
Subject: Re: Creating a hud

Posted by [IAmFenix](#) on Tue, 01 Sep 2009 19:38:45 GMT

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jnz wrote on Tue, 01 September 2009 14:30IAmFenix wrote on Tue, 01 September 2009 20:21Well, I'm having trouble as the damn Visual C++ won't let me, I posted a screenshot of what happens when I try to open shaders.dll with it.

You don't open the dll file, you open the solution file (sln).

Ahhh....

Well, that solves my problem, thank you.

And thanks for the link Error, downloaded and working now =)

EDIT:

Anyone know where the area for the HUD is?
