Subject: Re: Windows 7 DirectX SDK
Posted by Omar007 on Tue, 12 Jan 2010 19:09:04 GMT

Saberhawk wrote on Tue, 12 January 2010 19:51Omar007 wrote on Tue, 12 January 2010 13:08You either didnt change the line in shaders.cpp
#if D3DX_SDK_VERSION != 30
to
#if D3DX_SDK_VERSION != 41
Toggle Spoiler

Or because of you system restore you lost the newer version or w/e

That only would explain one error (the one with the fancy text). The other two are caused because you changed #include "d3d8_caps.h" to #include "d3d9_caps.h". Newer versions of the DirectX SDK don't really include D3D8 header files anymore, so you'll need to find that header (and all dependencies) on the intertubes and toss it in your shaders folder.
Well i dont really know which files it where. I only got this far with my memory + looking through source.
And if you say there are more places then its certainly true but i dont know them right now