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Subject: Re: Shader Plugin / Shader Help  
Posted by [halo2pac](#) on Mon, 01 Jun 2009 02:15:37 GMT  
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Ok that fixes that problem but why is it saying:

1>.\shaders.cpp(37) : fatal error C1189: #error :

The Renegade shaders.dll requires the DirectX August 2006 SDK installed in order to produce a proper executable.

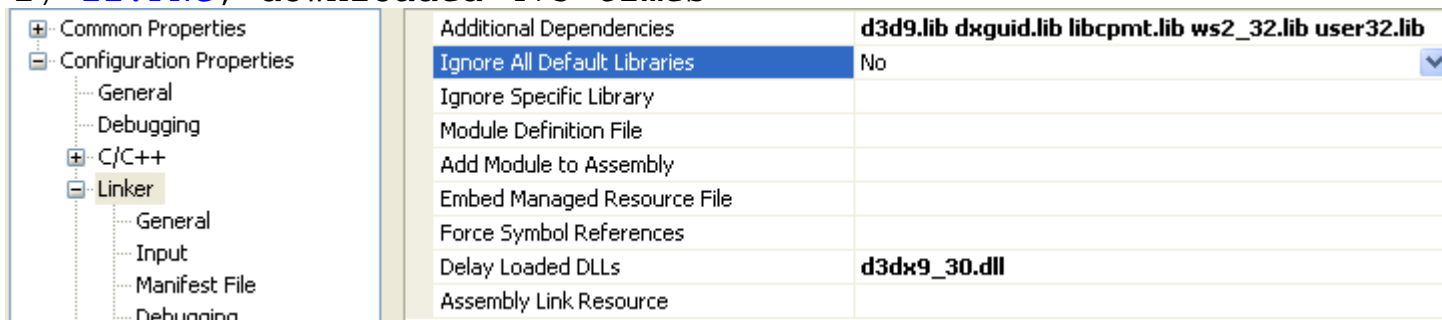
If you wish to use a different version of the SDK, modify the delay load dll in linker settings to point to the newer d3dx.dll

I have

already set before it shows that error.

## File Attachments

1) [l1.PNG](#), downloaded 475 times



Common Properties	Additional Dependencies	<b>d3d9.lib dxguid.lib libcpmt.lib ws2_32.lib user32.lib</b>
Configuration Properties	Ignore All Default Libraries	No <input type="button" value="v"/>
General	Ignore Specific Library	
Debugging	Module Definition File	
C/C++	Add Module to Assembly	
<b>Linker</b>	Embed Managed Resource File	
General	Force Symbol References	
Input	Delay Loaded DLLs	<b>d3dx9_30.dll</b>
Manifest File	Assembly Link Resource	
Debuinn		