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Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [zunnie](#) on Mon, 04 Aug 2008 17:31:34 GMT

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I installed the SDK 2006 and placed the Includes and Lib/x86 in VC Directories but i still get the error about failing to include d3d9.h

Anyone know what im doing wrong?

Thanks for the help

Like this is correct or not?:

<http://www.game-maps.net/staff/zunnie/untitled1.GIF>

Nevermind, fixed it now, i didnt select the correct option for the includes, oops. See image

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