
Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [mr£Ä\\$Ä-z](#) on Sun, 02 Mar 2008 14:03:46 GMT

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Hello Guys, when i try to Compile my Scripts.dll i get this Error:

```
c:\dokumente und einstellungen\hp_besitzer\desktop\scripts\engine_d3d.h(18) : fatal error C1083:
Datei (Include) kann nicht geöffnet werden: "d3d8caps.h": No such file or directory
shaders.cpp
```

I get this Error on all .cpp files, i thnik im missing the:
"d3d8caps.h". Can some1 upload it here?
