Subject: Re: Shaders.dll Compiling Errors
Posted by Intradox on Fri, 01 Jul 2011 19:18:12 GMT
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Omar007 wrote on Fri, 01 July 2011 11:48The instructions are working for sure on March 2009. (atleast for me)
Ofcource your VS has to use 2009. TBH I never installed August 2006. March 2009 was the only one on my system

Well I don't know whats wrong, I set it up exactly like you showed, and its using the March 2009 SDK.

Could you do me a favor (or anybody else that wants to help) and see if you could compile it? I know very little about C++ and all I wanted to do was compile the stealth wire frame effect, rotating weapon list, and the D6 Hud. If you would like to, the link to the source is here