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

Posted by [EA-DamageEverything](#) on Wed, 21 Jun 2006 13:19:02 GMT

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The windows.h file is NOT included inside the ssaow sourcecode. I followed the instruction from MS how to get started with the P-SDK. I've set up those directories etc...

I had it running on XPprofessional. I additional installed the Platform SDK and the DirectX-SDK also. Like I wrote in the opening post, I'm not skilled in such things, it seems to get better configured before running well.

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