

Subject: Re: Shader Plugin / Shader Help
Posted by [halo2pac](#) on Mon, 01 Jun 2009 02:15:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

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) [11.PNG](#), downloaded 695 times

+

Common Properties

-

Configuration Properties

...

General

...

Debugging

+

C/C++

-

Linker

...

General

...

Input

...

Manifest File

...

Dehunninn

Additional Dependencies

Ignore All Default Libraries

Ignore Specific Library

Module Definition File

Add Module to Assembly

Embed Managed Resource File

Force Symbol References

Delay Loaded DLLs

Assembly Link Resource

d3d9.lib dxguid.lib libcpmt.lib ws2_32.lib user32.lib

No

d3dx9_30.dll