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Subject: Re: OT: Try the game I made?

Posted by [ADM](#) on Fri, 26 Jan 2007 23:21:48 GMT

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gamemodding wrote on Fri, 26 January 2007 17:50if the user doesn't have direct X it throws an error. when you run it.

That's why in the game folder there is version of DirectX the game runs with. I'll have an update that auto-detects this and applies the DX if needed. Thanks majikent, I've fixed the bug and I've corrected other stuff too, Link Puzzle 3 has a solution, want me to show you?

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