

MAK Platform Support Roadmap

March 25th, 2020

Visual Studio Version	VC10	VC12	VC14	VC15	VC17
Microsoft Visual Studio	2010	2013 (64 bit on	2015 (64 bit only)	2017 (64 bit only)	2019 (64 bit only)
Compiler Release Date	4/12/2010	10/17/2013	7/20/2015	3/5/2017	
Microsoft End of Life	7/14/2015				

RH 6	RH 7	RH 8
	GCC 4.8	GCC 8.3
1/1/2020		

DI GUY					13.4
VR-Forces					4.7
VR-Vantage (+ SFX)					2.5
RadarFX	1.3	1.3			1.4
VR-Link	5.4.1	5.4.1			5.4.1
MAK RTI	4.5	4.5			4.5++
Logger					5.6
VR-Exchange		2.6			2.6
WebLVC					1.5
VR-Engage					1.3

	13.4	13.4
	4.6.1	4.6.1
	2.5	2.5
4.5.1	4.5.1	4.5.1
4.5	4.5	4.5
	5.6	5.6
2.6	2.6	2.6

Key:

4.3	Currently Supported/Support Continuing
	Currently Supported -- No new releases on this platform (last version supported noted in box)
	Discontinued -- unofficial builds available by request only
	Support to be added in the future -- exact release time TBD
	No plans to support this platform at this time.

Notes:
 * VC14 is fully binary compatible with VC15 and VC17.
 ++ 32bit builds may be available by special request