Subject: Re: Windows 2000, anyone still using it?
Posted by jonwil on Mon, 18 Oct 2010 11:21:43 GMT

Ok, turns out this point is moot anyway.
I have found out that both Visual C++ 2010 and the DirectX version we are using (and for that matter the DirectX version scripts 3.4.4 used) are incompatible with Windows 2000.

So we cant support Windows 2000.