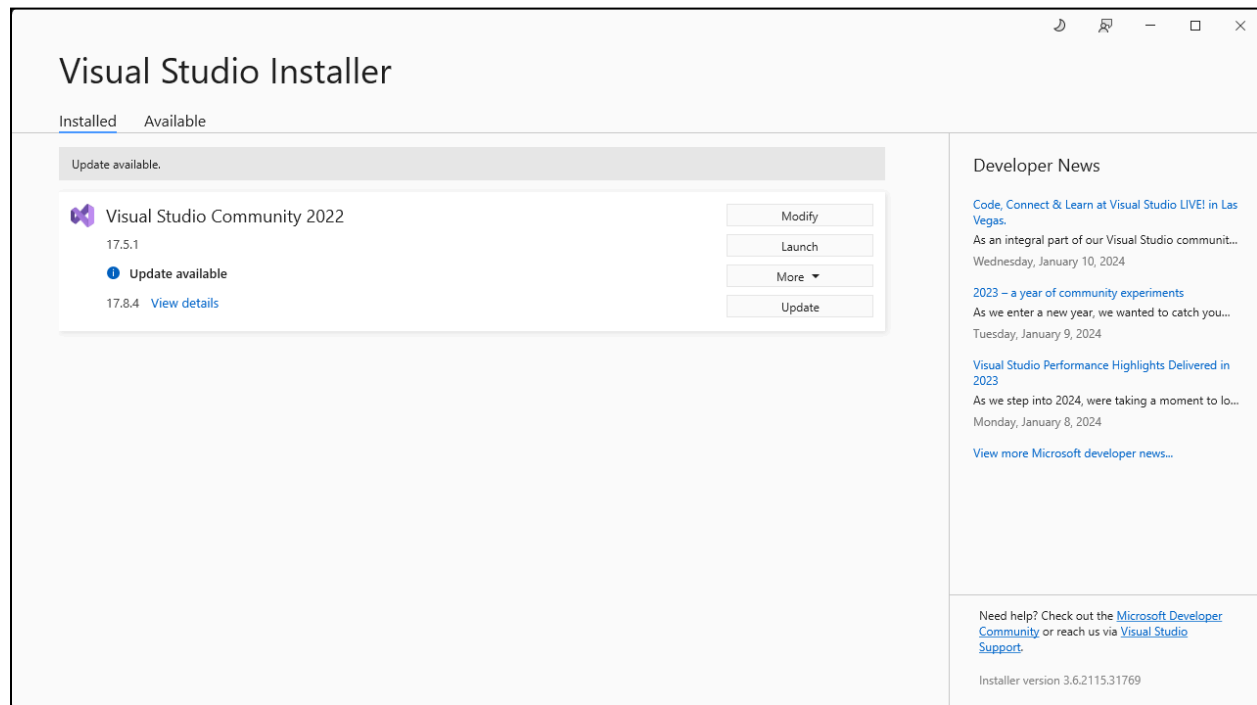
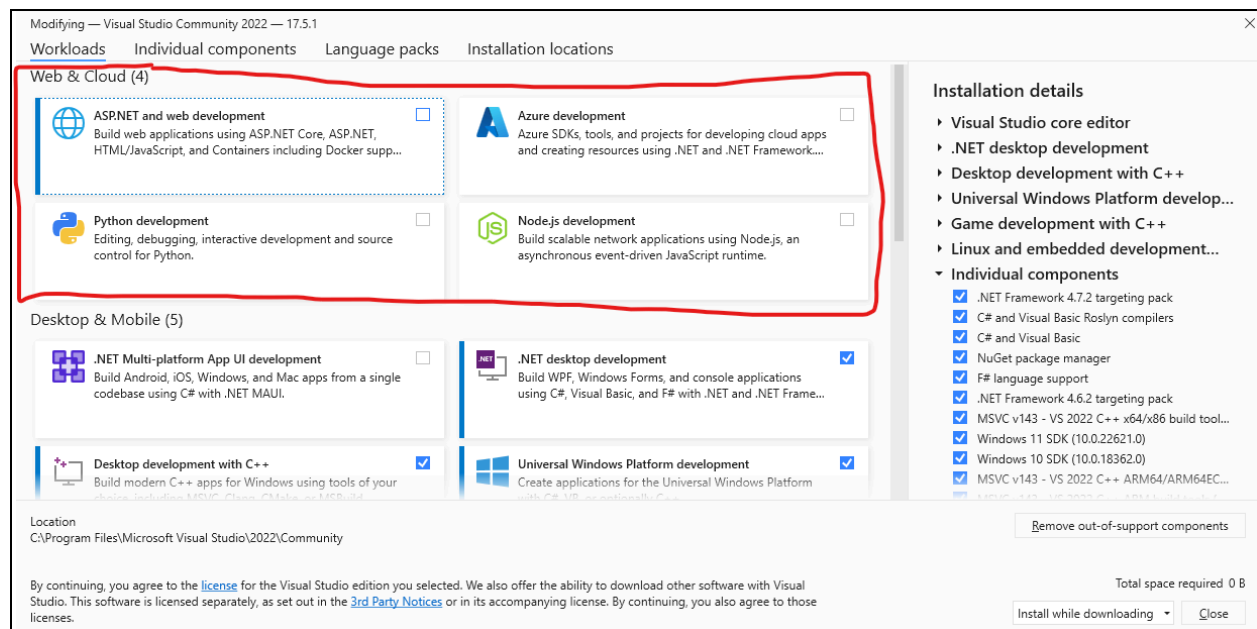


# UNREAL ENGINE VISUAL STUDIO 2022 SOURCE BUILD



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## Web & Cloud



## Desktop & Mobile

Modifying — Visual Studio Community 2022 — 17.5.1

Workloads Individual components Language packs Installation locations

Desktop & Mobile (5)

- ☐ .NET Multi-platform App UI development  
Build Android, iOS, Windows, and Mac apps from a single codebase using C# with .NET MAUI.
- ☒ .NET desktop development  
Build WPF, Windows Forms, and console applications using C#, Visual Basic, and F# with .NET and .NET Frame...
- ☒ Desktop development with C++  
Build modern C++ apps for Windows using tools of your choice, including MSVC, Clang, CMake, or MSBuild.
- ☒ Universal Windows Platform development  
Create applications for the Universal Windows Platform with C#, VB, or optionally C++.
- ☐ Mobile development with C++  
Build cross-platform applications for iOS, Android or Windows using C++.

Gaming (2)

Location  
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Installation details

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- .NET desktop development
- Desktop development with C++
- Universal Windows Platform develop...
- Game development with C++
- Linux and embedded development...
- Individual components
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  - ☒ C# and Visual Basic
  - ☒ NuGet package manager
  - ☒ F# language support
  - ☒ .NET Framework 4.6.2 targeting pack
  - ☒ MSVC v143 - VS 2022 C++ x64/x86 build tool...
  - ☒ Windows 11 SDK (10.0.22621.0)
  - ☒ Windows 10 SDK (10.0.18362.0)
  - ☒ MSVC v143 - VS 2022 C++ ARM64/ARM64EC...

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## Gaming, Other Toolset

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Workloads Individual components Language packs Installation locations

Mobile development with C++  
Build cross-platform applications for iOS, Android or Windows using C++.

Gaming (2)

- ☐ Game development with Unity  
Create 2D and 3D games with Unity, a powerful cross-platform development environment.
- ☒ Game development with C++  
Use the full power of C++ to build professional games powered by DirectX, Unreal, or Cocos2d.

Other Toolsets (5)

- ☐ Data storage and processing  
Connect, develop, and test data solutions with SQL Server, Azure Data Lake, or Hadoop.
- ☐ Data science and analytical applications  
Languages and tooling for creating data science applications, including Python and F#.
- ☐ Visual Studio extension development  
Create add-ons and extensions for Visual Studio, including new commands, code analyzers and tool windows.
- ☐ Office/SharePoint development  
Create Office and SharePoint add-ins, SharePoint solutions, and VSTO add-ins using C#, VB, and JavaScript.
- ☒ Linux and embedded development with C++  
Create and debug applications running in a Linux environment or on an embedded device.

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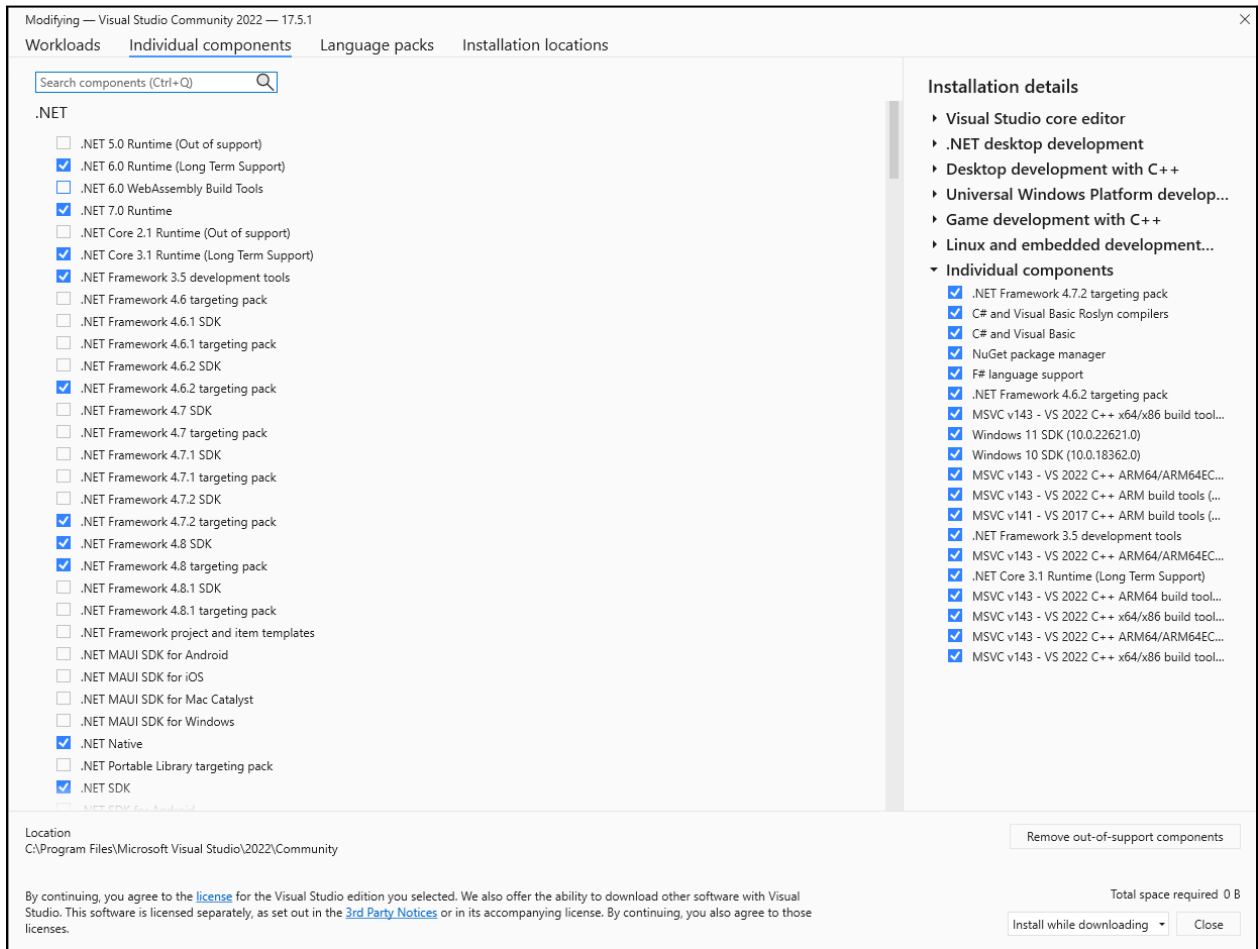
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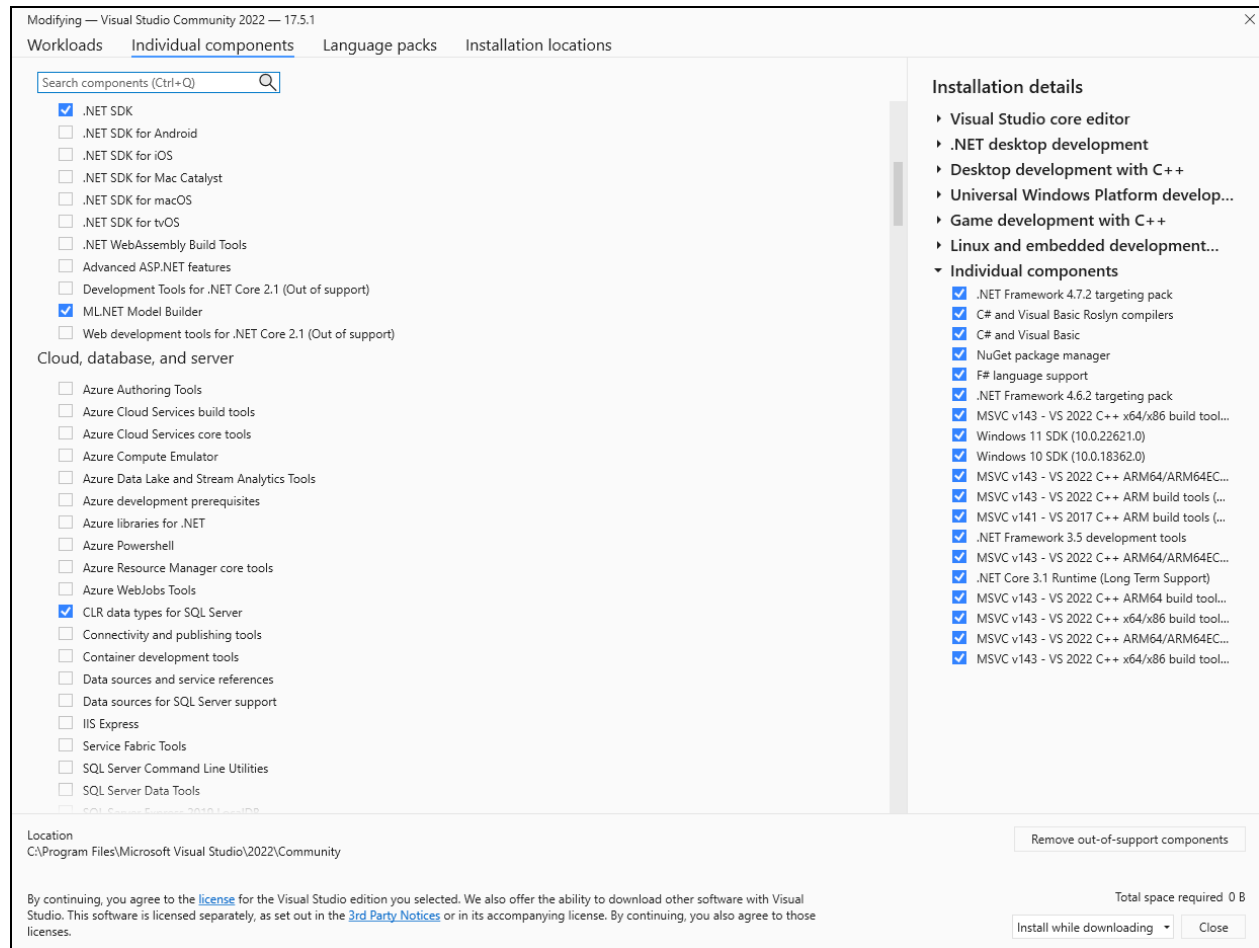
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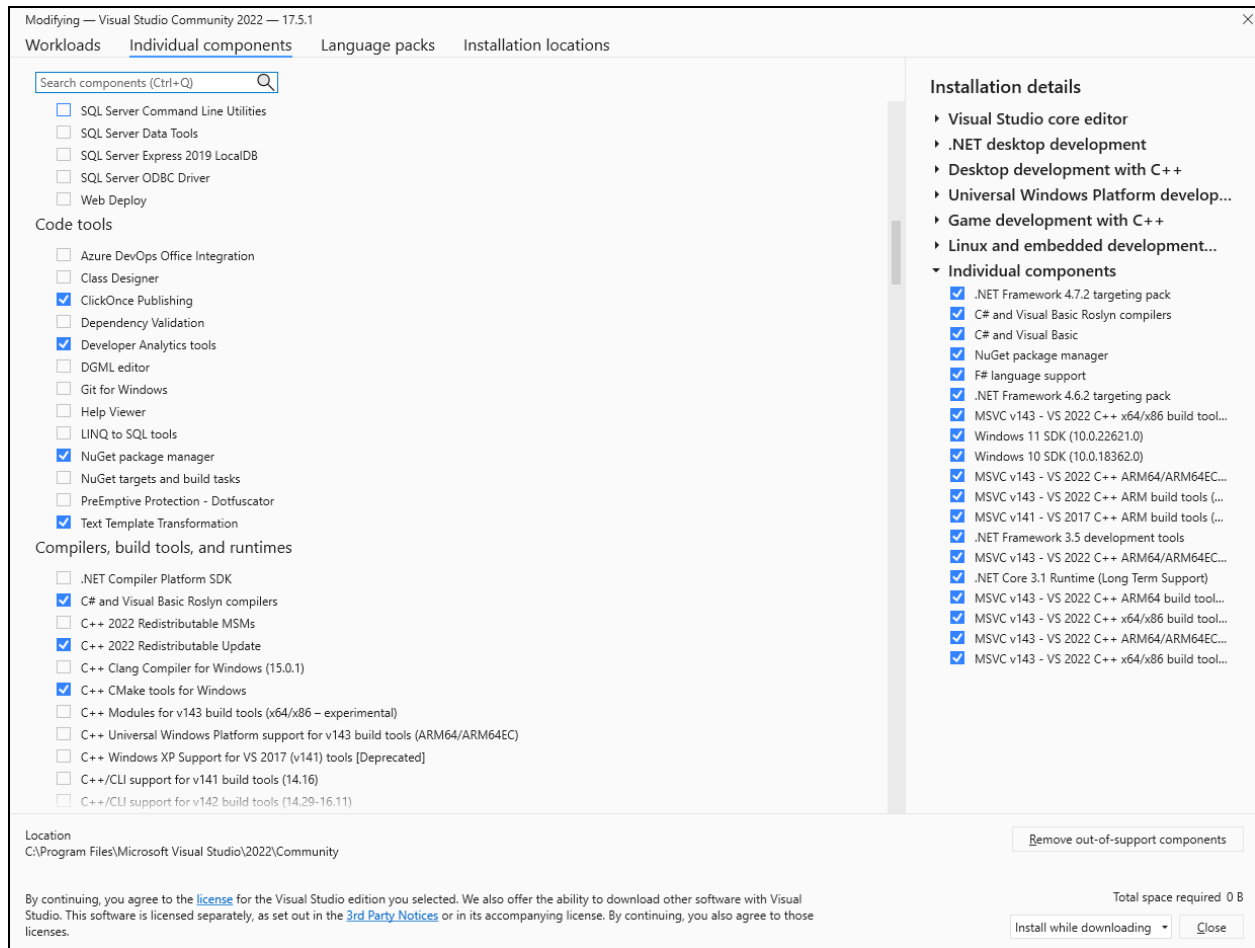
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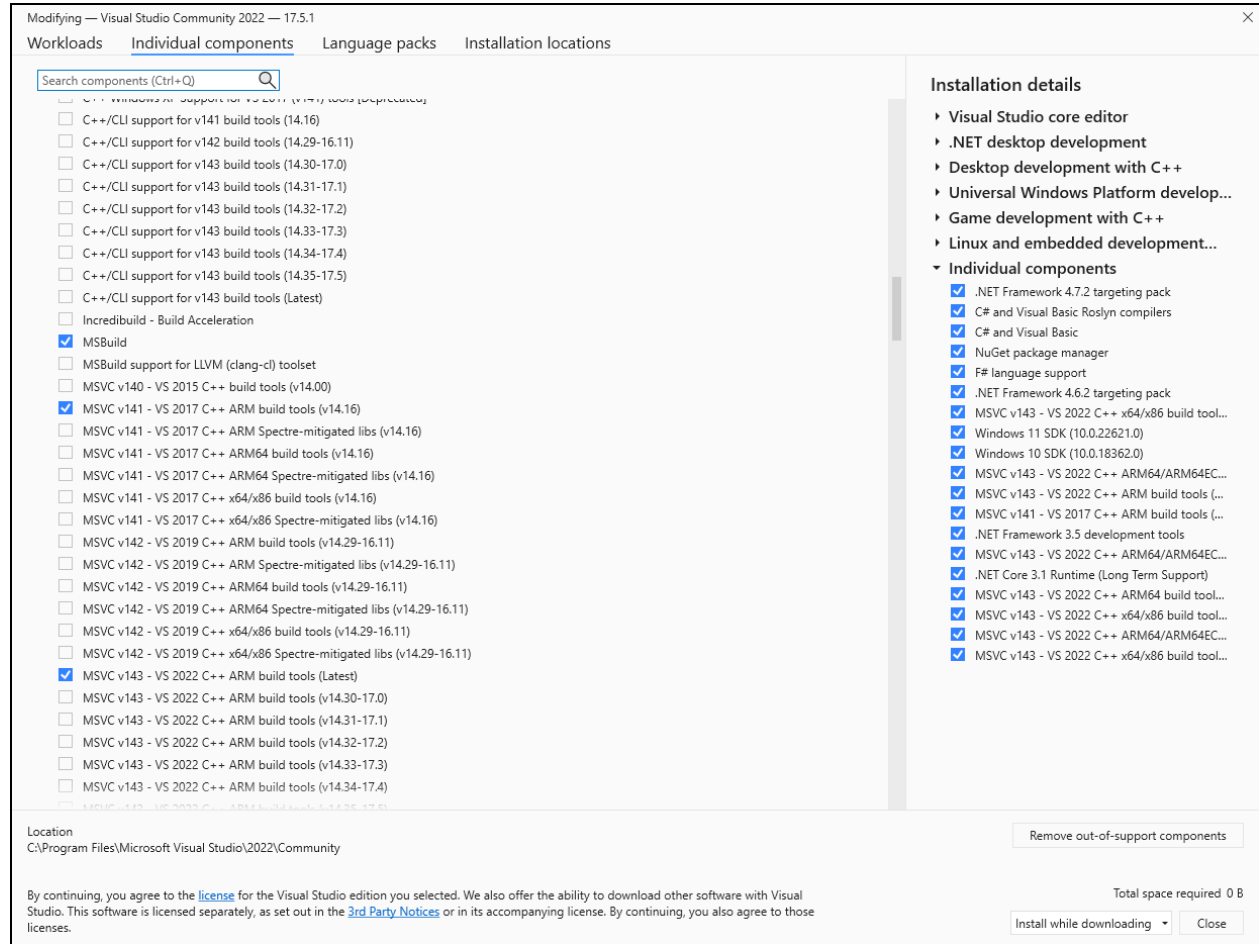
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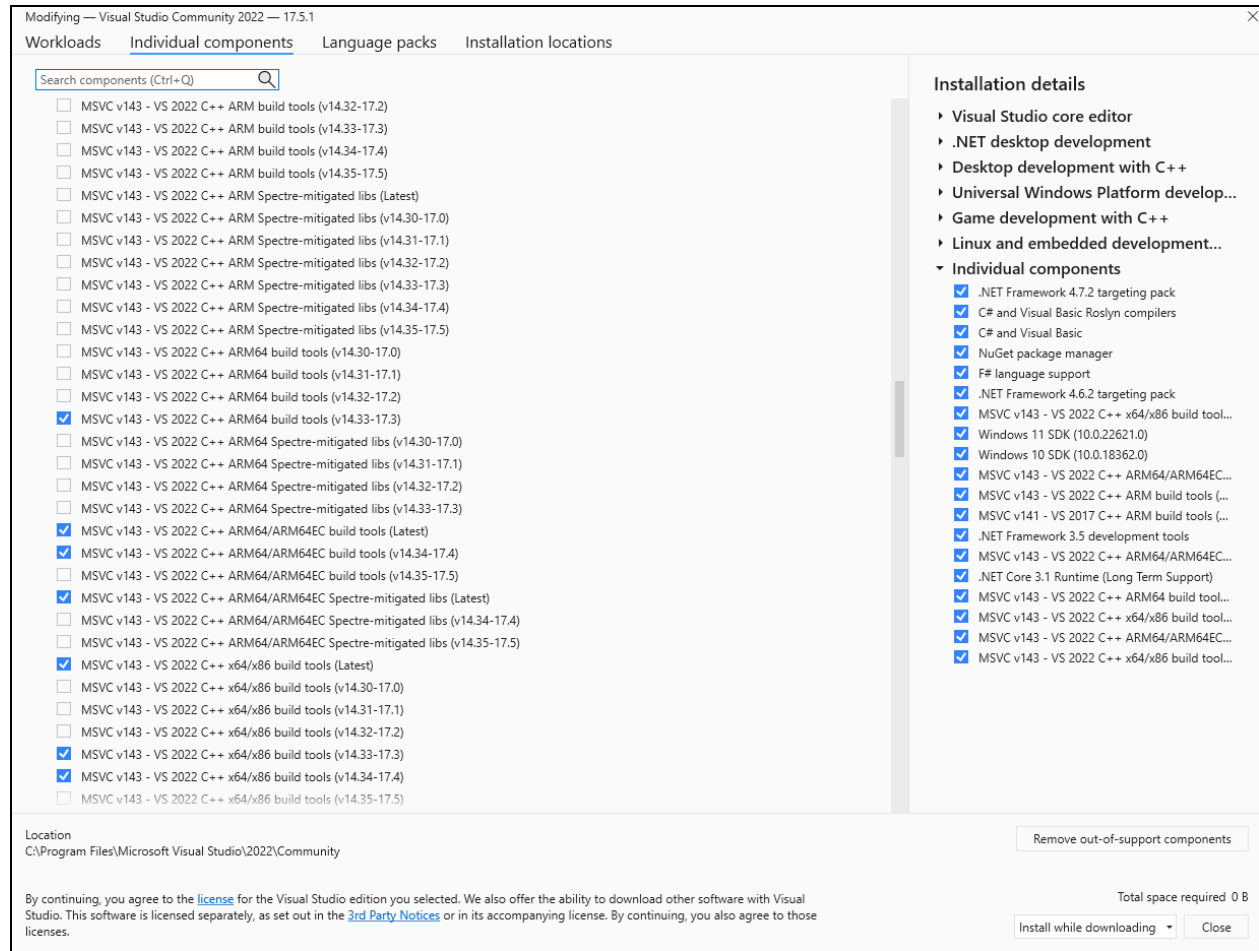


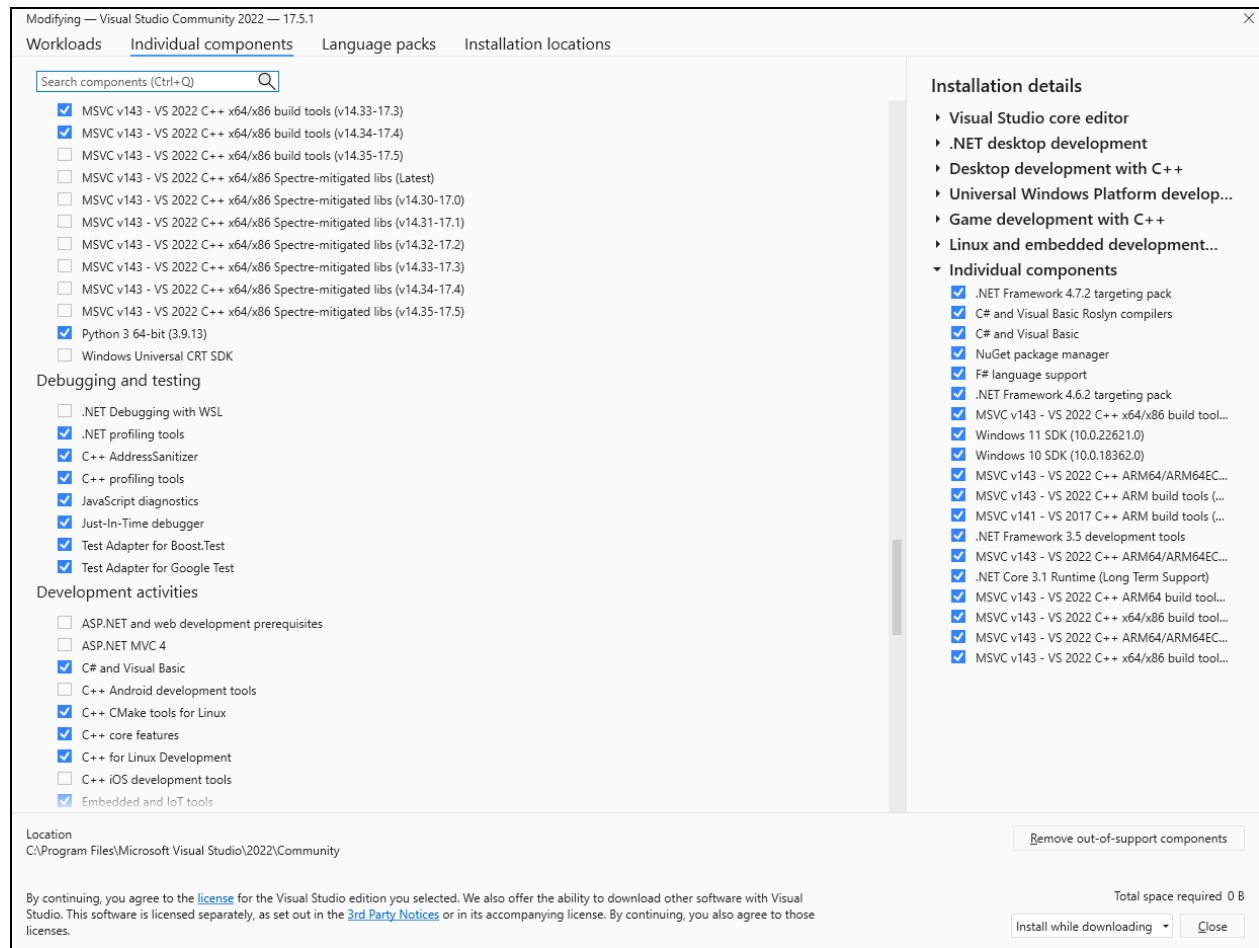
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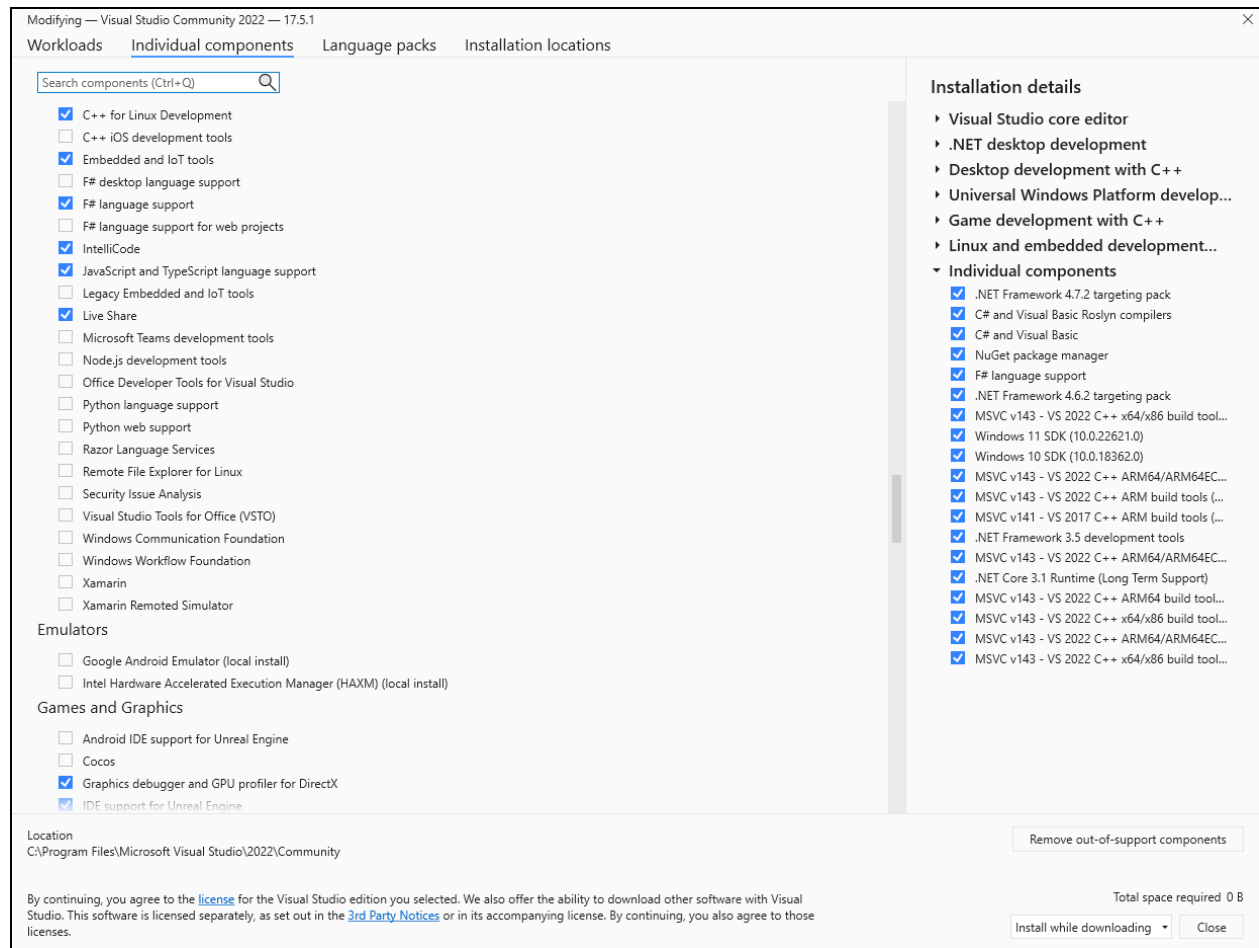


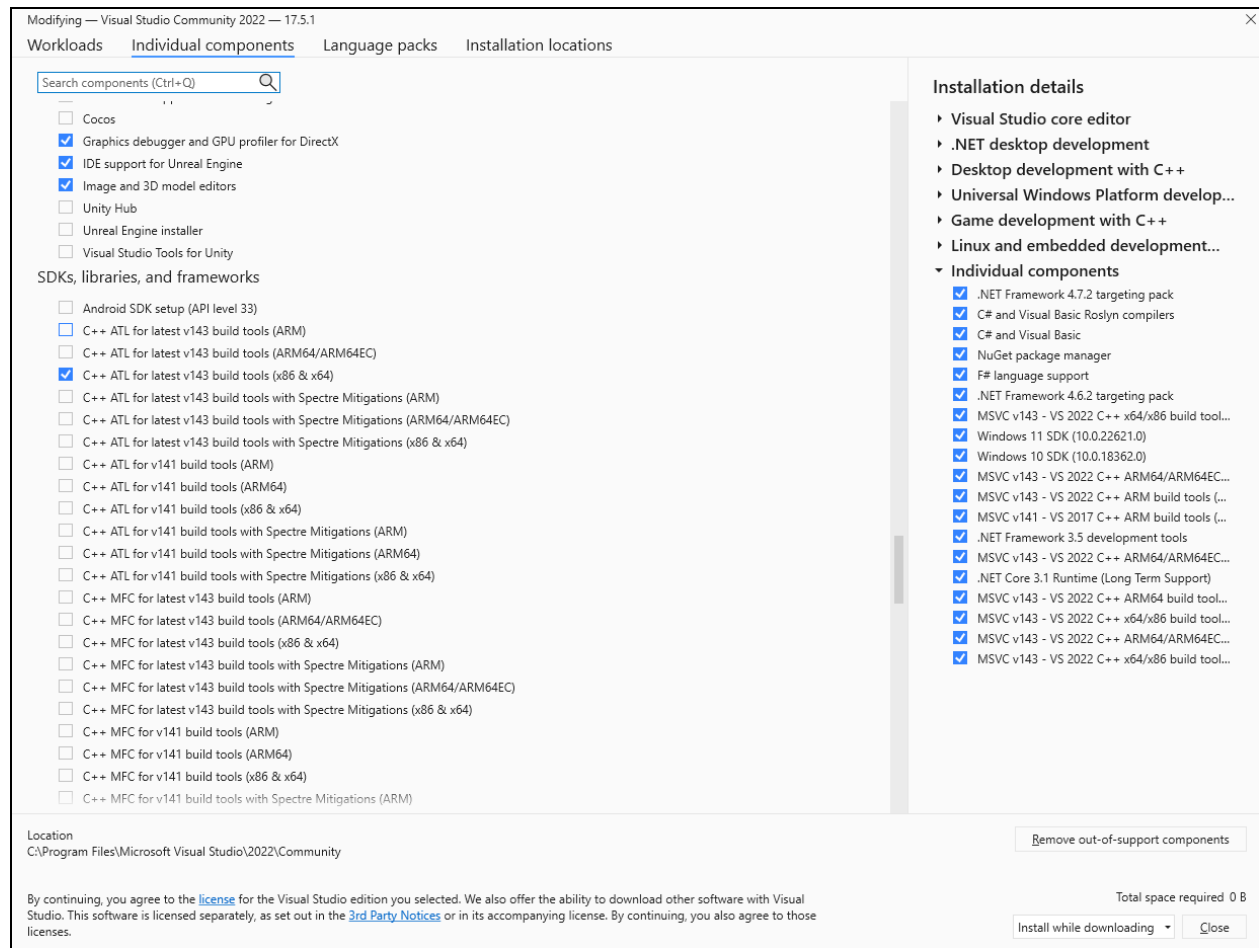


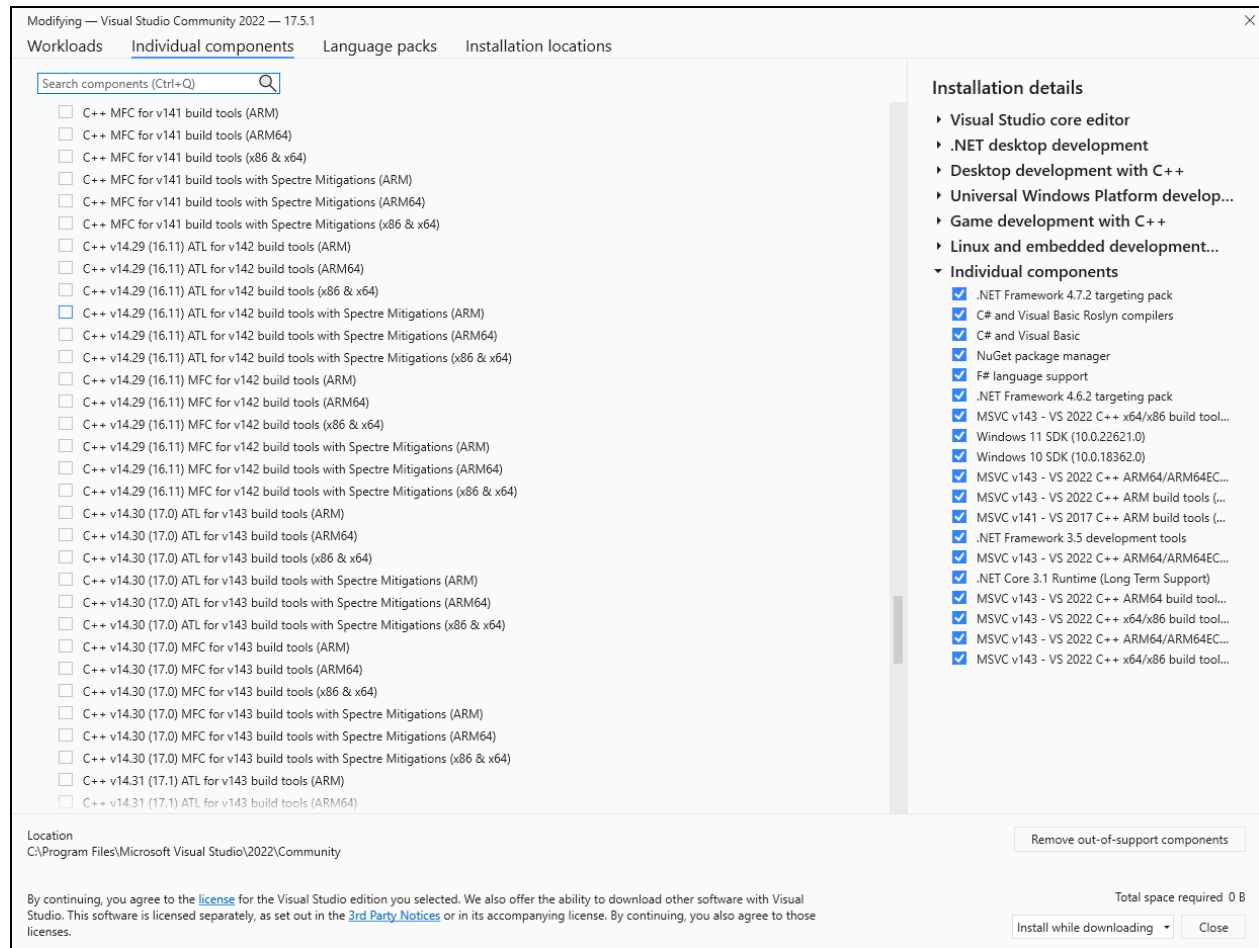


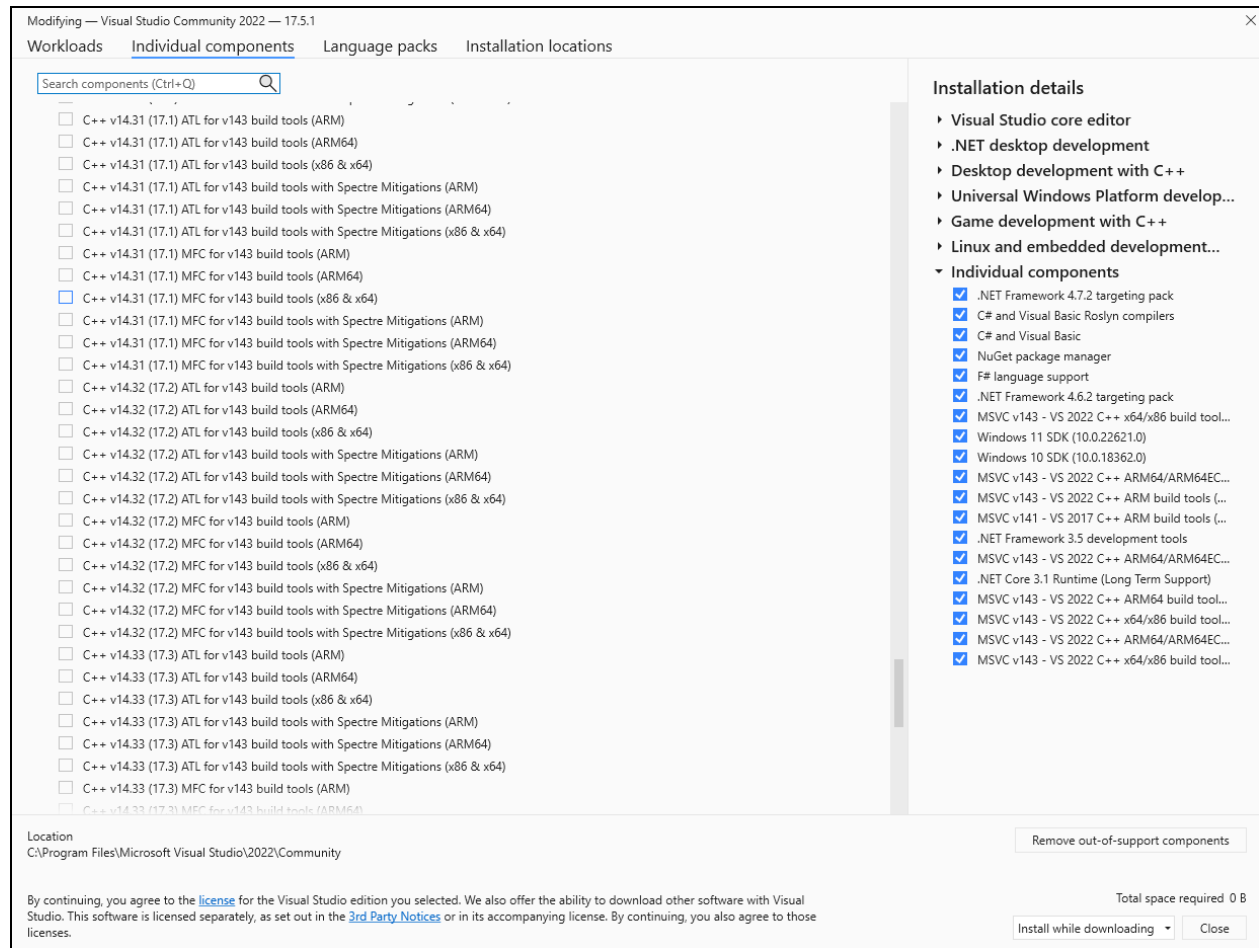


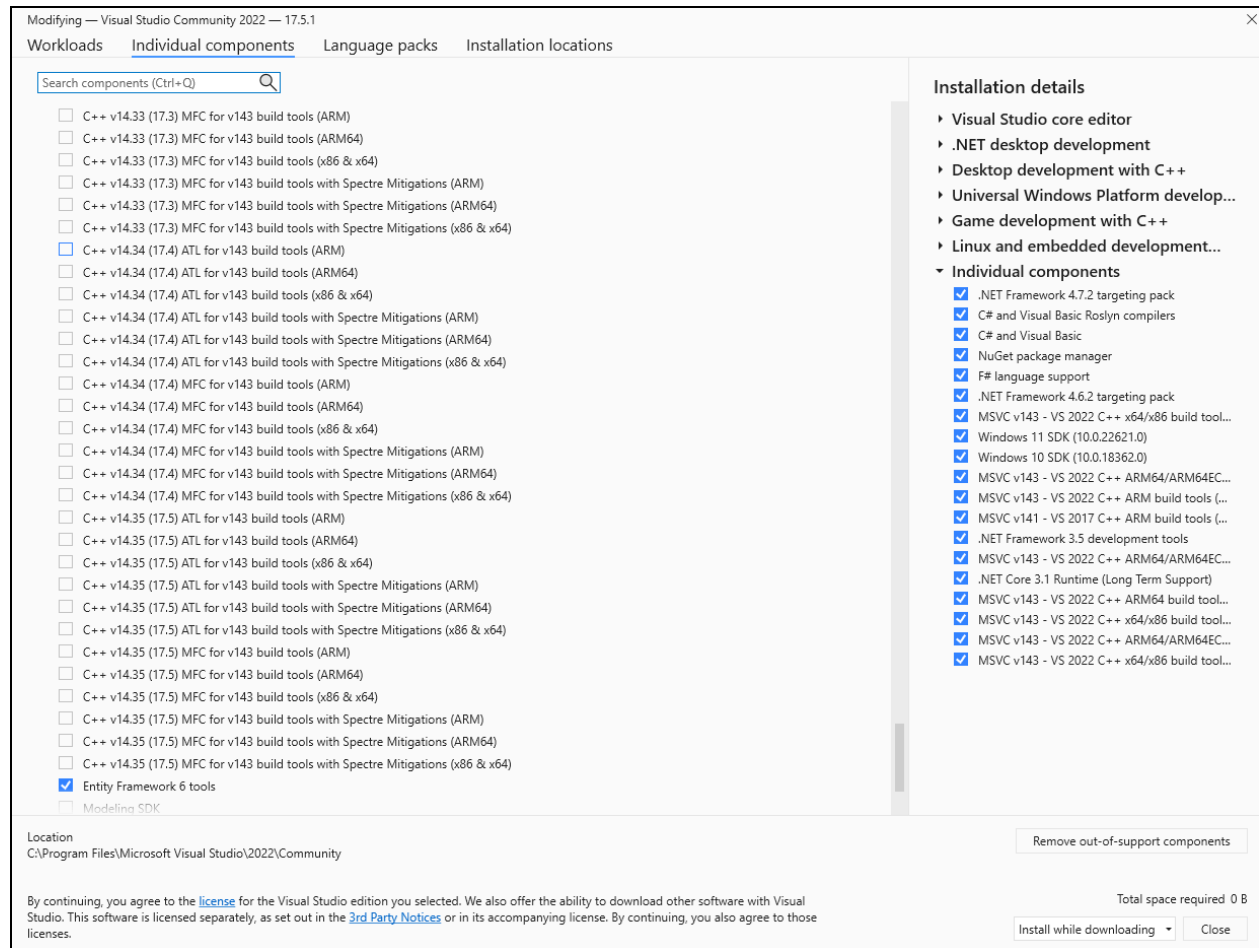












Search components (Ctrl+Q)

- ☐ C++ v14.34 (17.4) ATL for v143 build tools with Spectre Mitigations (x86 & x64)
- ☐ C++ v14.34 (17.4) MFC for v143 build tools (ARM)
- ☐ C++ v14.34 (17.4) MFC for v143 build tools (ARM64)
- ☐ C++ v14.34 (17.4) MFC for v143 build tools (x86 & x64)
- ☐ C++ v14.34 (17.4) MFC for v143 build tools with Spectre Mitigations (ARM)
- ☒ C++ v14.34 (17.4) MFC for v143 build tools with Spectre Mitigations (ARM64)
- ☐ C++ v14.34 (17.4) MFC for v143 build tools with Spectre Mitigations (x86 & x64)
- ☐ C++ v14.35 (17.5) ATL for v143 build tools (ARM)
- ☐ C++ v14.35 (17.5) ATL for v143 build tools (ARM64)
- ☐ C++ v14.35 (17.5) ATL for v143 build tools (x86 & x64)
- ☐ C++ v14.35 (17.5) ATL for v143 build tools with Spectre Mitigations (ARM)
- ☐ C++ v14.35 (17.5) ATL for v143 build tools with Spectre Mitigations (ARM64)
- ☐ C++ v14.35 (17.5) ATL for v143 build tools with Spectre Mitigations (x86 & x64)
- ☐ C++ v14.35 (17.5) MFC for v143 build tools (ARM)
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- ☐ C++ v14.35 (17.5) MFC for v143 build tools (x86 & x64)
- ☐ C++ v14.35 (17.5) MFC for v143 build tools with Spectre Mitigations (ARM)
- ☐ C++ v14.35 (17.5) MFC for v143 build tools with Spectre Mitigations (ARM64)
- ☐ C++ v14.35 (17.5) MFC for v143 build tools with Spectre Mitigations (x86 & x64)
- ☒ Entity Framework 6 tools
- ☐ Modeling SDK
- ☐ OpenJDK (Microsoft distribution)
- ☐ TypeScript 4.9 SDK
- ☒ TypeScript Server
- ☐ USB Device Connectivity
- ☐ Visual Studio SDK
- ☒ Windows 10 SDK (10.0.18362.0)
- ☒ Windows 10 SDK (10.0.19041.0)
- ☐ Windows 10 SDK (10.0.20348.0)
- ☒ Windows 11 SDK (10.0.22000.0)
- ☒ Windows 11 SDK (10.0.22621.0)
- ☒ Windows Universal C Runtime

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