
Subject: Re: Shader Plugin / Shader Help
Posted by [halo2pac](#) on Sun, 31 May 2009 22:13:28 GMT
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Ok well I guess I will just have to release it anyways...
It's just too awesome to keep to my self

The 'Shader Plugin Example' was hardly an example...
It was more like a Blank Plugin.

Does anyone know where I could find a better plugin example.

Also...

I'm a total nub and I don't know why the Output is saying this:

Toggle Spoiler

```
1>----- Build started: Project: shaders, Configuration: Debug Win32 -----
1>Compiling...
1>shaderhud.cpp
1>Linking...
1>Searching libraries
1> Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3d9.lib:
1> Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\dxguid.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching C:\Program Files\Microsoft Platform SDK\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft Platform SDK\Lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\DelayImp.lib:
1> Searching C:\Program Files\Microsoft Platform SDK\Lib\uuid.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching except.lib:
1> Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3dx9.lib:
1> Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3d9.lib:
1> Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\dxguid.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching C:\Program Files\Microsoft Platform SDK\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft Platform SDK\Lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\DelayImp.lib:
1> Searching C:\Program Files\Microsoft Platform SDK\Lib\uuid.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching except.lib:
1>Finished searching libraries
1> Creating library .\bin\debug\shaders.lib and object .\bin\debug\shaders.exp
1>Searching libraries
1> Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3d9.lib:
1> Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\dxguid.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching C:\Program Files\Microsoft Platform SDK\Lib\ws2_32.lib:
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1> Searching C:\Program Files\Microsoft Platform SDK\Lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\DelayImp.lib:
1> Searching C:\Program Files\Microsoft Platform SDK\Lib\uuid.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching except.lib:
1> Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3dx9.lib:
1>Finished searching libraries
1>Searching libraries
1> Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3d9.lib:
1> Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\dxguid.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching C:\Program Files\Microsoft Platform SDK\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft Platform SDK\Lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\DelayImp.lib:
1> Searching C:\Program Files\Microsoft Platform SDK\Lib\uuid.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching except.lib:
1> Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3dx9.lib:
1> Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3d9.lib:
1> Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\dxguid.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching C:\Program Files\Microsoft Platform SDK\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft Platform SDK\Lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\DelayImp.lib:
1> Searching C:\Program Files\Microsoft Platform SDK\Lib\uuid.lib:
1>Finished searching libraries
1>LINK : warning LNK4199: /DELAYLOAD:d3dx9_30.dll ignored; no imports found from
d3dx9_30.dll
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__ExtTextOutW@32
referenced in function "public: struct FontCharsClass::CharDataStruct * __thiscall
FontCharsClass::Store_GDI_Char(wchar_t)"
(?Store_GDI_Char@FontCharsClass@@QAEPAUCharDataStruct@1@_W@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol
__imp__GetTextExtentPoint32W@16 referenced in function "public: struct
FontCharsClass::CharDataStruct * __thiscall FontCharsClass::Store_GDI_Char(wchar_t)"
(?Store_GDI_Char@FontCharsClass@@QAEPAUCharDataStruct@1@_W@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__GetTextMetricsA@8
referenced in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__SetTextColor@8
referenced in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__SetBkColor@8 referenced
in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__SelectObject@8

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referenced in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__CreateCompatibleDC@4
referenced in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__CreateDIBSection@24
referenced in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__CreateFontA@56
referenced in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__GetDeviceCaps@8
referenced in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__GetDC@4 referenced in
function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__DeleteDC@4 referenced
in function "public: void __thiscall FontCharsClass::Free_GDI_Font(void)"
(?Free_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__DeleteObject@4
referenced in function "public: void __thiscall FontCharsClass::Free_GDI_Font(void)"
(?Free_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_io.obj : error LNK2019: unresolved external symbol __imp__RegQueryValueExA@24
referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)"
(?Get_Registry_Int@@YAIPBDH@Z)
1>engine_io.obj : error LNK2019: unresolved external symbol __imp__RegOpenKeyExA@20
referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)"
(?Get_Registry_Int@@YAIPBDH@Z)
1>shaderhud.obj : error LNK2019: unresolved external symbol __imp__MessageBoxA@16
referenced in function _ReadHUDBits
1>shaders.obj : error LNK2001: unresolved external symbol __imp__MessageBoxA@16
1>.\bin\debug\shaders.dll : fatal error LNK1120: 16 unresolved externals
1>Build log was saved at "file:///c:/Documents and Settings/Tom/My
Documents/scripts344/tmp/shaders/debug/BuildLog.htm"
1>shaders - 18 error(s), 1 warning(s)
===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====

```