Subject: Can someone help me with shaderhud in c++ ?
Posted by Raptor RSF on Sun, 07 Jun 2009 10:50:53 GMT

Hello guys!

Im here now to request some help for some little things.

I have now c++ experience for 5 weeks. That means im still a big noob

1. I now have 5000 lines of code for my shaderhud.cpp.
Can someone tell me how to store some parts of the code (for example the creditsText) in a different cpp file?

It somehow need to be linked, but i dont know how to do so.

I have seen this hapening to MiniHealthHUD and MiniAmmoHUD of the D6 hud code

I really apriciate any help