

Free Download Manager (FDM) project

1. Requirments

Microsoft VC++ 6 SP5 with **Processor Pack** installed or **SP6**.

DirectX 8.0 SDK installed.

IE6 SDK installed (is not required if you have latest Platform SDK for VC6 of 2003, Feb).

GECKO-SDK installed (required for compiling Firefox extension).

VC++ 6 additional settings:

Include directories:

Add to list of include directories:

DX8 SDK\Include folder

This folder may require to place it the first in the list of include folders.

Library directories:

Add to list of library directories:

DX8 SDK\Lib folder

May require be the first too.

Note. Stdafx.h file of FDM's project and others modules projects' contains these lines:

// exdisp.h and exdispid.h are new to VC 6.5 (from IE6.0 SDK).

// SHANDLE_PTR is used but not defined.

// so define it here

// newer versions of platform SDK will require to comment this line

//typedef void SHANDLE_PTR;

Also windef.h may require such addition:

typedef unsigned long DWORD_PTR;

Microsoft VC++ 2005 is required in order to build Bittorrent module. We use Express version.

Also Boost (version 1.33.1) library is required for this module.

p.s. We plan to document the source code little later.