

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [saberhawk](#) on Sat, 08 Mar 2008 22:56:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

MadRockz wrote on Sat, 08 March 2008 04:58Saberhawk wrote on Fri, 07 March 2008 16:04MadRockz wrote on Sun, 02 March 2008 08:49No, i followed this Tutorial here, i downloaded, installed and inlucded all files to C++

You have the wrong SDK version, you need August 2006.

i got it work because i used SSGM, but when i try to compile the normal scripts.dll then i get these errors

and im using the newest SDK version.

Hence the problem. The newest DirectX SDK does not include Direct3D8 headers (d3d8caps.h is one of them) and cannot be used to compile shaders.dll. Use the August 2006 SDK version that is linked to in the first post and that problem wouldn't be happening...

---