

Setup Help

- [Welcome Dialog Box](#)
- [Installation Options Dialog Box](#)
- [Directories Options Dialog Box](#)
- [Library Options Dialog Box](#)
- [MFC Files Dialog Box](#)
- [Sample Source Options Dialog Box](#)
- [Tool Options Dialog Box](#)
- [Help File Options Dialog Box](#)
- [Registration Dialog Box](#)
- [Configuration Files Dialog Box](#)
- [Component Descriptions](#)
- [Changes to Your System Configuration Files](#)
- [Default Directory Structure](#)

Welcome Dialog Box

This Setup program helps you to install Microsoft Visual C++ on your computer. You can use Setup to install either a default or a custom version of the product. After Microsoft Visual C++ has been installed, you can run Setup again at any time to:

- Copy additional file groups to your hard disk
- Build additional run-time libraries

Product Information

The Getting Started section of the *Visual Workbench User's Guide* contains information on:

- System requirements
- Product components
- CONFIG.SYS and AUTOEXEC.BAT files (neither is changed by Setup)

Presenting Visual C++ contains information on:

- System requirements
- Product components
- Location of topics in the documentation

Getting Help

For more information on any screen that contains a Help button, either:

- Press F1, or
- Choose the Help button.

Continue Button

If you choose Continue, Setup:

- Prompts you for information
- Confirms your Setup choices
- Copies files to your hard disk
- Builds requested libraries
- Asks you to confirm changes to system files

Exit Button

If you do not want to install Microsoft Visual C++ now:

- Press F3, or
- Choose the Exit button

Changes to Your System Files

AUTOEXEC.BAT and CONFIG.SYS

Setup makes no changes to either your AUTOEXEC.BAT or CONFIG.SYS files.

SYSTEM.INI

Setup makes several changes to your SYSTEM.INI file. For all changes, the actual drive and directory represented by *pathname* corresponds to the executable files directory you've specified in the Directories Options Dialog _ C:\MSVC\BIN by default.

- Adds "DEVICE=*VMCPD" to the [386Enh] section and removes any other references to *VMCPD. Also, removes any references to VMCPD.386.
- If you've selected "Compiler" in the Installations Options Dialog, Setup adds "DEVICE=*pathname*\DOSXNT.386" to the [386Enh] section.
- If you've selected "Profiler" in the Installations Options Dialog, Setup adds "DEVICE=*pathname*\DOSXNT.386" and "DEVICE=*pathname*\WINDEBUG.386" to the [386Enh] section.
- If you've selected "CodeView/W" in the Tools Options Dialog, Setup adds "DEVICE=*pathname*\CVW1.386" to the [386Enh] section and removes any other reference to CVW1.386 or VCV.386.
- If you've selected "Microsoft Visual Workbench" or "Microsoft App Studio" in the Installation Options Dialog, Setup adds DEVICE=*pathname*\MMD1.386 to the [386Enh] section and removes any other reference to MMD.386.

TOOLS.INI

Setup adds the help directory specified in the Directories Options dialog box, "HELPPFILES:C:\MSVC\HELP*.HLP" by default, to the CodeView section of your TOOLS.INI file.

WIN.INI

Setup adds "MAK=*pathname*\MSVC.EXE ^.MAK" to the [Extensions] section of your WIN.INI file if a line giving a value to MAK does not already exist. Note that Visual Basic can also set the MAK variable. In this case, Setup does nothing to the MAK variable. The actual drive and directory represented by *pathname* corresponds to the executable files directory you've specified in the Directories Options dialog box _ C:\MSVC\BIN by default.

Installation Options Dialog Box

Use this dialog box to select the components you want installed. Select the Directories button to view or change the default directory structure used by Setup. You can always rerun Setup and use this dialog to install other components (such as additional run-time libraries).

Determining Disk-Space Requirements

The four fields in the Disk Space Information group dynamically show the amount of disk space required for a complete installation of Microsoft Visual C++ as it is currently specified.

Continue Button

If you choose Continue, Setup performs one of two actions:




- If you specified "Microsoft Visual Workbench" in the Installation Options dialog box, Setup continues to the Registration dialog box.
- If you do not specify "Microsoft Visual Workbench" in the Installation Options dialog box, Setup copies files from the installation disks to your computer.

Back Button

If you choose Back, Setup returns to the Welcome dialog box.

Exit Button

If you choose Exit, Setup presents a Setup Abort message box which allows stopping the Setup program; no files are copied to your hard disk.

-  [Component Descriptions](#)
-  [Directories Options](#)
-  [MFC Files Dialog Box](#)
-  [Libraries](#)
-  [Samples](#)
-  [Help Files](#)
-  [Tools](#)

Component Descriptions

Run-Time Libraries

The C run-time library contains functions, macros, constants, and variables that provide services not provided by the C and C++ languages. These services include input and output, memory allocation, process control, and many others. You can use the Libraries Options dialog box to specify the properties of the run-time library including memory model, math support, and targets. The *Run-Time Library Reference* contains complete information for using this library.

Microsoft Foundation Classes

The Microsoft Foundation Class Library is a C++ class library designed for writing Microsoft Windows applications in C++. The Microsoft Foundation Class Library offers more than 60 reusable C++ classes that supply an application framework that includes all the Windows Graphical User Interface (GUI) features as well as general-purpose classes that support the nongraphical portion of an application. The *Class Library Reference* and the *Class Library User's Guide* contain complete information for using this library.

Microsoft Visual WorkBench

Microsoft Visual Workbench, a Windows-hosted, integrated development environment, includes an editor, a source-code browser, and a complete help system in a graphical, menu-driven interface. For detailed information on using Microsoft Visual Workbench, see the *Visual Workbench User's Guide*.

Sample Source Code

Source code of sample C and C++ programs is copied to your \MSVC\SAMPLES directory if you select this option. These sample programs are excellent examples of Windows applications. Some of the sample programs are designed to accompany tutorials in the *Visual Workbench User's Guide* and *App Studio User's Guide*. You can use the Directory Options dialog box to provide an alternative directory name for the sample source code.

Online Help

Help for the Microsoft C and C++ language and libraries, debugger, Visual Workbench, Microsoft Foundation Classes, and all tools and utilities will be copied to \MSVC\HELP. You can use the Directory Options dialog box to provide an alternative directory name for the help files.

Directories Options Dialog Box

Use this dialog box to specify both the drive(s) and the directories where Setup installs the product components. Any change to the Install Directory edit box is propagated to the other edit boxes. Any change to the other edit boxes remains local to the edit box they are not propagated to other edit boxes.

Disk Information

The Disk Information group of controls displays disk space information on the drive displayed in the Drive combo box. This feature allows you to quickly compare the available disk space on any drive to that which is required to install the currently specified product components. The queried drive does not become part of the path specifications in the edit boxes.

OK, Cancel, and Exit Buttons

If you choose OK, Setup checks the validity of the paths in the edit boxes. If the paths are valid, Setup returns to the Installation Options dialog box.




If you choose Cancel, Setup discards any changes to the installation configuration and returns to the Installation Options dialog box.

If you choose Exit, Setup presents a Setup Abort message box which allows stopping the Setup program; no files are copied to your hard disk.

Note Setup will create a directory if it does not already exist. It will not create a directory that will not contain files.

MFC Files Dialog Box

Use the MFC Libraries group of the MFC Files dialog box to select the memory models, target types, and library types (release/debug) you require when developing MFC applications. Setup installs MFC libraries to support the options you select.

-  Memory Models
-  Targets
-  Library Types

Use the MFC DLLs group of the MFC Files dialog box to install a shared DLL (release/debug) containing the MFC library. Linking to the DLL version of MFC is useful for sharing the same copy of the library among multiple MFC applications and custom DLLs.

Each different combination of selections in this dialog box requires a separate MFC library. If you are concerned about disk space, select only those that you need. You can run Setup at any time to copy additional ones.

See *Class Library User's Guide*, *Class Library Reference Volume I*, and *Class Library Reference Volume II* for more information on the MFC Library.

Determining Disk-Space Requirements

The MFC Libraries Size field displays the disk space required during setup by the libraries specified in this dialog box. The Space available field displays the amount of disk space available on the drive that will contain the libraries specified in this dialog box. The Space required field displays the amount of disk space required for a complete installation of Microsoft Visual C++ as it is currently specified. The MFC Directory field displays where the MFC Files will be installed.

OK Button

To use the OK button, if you make selections in the MFC Libraries section box, you must select at least one option from each selection-box group within the MFC Libraries section box. Setup saves any valid change to the default installation and returns to the Installation Options dialog box.

Cancel Button

If you choose Cancel, Setup discards any change made to the default installation and returns to the Installation Options dialog box.

Exit Button

If you choose Exit, Setup presents a Setup Abort message box which allows stopping the Setup program; no files are copied to your hard disk.

Library Options Dialog Box

Use the Library Options dialog box to select the memory model, floating-point math options, and types of target executables you require when developing applications. Setup builds run-time libraries, the small and medium memory models by default, to support the options you select.

Each different combination of memory model, math package, and target operating system requires a separate library. If you are concerned about disk space, select only the libraries you need. You can run Setup at any time to create additional ones.

Determining Disk-Space Requirements

The Libraries size field displays the disk space required during setup by the libraries specified in this dialog box. The Space available field displays the amount of disk space available on the drive that will contain the libraries specified in this dialog box. The Space required field displays the amount of disk space required for a complete installation of Microsoft Visual C++ as it is currently specified.

OK Button


If there are compatible selections under Memory models, Targets, and Math Support, Setup saves any change to the default installation and returns to the Installation Options dialog box. To use the OK button, you must select at least one option from each selection-box group; the chosen options must be compatible with each other.

Cancel Button

If you choose Cancel, Setup discards any change made to the default installation and returns to the Installation Options dialog box.

Exit Button

If you choose Exit, Setup presents a Setup Abort message box which allows stopping the Setup program; no files are copied to your hard disk.

 Memory Models

 Targets

 Math Support

 Run-Time Startup Source Code

See Chapter 2, "Managing Memory for 16-Bit C Programs," Chapter 3, "Managing Memory for 16-Bit C++ Programs," and Chapter 5, "Controlling Floating-Point Math Operations," of *Programming Techniques* for more information.

Memory Models

Memory model refers to the size requirements for the code and data segments in a program. This determines the default pointer sizes a program uses when accessing executable code and data. For 16-bit targets, pointers can be near (16-bit) or far (32-bit). Near pointers access data or code by specifying an offset; far pointers do so by specifying both a segment and an offset.

Model	CODE	DATA
Small	Near	Near
Medium	Far	Near
Compact	Near	Far
Large	Far	Far

Targets

The library support you need depends on the type of executables and libraries you intend to build:

- Select "Windows .EXE Files" for developing stand-alone executable programs to run under Windows.
- Select "Windows .DLL Files" if you will be developing dynamic-link libraries to run under Windows.
- Select "QuickWin .EXE Files" if you want to develop MS-DOS applications that use standard input and output to run in Windows using a simple Windows interface. This is the quickest way to port MS-DOS programs to Windows, but there are limitations on what the converted programs can do. For more information, see the *Programming Techniques* manual.
- Select "MS-DOS .EXE Files" if you will be developing 16-bit applications for MS-DOS. If you want to produce executables for both MS-DOS and Windows, select both targets. Setup recommends that you select both MS-DOS and Windows unless you have limited hard-disk space.

Run-Time Startup Source Code

The run-time startup source code for both MS-DOS and Windows is included with Microsoft Visual C++. The startup code is the code in the run-time libraries that is linked into your programs to give startup instructions for program execution. Since this code is distributed with Microsoft Visual C++, you can modify it if necessary. Assembling these files requires the use of MASM.

The startup source code is automatically installed as follows:

- The startup sources for MS-DOS are installed, by default, in the \MSVC\SOURCE\STARTUP\DOS directories if you select MS-DOS .EXE Files under Targets in the Library Options dialog box.
- The startup sources for Windows are installed, by default, in the \MSVC\SOURCE\STARTUP\WIN directories if you select QuickWin .EXE Files, Windows .EXE Files, or Windows .DLL Files under Targets in the Library Options dialog box.

You can use the Directory Options dialog box to change the default installation root of \MSVC. The startup source code is always copied to SOURCE\STARTUP\DOS and SOURCE\STARTUP\WIN.

Math Support

The floating-point math support that your programs need depends on the existence of a math coprocessor chip on the host or target computer. The emulator library is the default.

The emulator uses a math coprocessor if one is present; otherwise it emulates the coprocessor with software. The results may differ slightly from the results obtained if a coprocessor were used.

The 80x87 chip library uses a math coprocessor if one is present, but if a coprocessor chip is not available on the target computer at run time, an error results.

The alternate math library never uses the coprocessor. The results of floating-point math operations are the same on any computer, but calculations are slower on systems that do have a coprocessor. In addition, calculations do not have the same degree of accuracy as emulator and coprocessor libraries.

Note Floating-point support in Windows does not require separate libraries. The Windows libraries use built-in emulation software.

Note Some choices are interdependent. For example, if you choose 80x86 under Math Support, you must also choose MS-DOS .EXE Files from the Target group. A warning message box informs you if you make incompatible selections.

Sample Source Options Dialog Box

Use this dialog box to selectively install the example programs from several different sources. Each example program comprises a complete body of code and provides you with practical techniques for using the Windows SDK and the Microsoft Foundation Class Library (MFC 2).

- Select User's Guide Samples to install the example programs from both the *Visual Workbench User's Guide* and the *App Studio User's Guide*. If you select these examples, Setup installs them in subdirectories of \MSVC\SAMPLES.
- Select Windows C (SDK) Samples to install the C programs from the Windows SDK. If you select these examples, Setup installs them in subdirectories of \MSVC\SAMPLES.
- Select the Windows C++ (MFC) Samples to install the C++ programs illustrating use of the Windows Microsoft Foundation Class Library. Besides the two example projects from the *Class Library User's Guide*, HELLO and SCRIBBLE, Setup also installs other projects that illustrate use of other Library features. The MFCSAMP.HLP Windows help file, installed by default in the \MSVC\HELP directory, describes these projects. If you select these examples, Setup installs them in subdirectories of \MSVC\MFC\SAMPLES.

In all cases, you can use the Directory Options dialog box to change the default placement of example programs.

Determining Disk-Space Requirements

The Samples Size field displays the disk space that is required by all tools specified in this dialog box. The Space Available field displays the amount of available disk space on the drive that will contain the samples specified in this dialog box. The Space Required field displays the amount of disk space that is required for a complete installation of Microsoft Visual C++ as it is currently specified.

OK Button

If there are selections in the Sample Sources group, Setup saves any change to the default installation and returns to the Installation Options dialog box. If there are no selections, Setup clears the Samples check box in the Installation Option dialog box.

Cancel Button

If you choose Cancel, Setup discards any change made to the default installation and returns to the Installation Options dialog box.

Exit Button

If you choose Exit, Setup presents a Setup Abort message box which allows stopping the Setup program; no files are copied to your hard disk.

Help File Options Dialog Box

Use this dialog box to selectively install help files:

Class Library Reference Help

This file provides help on the more than 60 reusable C++ classes that compose the Microsoft Foundation Class Library. This library supplies an application framework that includes all the Windows Graphical User Interface (GUI) features as well as general-purpose classes that support the nongraphical portion of an application.

Windows 3.1 SDK Help

This file provides help on the interface functions that compose the Microsoft Windows Software Development Kit.

C Lang/Libs Help

This file provides help on the C and C++ languages and the preprocessor. It also provides help on the run-time library and the iostream class library.

Pen/Multimedia Help

This file provides help on the interface functions that compose the pen and multimedia extensions to the Microsoft Windows Software Development Kit.

Determining Disk-Space Requirements

The Help Files Size field displays the disk space that is required by all files specified in this dialog box. The Space Available field displays the amount of available disk space on the drive that will contain the files specified in this dialog box. The Space Required field displays the amount of disk space that is required for a complete installation of Microsoft Visual C++ as it is currently specified.

OK Button

If there are selections under Online Help Files, Setup saves any change to the default installation and returns to the Installation Options dialog box. If there are no selections, Setup clears the Online Help Files check box in the Installation Option dialog box.

Cancel Button

If you choose Cancel, Setup discards any change made to the default installation and returns to the Installation Options dialog box.

Exit Button

If you choose Exit, Setup presents a Setup Abort message box which allows stopping the Setup program; no files are copied to your hard disk.

Tool Options Dialog Box

Use this dialog box to selectively install the Help Compiler, the Font Editor, several analysis tools, the Windows Profiler, the Debug Kernel, the CodeView for Windows debugger, the Redistribution Files, the CodeView for MS-DOS debugger, and the MS-DOS Profiler. These tools are described below.

Determining Disk-Space Requirements

The Tools Size field displays the disk space required by all tools specified in this dialog box. The Space Available field displays the amount of disk space that is available on the drive that will contain the tools specified in this dialog box. The Space Required field displays the amount of disk space required for a complete installation of Microsoft Visual C++ as it is currently specified.

OK Button

If there are selections under either Windows Tools or MS-DOS Tools, Setup saves any change to the default installation and returns to the Installation Options dialog box. If there are no selections, Setup clears the Tools check box in the Installation Option dialog box.

Cancel Button

If you select Cancel, Setup discards any change made to the default installation and returns to the Installation Options dialog box.

Exit Button

If you select Exit, Setup presents a Setup Abort message box which allows stopping the Setup program; no files are copied to your hard disk.

Help Compiler

Select this option to install the Help compiler. The Help compiler allows you to create a help file, such as this one, that is readable using Windows Help. This option installs both HC30.EXE (Windows 3.0) and HC31.EXE (Windows 3.1) in your \MSVC\BIN directory.

Pen Files

Select this option to install files, in your \MSVC\BIN directory, that allow you to write applications that accept pen input. You can use the Directory Options dialog box to provide an alternative directory name for the files.

Font Editor

Select this option to install the Font Editor in your \MSVC\BIN directory. You can use the Directory Options dialog box to provide an alternative directory name for the files. The Font Editor allows you to create new fonts by modifying existing raster fonts.

Analysis Tools

Select this option to install the following files in your \MSVC\BIN directory. These tools allow you to analyze the performance of your application. You can use the Directory Options dialog box to provide an alternative directory name for the files.

Filename	Size in bytes
DDESPY.EXE	29184
HEAPWALK.EXE	45184
HOOK.DLL	5120
MARK.EXE	21751
MARKMIDI.EXE	8243

SPY.EXE	27136
STRESS.DLL	50400
STRESS.EXE	50304
STRESS.HLP	22185
STRESS.INI	1216
STRESSHK.DLL	4549
STRESSLG.DLL	10831
ZOOMIN.EXE	6464

Windows Profiler

Select this option to install the Windows Profiler in your \MSVC\BIN directory. The Profiler is an analysis tool you can use to examine the run-time efficiency of your application. You can use the information generated by the profiler to find areas of your program where improvement would significantly increase performance. You can use the Directory Options dialog box to provide an alternative directory name for the Profiler files.

Debug Kernel

Select this option to install the debug version of the Windows Kernel in your \MSVC\BIN directory. The debug kernel contains symbolic debugging information for the Windows API, allowing you to use the debugger to examine how your callback functions are interacting with the operating system. You can use the Directory Options dialog box to provide an alternative directory name for the Debug Kernel files.

CodeView/W Debugger

Select this option to automatically install CodeView for Windows on the Visual Workbench Tools menu; its files are copied to your \MSVC\BIN directory. The CodeView for Windows Debugger allows you to examine code and data and to control your application's execution. You can use the Directory Options dialog box to provide an alternative directory name for the CodeView files.

As CodeView is composed of multiple DLLs, you can configure it for the type of applications you develop. The Tools menu can be used to launch any .EXE (MS-DOS or Windows) and is user-configurable. For more information on CodeView, see the *Professional Tools User's Guide*. For more information on the Visual Workbench, see the *Visual Workbench User's Guide*.

Redistribution Files

Select this option to install the following files in your \MSVC\REDIST directory. You can use the Directory Options dialog box to provide an alternative directory name for the redistribution files.

Filename	Size in bytes
COMMDLG.DAN	89072
COMMDLG.DLL	89248
COMMDLG.DUT	89408
COMMDLG.FIN	89152
COMMDLG.FRN	89920
COMMDLG.GER	90144
COMMDLG.ITN	89488
COMMDLG.NOR	89008
COMMDLG.POR	89872

COMMDLG.SPA	90320
COMMDLG.SWE	89104
DDEML.DLL	36864
DIB.DRV	29536
EXPAND.EXE	15285
LZEXPAND.DLL	9936
MCIPIONR.DRV	17408
OEMSETUP.INF	351
OLECLI.DLL	83456
OLESVR.DLL	24064
PENWIN.DLL	130816
REGLOAD.EXE	16752
SHELL.DLL	41600
SMALLB.FON	22016
SMALLE.FON	26112
SMALLF.FON	21504
STRESS.DLL	50400
TOOLHELP.DLL	14128
VER.DLL	9008
VTD.386	6816
WINHELP.EXE	256192
WINHELP.HLP	31385
WINMEM32.DLL	4320

MS-DOS CodeView Debugger

Select this option to install the MS-DOS CodeView Debugger in your \MSVC\BIN directory. The MS-DOS CodeView Debugger allows you to examine code and data and to control your application's execution. You can use the Directory Options dialog box to provide an alternative directory name to contain the files.

MS-DOS Profiler

You can use the information generated by the profiler to find areas of your program where improvement would significantly increase performance. You can use the Directory Options dialog box to provide an alternative directory name for the Profiler files.

Registration Dialog Box

Use this dialog box to associate a user name and, optionally, an organization with this copy of Microsoft Visual C++.

Continue Button

If you choose Continue, Setup presents the Registration Confirmation message box, allowing you to review what you've entered in the User's Name and Organization boxes. The Registration Confirmation message box contains both a Yes and a No button.

- If you select Yes, Setup copies files from the installation disks to your computer.
- If you select No, Setup returns you to this Registration dialog box so that you can make changes to your original entries.

Back Button

If you choose Back, Setup returns to the Installation Options dialog box.

Exit Button

If you choose Exit, Setup presents a Setup Abort message box which allows stopping the Setup program; no files are copied to your hard disk.

Configuration Files

Use this dialog box to either allow Setup to modify your TOOLS.INI and SYSTEM.INI files or to save the the required changes to files other than TOOLS.INI and SYSTEM.INI. You can then review the required changes at your leisure.

Continue Button

If you choose Continue, Setup takes one of two actions depending on the option button you've selected:

- **Make changes now and back up current version.**
Setup creates backup copies of your current system files in their original directory. These backup copies are given a numbered file extensions, beginning with .000. If a backup version exists with .000, Setup uses the first available number (e.g., .001, .002, etc.) Setup then creates new versions of TOOLS.INI and SYSTEM.INI with the changes.
- **Write modified version to other location.**
Setup does not modify your system files. Instead, it copies your current TOOLS.INI and SYSTEM.INI and adds recommended changes to these copied files. These updated files are copied to the directory specified by the miscellaneous files edit box in the Directory Options dialog box.

Changes to Your System Files

Exit Button

If you choose Exit, Setup presents a Setup Abort message box which allows stopping the Setup program; no files are copied to your hard disk.

Default Directory Structure

If C:\MSVC is the base directory, the file structure Setup creates look like this:

```
C:\MSVC
  \BIN
    \VIDEO
  \DEBUG
  \HELP
  \INCLUDE
    \SYS
  \LIB
    \FONT
  \MFC
    \DOC
    \INCLUDE
    \LIB
    \SAMPLES
      \APSTUDIO
        \RES
      \CHKBOOK
        \RES
      \CTRLBARS
        \RES
      \CTRLTEST
        \RES
      \DIBLOOK
        \RES
      \DLLHUSK
        \RES
      \DLLTRACE
      \HELLO
      \HELLOAPP
      \HIERSVR
        \RES
      \MAKEHM
      \MDI
      \MINSVR
      \MULTIPAD
        \RES
      \OCLIENT
      \SCRIBBLE
        \STEP0
          \RES
        \STEP1
          \RES
        \STEP2
          \RES
        \STEP3
          \RES
        \STEP4
```

```

\RES
\STEP5
\RES
\STEP6
\RES
\SPEAKN
\RES
\SUPERPAD
\RES
\TEMPLDEF
\TRACER
\VBCHART
\RES
\VBCIRCLE
\RES
\VIEWEX
\SRC
\MSSETUP
\BLDCLI
\DISKLAY
\INTLDLL
\NODEBUG
\PEN
\REDIST
\SOURCE
\MOVE
\STARTUP
\DOS
\WIN
\SAMPLES
\BITMAP
\BLANDMDI
\BOUNCER
\CDDEMO
\CLIDEMO
\CLIPTEXT
\COMMDLG
\CROPDIB
\CURSOR
\DIBVIEW
\DBWIN
\DDE
\DDEML
\CLIENT
\CLOCK
\SERVER
\DEFPROCS
\DIBIT
\DRAGDROP
\EDITCNTL
\EDITFILE
```

\EDITMENU
\EXPENSE
\FILEOPEN
\FONTEST
\GDOSMEM
\GENERIC
\GWAPI
\HANDLER
\HELPEX
\HELPHOOK
\HFORM
\HOOKS
\ICON
\INPUT
\INSTVER
\LISTHORZ
\LOWPASS
\MACROHLP
\MAKEAPP
\MEMORY
\MENU
\MCITEST
\MIDIMON
\MULTIPAD
\MUSCROLL
\MYPAL
\OUTPUT
\OWNCOMBO
\OWNERB
\PALETTE
\PRNTFILE
\PENCNTL
\PENPAD
\PROFILER
 \DOS
 \WIN
\RAINBOW
\REVERSE
\ROTARY
\SELECT
\SHOWDIB
\SHOWGDI
\SNOOP
\SREC
\SRVRDEMO
\TDOSMEM
\TOOLHELP
\TTY
\TIMERS
\VER
\VERSTAMP

\WMFDCODE
\WINMEM32
\XTENSION

Microsoft Foundation Class Targets

The library support you need depends on the type of executables and libraries you intend to build:

- Select "Windows .EXE Files" for developing stand-alone executable programs to run under Windows.
- Select "Windows .DLL Files" if you will be developing dynamic-link libraries to run under Windows.
- Select "MS-DOS .EXE Files" if you will be developing 16-bit applications for MS-DOS.

Library Types

You can install the Microsoft Foundation Class Libraries in either Debug or Release form.

The Debug version of the Microsoft Foundation Class Library supports diagnosing bugs in two primary ways:

- It provides CodeView symbol information for MFC library sources that allows you to step from your code into Microsoft Foundation Class Library source code.
 - It enables Microsoft Foundation Class Library diagnostics such as assertions and traces.
- The Release version of the Microsoft Foundation Class Library does not contain debugging code and has been compiled using the optimizing compiler.

