Subject: Re: C++ failing
Posted by Dave Anderson on Wed, 25 Jul 2007 09:30:59 GMT
View Forum Message <> Reply to Message

Saberhawk wrote on Tue, 24 July 2007 13:39Dave S. Anderson wrote on Tue, 24 July 2007 14:10You don't need the DirectX SDK unless you're planning on programming with 3D technology. That link explains everything you need to do.

AKA compiling shaders.dll

  I forgot about the shader libraries, anyhoot...