
Subject: Re: Can someone help me with shaderhud in c++ ?

Posted by [jnz](#) on Sun, 07 Jun 2009 17:28:53 GMT

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Sir Kane wrote on Sun, 07 June 2009 14:00

```
#ifndef _MYHEADERFILE_H_  
#define _MYHEADERFILE_H_
```

```
void myfunction();  
int anotherfunction();
```

```
#endif // !_MYHEADERFILE_H_
```

That's only if you're silly enough to try and include it twice.
