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Subject: Re: How can I translate these ingame Messages?

Posted by [Cat998](#) on Wed, 21 Jun 2006 13:07:22 GMT

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dead6re wrote on Wed, 21 June 2006 14:54 Visual Studio .NET 2005 did NOT work to compile the scripts.dll. It seems the compiler isn't "backwards compatible"

You are WRONG, it works fine.

You just need to install the Microsoft SDK correctly.

The windows.h file is part of it.

I don't have any problems with compiling the scripts with VC 2005.

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