiguration>
12    <ProjectConfiguration Include="Debug|x64">
13      <Configuration>Debug</Configuration>
14      <Platform>x64</Platform>
15    </ProjectConfiguration>
16    <ProjectConfiguration Include="Release|ARM">
17      <Configuration>Release</Configuration>
18      <Platform>ARM</Platform>
19    </ProjectConfiguration>
20    <ProjectConfiguration Include="Release|Win32">
21      <Configuration>Release</Configuration>
22      <Platform>Win32</Platform>
23    </ProjectConfiguration>
24    <ProjectConfiguration Include="Release|x64">
25      <Configuration>Release</Configuration>
26      <Platform>x64</Platform>
27    </ProjectConfiguration>
28  </ItemGroup>
29  <PropertyGroup Label="Globals">
30    <ProjectGuid>{76e68196-b7dc-4393-a070-d32fc33bc489}</ProjectGuid>
31    <Keyword>WindowsRuntimeComponent</Keyword>
32    <ProjectName>SQLite3.UWP</ProjectName>
33    <RootNamespace>SQLite3</RootNamespace>
34    <DefaultLanguage>en-US</DefaultLanguage>
35    <MinimumVisualStudioVersion>14.0</MinimumVisualStudioVersion>
36    <AppContainerApplication>>true</AppContainerApplication>
37    <ApplicationType>Windows Store</ApplicationType>
38    <WindowsTargetPlatformVersion>10.0.10586.0</WindowsTargetPlatformVersion>
39    <WindowsTargetPlatformMinVersion>10.0.10240.0</
  WindowsTargetPlatformMinVersion>
40    <ApplicationTypeRevision>10.0</ApplicationTypeRevision>
41  </PropertyGroup>
42  <Import Project="$(VCTargetsPath)\Microsoft.Cpp.Default.props" />
43  <PropertyGroup Condition="'$(Configuration)|$(Platform)'=='Debug|Win32'"
  Label="Configuration">
44    <ConfigurationType>DynamicLibrary</ConfigurationType>
45    <UseDebugLibraries>>true</UseDebugLibraries>
46    <PlatformToolset>v140</PlatformToolset>
47  </PropertyGroup>
48  <PropertyGroup Condition="'$(Configuration)|$(Platform)'=='Debug|ARM'"
  Label="Configuration">
49    <ConfigurationType>DynamicLibrary</ConfigurationType>
50    <UseDebugLibraries>>true</UseDebugLibraries>
51    <PlatformToolset>v140</PlatformToolset>
52  </PropertyGroup>
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53 <PropertyGroup Condition="'$(Configuration)|$(Platform)'=='Debug|x64'"  ↗
    Label="Configuration">
54   <ConfigurationType>DynamicLibrary</ConfigurationType>
55   <UseDebugLibraries>true</UseDebugLibraries>
56   <PlatformToolset>v140</PlatformToolset>
57 </PropertyGroup>
58 <PropertyGroup Condition="'$(Configuration)|$(Platform)'=='Release|Win32'"  ↗
    Label="Configuration">
59   <ConfigurationType>DynamicLibrary</ConfigurationType>
60   <UseDebugLibraries>>false</UseDebugLibraries>
61   <WholeProgramOptimization>true</WholeProgramOptimization>
62   <PlatformToolset>v140</PlatformToolset>
63   <EnableDotNetNativeCompatibleProfile>true</  ↗
    EnableDotNetNativeCompatibleProfile>
64   <Link>
65     <ImageHasSafeExceptionHandlers>true</ImageHasSafeExceptionHandlers>
66     <CompatibleWithDataExecutionPrevention>true</  ↗
    CompatibleWithDataExecutionPrevention>
67     <UseAddressSpaceLayoutRandomization>true</  ↗
    UseAddressSpaceLayoutRandomization>
68     <WindowsStoreApp>true</WindowsStoreApp>
69   </Link>
70 </PropertyGroup>
71 <PropertyGroup Condition="'$(Configuration)|$(Platform)'=='Release|ARM'"  ↗
    Label="Configuration">
72   <ConfigurationType>DynamicLibrary</ConfigurationType>
73   <UseDebugLibraries>>false</UseDebugLibraries>
74   <WholeProgramOptimization>true</WholeProgramOptimization>
75   <PlatformToolset>v140</PlatformToolset>
76 </PropertyGroup>
77 <PropertyGroup Condition="'$(Configuration)|$(Platform)'=='Release|x64'"  ↗
    Label="Configuration">
78   <ConfigurationType>DynamicLibrary</ConfigurationType>
79   <UseDebugLibraries>>false</UseDebugLibraries>
80   <WholeProgramOptimization>true</WholeProgramOptimization>
81   <PlatformToolset>v140</PlatformToolset>
82 </PropertyGroup>
83 <Import Project="$(VCTargetsPath)\Microsoft.Cpp.props" />
84 <Import Project="..\SQLite3.Shared.vcxitems" Label="Shared" />
85 <ImportGroup Label="ExtensionSettings">
86 </ImportGroup>
87 <ImportGroup Label="Shared">
88 </ImportGroup>
89 <ImportGroup Label="PropertySheets" Condition="'$(Configuration)|  ↗
    $(Platform)'=='Debug|Win32'">
90   <Import Project="$(UserRootDir)\Microsoft.Cpp.$(Platform).user.props"  ↗
    Condition="exists('$(UserRootDir)\Microsoft.Cpp.$(Platform).user.props')">  ↗
    Label="LocalAppDataPlatform" />
91 </ImportGroup>
92 <ImportGroup Label="PropertySheets" Condition="'$(Configuration)|  ↗
    $(Platform)'=='Release|Win32'">
93   <Import Project="$(UserRootDir)\Microsoft.Cpp.$(Platform).user.props"  ↗
    Condition="exists('$(UserRootDir)\Microsoft.Cpp.$(Platform).user.props')">  ↗
    Label="LocalAppDataPlatform" />
94 </ImportGroup>
95 <ImportGroup Label="PropertySheets" Condition="'$(Configuration)|  ↗
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$(Platform)'=='Debug|ARM'>
96   <Import Project="$(UserRootDir)\Microsoft.Cpp.$(Platform).user.props"      ↗
      Condition="exists('$(UserRootDir)\Microsoft.Cpp.$(Platform).user.props')"> ↗
      Label="LocalAppDataPlatform" />
97 </ImportGroup>
98 <ImportGroup Label="PropertySheets" Condition="'$(Configuration)|
      $(Platform)'=='Release|ARM'>      ↗
99   <Import Project="$(UserRootDir)\Microsoft.Cpp.$(Platform).user.props"      ↗
      Condition="exists('$(UserRootDir)\Microsoft.Cpp.$(Platform).user.props')"> ↗
      Label="LocalAppDataPlatform" />
100 </ImportGroup>
101 <ImportGroup Label="PropertySheets" Condition="'$(Configuration)|
      $(Platform)'=='Debug|x64'>      ↗
102   <Import Project="$(UserRootDir)\Microsoft.Cpp.$(Platform).user.props"      ↗
      Condition="exists('$(UserRootDir)\Microsoft.Cpp.$(Platform).user.props')"> ↗
      Label="LocalAppDataPlatform" />
103 </ImportGroup>
104 <ImportGroup Label="PropertySheets" Condition="'$(Configuration)|
      $(Platform)'=='Release|x64'>      ↗
105   <Import Project="$(UserRootDir)\Microsoft.Cpp.$(Platform).user.props"      ↗
      Condition="exists('$(UserRootDir)\Microsoft.Cpp.$(Platform).user.props')"> ↗
      Label="LocalAppDataPlatform" />
106 </ImportGroup>
107 <PropertyGroup Label="UserMacros" />
108 <PropertyGroup />
109 <PropertyGroup Condition="'$(Configuration)|$(Platform)'=='Debug|Win32'>
110   <GenerateManifest>>false</GenerateManifest>
111 </PropertyGroup>
112 <PropertyGroup Condition="'$(Configuration)|$(Platform)'=='Release|Win32'>
113   <GenerateManifest>>false</GenerateManifest>
114 </PropertyGroup>
115 <PropertyGroup Condition="'$(Configuration)|$(Platform)'=='Debug|ARM'>
116   <GenerateManifest>>false</GenerateManifest>
117 </PropertyGroup>
118 <PropertyGroup Condition="'$(Configuration)|$(Platform)'=='Release|ARM'>
119   <GenerateManifest>>false</GenerateManifest>
120 </PropertyGroup>
121 <PropertyGroup Condition="'$(Configuration)|$(Platform)'=='Debug|x64'>
122   <GenerateManifest>>false</GenerateManifest>
123 </PropertyGroup>
124 <PropertyGroup Condition="'$(Configuration)|$(Platform)'=='Release|x64'>
125   <GenerateManifest>>false</GenerateManifest>
126 </PropertyGroup>
127 <ItemDefinitionGroup Condition="'$(Configuration)|$(Platform)'=='Debug|
      Win32'>      ↗
128   <ClCompile>
129     <PrecompiledHeader>NotUsing</PrecompiledHeader>
130     <PreprocessorDefinitions>_WINRT_DLL;%(PreprocessorDefinitions)</      ↗
      PreprocessorDefinitions>
131     <PrecompiledHeaderFile>pch.h</PrecompiledHeaderFile>
132     <PrecompiledHeaderOutputFile>$(IntDir)pch.pch</      ↗
      PrecompiledHeaderOutputFile>
133     <AdditionalUsingDirectories>$(WindowsSDK_WindowsMetadata);      ↗
      $(AdditionalUsingDirectories)</AdditionalUsingDirectories>
134     <AdditionalOptions>/bigobj %(AdditionalOptions)</AdditionalOptions>
135     <DisableSpecificWarnings>28204</DisableSpecificWarnings>
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...\\SQLite3-Win-RT\\SQLite3\\SQLite3.UWP\\SQLite3.UWP.vcxproj 4
136 <AdditionalIncludeDirectories>%{(AdditionalIncludeDirectories)}</>
    AdditionalIncludeDirectories>
137 </ClCompile>
138 <Link>
139 <SubSystem>Console</SubSystem>
140 <IgnoreAllDefaultLibraries>>false</IgnoreAllDefaultLibraries>
141 </Link>
142 </ItemDefinitionGroup>
143 <ItemDefinitionGroup Condition="'$(Configuration)|$(Platform)'=='Release|
Win32'">
144 <ClCompile>
145 <PrecompiledHeader>NotUsing</PrecompiledHeader>
146 <PreprocessorDefinitions>_WINRT_DLL;NDEBUG;%{(PreprocessorDefinitions)}</>
    PreprocessorDefinitions>
147 <PrecompiledHeaderFile>pch.h</PrecompiledHeaderFile>
148 <PrecompiledHeaderOutputFile>$(IntDir)pch.pch</>
    PrecompiledHeaderOutputFile>
149 <AdditionalUsingDirectories>$(WindowsSDK_WindowsMetadata);
    $(AdditionalUsingDirectories)</AdditionalUsingDirectories>
150 <AdditionalOptions>/bigobj %(AdditionalOptions)</AdditionalOptions>
151 <DisableSpecificWarnings>28204</DisableSpecificWarnings>
152 <AdditionalIncludeDirectories>%{(AdditionalIncludeDirectories)}</>
    AdditionalIncludeDirectories>
153 </ClCompile>
154 <Link>
155 <SubSystem>Console</SubSystem>
156 <IgnoreAllDefaultLibraries>>false</IgnoreAllDefaultLibraries>
157 </Link>
158 </ItemDefinitionGroup>
159 <ItemDefinitionGroup Condition="'$(Configuration)|$(Platform)'=='Debug|
ARM'">
160 <ClCompile>
161 <PrecompiledHeader>NotUsing</PrecompiledHeader>
162 <PreprocessorDefinitions>_WINRT_DLL;%{(PreprocessorDefinitions)}</>
    PreprocessorDefinitions>
163 <PrecompiledHeaderFile>pch.h</PrecompiledHeaderFile>
164 <PrecompiledHeaderOutputFile>$(IntDir)pch.pch</>
    PrecompiledHeaderOutputFile>
165 <AdditionalUsingDirectories>$(WindowsSDK_WindowsMetadata);
    $(AdditionalUsingDirectories)</AdditionalUsingDirectories>
166 <AdditionalOptions>/bigobj %(AdditionalOptions)</AdditionalOptions>
167 <DisableSpecificWarnings>28204</DisableSpecificWarnings>
168 <FunctionLevelLinking>>true</FunctionLevelLinking>
169 <AdditionalIncludeDirectories>%{(AdditionalIncludeDirectories)}</>
    AdditionalIncludeDirectories>
170 </ClCompile>
171 <Link>
172 <SubSystem>Console</SubSystem>
173 <IgnoreAllDefaultLibraries>>false</IgnoreAllDefaultLibraries>
174 </Link>
175 </ItemDefinitionGroup>
176 <ItemDefinitionGroup Condition="'$(Configuration)|$(Platform)'=='Release|
ARM'">
177 <ClCompile>
178 <PrecompiledHeader>NotUsing</PrecompiledHeader>
179 <PreprocessorDefinitions>_WINRT_DLL;NDEBUG;%{(PreprocessorDefinitions)}</>
```

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    PreprocessorDefinitions>
180 <PrecompiledHeaderFile>pch.h</PrecompiledHeaderFile>
181 <PrecompiledHeaderOutputFile>$(IntDir)pch.pch</
    PrecompiledHeaderOutputFile>
182 <AdditionalUsingDirectories>$(WindowsSDK_WindowsMetadata);
    $(AdditionalUsingDirectories)</AdditionalUsingDirectories>
183 <AdditionalOptions>/bigobj %(AdditionalOptions)</AdditionalOptions>
184 <DisableSpecificWarnings>28204</DisableSpecificWarnings>
185 <FunctionLevelLinking>>true</FunctionLevelLinking>
186 <AdditionalIncludeDirectories>%(AdditionalIncludeDirectories)</
    AdditionalIncludeDirectories>
187 <SDLCheck>>false</SDLCheck>
188 </ClCompile>
189 <Link>
190 <SubSystem>Console</SubSystem>
191 <IgnoreAllDefaultLibraries>>false</IgnoreAllDefaultLibraries>
192 </Link>
193 </ItemDefinitionGroup>
194 <ItemDefinitionGroup Condition="'$(Configuration)|$(Platform)'=='Debug|
    x64'">
195 <ClCompile>
196 <PrecompiledHeader>NotUsing</PrecompiledHeader>
197 <PreprocessorDefinitions>_WINRT_DLL;%(PreprocessorDefinitions)</
    PreprocessorDefinitions>
198 <PrecompiledHeaderFile>pch.h</PrecompiledHeaderFile>
199 <PrecompiledHeaderOutputFile>$(IntDir)pch.pch</
    PrecompiledHeaderOutputFile>
200 <AdditionalUsingDirectories>$(WindowsSDK_WindowsMetadata);
    $(AdditionalUsingDirectories)</AdditionalUsingDirectories>
201 <AdditionalOptions>/bigobj %(AdditionalOptions)</AdditionalOptions>
202 <DisableSpecificWarnings>28204</DisableSpecificWarnings>
203 <AdditionalIncludeDirectories>%(AdditionalIncludeDirectories)</
    AdditionalIncludeDirectories>
204 </ClCompile>
205 <Link>
206 <SubSystem>Console</SubSystem>
207 <IgnoreAllDefaultLibraries>>false</IgnoreAllDefaultLibraries>
208 </Link>
209 </ItemDefinitionGroup>
210 <ItemDefinitionGroup Condition="'$(Configuration)|$(Platform)'=='Release|
    x64'">
211 <ClCompile>
212 <PrecompiledHeader>NotUsing</PrecompiledHeader>
213 <PreprocessorDefinitions>_WINRT_DLL;NDEBUG;%(PreprocessorDefinitions)</
    PreprocessorDefinitions>
214 <PrecompiledHeaderFile>pch.h</PrecompiledHeaderFile>
215 <PrecompiledHeaderOutputFile>$(IntDir)pch.pch</
    PrecompiledHeaderOutputFile>
216 <AdditionalUsingDirectories>$(WindowsSDK_WindowsMetadata);
    $(AdditionalUsingDirectories)</AdditionalUsingDirectories>
217 <AdditionalOptions>/bigobj %(AdditionalOptions)</AdditionalOptions>
218 <DisableSpecificWarnings>28204</DisableSpecificWarnings>
219 <AdditionalIncludeDirectories>%(AdditionalIncludeDirectories)</
    AdditionalIncludeDirectories>
220 </ClCompile>
221 <Link>
```

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222     <SubSystem>Console</SubSystem>
223     <IgnoreAllDefaultLibraries>>false</IgnoreAllDefaultLibraries>
224   </Link>
225 </ItemDefinitionGroup>
226 <Import Project="$(VCTargetsPath)\Microsoft.Cpp.targets" />
227 <ImportGroup Label="ExtensionTargets">
228 </ImportGroup>
229 </Project>
```