Subject: Re: Shader Plugin / Shader Help
Posted by halo2pac on Wed, 10 Jun 2009 13:46:25 GMT
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Omar007 wrote on Wed, 10 June 2009 05:04
EDIT3: When i change #if D3DX_SDK_VERSION != 30 to #if D3DX_SDK_VERSION <= 30 it
does seem to compile as it should. This way you should be able to use all version after August
2006.

Um is that a good idea?
and if so .. why not just remove the line instead of adding "<="?