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Subject: Re: Shader Plugin / Shader Help  
Posted by [Omar007](#) on Tue, 09 Jun 2009 21:42:58 GMT  
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I know i have to do that but isnt the d3d9\_30.dll already right?  
It was added when installing the March 2009 SDK

So what do you think would it be for March 2009 if this isnt the one?

PS. The only difference between his screenshot and mine if i where to post one is i don't have user32.lib in the Additional Dependencies. Although this is surely not the problem xD

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