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

Posted by [mr£ÄŞÄ-z](#) on Sat, 08 Mar 2008 10:58:22 GMT

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Saberhawk wrote on Fri, 07 March 2008 16:04MadRockz wrote on Sun, 02 March 2008 08:49No, i followed this Tutorial here, i downloaded, installed and inluded all files to C++

You have the wrong SDK version, you need August 2006.

i got it work because i used SSGM, but when i try to compile the normal scripts.dll then i get these errors

and im using the newest SDK version.

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