
Subject: Re: Jonwil- Errors in the code for drawing the HUD in shaderhud.cpp
Posted by [Tunaman](#) on Mon, 16 Jul 2007 19:18:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

JohnDoe wrote on Mon, 16 July 2007 13:38tuna gettin all fat with it
lol

Thanks DP.. forgot about that, I usually use C# instead of C++ so I hadn't updated my compiler to work with the SDK yet.
