

Forum:[Hack Forums](#)

Thread: [Need simple but deadly help \(could make or break my program\)](#)

JustprankcalledbV1 - November 8, 2012, 1:43 pm

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What do?

It make no sense to me at all.

_SLQ - November 8, 2012, 1:59 pm

Include the folder that contains the header files for directx.

It's in your SDK for whatever version you have... summer 2010?

Right click your project on the top right -> VC++ Directories -> Include Directories and select your Include from the SDK.

Also I assume you haven't linked or referenced the libs for this either so I recommend you do that as well.

JustprankcalledbV1 - November 8, 2012, 2:01 pm

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Okay,fixed.

But new bullshit.

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Oh..Forgot to read the rest of that.

I am quite new at C++, mind explaining?

Shihanus - November 9, 2012, 4:09 am

(Nov 8, 2012 03:01 PM)JustprankcalledbV1 Wrote: [\[CITE\]](#) Okay,fixed.

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Quote:Right click your project on the top right -> VC++ Directories -> Include Directories and select your Include from the SDK.

Just how you included the "Include Directories" do the same for the "Library Directories" and locate the folder d3d9.lib is in.

(Inside your DirectX SDK),