

---

## Compiling Rainmeter app and plugins

Posted by Vrtra Theory - 2009/01/09 07:55

---

I'd like to do some work on a Rainmeter plugin, but I'm having trouble compiling the source.

When I try to compile the main Rainmeter.sln project, it has trouble locating a "Library/resafx.h" file. If I try to compile just a plugin (like PluginWindowMessage.vcproj), it has trouble loading a "Library/rainmeter.dll".

I'm using Visual Studio C++ Express 2008. Is there a better ide/compiler to use with Rainmeter, or am I just not configuring something correctly? Any advice/tips would be appreciated!

=====

## Re:Compiling Rainmeter app and plugins

Posted by Vrtra Theory - 2009/01/09 17:47

---

I solved the problem.

In case anyone encounters a similar problem: the missing header file (afxres.h) isn't included in the Express edition of Visual Studio. I downloaded that separately and put it in the /Library folder and everything compiled perfectly.

You can get the file from:

<http://gmpedia.org/wiki/Afxres.h>

Thanks again!

=====