

# 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.*