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Subject: Re: C++ failing

Posted by [saberhawk](#) on Tue, 24 Jul 2007 19:39:16 GMT

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Dave S. Anderson wrote on Tue, 24 July 2007 14:10 You don't need the DirectX SDK unless you're planning on programming with 3D technology. That link explains everything you need to do.

AKA compiling shaders.dll

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