
Subject: Re: Jonwil- Errors in the code for drawing the HUD in shaderhud.cpp
Posted by [danpaul88](#) on Mon, 16 Jul 2007 19:10:42 GMT

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Tunaman wrote on Mon, 16 July 2007 10:43l would also fix it for myself but d3d9.h is not included in the scripts package.

Install the DirectX SDK, its in there.
