Subject: Re: Test this for me, eh? PokemonCA Engine Test
Posted by Oblivion165 on Tue, 13 Nov 2007 17:05:32 GMT
View Forum Message <> Reply to Message

Did you try the components I added to fix Chuck's problem? Sounds like it cant activate DirectX 7, which is odd because its as old the world itself.

The Dx7 file is in those dll's so that should patch it up.

@CaveMan since my app uses DX (for some things) its idles when not in focus, so the fps counter stop counting and it well idles. No worries and again thanks everyone for the computer stats.