Visual Studio 2012

* include all the C++ packages (and anything that looks game dev related)

VS2015, VS2017, VS2019 (same as above)

Everything in here:

* \\builds\Projects\ProjectNimble\Prerequisites  
  (note: the directx one will extract a bunch of files, it's not the actual installer. You'll need to run the installer after running that exe)  
  (note: you don't need to run the p4.bat thingy)

SDKS:

* Switch SDK 10.4
  + Should be installed to: C:\Nintendo\10\_4\_0
* PS4 7.5
  + Default install is okay
* PS5 1.0
  + Default install is okay
* GDK May 2020
  + Will require you to install win10 sdk, but it gives you a link to it first

(note: all the sdks are available on \\infoserv\info\sdk)

Other stuff:

* windirstat
* p4v
* C:\Program Files (x86)\WinSCP
  + You can get that here: \\builds\Dropzone\4AlexR\WinSCP

incredibuild1

If you go to one of the tcssd agents:

C:\Program Files\Telegraf

START SERVICE (Google it)