Subject: Re: Windows 7 DirectX SDK

Posted by Omar007 on Tue, 12 Jan 2010 11:07:14 GMT

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You indeed have to update the linker to the new library (if it didnt by itself which it did for me )

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Also you'll have to modify a the import line 'd3d8\_caps.h' in engine\_d3d.h to 'd3d9\_caps.h' It will look like this after that:

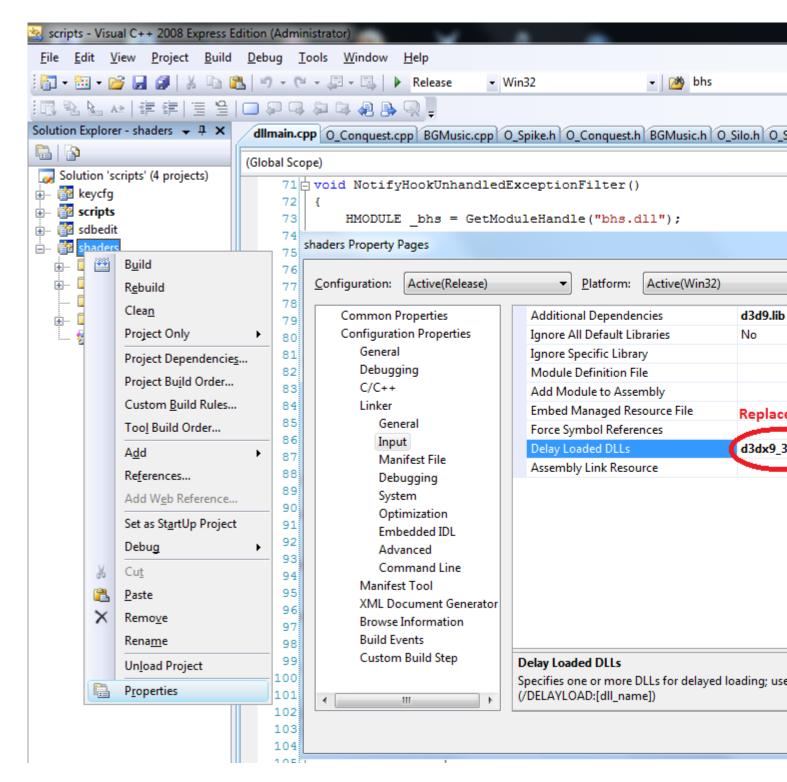
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I believe that was all but if you encounter another problem just post it here and ill take a look at it again ^^

EDIT: Oh i forgot to tell this; In shaders.cpp change the line #if D3DX\_SDK\_VERSION != 30 to #if D3DX\_SDK\_VERSION != 41 Toggle Spoiler

## File Attachments

1) DelayLoad.png, downloaded 1019 times



2) d3d\_caps.png, downloaded 1005 times

```
engine_d3d.h dllmain.cpp O_Conquest.cpp BGMusic.cpp O_Spike.h
% myIDirect3DDevice8
     1 □ /* Renegade Scripts.dll
            Definition of stuff inside d3d8.dll
     2
     3
            Copyright 2007 Jonathan Wilson
     4
     5
            This file is part of the Renegade sc:
     6
            The Renegade scripts.dll is free sof
           the terms of the GNU General Public :
            Software Foundation; either version :
     9
            version. See the file COPYING for mo:
            In addition, an exemption is given to
    10
    11
            Only the source code to the module (s)
       */
    12
    13
        #pragma push macro("new")
       #pragma push macro("delete")
        #undef new
    16 #undef delete
       #include <d3d9.h>
    17
    18
       #include <d3d9caps.h>
    19 #include <d3dx9.h>
    20
       #pragma pop macro("new")
    21 | #pragma pop_macro("delete")
    22 L
    23 class myIDirect3DDevice8;
    24 - class myIDirect3D8 : public IUnknown {
    25 public:
           IDirect3D9* d3d9;
    26
    27
            myIDirect3DDevice8* device8;
    28
        };
```

3) shader41.png, downloaded 1023 times

```
shaders.cpp dllmain.cpp O_Conquest.cpp BGMusic.cpp O_Spike.h O_Co
(Global Scope)

28    extern char *MapTexture;
   extern Vector2 *MapOffset;
   au extern DebugOutputClass *EffectClassDebug;
   extern bool ShaderCheckMaterial;
   ScriptNotify scriptnotify;

33
    #pragma comment(lib, "DelayImp.lib")
   #pragma comment(lib, "d3dx9.lib")
   #pragma comment(lib, "d3dx9.lib")
   ## if D3DX_SDK_VERSION != 41
   ## error The Renegade shaders.dll requires the
   ## endif
```